

Random numbers generated / second

1e+11

optimized prng on C1060 ———  
optimized prng on GTX285 - - - - -  
naive prng on C1060 .....  
naive prng on GTX285 - · - · -

1e+10

1e+09

10000

100000

1e+06

1e+07

Number of threads used by the GPU

