

CPU

Register
callbacks

Launch
kernels

Callback:
store Δt_1

Callback:
store Δt_2

Callback:
store Δt_3

$\text{cost}_1 += \Delta t_1$
 $\text{cost}_2 += \Delta t_2$
 $\text{cost}_3 += \Delta t_3$...

GPU

Stream 1

Work

Stream 2

Work

Stream 3

Work

...

Δt_1

Δt_2

Δt_3

Time

