

- pixelPerThread < 2.0 \wedge LocalMemory \geq 1.0 \wedge 0.0 \leq bs_128x2 < 1.0 \wedge 0.0 \leq TextureMemory < 1.0
- 0.0 \leq LocalMemory < 1.0 \wedge Linear2D \geq 1.0 \wedge 0.0 \leq bs_32x1 < 1.0
- 0.0 \leq LocalMemory < 1.0 \wedge 0.0 \leq bs_32x1 < 1.0 \wedge pixelPerThread < 2.0 \wedge 0.0 \leq bs_32x2 < 1.0 \wedge 0.0 \leq bs_64x1 < 1.0
- 0.0 \leq Linear1D < 1.0 \wedge pixelPerThread < 2.0 \wedge 0.0 \leq bs_64x1 < 1.0 \wedge 0.0 \leq bs_32x2 < 1.0 \wedge 0.0 \leq bs_128x2 < 1.0
- 0.0 \leq LocalMemory < 1.0 \wedge pixelPerThread \geq 4.0 \wedge 0.0 \leq OpenCL < 1.0 \wedge 0.0 \leq bs_32x1 < 1.0

