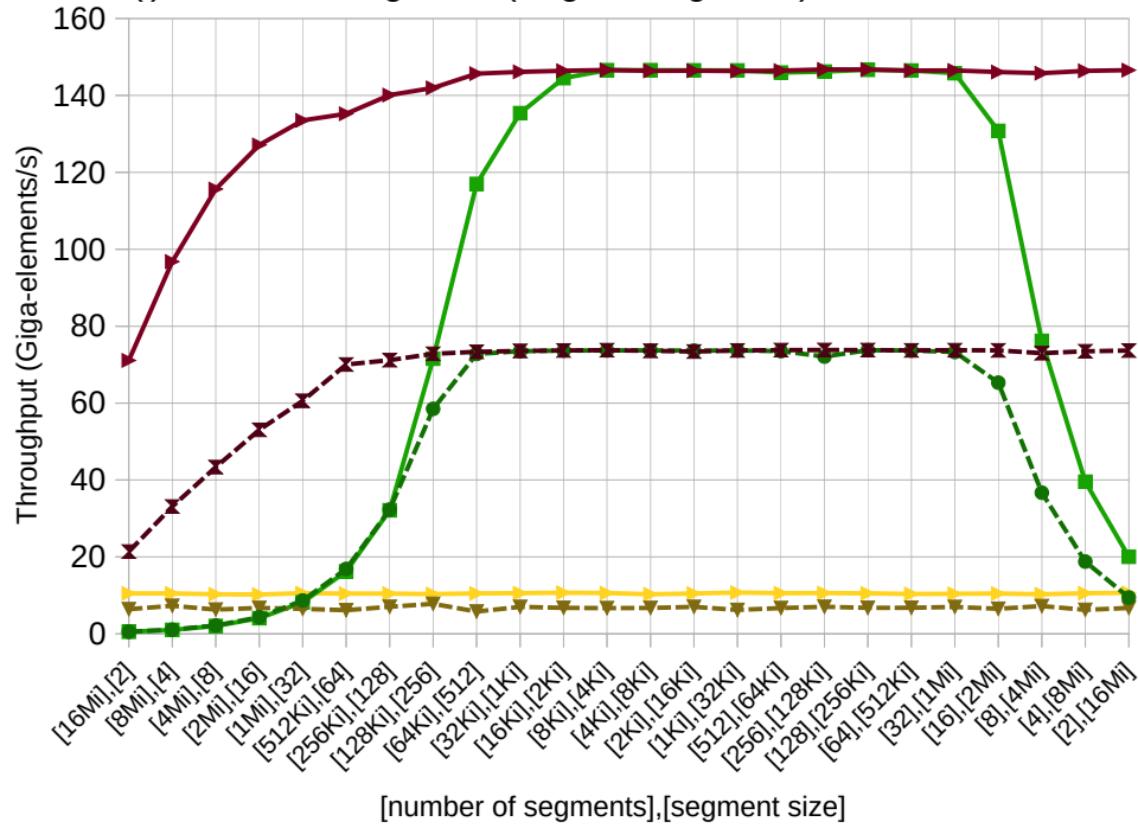


(i) Fixed-Size Segments (Regular Segments) - GPU RTX A4500



Thrust (32-bit) CUB (32-bit) bestReduce (32-bit)
 Thrust (64-bit) CUB (64-bit) bestReduce (64-bit)