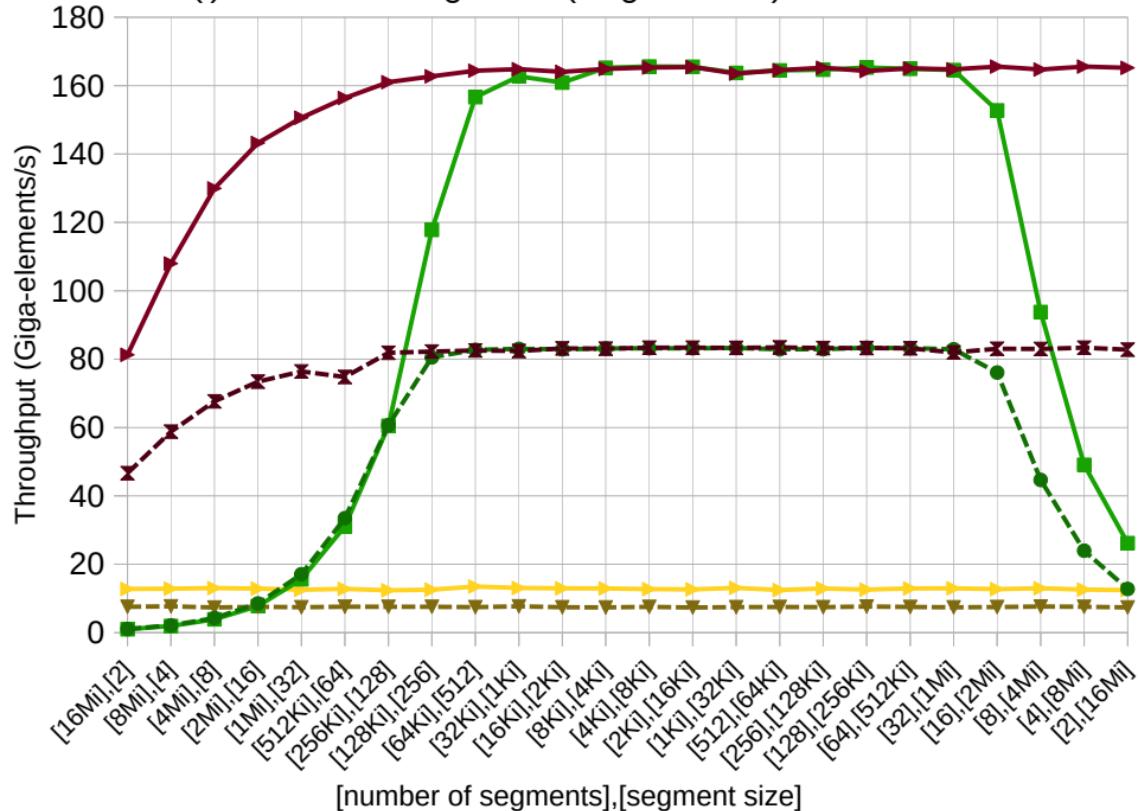


(i) Fixed-Size Segments (Regular Size) – GPU RTX 4080



—> Thrust (32-bit) —■— CUB (32-bit) —→ bestReduce (32-bit)
 -·-▲-- Thrust (64-bit) -·-●-- CUB (64-bit) -·-×-- bestReduce (64-bit)