

Kernel Code

...

Basic Block...

Barrier()

Basic Block...

...

Kernel Code

...

for/while() {

Basic Block...

Barrier()

}

...

Kernel Code

...

if(...) {

Basic Block...

Barrier()

Basic Block...

}

...

...

Work-item A

...

Basic Block...

Barrier()

Basic Block...

...

Work-item B

...

Basic Block...

Barrier()

Basic Block...

...

...