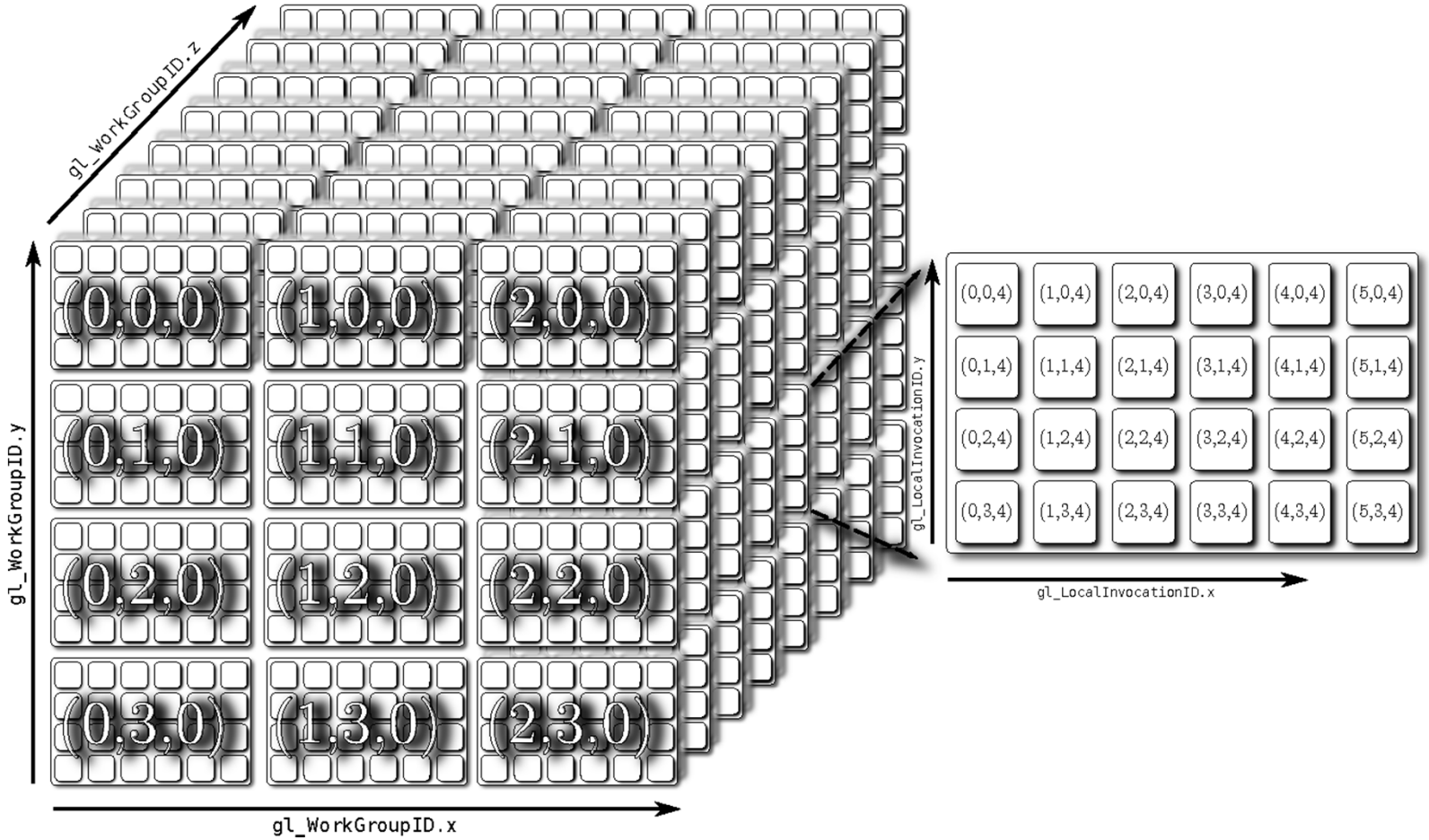

Figure 10.1: Global and local compute work group dimensions

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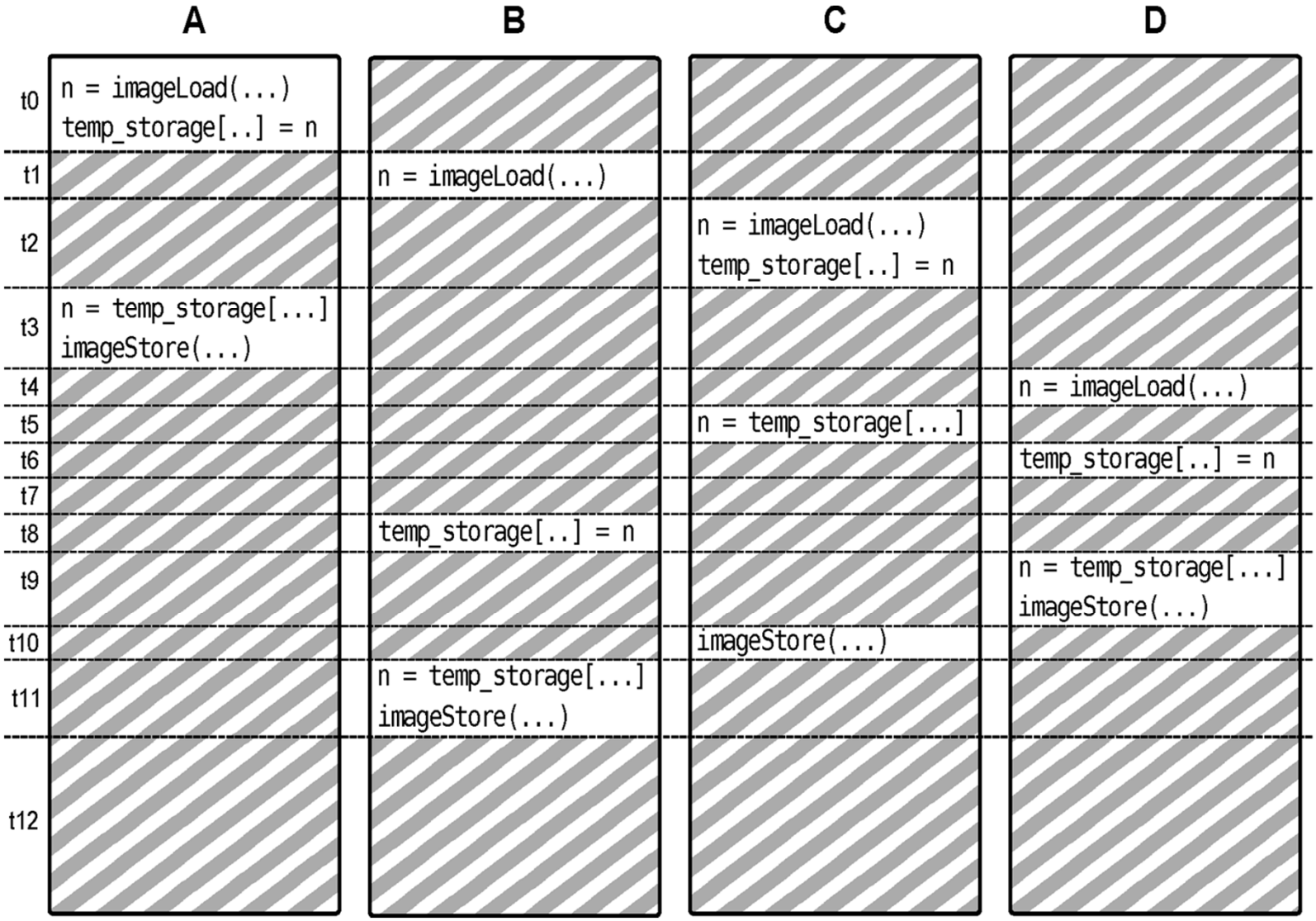

Figure 10.2: Effect of race conditions in a compute shader

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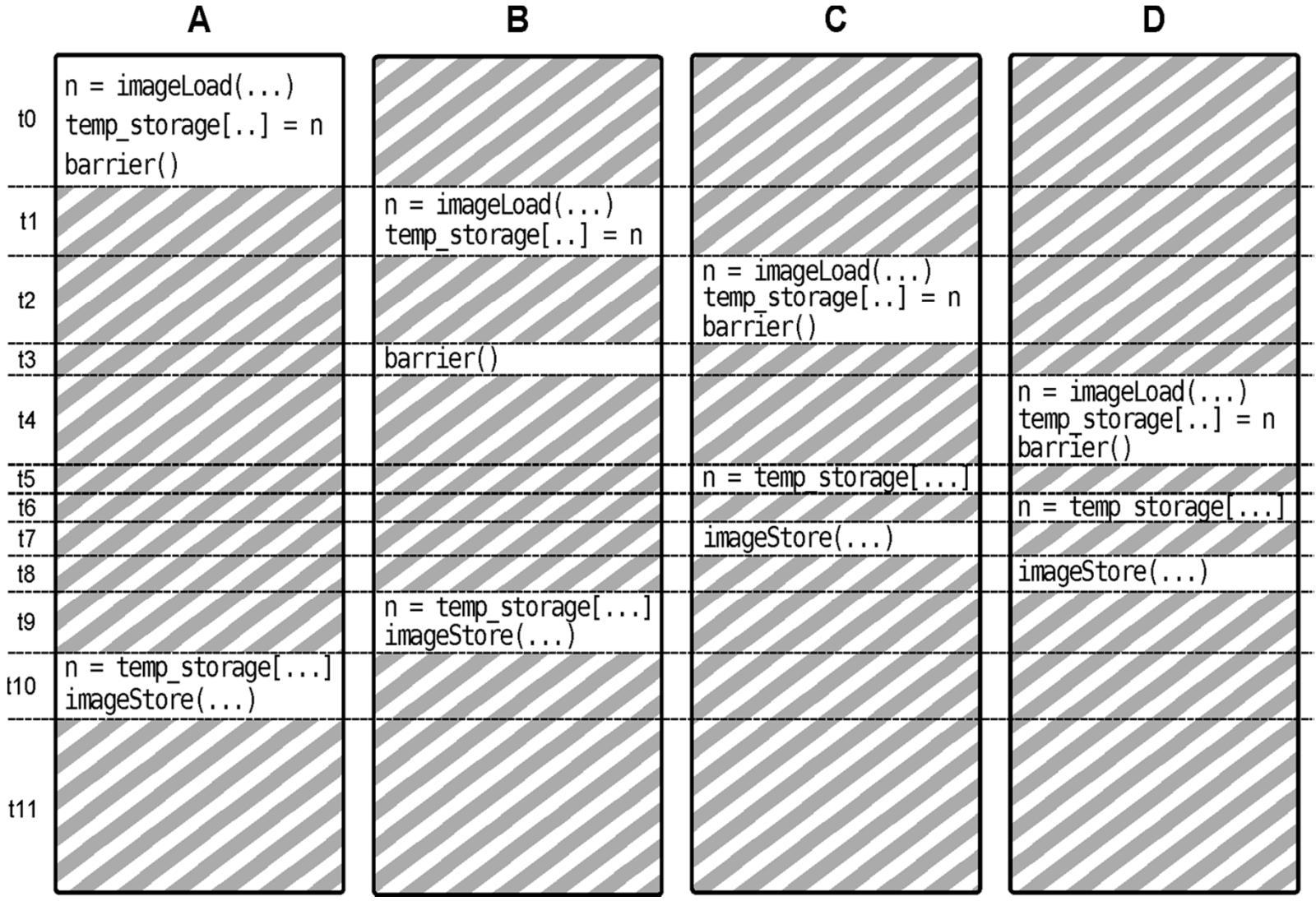

Figure 10.3: Effect of barrier() on race conditions

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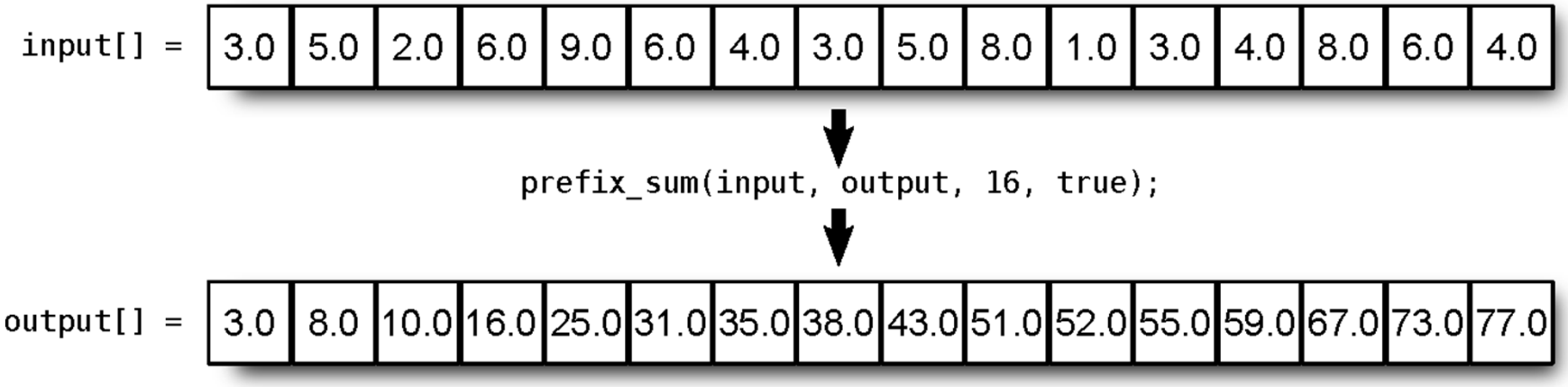

Figure 10.4: Sample input and output of a prefix sum operation

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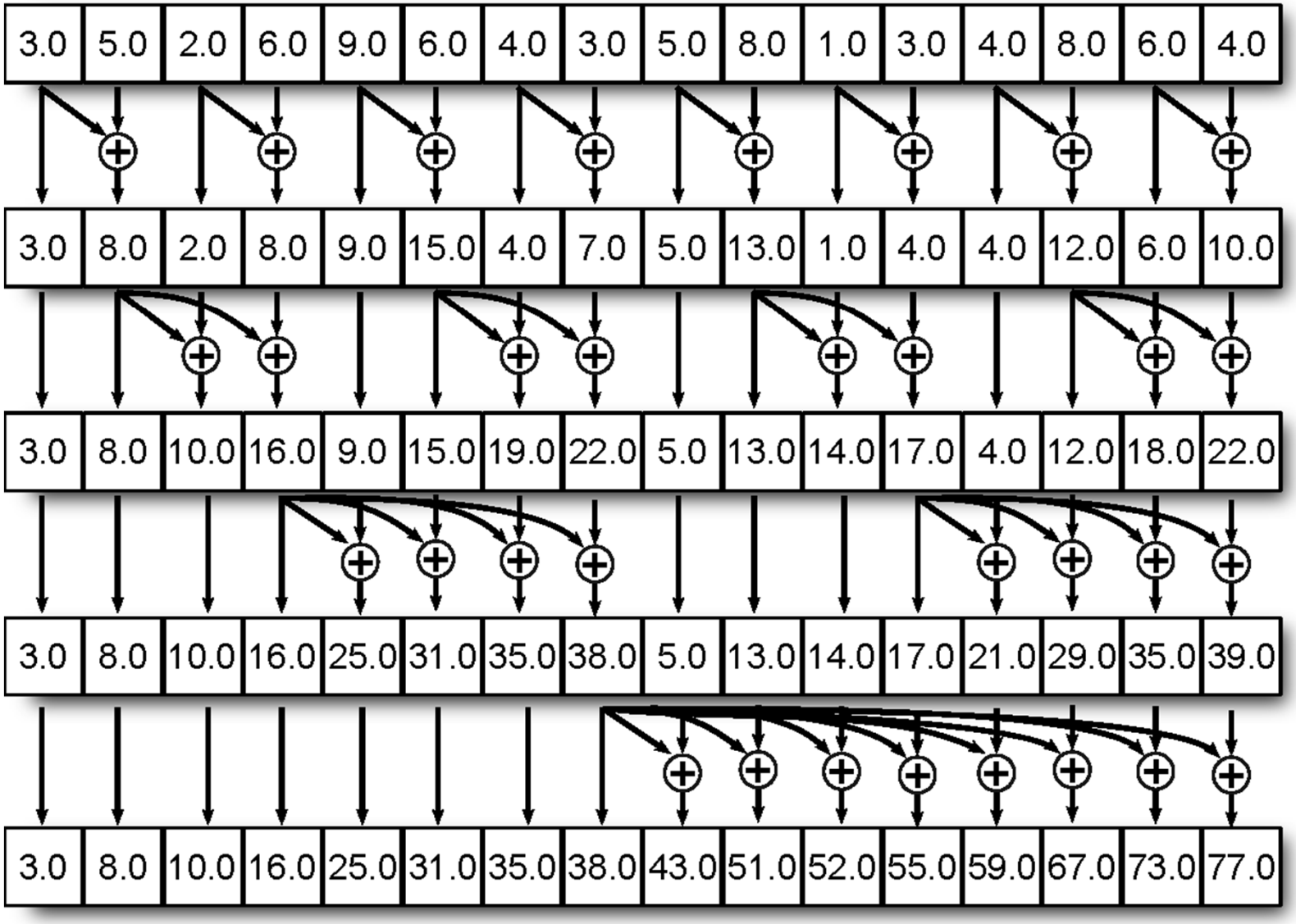

Figure 10.5: Breaking a prefix sum into smaller chunks

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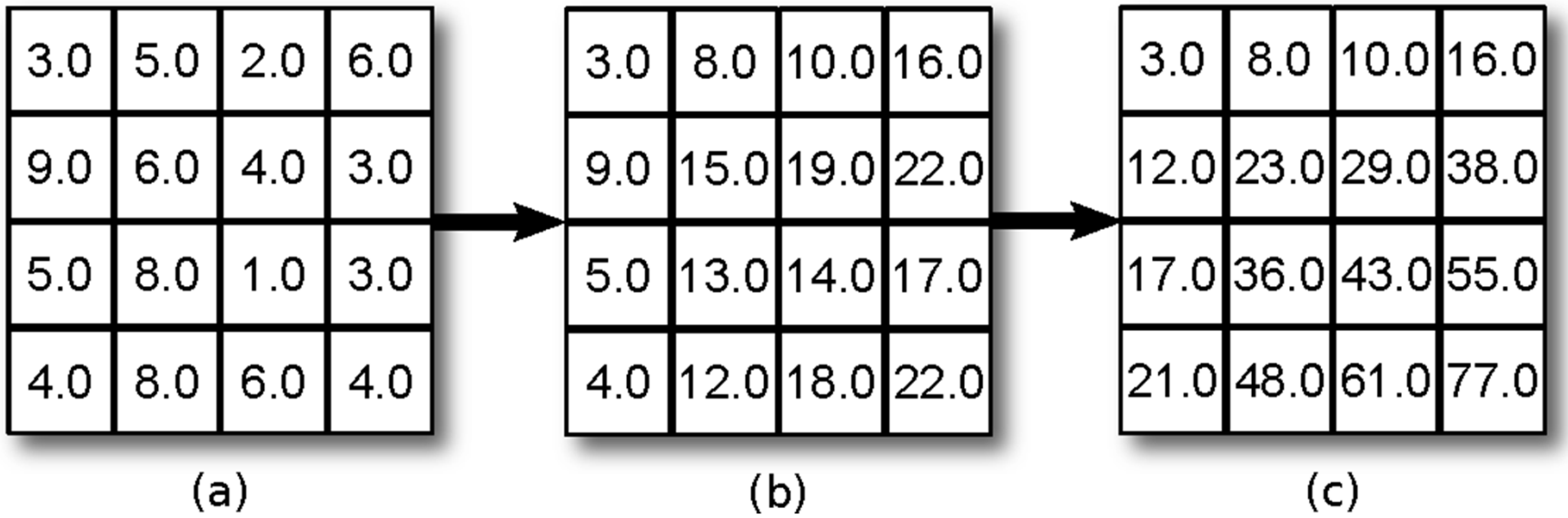

Figure 10.6: A 2D prefix sum

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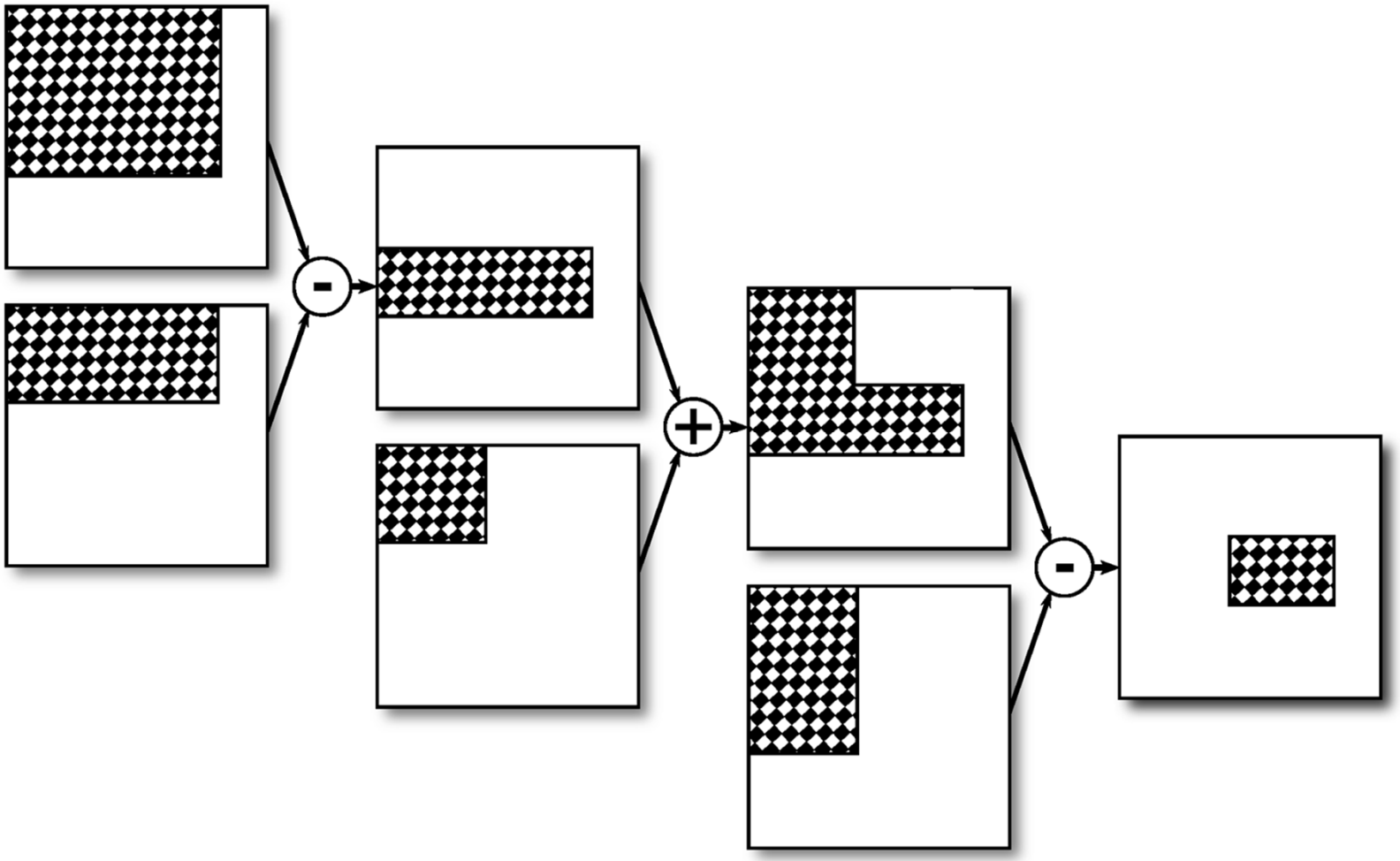

Figure 10.7: Computing the sum of a rectangle in a summed area table

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Figure 10.8: Variable filtering applied to an image

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Figure 10.9: Depth of field in a photograph

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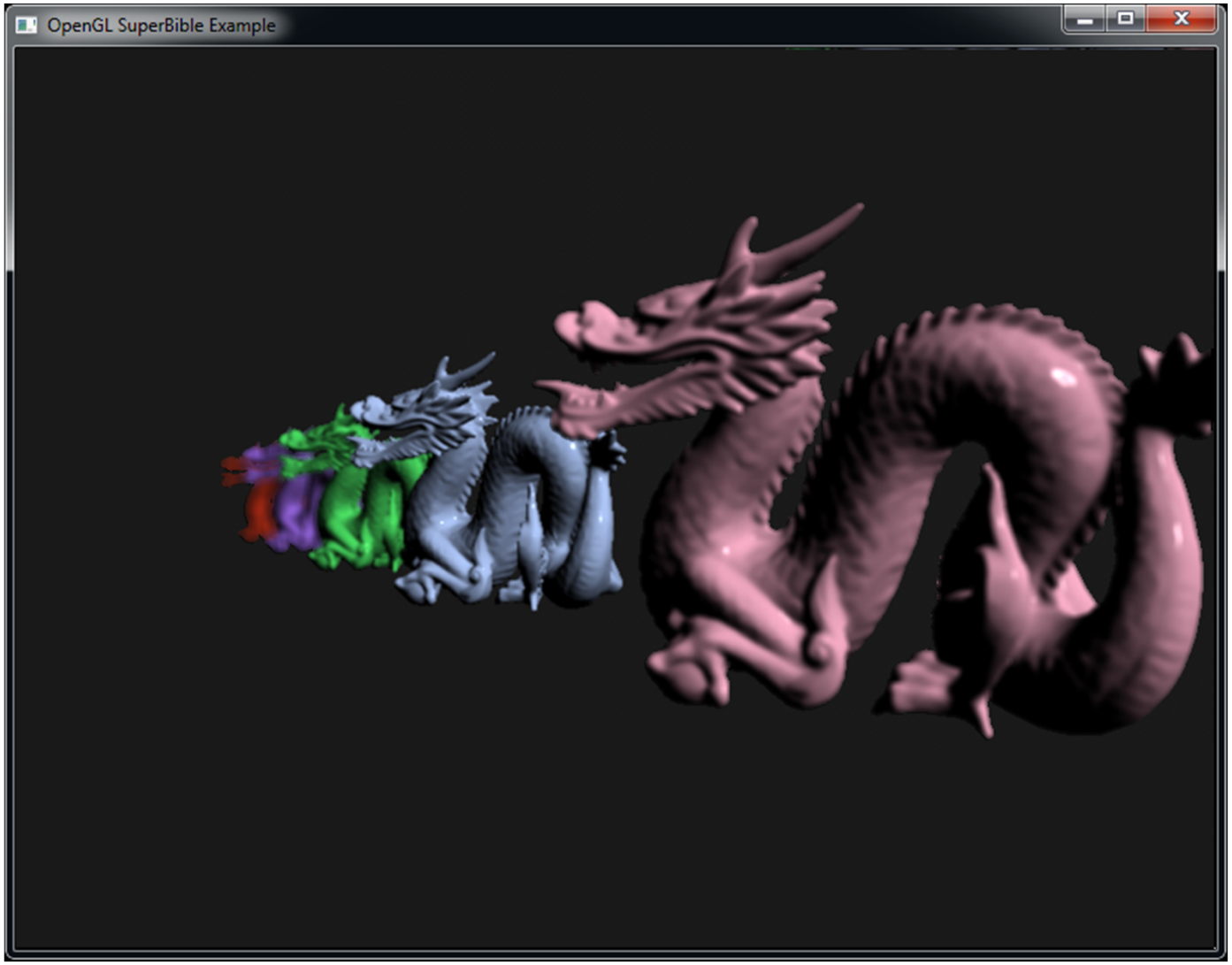

Figure 10.10: Applying depth of field to an image

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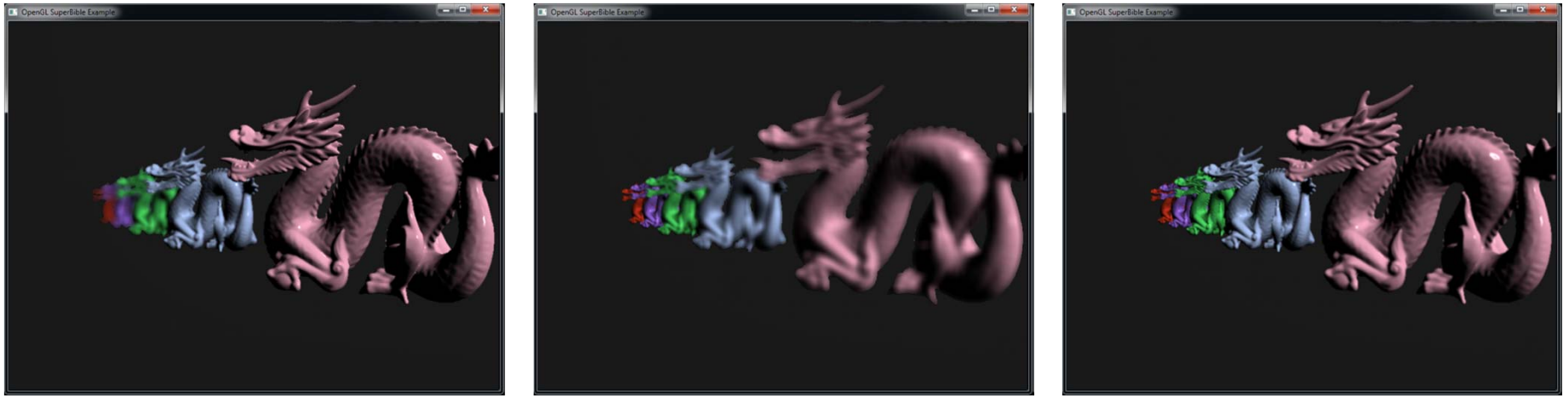

Figure 10.11: Effects achievable with depth of field

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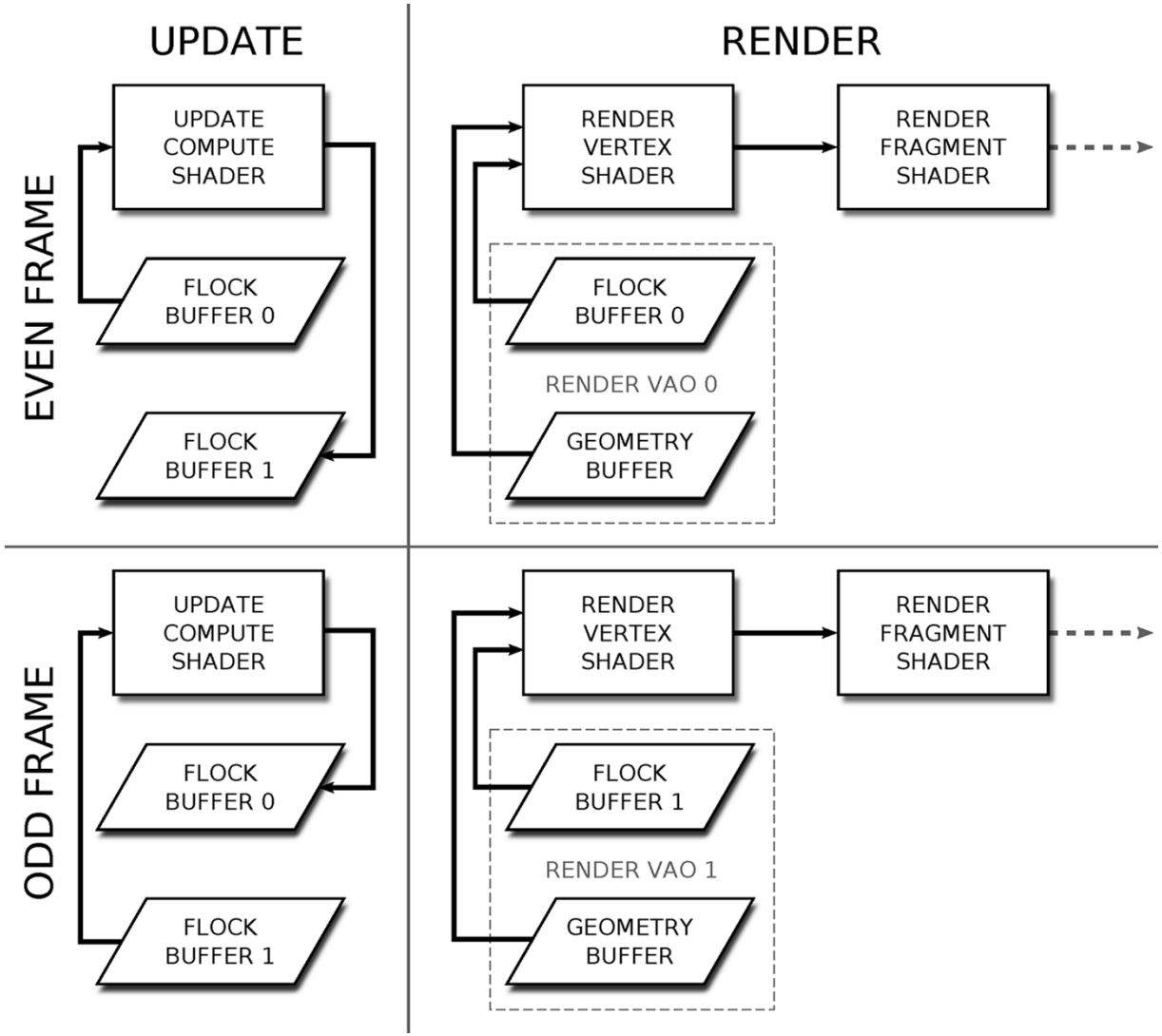

Figure 10.12: Stages in the iterative flocking algorithm

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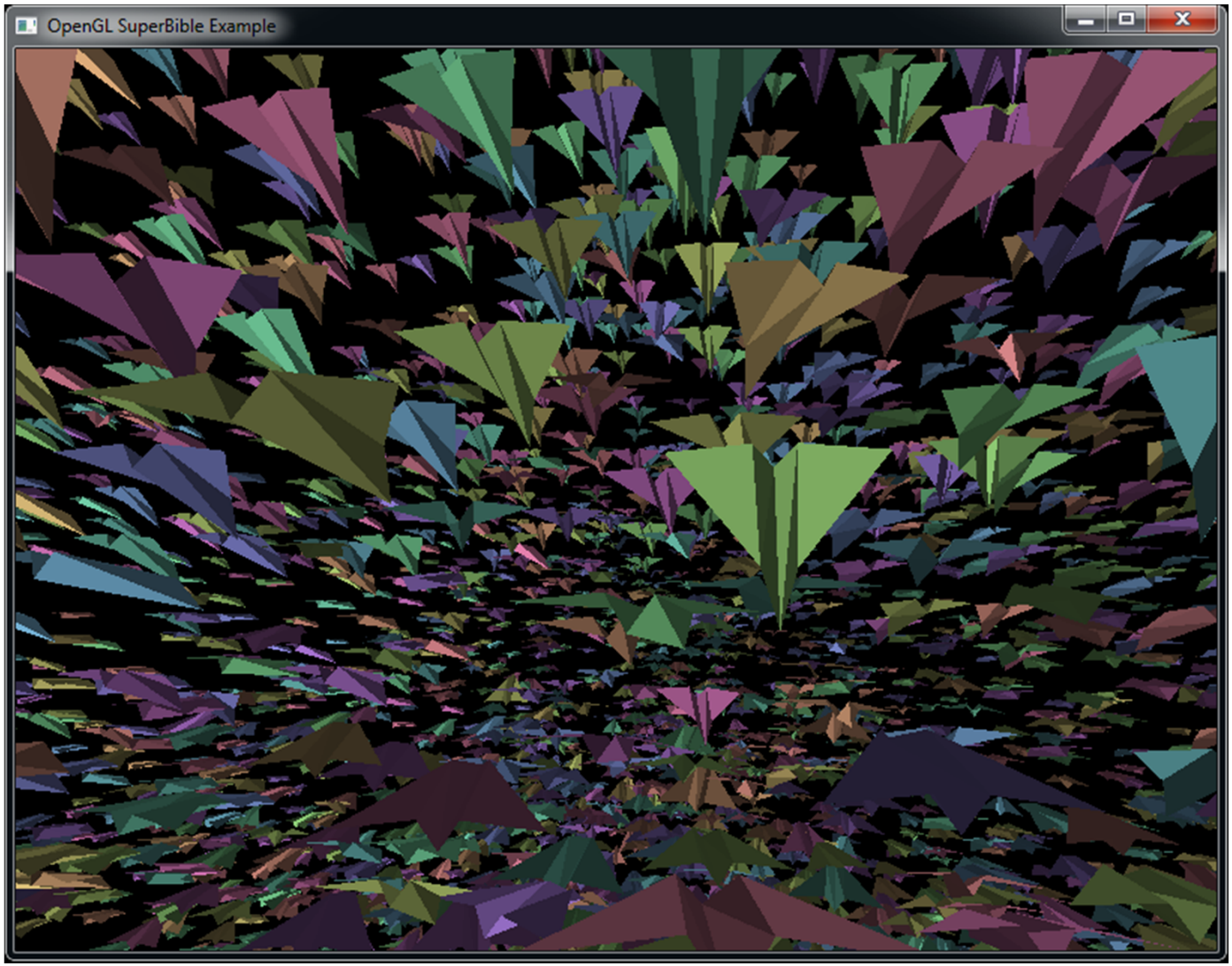

Figure 10.13: Output of compute shader flocking program

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