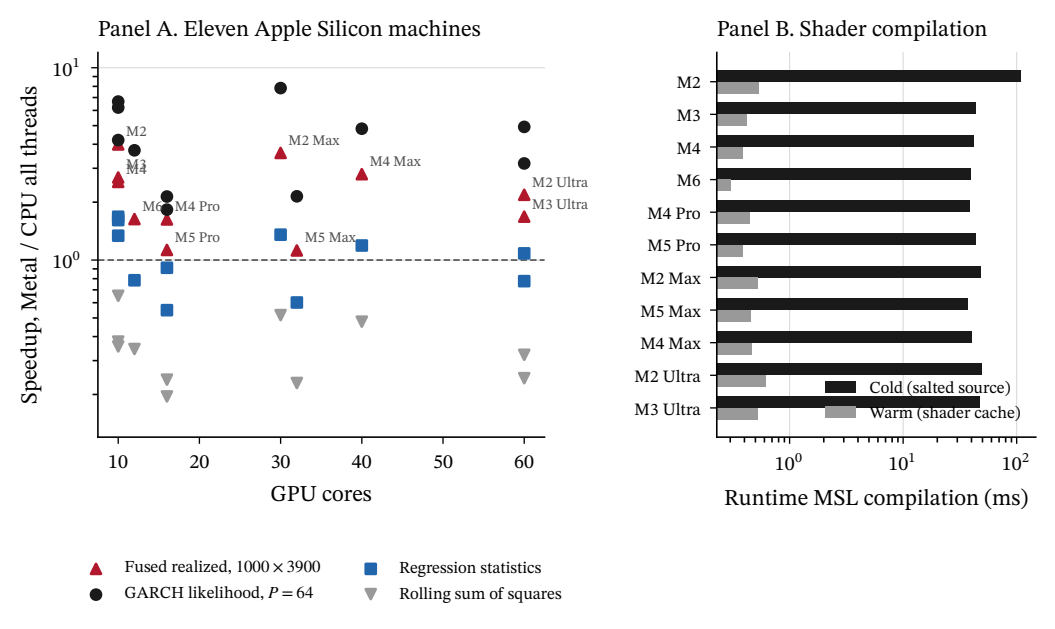

Panel A. Eleven Apple Silicon machines
Speedup, Metal / CPU all threads
10^1
10^0
M2
M3
M4
M6
M4 Pro
M5 Pro
M2 Max
M5 Max
M4 Max
M2 Ultra
M3 Ultra
10
20
30
40
50
60
GPU cores
Fused realized, 1000 × 3900
GARCH likelihood, $P = 64$
Regression statistics
Rolling sum of squares
Panel B. Shader compilation
M2
M3
M4
M6
M4 Pro
M5 Pro
M2 Max
M5 Max
M4 Max
M2 Ultra
M3 Ultra
Cold (salted source)
Warm (shader cache)
10^0
10^1
10^2
Runtime MSL compilation (ms)