

CPU

Launch
kernels

GPU

Stream 1

clock()

Work

clock()

cost₁ += Δt_1

Stream 2

clock()

Work

clock()

cost₂ += Δt_2

Stream 3

clock()

Work

clock()

cost₃ += Δt_3

⋮

Δt_1

Δt_2

Δt_3

Time

