ThreadFenceReduction Throughput over Blocks for different Sizes #threads:128 (Elements/s) 10³ multipass(m,s),size: --- m,4k -**→**- m,256k \rightarrow m,64 --- m,16M --- m,1 → s,64 **→** s,4k → s,256k **→** s,16M **--** s,1 -**-** m,2 -**-** m,128 -**-**- m,8k --- m,512k -**-**- m,32M 10^2 **→** s,128 → s,512k -- s,2 **→** s,8k **-■** s,32M --- m,4 -*- m,256 -**→**- m,16k - m,1M --- m,64M → s,4 → s,256 → s,16k → s,1M **→** s,64M --- m,512 -**→**- m,8 -**→**- m,32k -**-** m,2M - m,128M **→** s,8 -- s,512 → s,32k **→** s,2M → s,128M --- m,16 --- m,1k - m,64k --- m,4M - m,256M **→** s,256M -- s,16 **→** s,1k **→** s,64k **→** s,4M ------- m,32 -+- m,2k --- m,128k --- m,8M -**-** m,512M **→** s,32 → s,2k **→** s,128k — s,8M **→** s,512M 211 2^{17} 2^2 2^{5} 2^{14} 28 # Blocks