Segmented Reduction Performance on RTX A4500 GPU (Regular Distribution)

Y-axis (left): Throughput (Giga-elements/s), 0 to 160
Y-axis (right): Speedup, 1 to 29

X-axis: [number of segments],[segment size]
[16Mi],[2] [8Mi],[4] [4Mi],[8] [2Mi],[16] [1Mi],[32] [512Ki],[64] [256Ki],[128] [128Ki],[256] [64Ki],[512] [32Ki],[1Ki] [16Ki],[2Ki] [8Ki],[4Ki] [4Ki],[8Ki] [2Ki],[16Ki] [1Ki],[32Ki] [512],[64Ki] [256],[128Ki] [128],[256Ki] [64],[512Ki] [32],[1Mi] [16],[2Mi] [8],[4Mi] [4],[8Mi] [2],[16Mi]

Speedup (CUB/bestReduce) values: 16.29, 8.33, 4.36, 1.98, 1.25, 1.08, 1.01, 1.00, 1.00, 1.00, 1.00, 1.00, 1.00, 1.00, 1.00, 1.00, 1.12, 1.91, 3.70, 7.32

Legend: Thrust, CUB, bestReduce, Speedup (CUB/bestReduce)