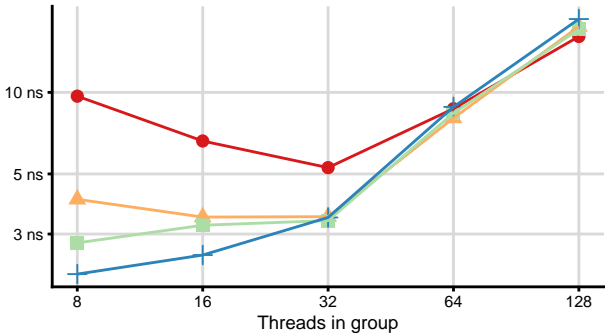


Time per point (log-scale)



Points assigned to each thread block ● 1 ▲ 2 ■ 3 + 4