

```
float curenergy = energygrid[outaddr];
```

Start global memory reads early. Kernel hides some of its own latency.

```
float coorx = gridspaceing * xindex;
```

```
float coory = gridspaceing * yindex;
```

```
int atomid;
```

```
float energyval=0.0f;
```

```
for (atomid=0; atomid<numatoms; atomid++) {
```

```
float dx = coorx - atominfo[atomid].x;
```

```
float dy = coory - atominfo[atomid].y;
```

```
energyval += atominfo[atomid].w *  
            rsqrtf(dx*dx + dy*dy + atominfo[atomid].z);
```

```
}  
energygrid[outaddr] = curenergy + energyval;
```

Only dependency on global memory read is at the end of the kernel...