

# Analysis Report

**void computeROI<float, int=64, int=7, int=15>(float const \*, float\*, float const \*, float, int, int)**

Duration	5.543 ms (5,542,921 ns)
Grid Size	[ 24,1,1 ]
Block Size	[ 256,1,1 ]
Registers/Thread	28
Shared Memory/Block	0 B
Shared Memory Requested	96 KiB
Shared Memory Executed	96 KiB
Shared Memory Bank Size	4 B

## [0] GeForce GTX 960

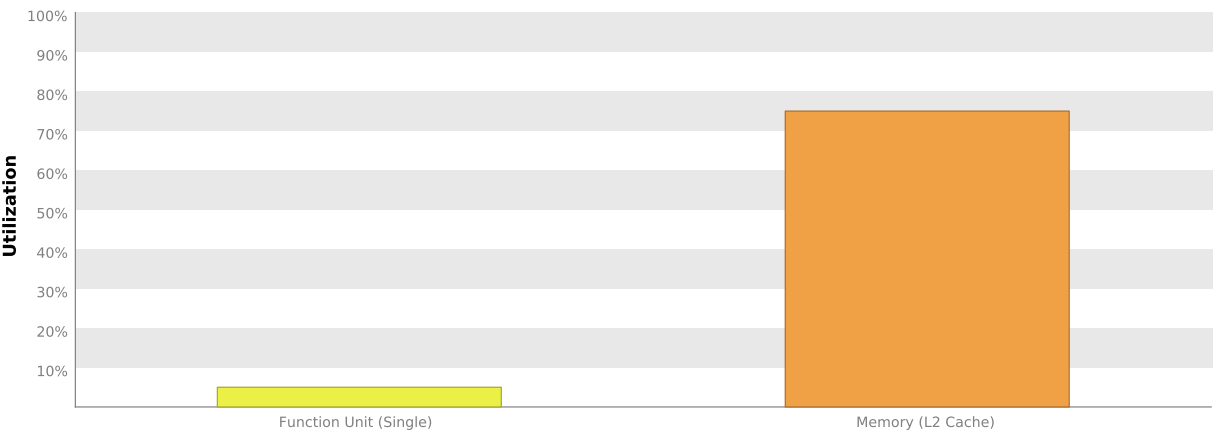
GPU UUID	GPU-0db32734-f94e-48a7-8b5d-4604317dc554
Compute Capability	5.2
Max. Threads per Block	1024
Max. Shared Memory per Block	48 KiB
Max. Registers per Block	65536
Max. Grid Dimensions	[ 2147483647, 65535, 65535 ]
Max. Block Dimensions	[ 1024, 1024, 64 ]
Max. Warps per Multiprocessor	64
Max. Blocks per Multiprocessor	32
Single Precision FLOP/s	2.644 TeraFLOP/s
Double Precision FLOP/s	82.624 GigaFLOP/s
Number of Multiprocessors	8
Multiprocessor Clock Rate	1.291 GHz
Concurrent Kernel	true
Max IPC	6
Threads per Warp	32
Global Memory Bandwidth	112.16 GB/s
Global Memory Size	4 GiB
Constant Memory Size	64 KiB
L2 Cache Size	1 MiB
Memcpy Engines	2
PCIe Generation	2
PCIe Link Rate	5 Gbit/s
PCIe Link Width	16

# 1. Compute, Bandwidth, or Latency Bound

The first step in analyzing an individual kernel is to determine if the performance of the kernel is bounded by computation, memory bandwidth, or instruction/memory latency. The results below indicate that the performance of kernel "void computeROI<float, int=..." is most likely limited by memory bandwidth. You should first examine the information in the "Memory Bandwidth" section to determine how it is limiting performance.

## 1.1. Kernel Performance Is Bound By Memory Bandwidth

For device "GeForce GTX 960" the kernel's compute utilization is significantly lower than its memory utilization. These utilization levels indicate that the performance of the kernel is most likely being limited by the memory system. For this kernel the limiting factor in the memory system is the bandwidth of the L2 Cache memory.



## 2. Memory Bandwidth

Memory bandwidth limits the performance of a kernel when one or more memories in the GPU cannot provide data at the rate requested by the kernel. The results below indicate that the kernel is limited by the bandwidth available to the L2 cache.

### 2.1. Global Memory Alignment and Access Pattern

Memory bandwidth is used most efficiently when each global memory load and store has proper alignment and access pattern.

*Optimization: Each entry below points to a global load or store within the kernel with an inefficient alignment or access pattern. For each load or store improve the alignment and access pattern of the memory access.*

`/home/adas/cuda-workspace/CudaVisionSysDeploy/Release/./src/init/./device/SVM/SVMclassification.h`

Line 113	Global Load L2 Transactions/Access = 31.9, Ideal Transactions/Access = 4 [ 5098800 L2 transactions for 159600 total executions ]
Line 113	Global Load L2 Transactions/Access = 31.9, Ideal Transactions/Access = 4 [ 5098800 L2 transactions for 159600 total executions ]
Line 113	Global Load L2 Transactions/Access = 31.9, Ideal Transactions/Access = 4 [ 5098800 L2 transactions for 159600 total executions ]
Line 113	Global Load L2 Transactions/Access = 31.9, Ideal Transactions/Access = 4 [ 5098800 L2 transactions for 159600 total executions ]
Line 113	Global Load L2 Transactions/Access = 31.9, Ideal Transactions/Access = 4 [ 5098800 L2 transactions for 159600 total executions ]
Line 113	Global Load L2 Transactions/Access = 31.9, Ideal Transactions/Access = 4 [ 5098800 L2 transactions for 159600 total executions ]
Line 113	Global Load L2 Transactions/Access = 31.9, Ideal Transactions/Access = 4 [ 5098800 L2 transactions for 159600 total executions ]
Line 113	Global Load L2 Transactions/Access = 31.9, Ideal Transactions/Access = 4 [ 5098800 L2 transactions for 159600 total executions ]

### 2.2. GPU Utilization Is Limited By Memory Bandwidth

The following table shows the memory bandwidth used by this kernel for the various types of memory on the device. The table also shows the utilization of each memory type relative to the maximum throughput supported by the memory. The results show that the kernel's performance is potentially limited by the bandwidth available from one or more of the memories on the device.

*Optimization: Try the following optimizations for the memory with high bandwidth utilization.*







*Shared Memory - If possible use 64-bit accesses to shared memory and 8-byte bank mode to achieved 2x throughput.*

*L2 Cache - Align and block kernel data to maximize L2 cache efficiency.*

*Unified Cache - Reallocate texture data to shared or global memory. Resolve alignment and access pattern issues for global loads and stores.*

*Device Memory - Resolve alignment and access pattern issues for global loads and stores.*

*System Memory (via PCIe) - Make sure performance critical data is placed in device or shared memory.*

Transactions	Bandwidth	Utilization	
Shared Memory			
Shared Loads	0	0 B/s	
Shared Stores	0	0 B/s	
Shared Total	0	0 B/s	
L2 Cache			
Reads	42067247	266.53 GB/s	
Writes	765	4.847 MB/s	
Total	42068012	266.535 GB/s	
Unified Cache			
Local Loads	0	0 B/s	
Local Stores	0	0 B/s	
Global Loads	45897600	266.53 GB/s	
Global Stores	759	4.809 MB/s	
Texture Reads	10214400	64.717 GB/s	
Unified Total	56112759	331.251 GB/s	
Device Memory			
Reads	4571138	28.962 GB/s	
Writes	16147	102.304 MB/s	
Total	4587285	29.064 GB/s	
System Memory			
[ PCIe configuration: Gen2 x16, 5 Gbit/s ]			
Reads	0	0 B/s	
Writes	5	31.679 kB/s	

### 3. Instruction and Memory Latency

Instruction and memory latency limit the performance of a kernel when the GPU does not have enough work to keep busy. The results below indicate that the GPU does not have enough work because the kernel does not execute enough blocks.

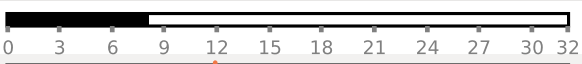
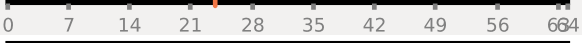



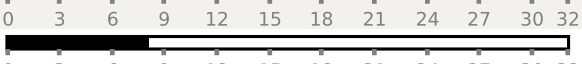
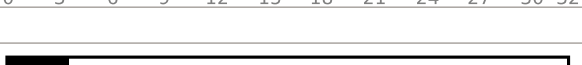

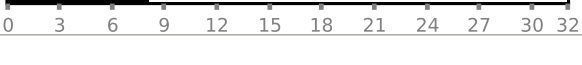
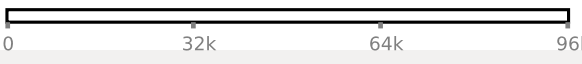
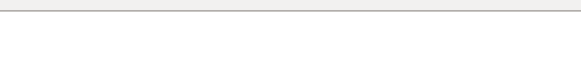
#### 3.1. Grid Size Too Small To Hide Compute And Memory Latency

The kernel does not execute enough blocks to hide memory and operation latency. Typically the kernel grid size must be large enough to fill the GPU with multiple "waves" of blocks. Based on theoretical occupancy, device "GeForce GTX 960" can simultaneously execute 8 blocks on each of the 8 SMs, so the kernel may need to execute a multiple of 64 blocks to hide the compute and memory latency. If the kernel is executing concurrently with other kernels then fewer blocks will be required because the kernel is sharing the SMs with those kernels.

*Optimization: Increase the number of blocks executed by the kernel.*

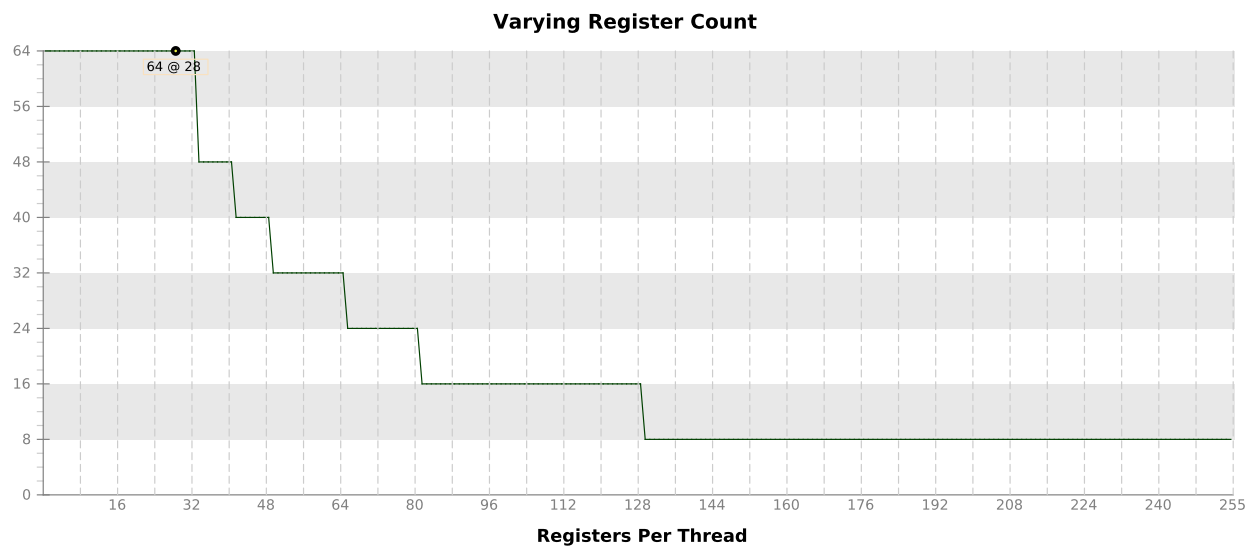
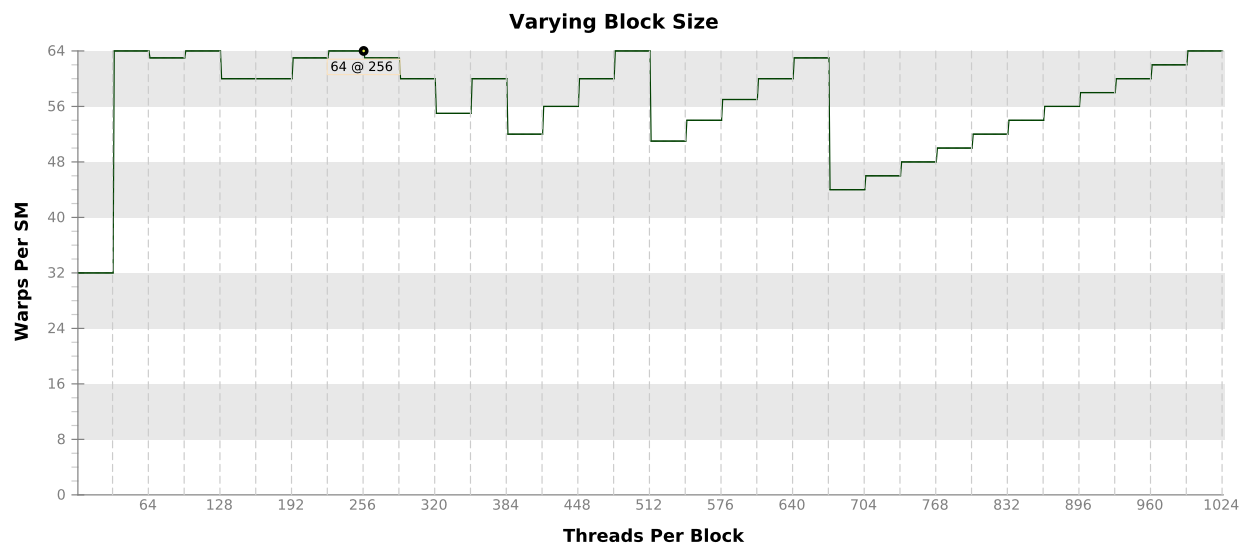
#### 3.2. Occupancy Is Not Limiting Kernel Performance

The kernel's block size, register usage, and shared memory usage allow it to fully utilize all warps on the GPU.

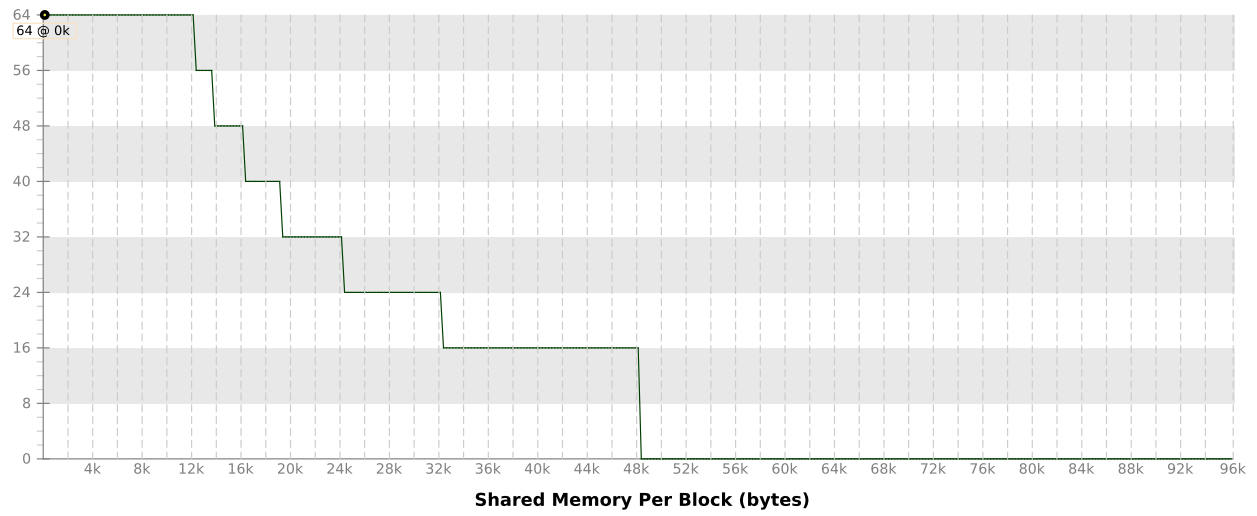
Variable	Achieved	Theoretical	Device Limit	Grid Size: [ 24,1,1 ] (24 blocks) Block Size: [ 256,1,1 ] (256 threads)
Occupancy Per SM				
Active Blocks		8	32	
Active Warps	23.51	64	64	
Active Threads		2048	2048	
Occupancy	36.7%	100%	100%	
Warps				
Threads/Block		256	1024	
Warps/Block		8	32	
Block Limit		8	32	
Registers				
Registers/Thread		28	255	
Registers/Block		8192	65536	
Block Limit		8	32	
Shared Memory				
Shared Memory/Block		0	98304	
Block Limit			32	

#### 3.3. Occupancy Charts

The following charts show how varying different components of the kernel will impact theoretical occupancy.



**Varying Shared Memory Usage**



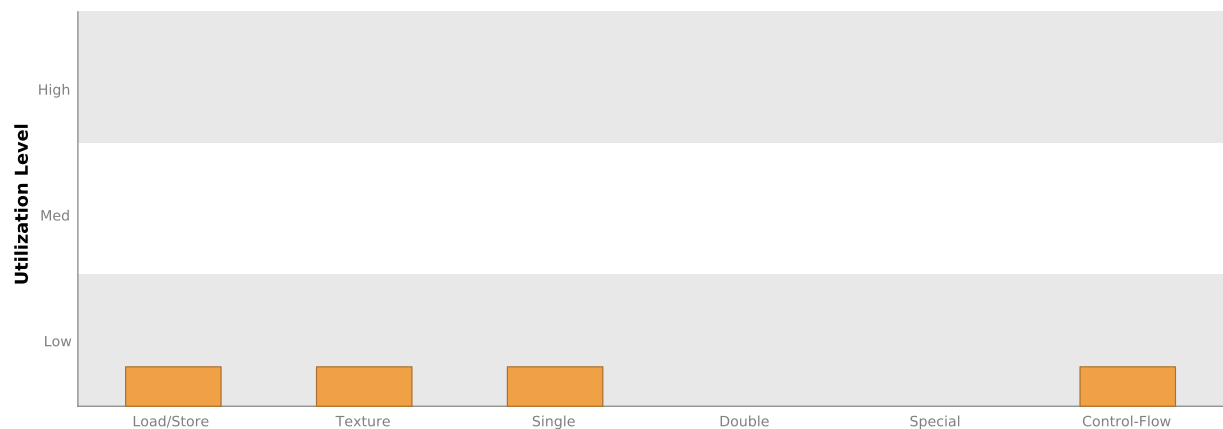
## 4. Compute Resources

GPU compute resources limit the performance of a kernel when those resources are insufficient or poorly utilized.

### 4.1. Function Unit Utilization

Different types of instructions are executed on different function units within each SM. Performance can be limited if a function unit is over-used by the instructions executed by the kernel. The following results show that the kernel's performance is not limited by overuse of any function unit.

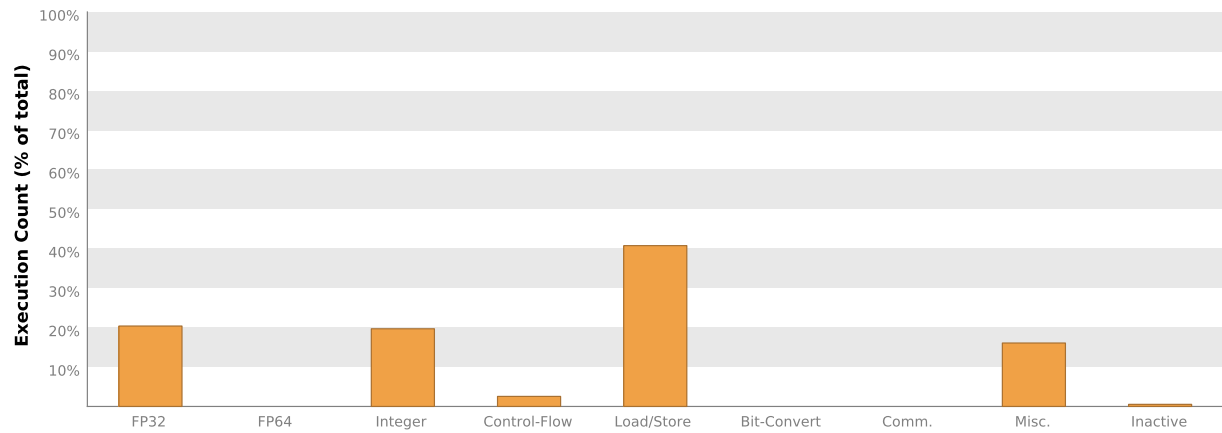
- Load/Store - Load and store instructions for shared and constant memory.
- Texture - Load and store instructions for local, global, and texture memory.
- Single - Single-precision integer and floating-point arithmetic instructions.
- Double - Double-precision floating-point arithmetic instructions.
- Special - Special arithmetic instructions such as sin, cos, popc, etc.
- Control-Flow - Direct and indirect branches, jumps, and calls.



### 4.2. Instruction Execution Counts

The following chart shows the mix of instructions executed by the kernel. The instructions are grouped into classes and for each class the chart shows the percentage of thread execution cycles that were devoted to executing instructions in that class. The "Inactive" result shows the thread executions that did not execute any instruction because the thread was predicated or inactive due to divergence.





### 4.3. Floating-Point Operation Counts

The following chart shows the mix of floating-point operations executed by the kernel. The operations are grouped into classes and for each class the chart shows the percentage of thread execution cycles that were devoted to executing operations in that class. The results do not sum to 100% because non-floating-point operations executed by the kernel are not shown in this chart.

