

- LocalMemory \wedge bs_1024x1 \wedge \neg Linear1D \wedge \neg Linear2D
- \neg LocalMemory \wedge \neg bs_32x1 \wedge \neg bs_1024x1 \wedge pixelPerThread > 1.5 \wedge \neg bs_512x2
- LocalMemory \wedge bs_1024x1 \wedge \neg Linear1D
- \neg LocalMemory \wedge \neg bs_32x1 \wedge \neg bs_1024x1 \wedge pixelPerThread > 1.5
- \neg LocalMemory \wedge \neg bs_32x1 \wedge \neg bs_1024x1

