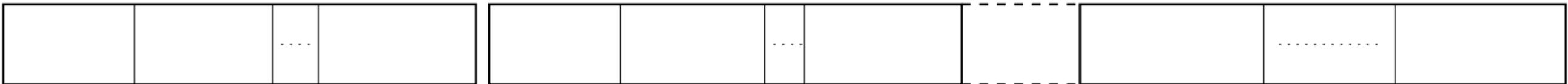


ligne i de l'image
en memoire globale du GPU



prefixsums

