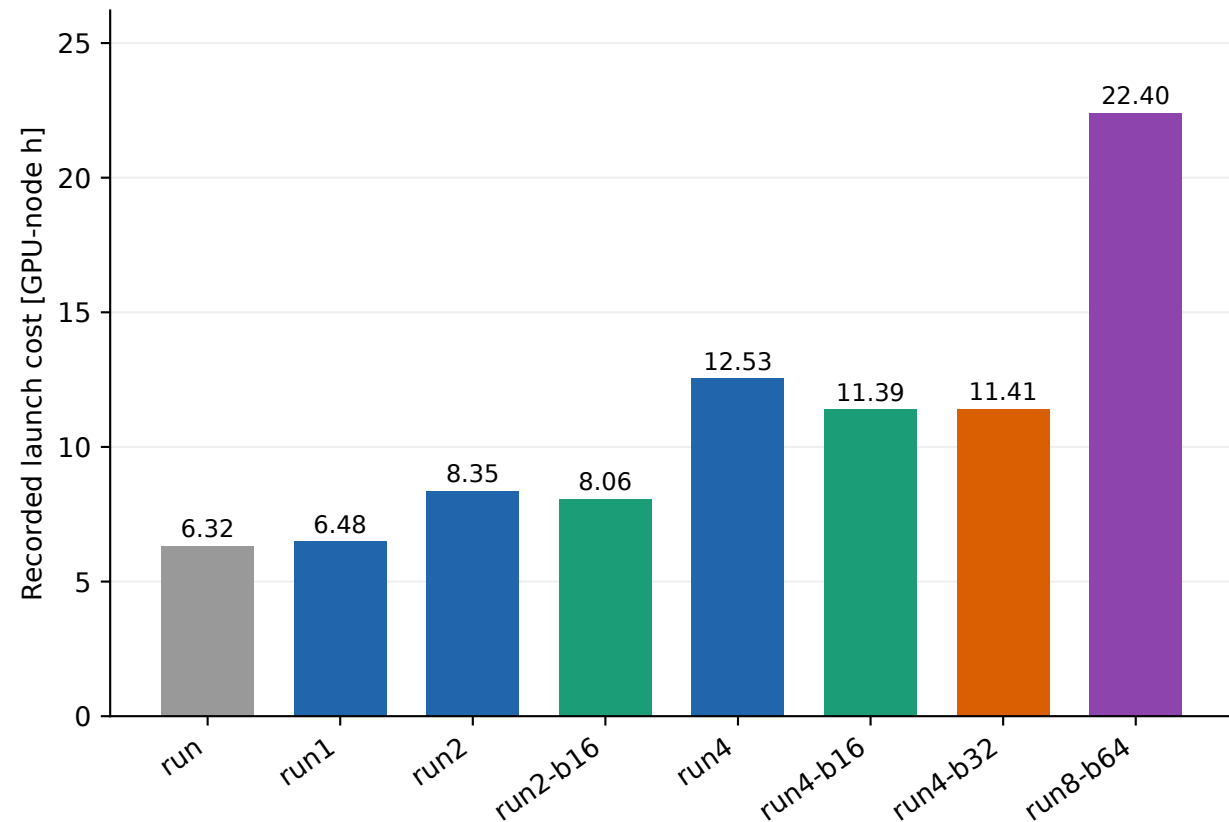
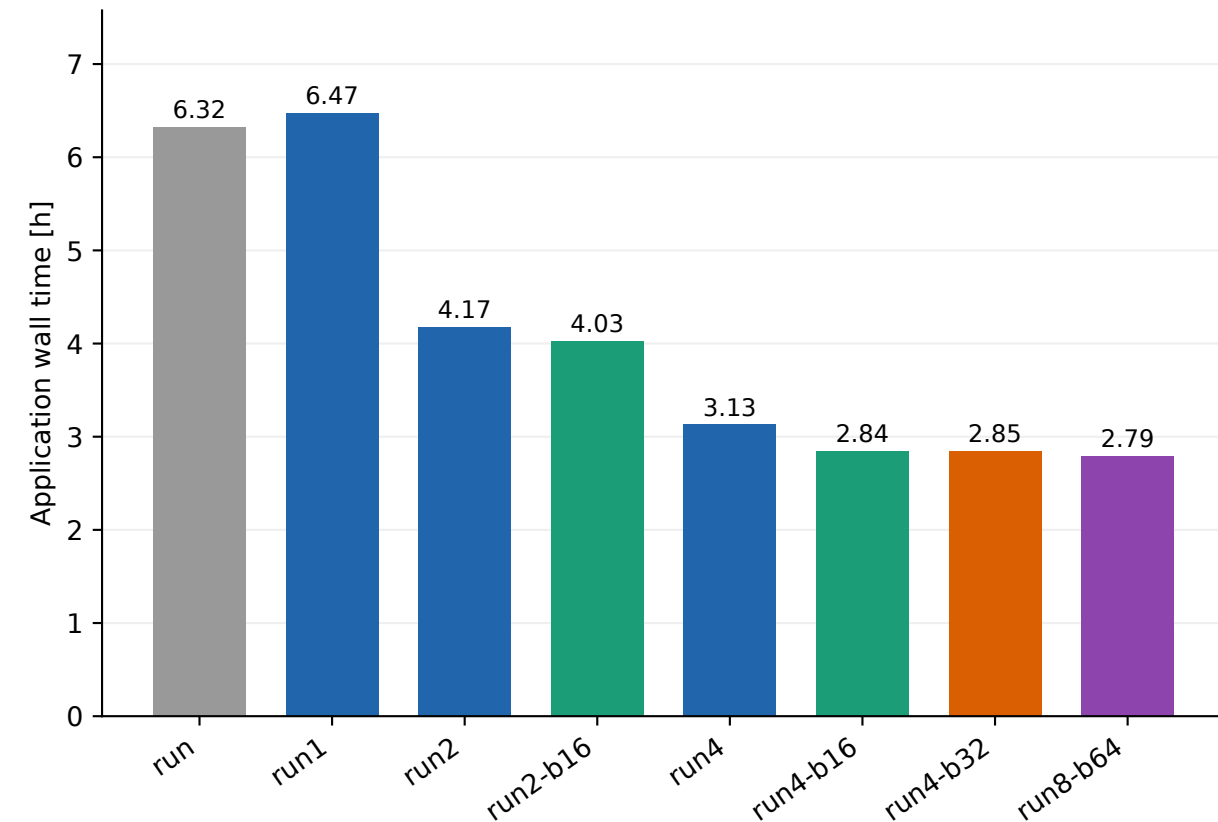


Turnaround and resource cost



Cost = nodes $\times$ recorded launch seconds / 3600; individual-GPU hours = 4 $\times$ node-hours. Grey: earlier run/ reference.