

- Linear1D $\geq 1.0 \wedge 0.0 \leq \text{LocalMemory} < 1.0 \wedge 2.0 \leq \text{pixelPerThread} < 4.0 \wedge 0.0 \leq \text{bs_32x1} < 1.0$
- $0.0 \leq \text{LocalMemory} < 1.0 \wedge 2.0 \leq \text{pixelPerThread} < 4.0 \wedge \text{Linear2D} \geq 1.0 \wedge 0.0 \leq \text{bs_32x1} < 1.0$
- Linear1D $\geq 1.0 \wedge 0.0 \leq \text{LocalMemory} < 1.0 \wedge 0.0 \leq \text{bs_32x1} < 1.0$
- $0.0 \leq \text{LocalMemory} < 1.0 \wedge 0.0 \leq \text{bs_32x1} < 1.0 \wedge 0.0 \leq \text{CUDA} < 1.0 \wedge \text{pixelPerThread} \geq 3.0 \wedge 0.0 \leq \text{TextureMemory} < 1.0$
- $0.0 \leq \text{LocalMemory} < 1.0 \wedge 0.0 \leq \text{bs_32x1} < 1.0 \wedge 0.0 \leq \text{bs_32x2} < 1.0 \wedge 2.0 \leq \text{pixelPerThread} < 3.0 \wedge \text{padding} \geq 32.0$

