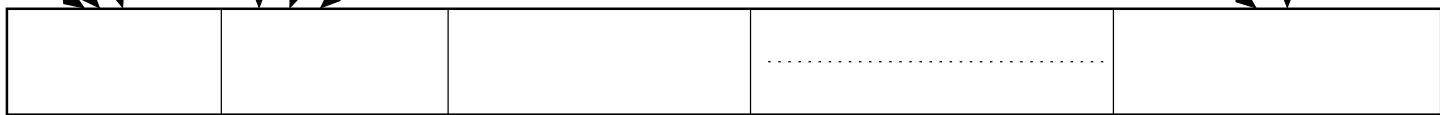


prefixsums
in GPU global mem



in global memory



in global mem