

```

while (not all particles rendered)
{
    find the i-th subset  $S_i$  in particle array that just uses up fragment buffer;
    A: call device to render  $S_i$ ;
        if ( $S_i$  is not the first subset starting from index 0)
        {
            B: combine  $F_{i-1}$ ,  $S_{i-1}$ 's output in fragment buffer;
        }
    C: copy fragment buffer from device to host;
        if ( $S_i$  is the last subset ending with index  $N$ , last index of particle array)
        {
            combine  $F_i$ ;
        }
         $i++$ ;
}

```