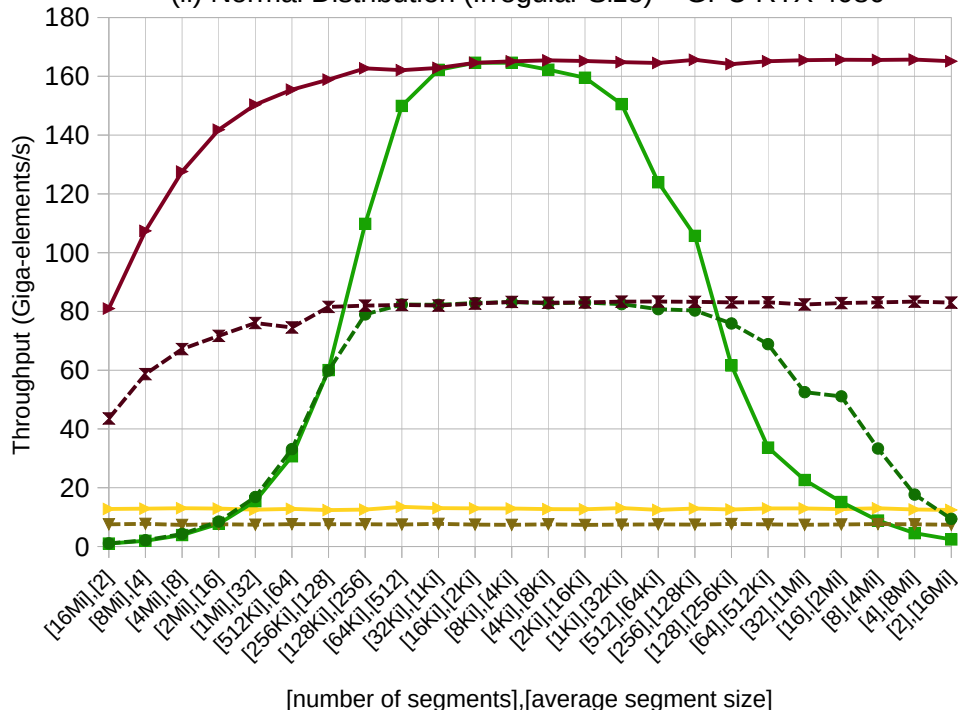


(ii) Normal Distribution (Irregular Size) – GPU RTX 4080



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