ThreadFenceReduction Bandwidth over Blocks for different Sizes #threads:128 10^{3} (Elements/s) multipass, size: --- n,1 --- n,64 --- n,4k -**→**- n,256k --- n,16M 10^{2} → y,64 **→** y,4k → y,256k **→** y,1 **→** y,16M --- n,2 -**-**- n,128 -**-**- n,8k --- n,512k -**-** n,32M **→** y,128 → y,512k **y**,2 **--** y,8k **--** y,32M 10^1 ---- n,4 -* n,256 -**→**- n,16k --- n,1M -**-** n,64M **→** y,4 → y,256 → y,16k → y,1M → y,64M Bandwidth 10⁻¹ 10^{0} -**-**- n,2M -**→**- n,8 --- n,512 -**→**- n,32k - n,128M **→** y,8 → y,512 → y,32k → y,128M **→** y,2M -**-**- n,4M --- n,16 --- n,1k - n,64k - n,256M **→** y,16 **─** y,64k **→** y,256M → y,1k **→** y,4M -**-** n,128k - n,32 -+- n,2k --- n,8M -**-** n,512M **─** y,32 → y,128k — y,2k — y,8M **→** y,512M 2^{14} 2^{17} 25 2^{11} 28

Blocks