

ACE queue

task dispatch $X*Y*Z=2$

workgroup 0

workgroup 1

draw ring

packet
end

$X*Y*Z=N$

$X*Y*Z=M$

GFX queue

mesh dispatch 0

workgroup 0

workgroup 1

...

workgroup N

mesh dispatch 1

workgroup 0

workgroup 1

...

workgroup M