Timings per kernels

Time (ms)

Legend:
- Hash
- Cell Indices
- Permute
- Bitonic Sort
- Integration
- Computes all the Rules
- Render

Y-axis: Time (ms) — 0, 10, 20, 30, 40, 50, 60, 70, 80, 90

X-axis: Number of Boids — 256, 512, 1,024, 2,048, 4,096, 8,192, 16,384, 32,768, 65,536, 131,072, 262,144