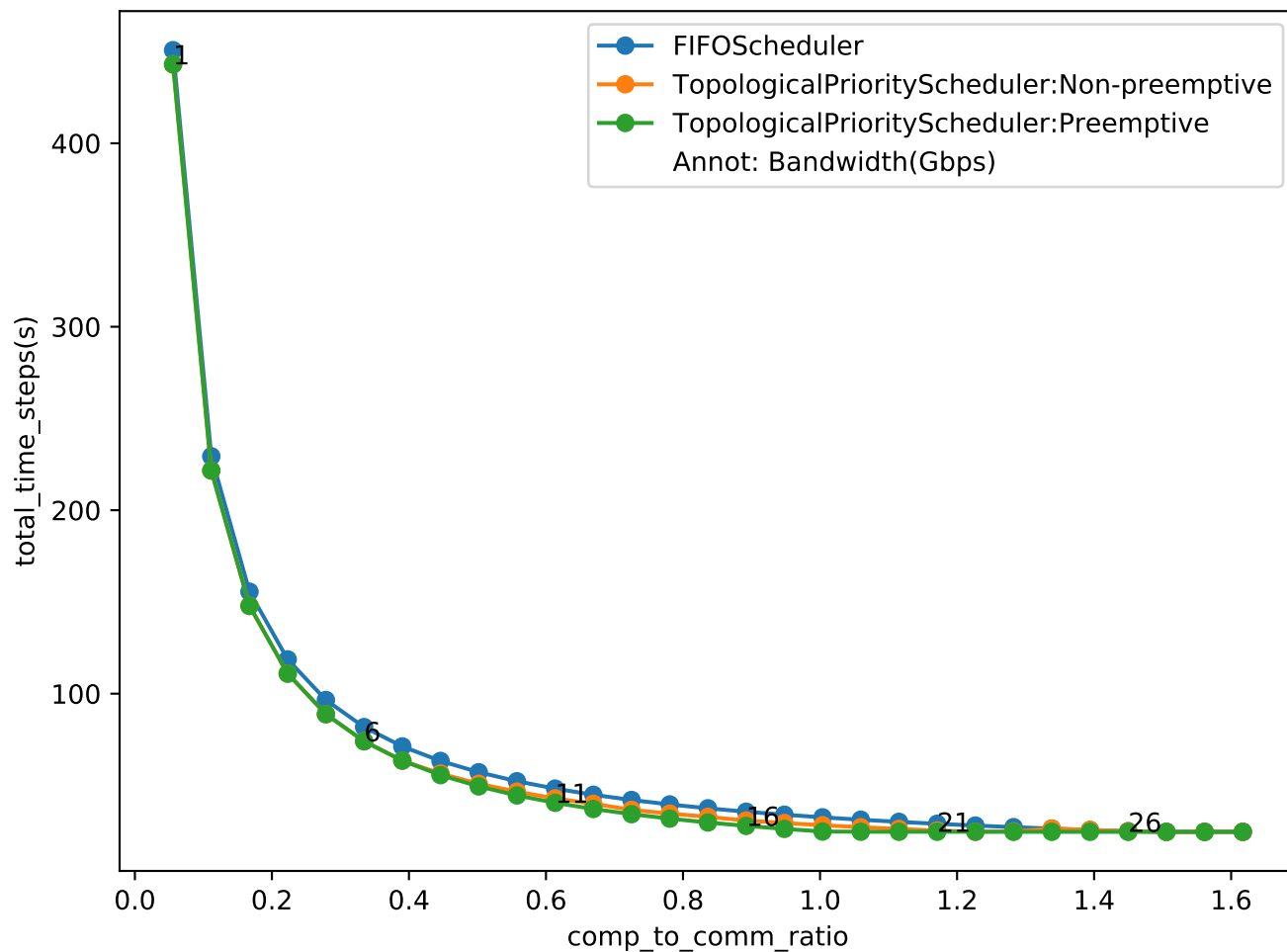
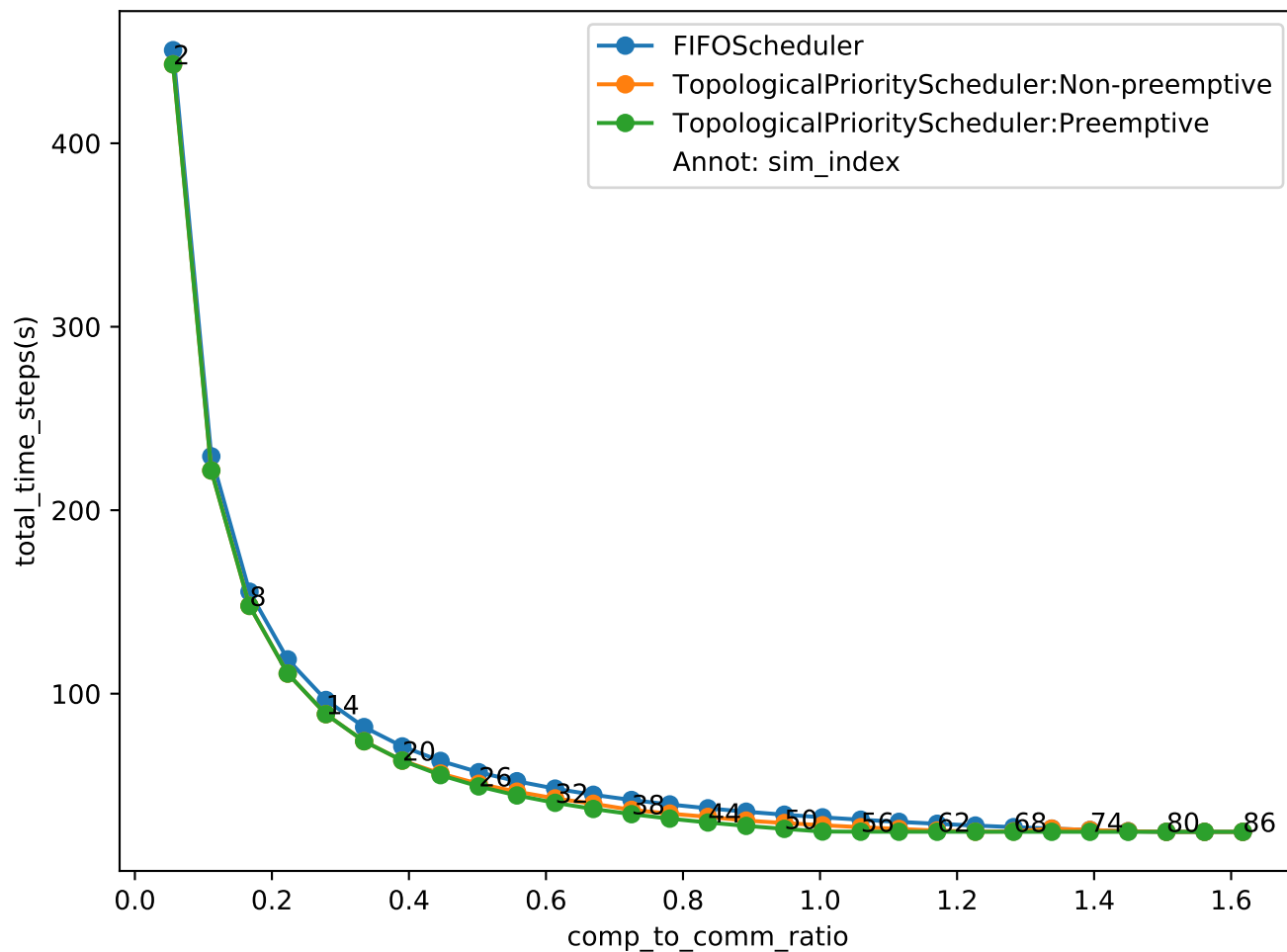


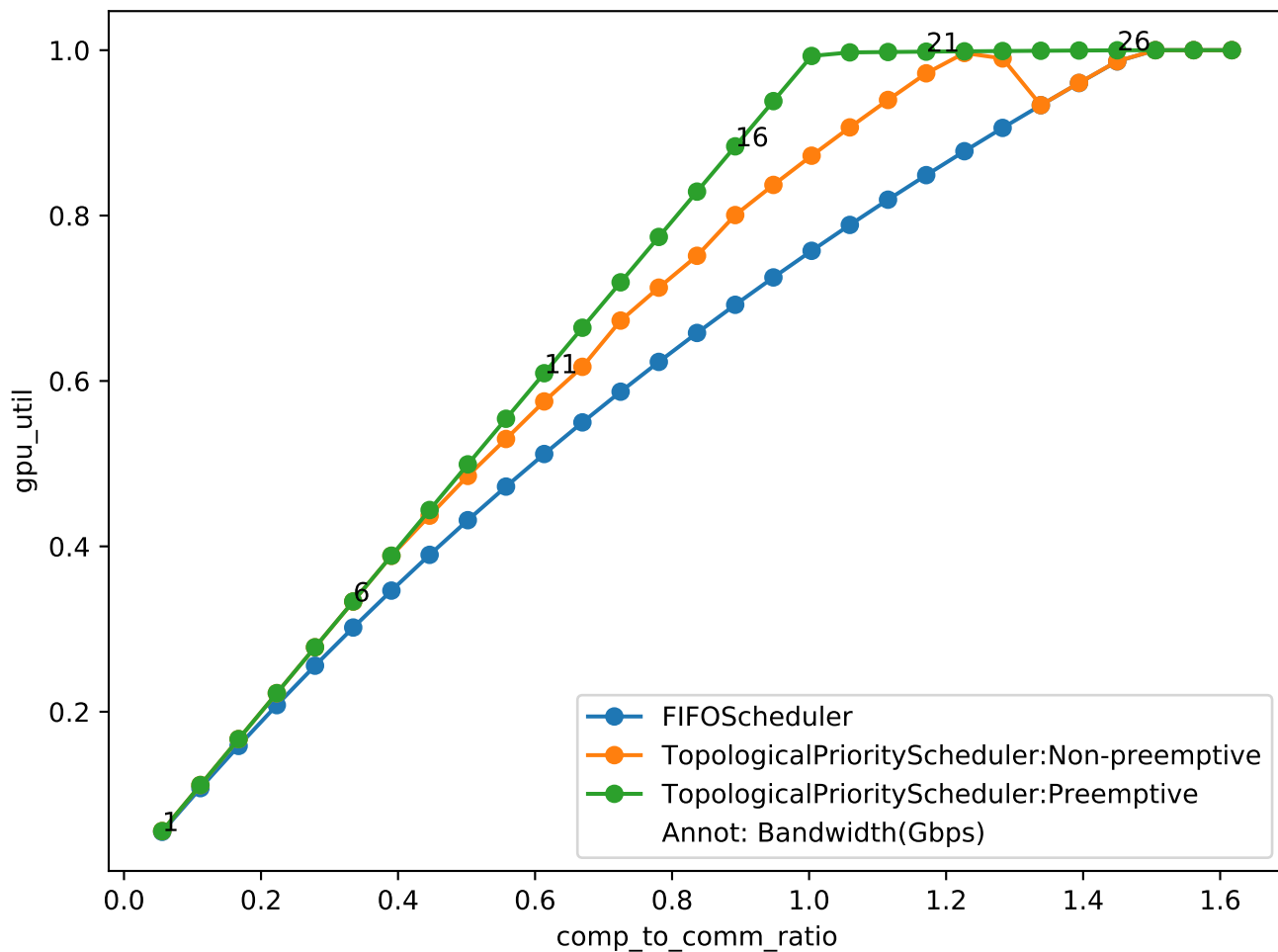
VGG16(GPU)\_total\_time\_steps(s)



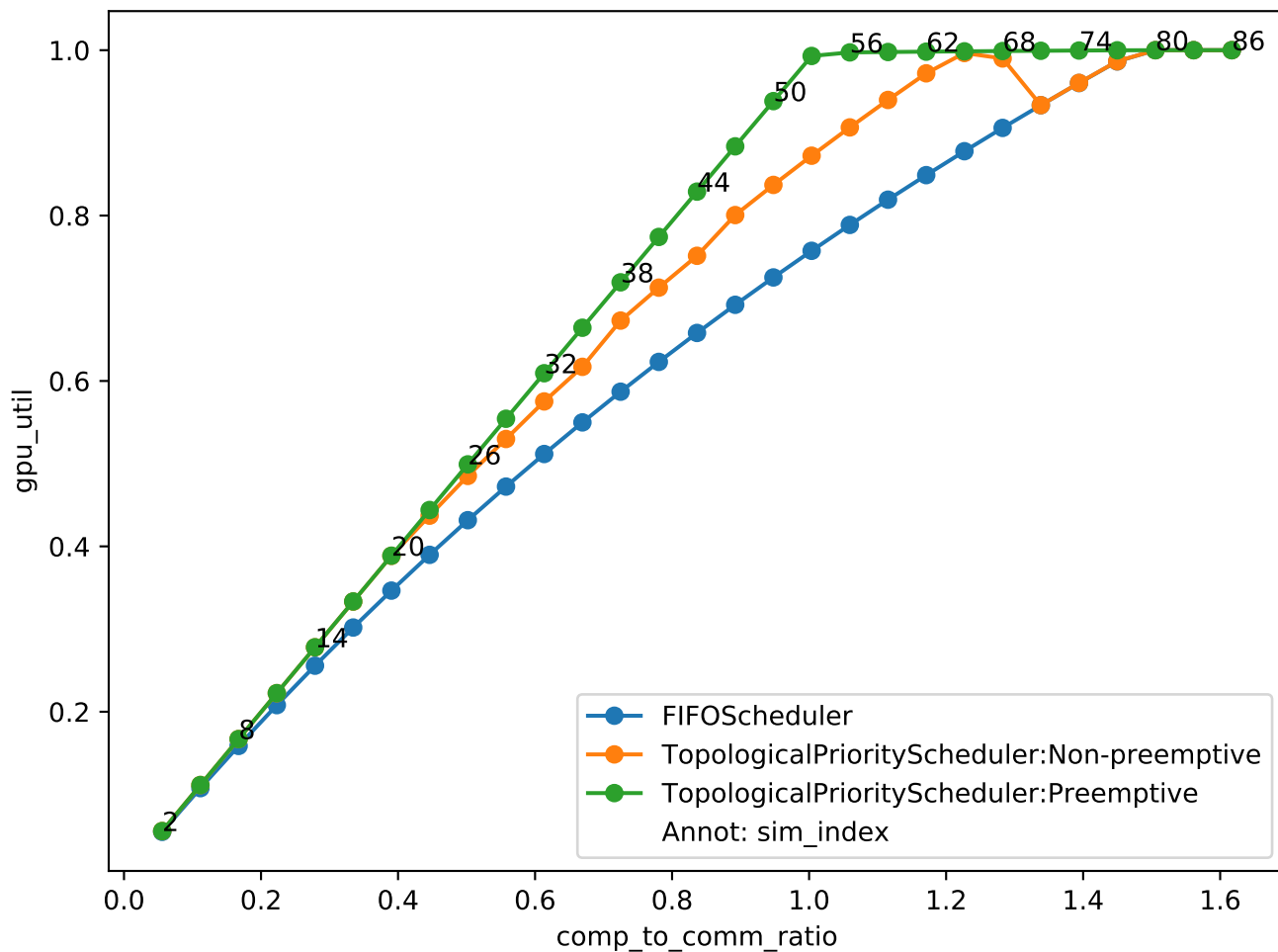
VGG16(GPU)\_total\_time\_steps(s)



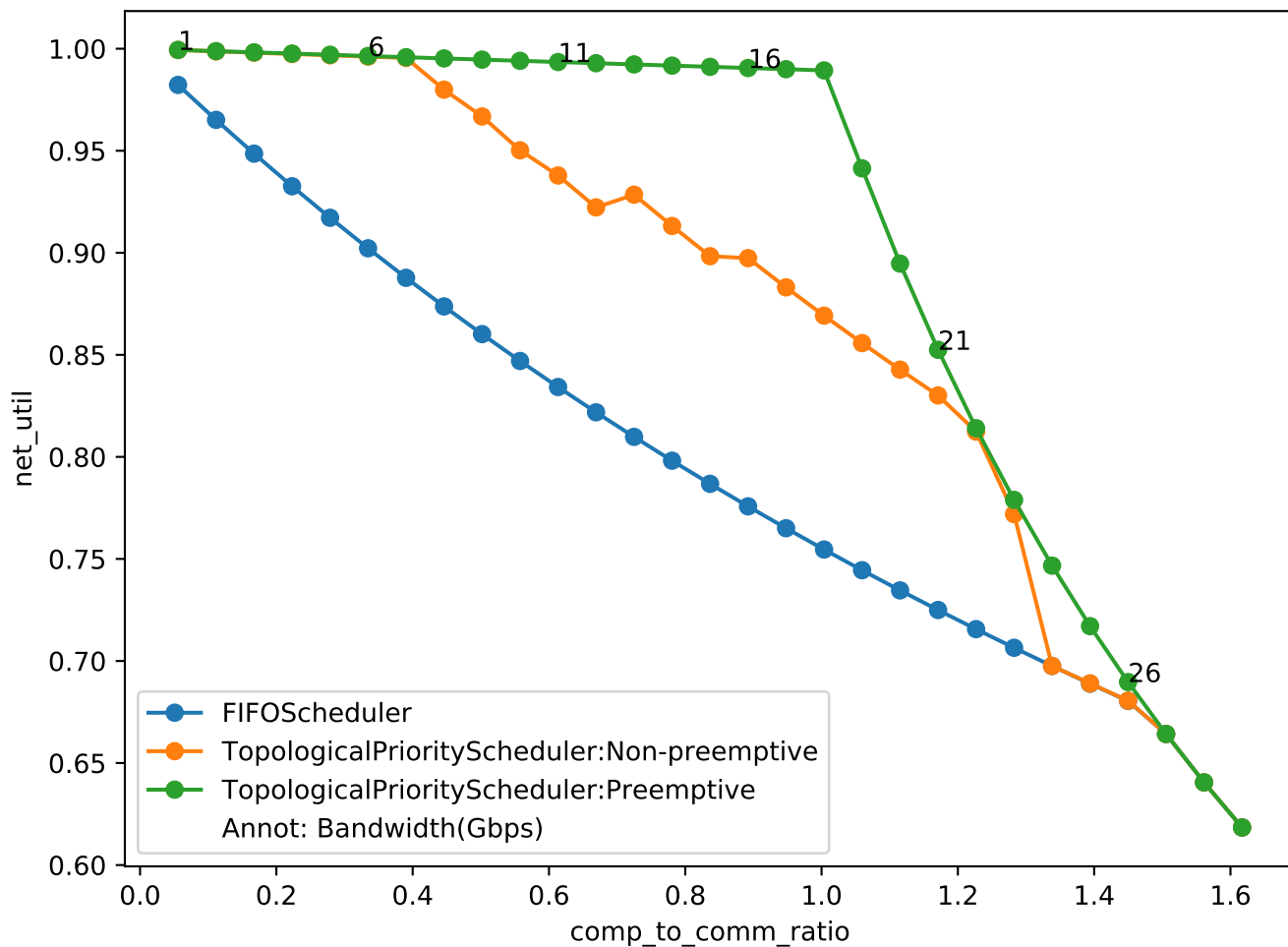
VGG16(GPU)\_gpu\_util



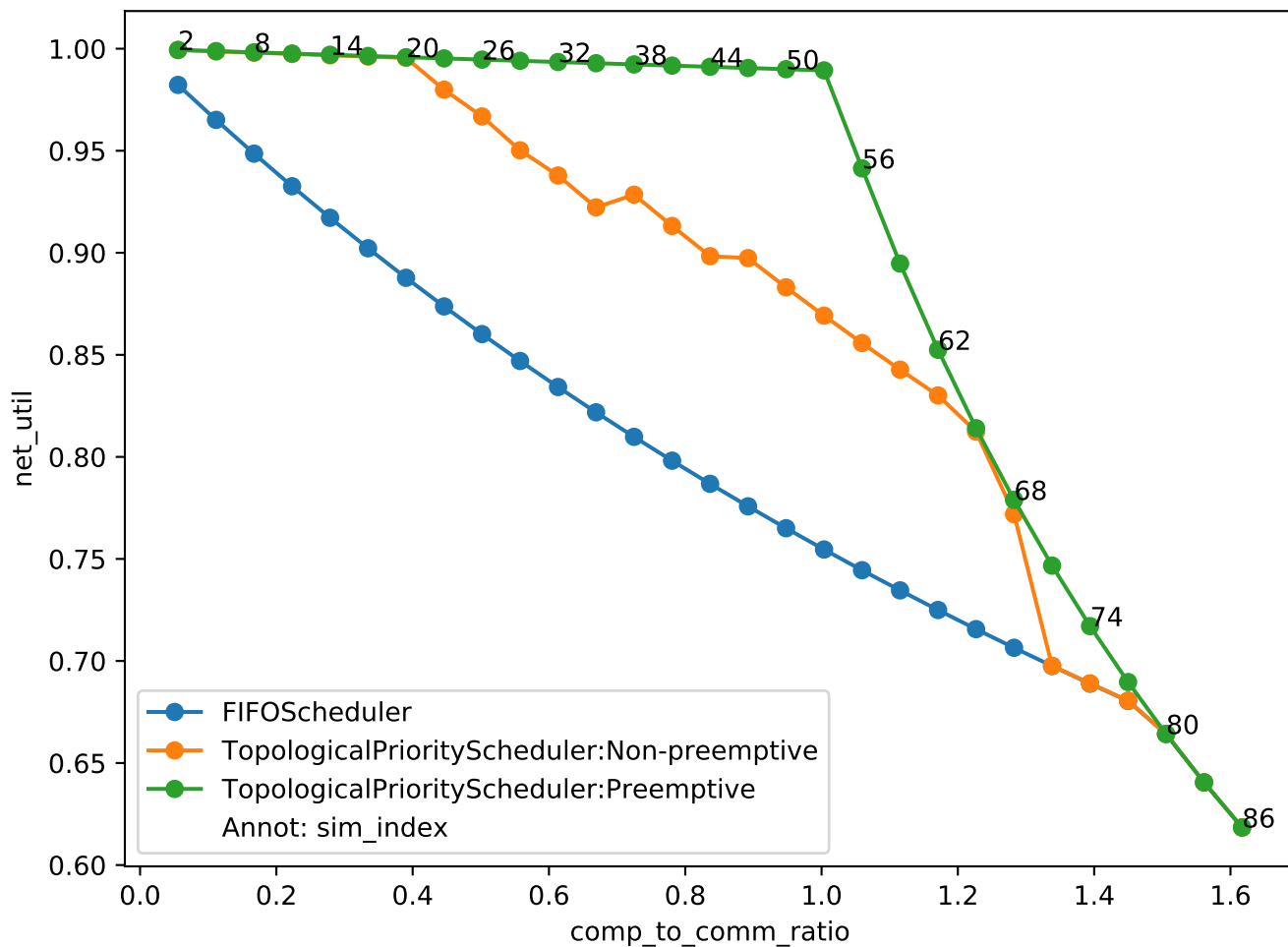
VGG16(GPU)\_gpu\_util



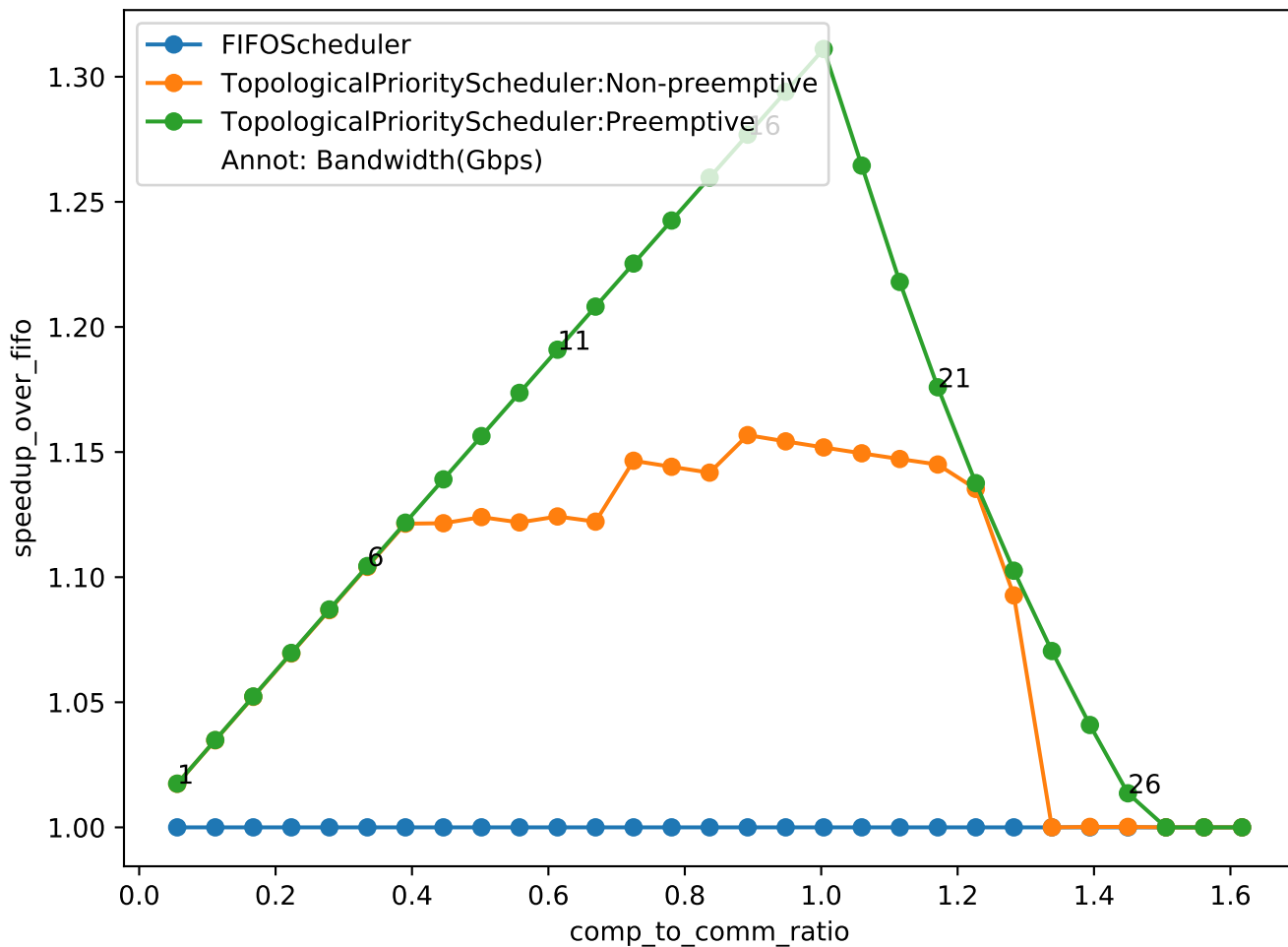
VGG16(GPU)\_net\_util



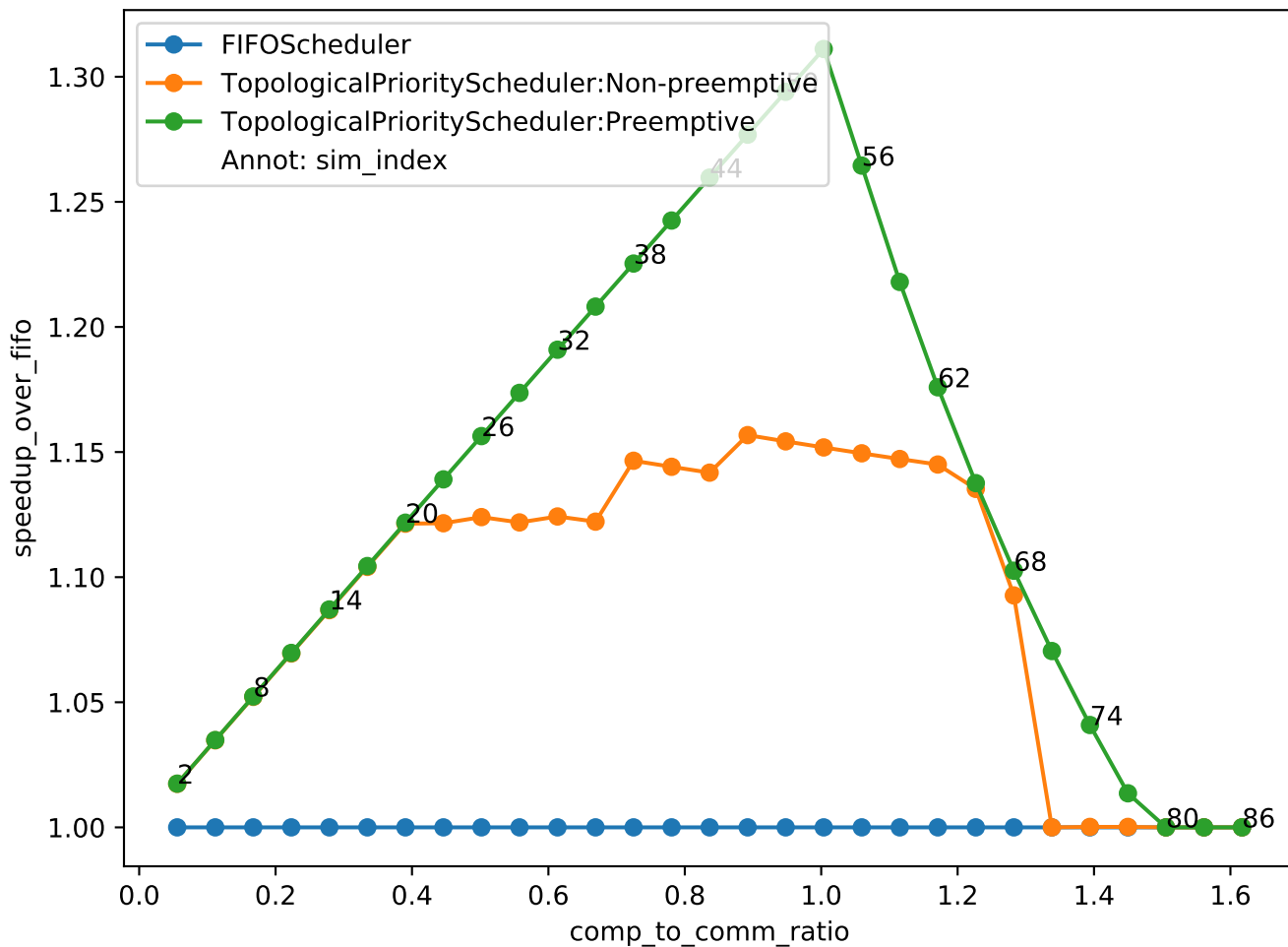
VGG16(GPU)\_net\_util



VGG16(GPU)\_speedup\_over\_fifo

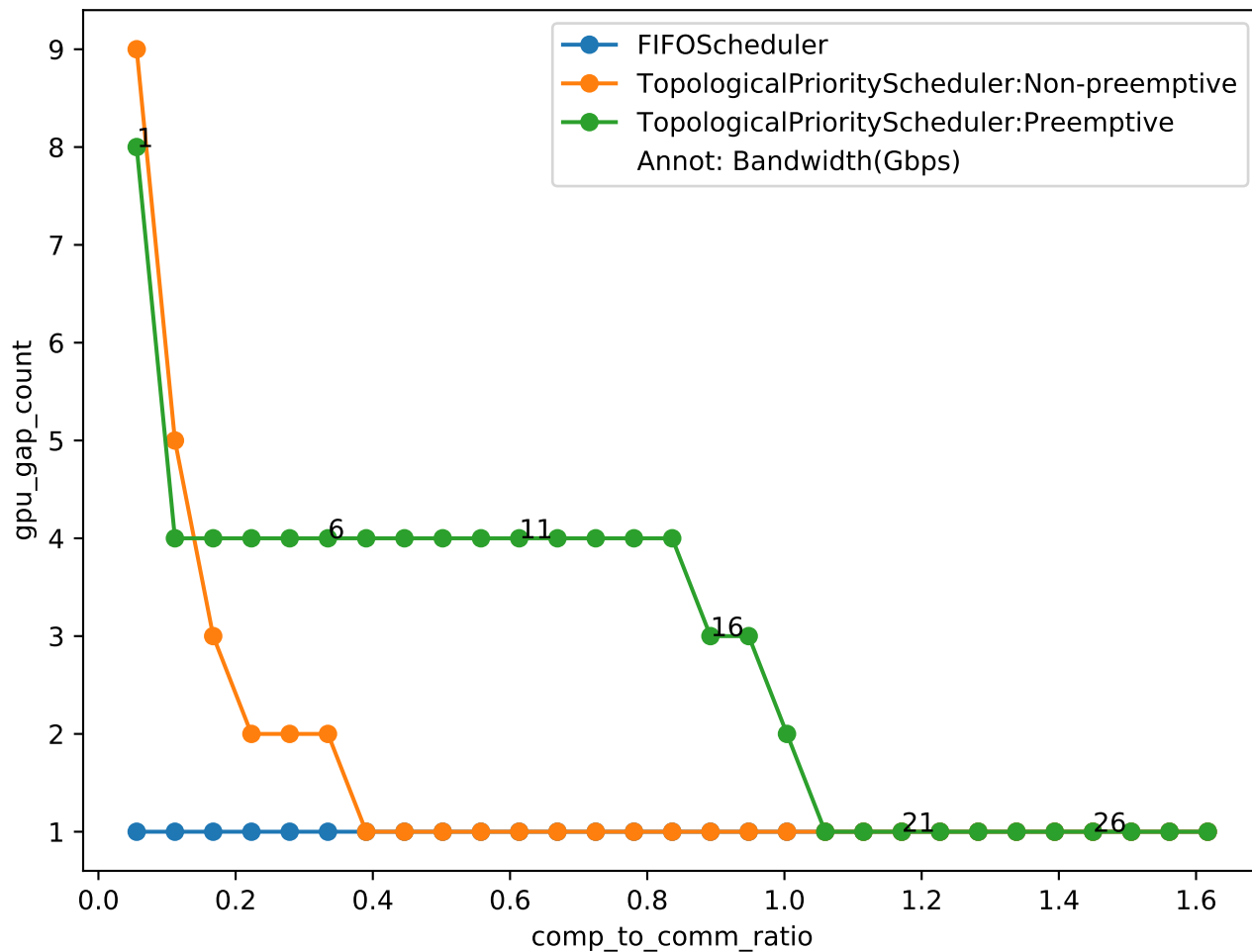


VGG16(GPU)\_speedup\_over\_fifo

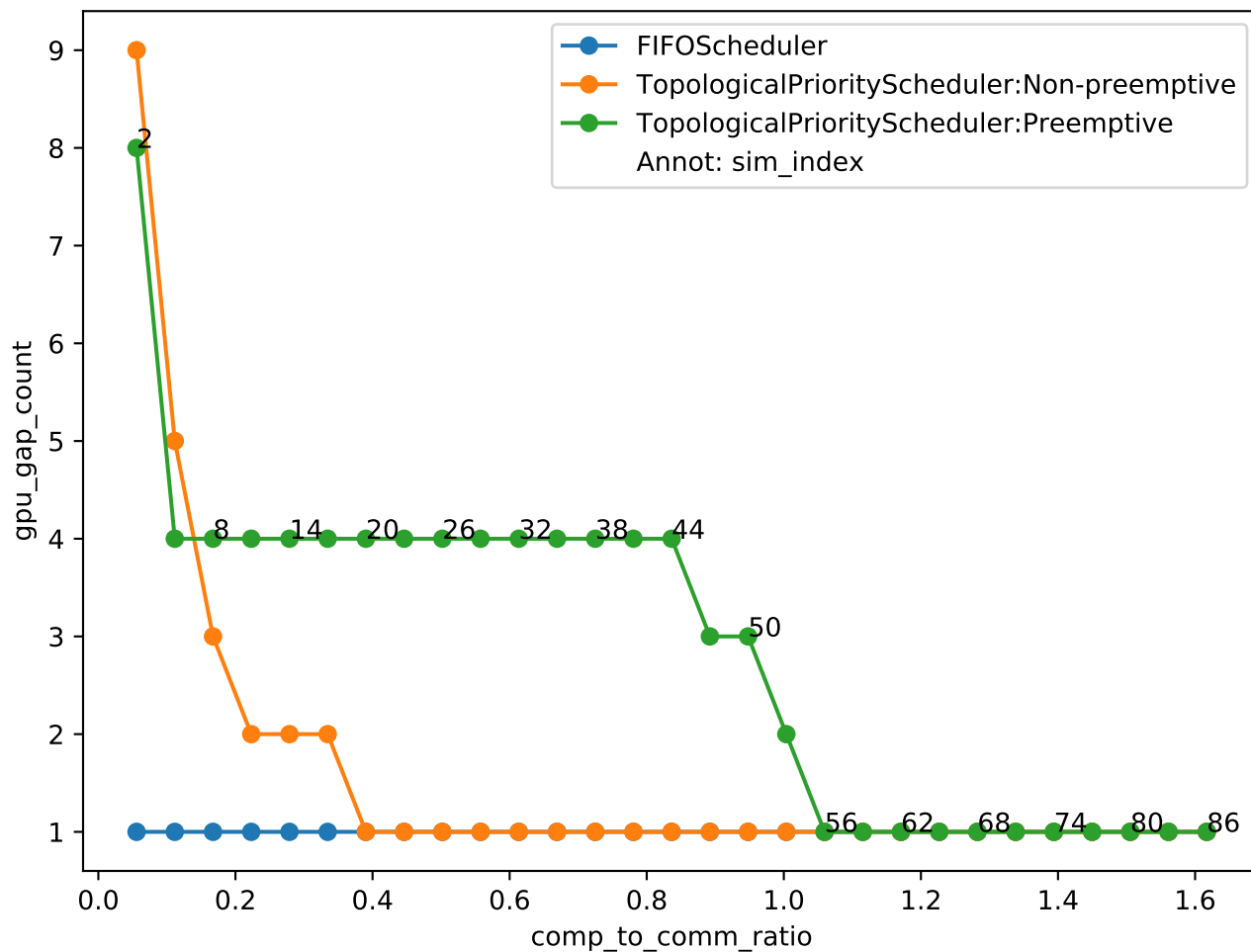




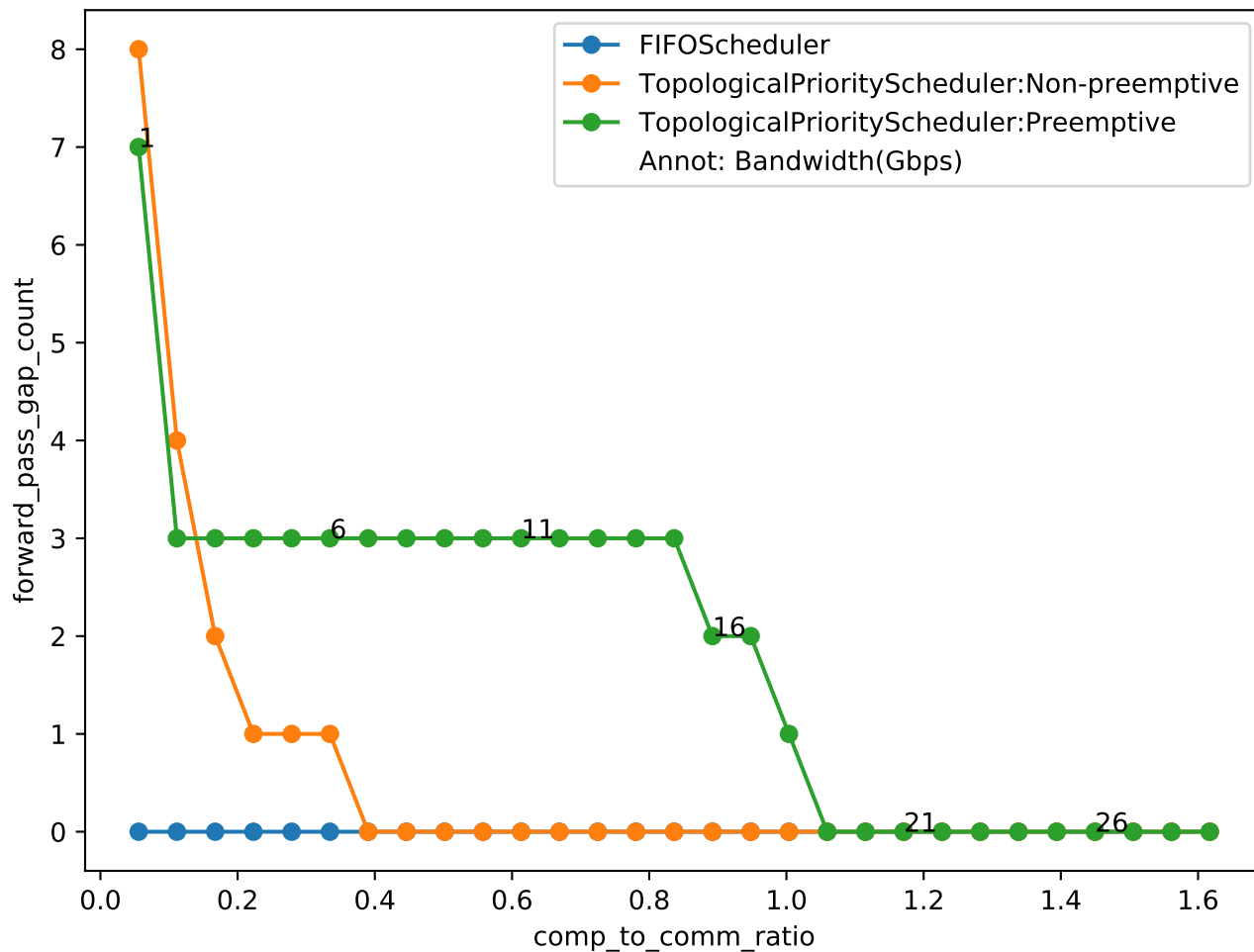
VGG16(GPU)\_gpu\_gap\_count



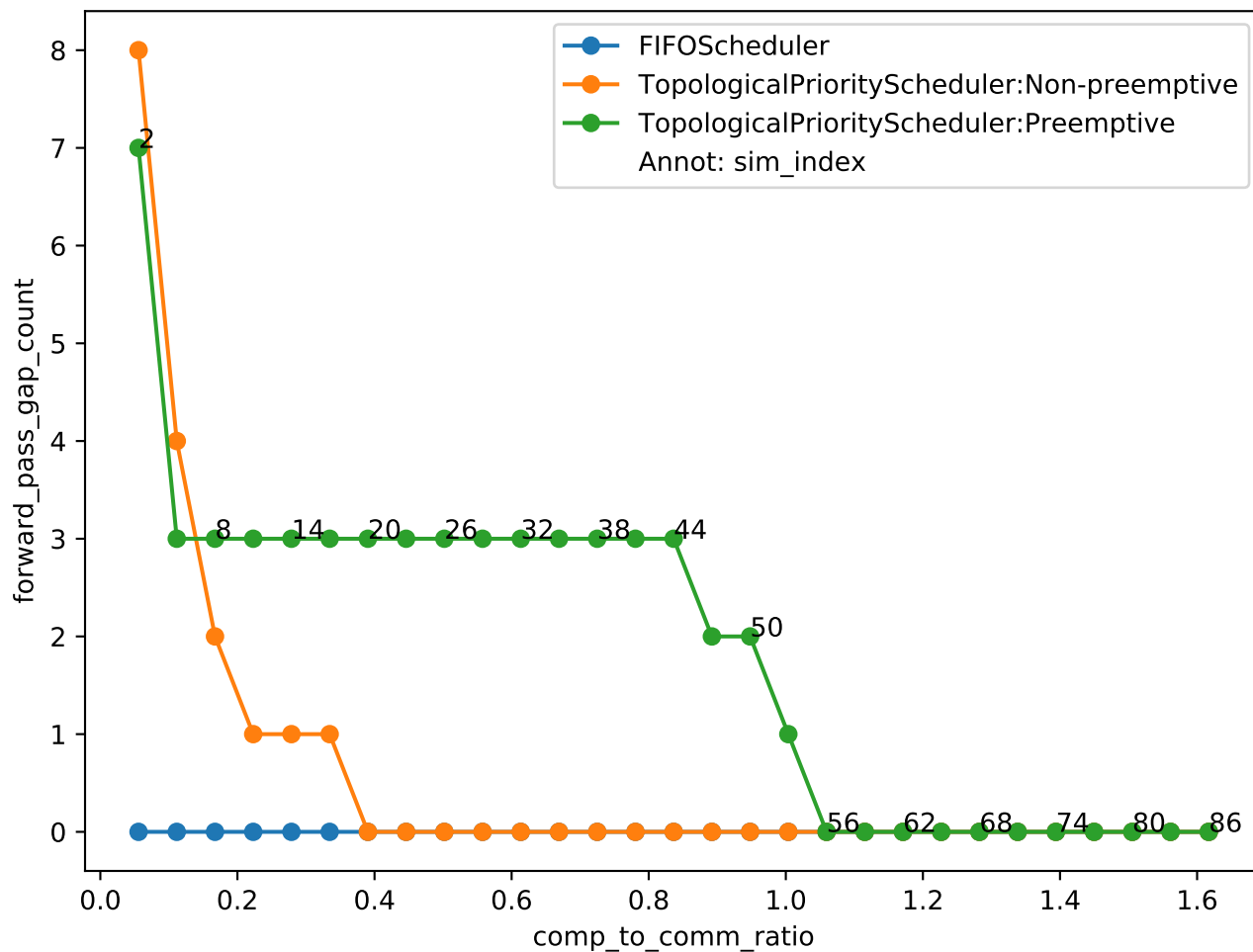
VGG16(GPU)\_gpu\_gap\_count



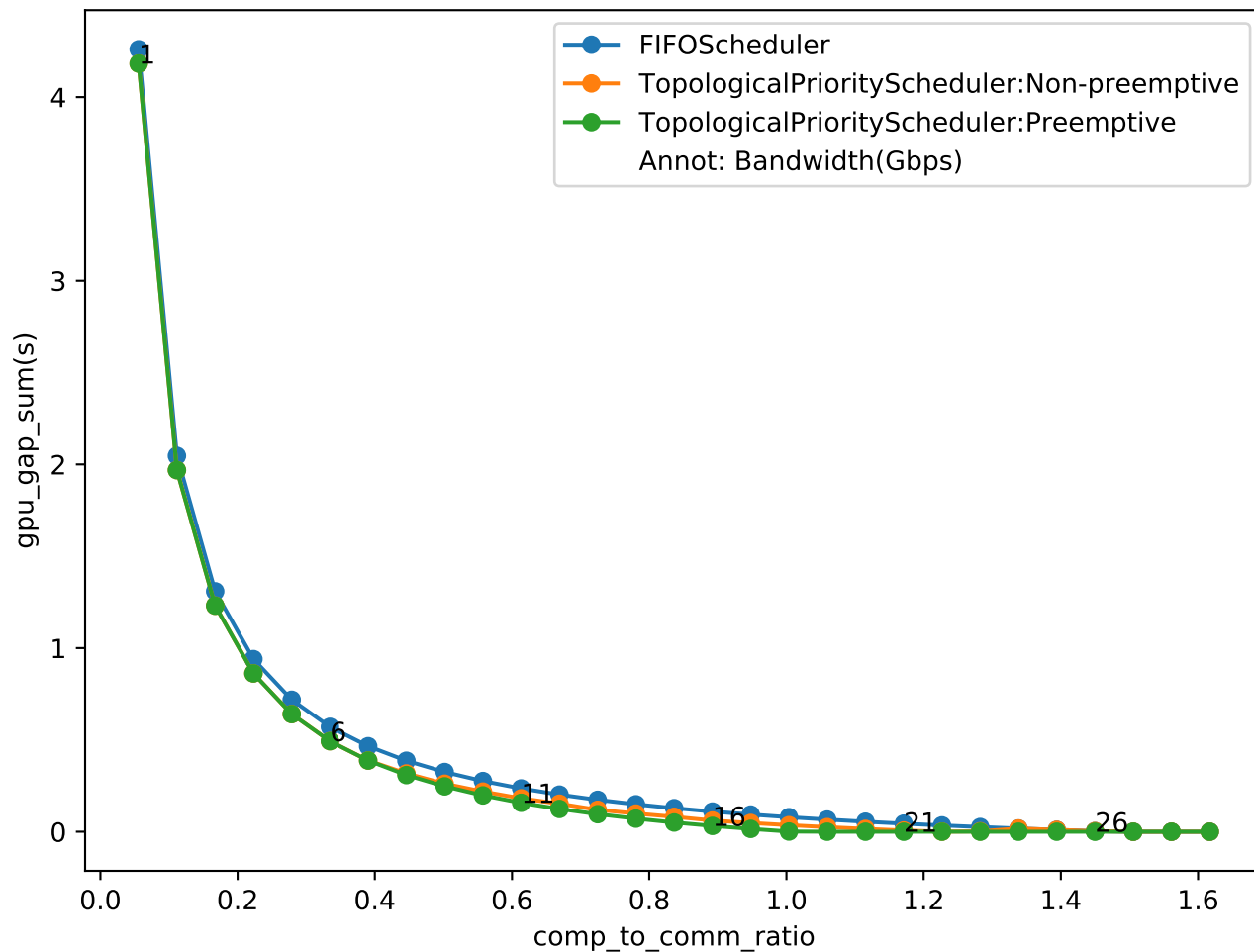
VGG16(GPU)\_forward\_pass\_gap\_count



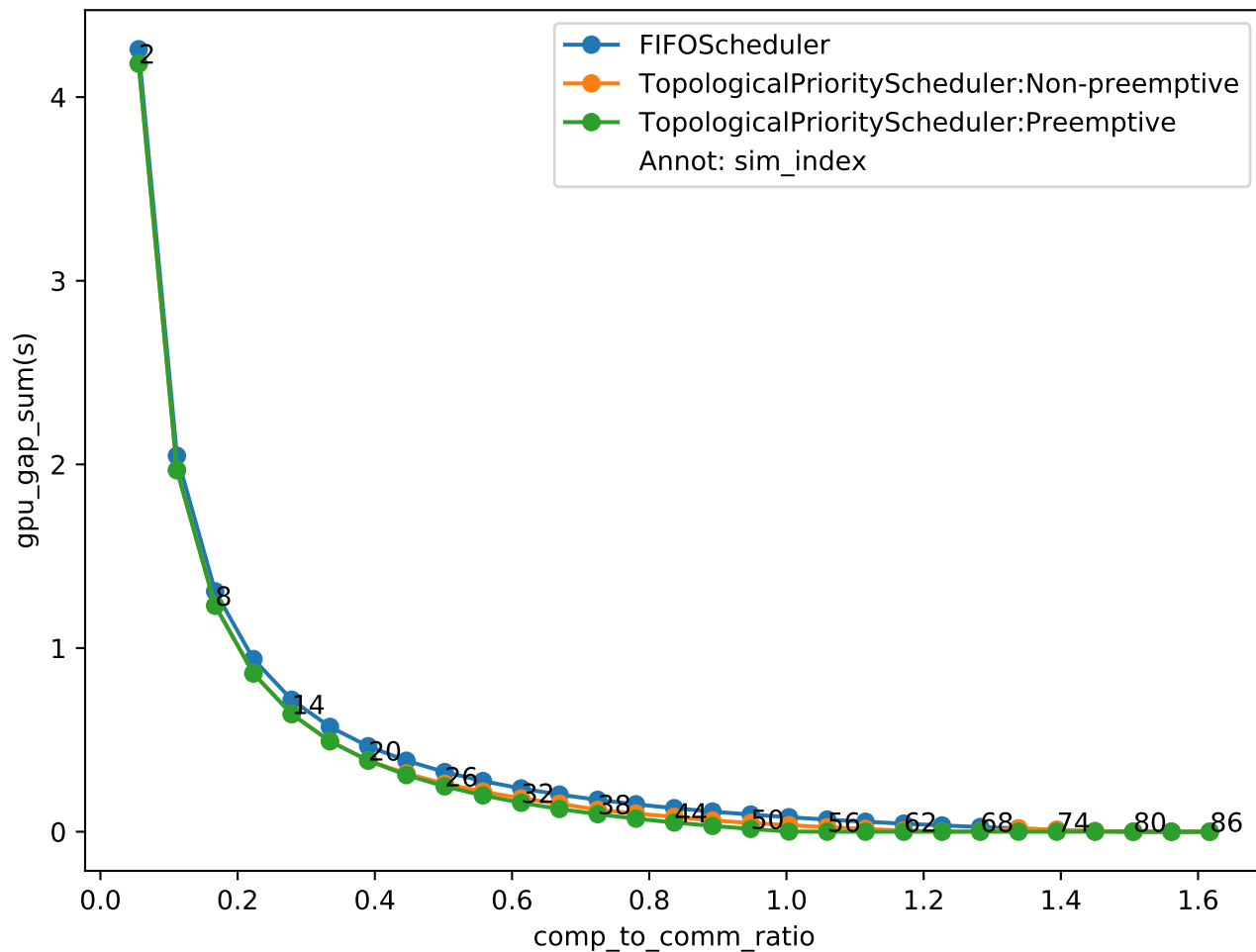
VGG16(GPU)\_forward\_pass\_gap\_count



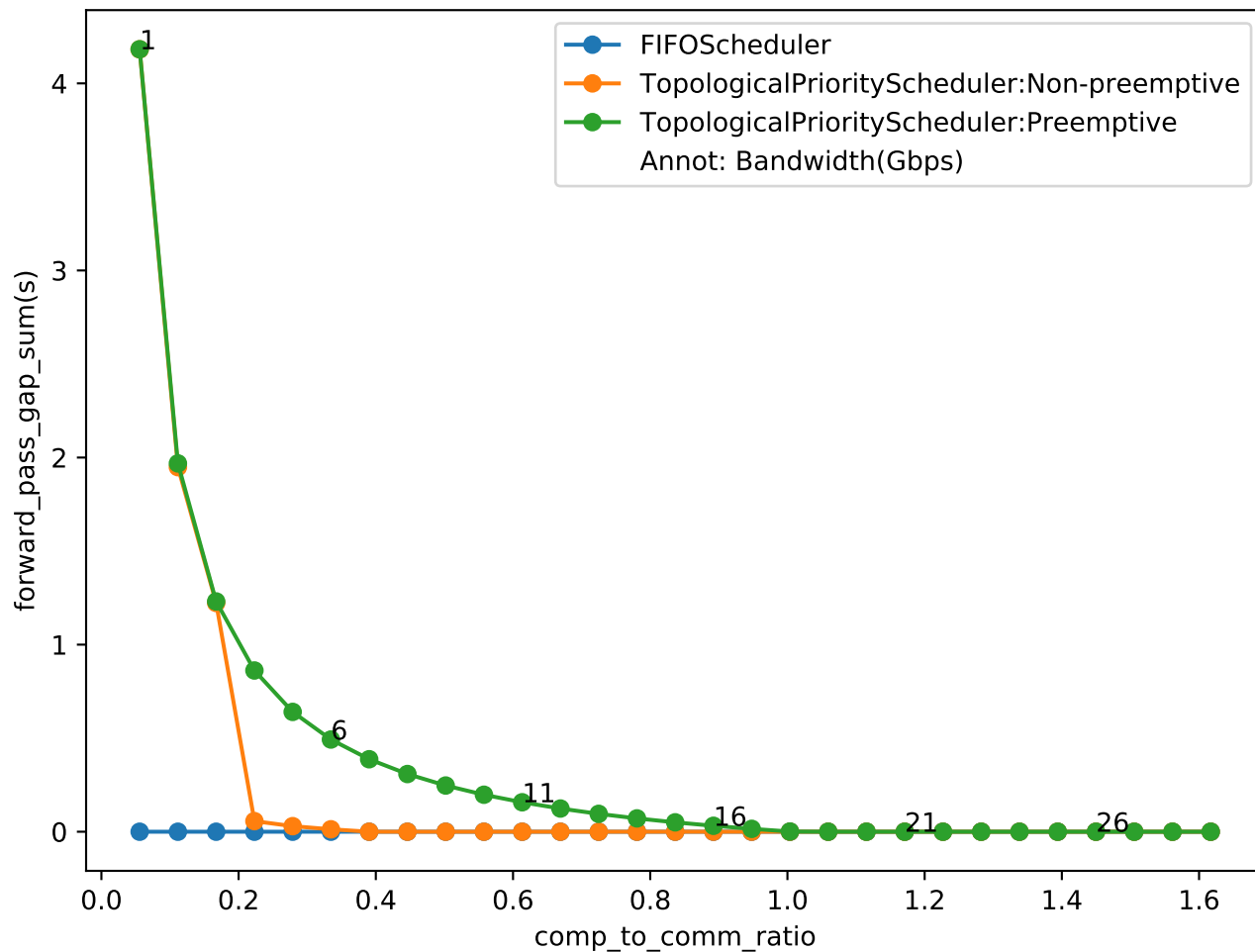
VGG16(GPU)\_gpu\_gap\_sum(s)



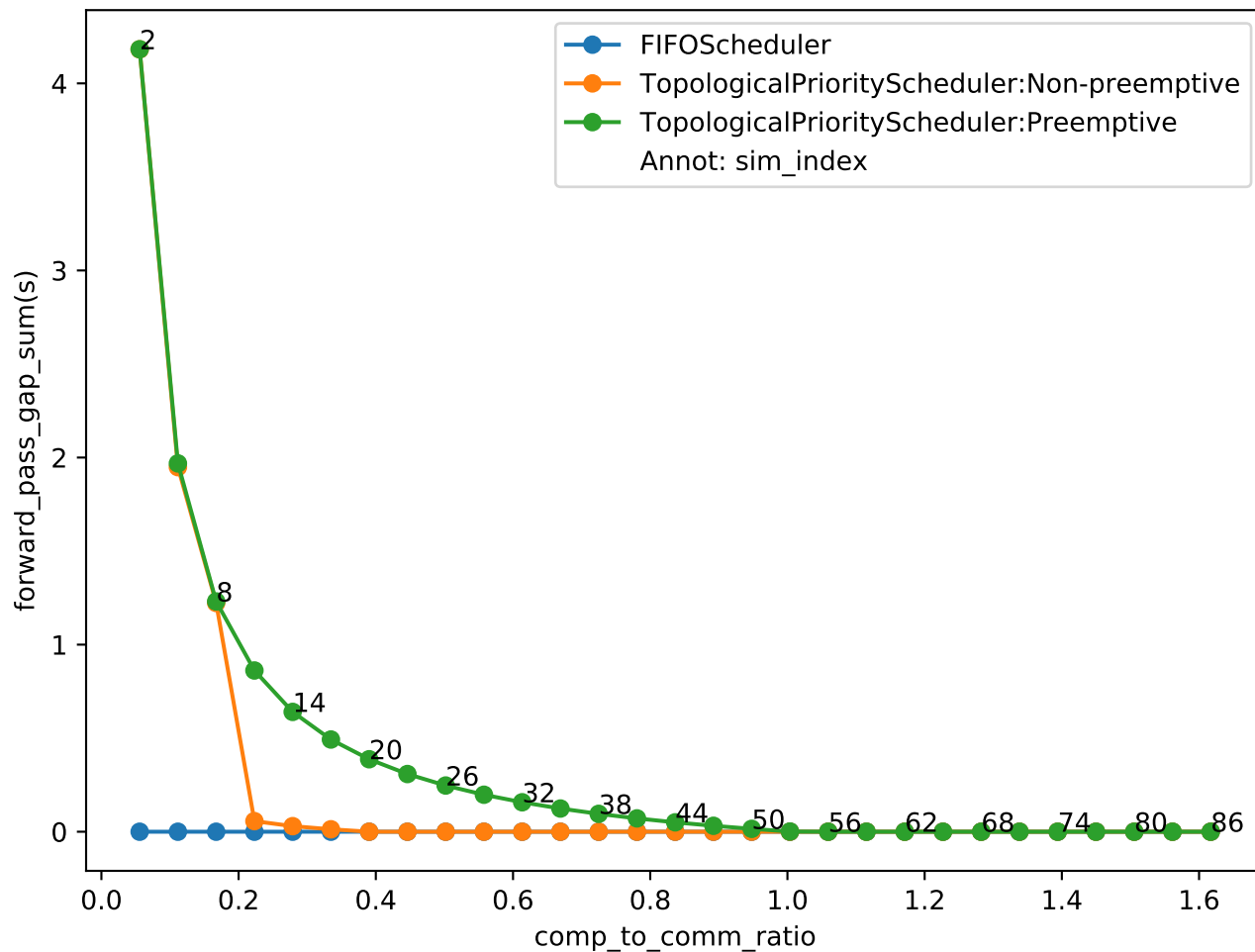
VGG16(GPU)\_gpu\_gap\_sum(s)



VGG16(GPU)\_forward\_pass\_gap\_sum(s)



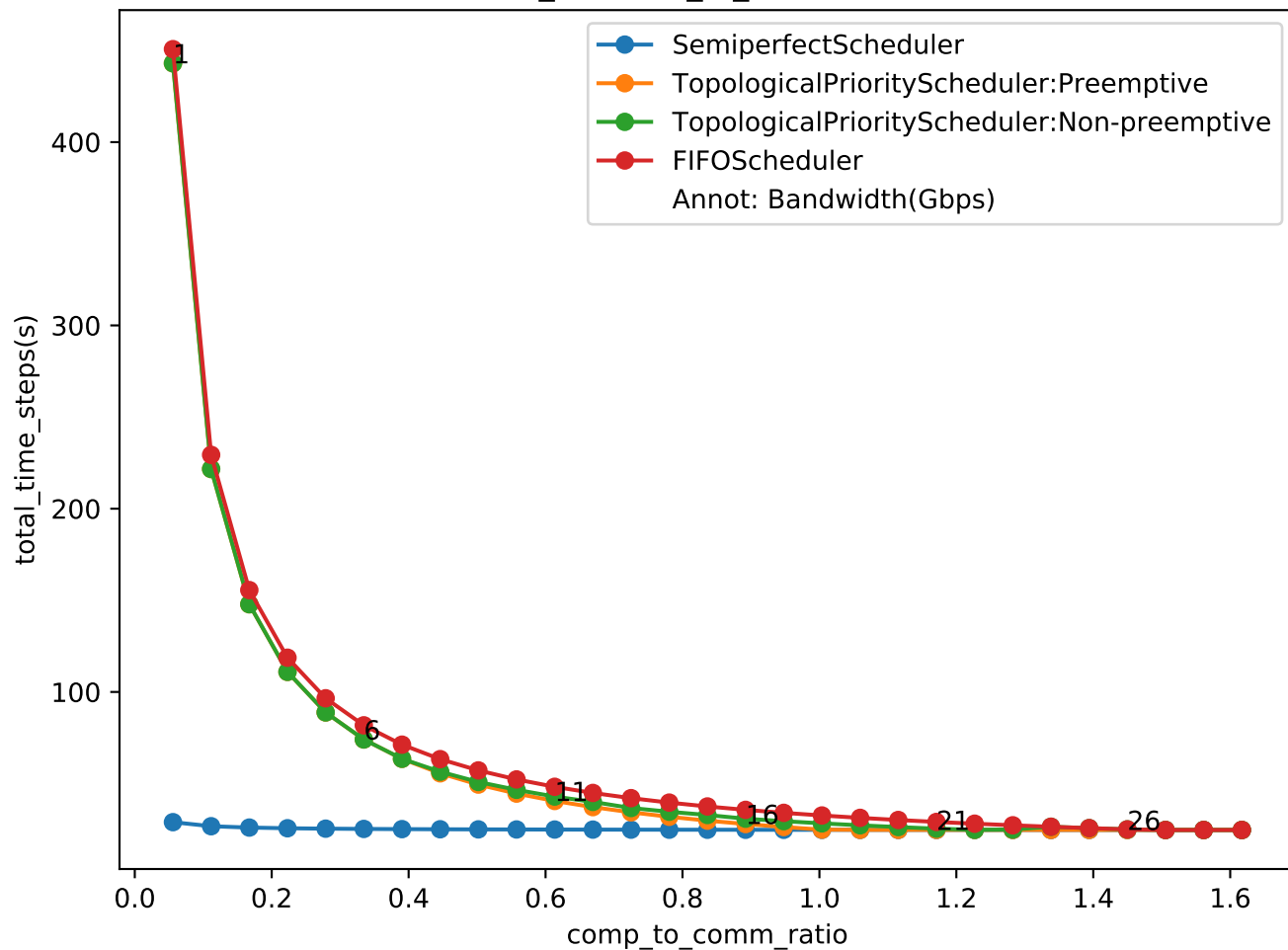
VGG16(GPU)\_forward\_pass\_gap\_sum(s)





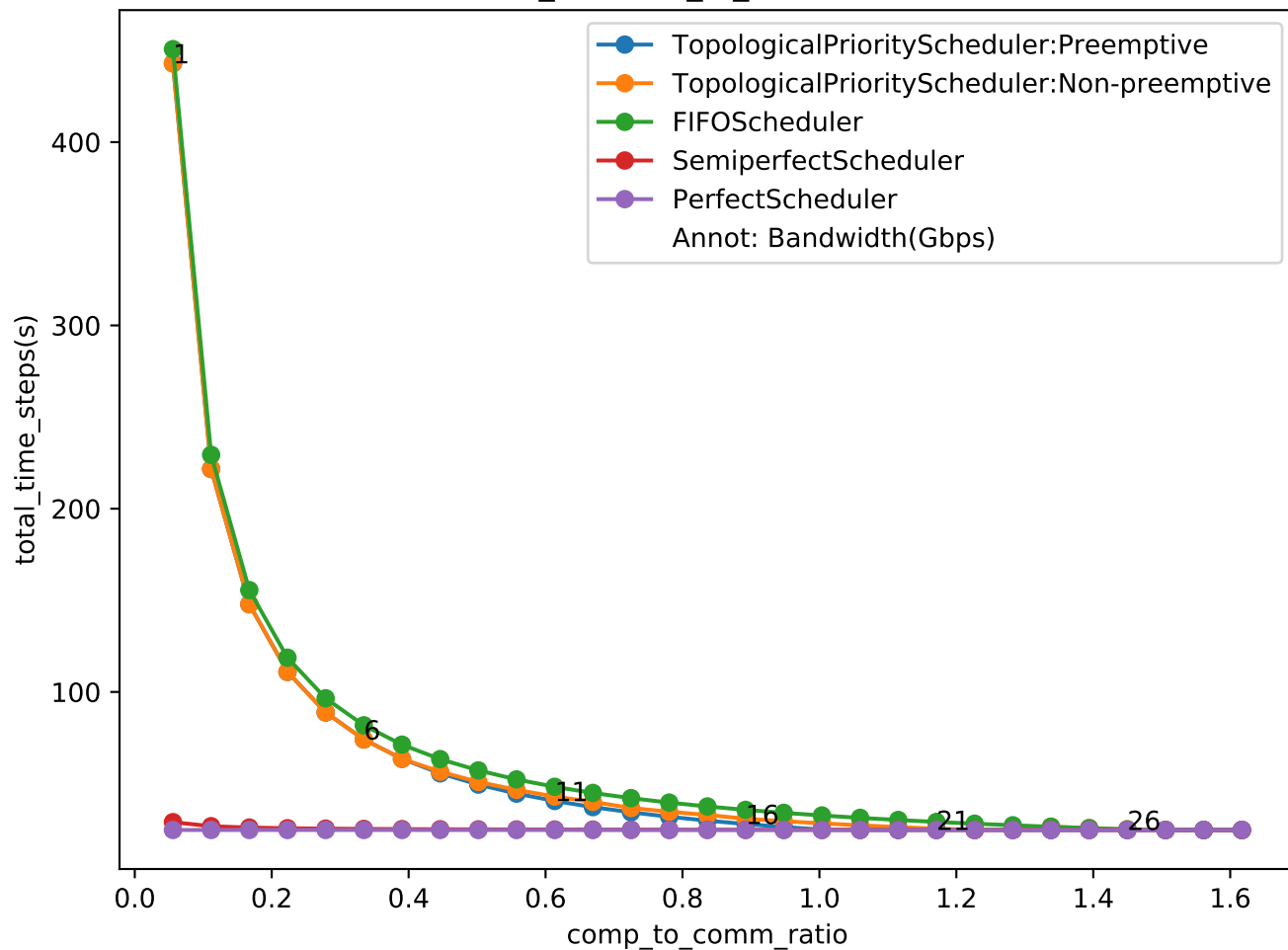
# VGG16(GPU)\_total\_time\_steps(s)\_hypothetical

batch\_size: 1 n\_of\_batches: 100



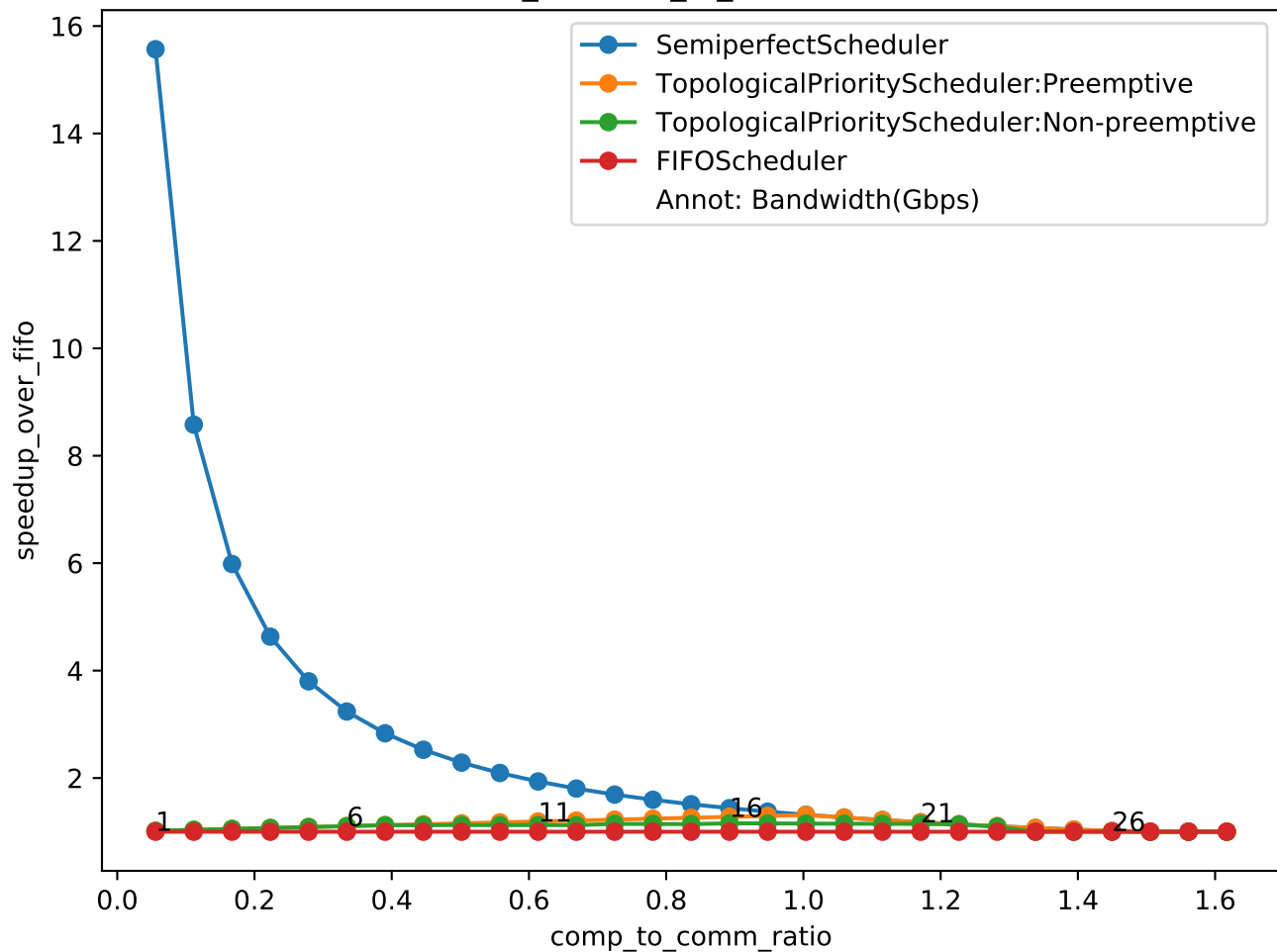
# VGG16(GPU)\_total\_time\_steps(s)\_hypothetical

batch\_size: 1 n\_of\_batches: 100



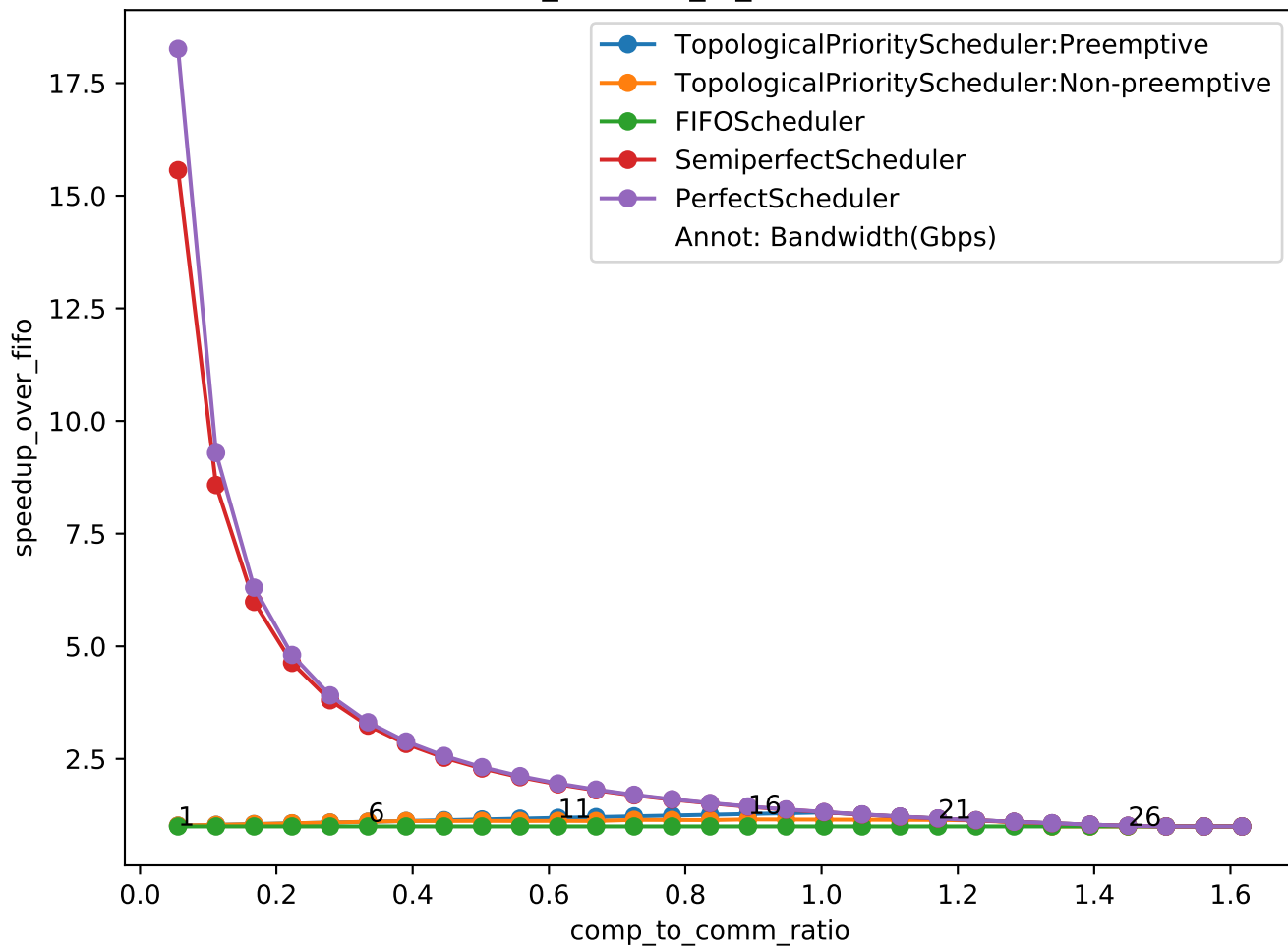
# VGG16(GPU)\_speedup\_over\_fifo\_hypothetical

batch\_size: 1 n\_of\_batches: 100

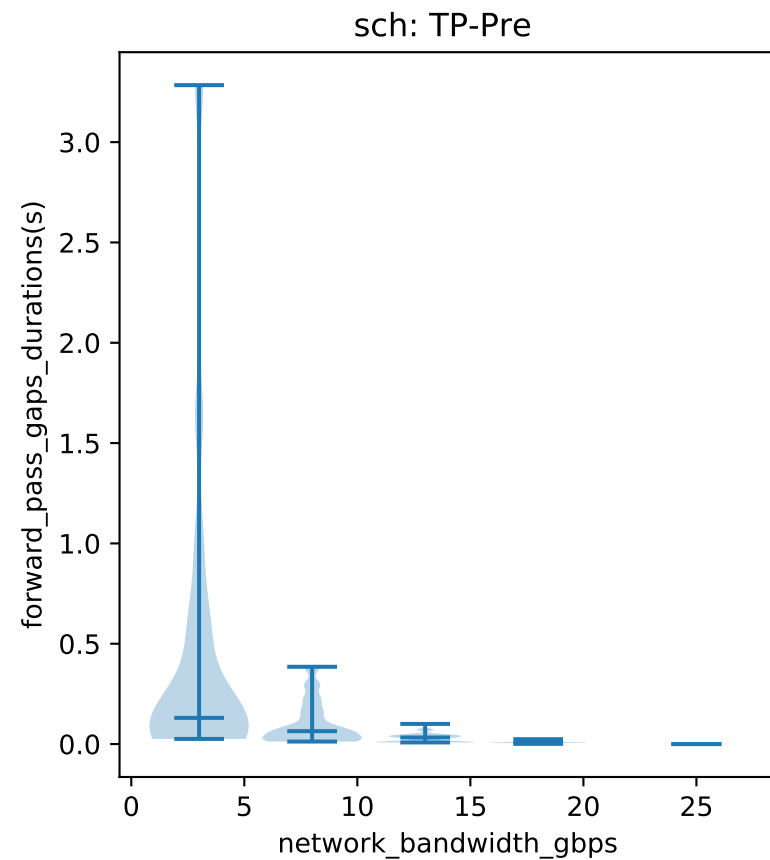
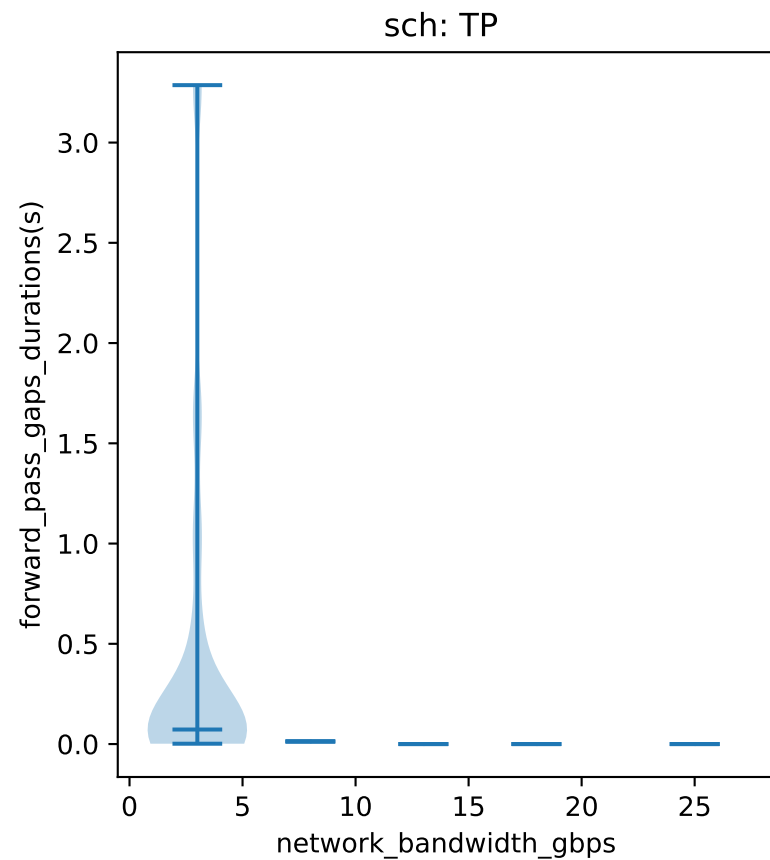
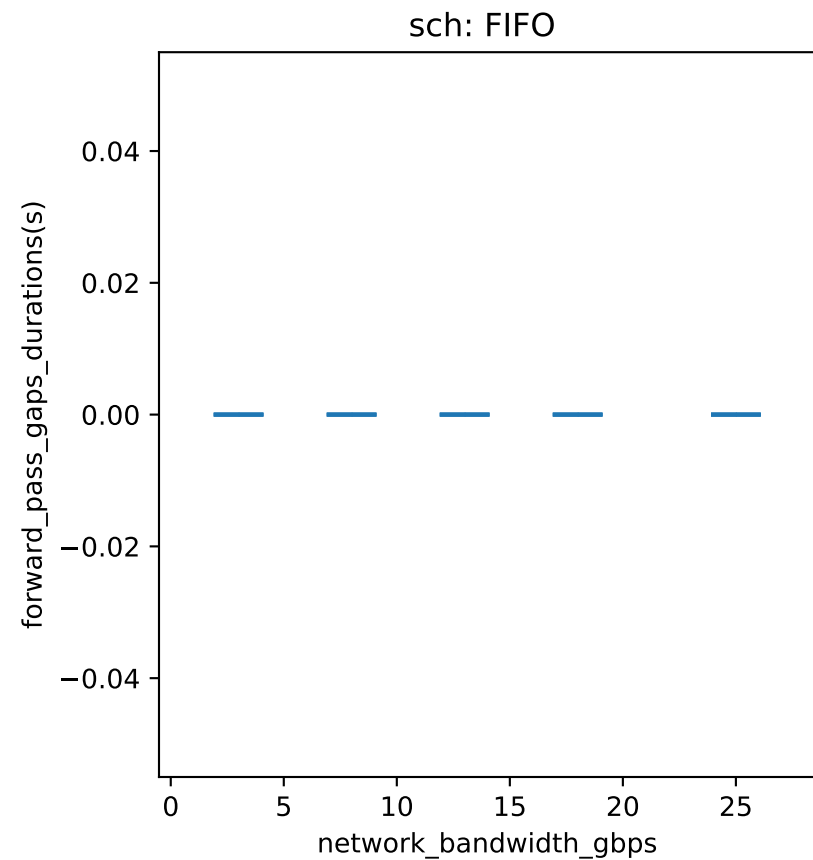


# VGG16(GPU)\_speedup\_over\_fifo\_hypothetical

batch\_size: 1 n\_of\_batches: 100

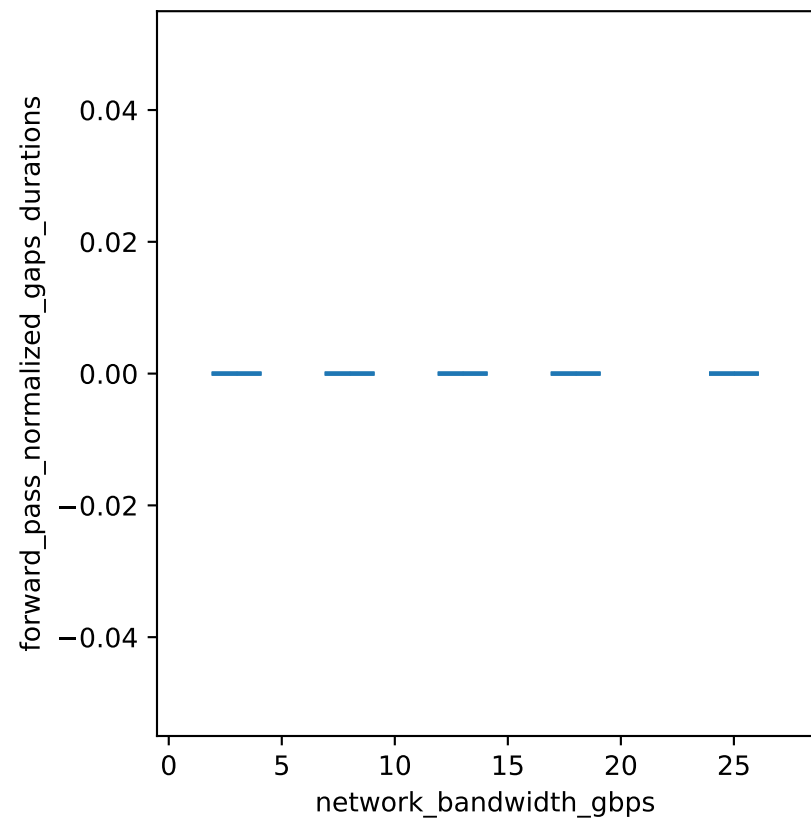


VGG16(GPU)\_forward\_pass\_gap\_distribution

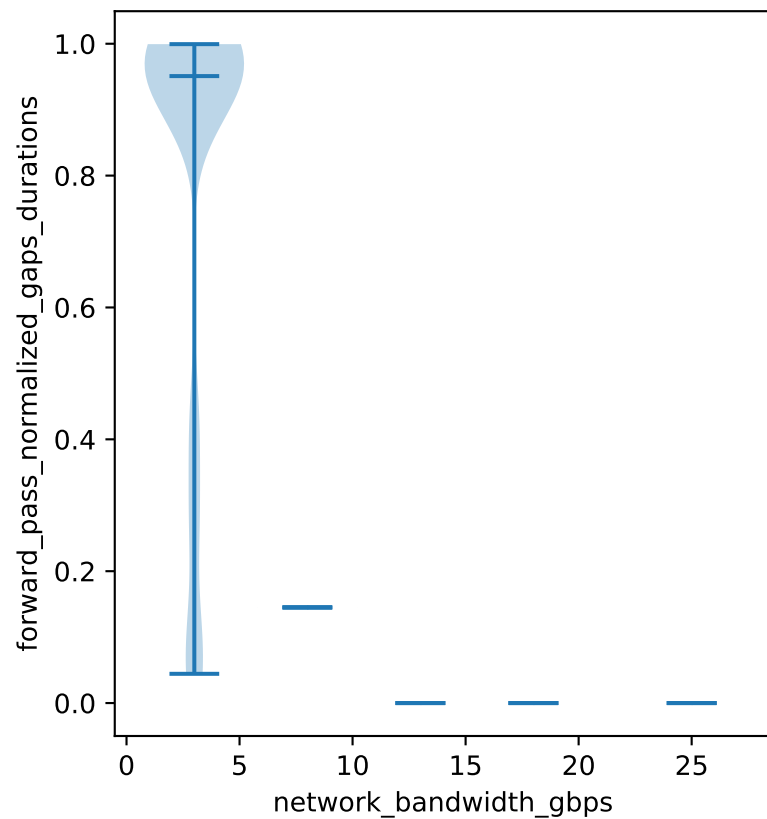


## VGG16(GPU)\_forward\_pass\_normalized\_gaps\_distribution

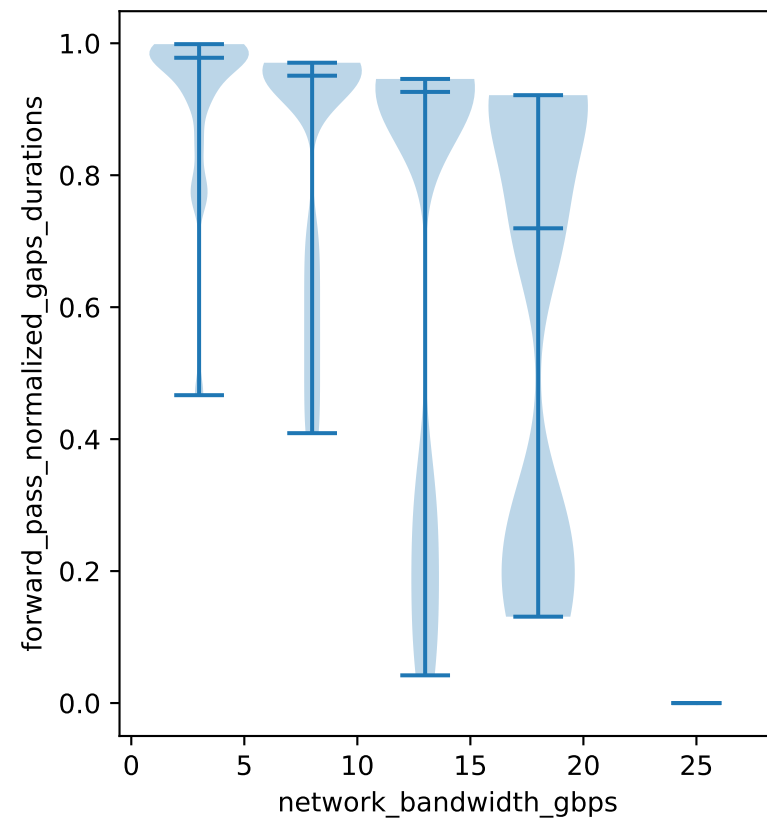
sch: FIFO



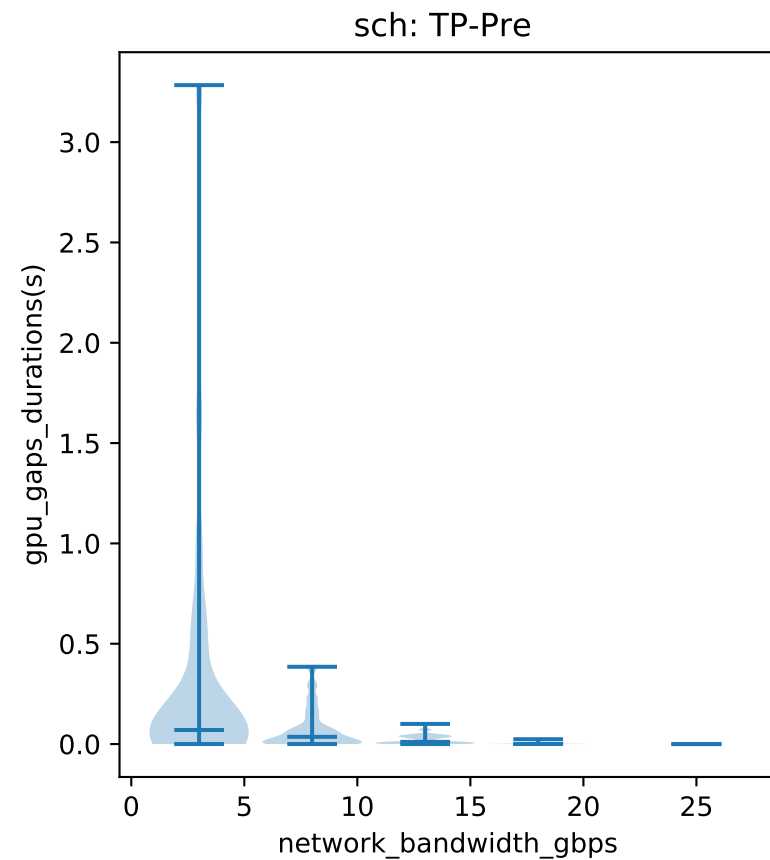
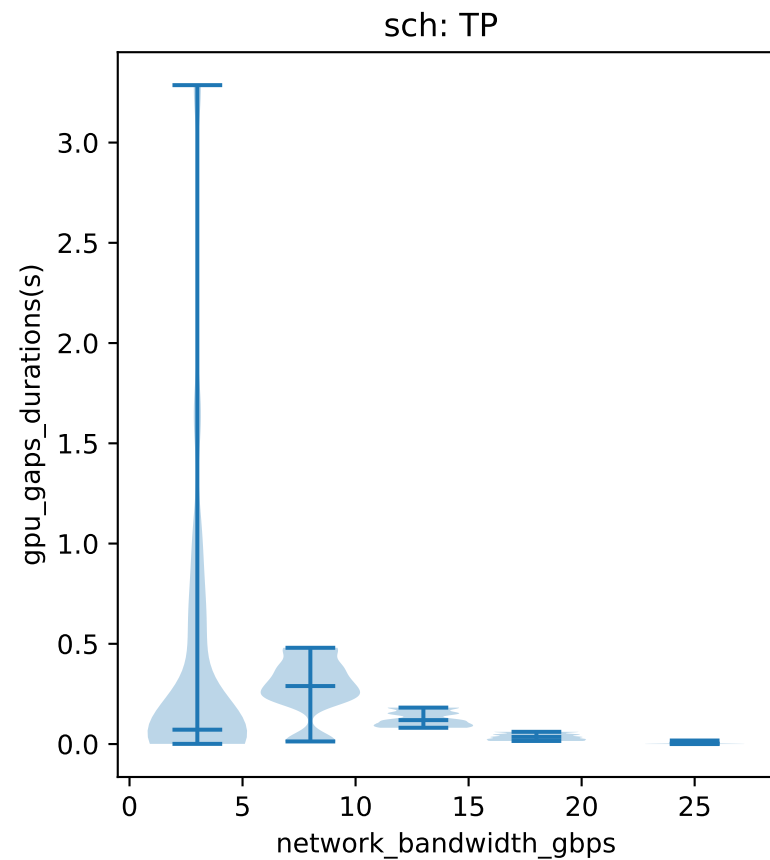
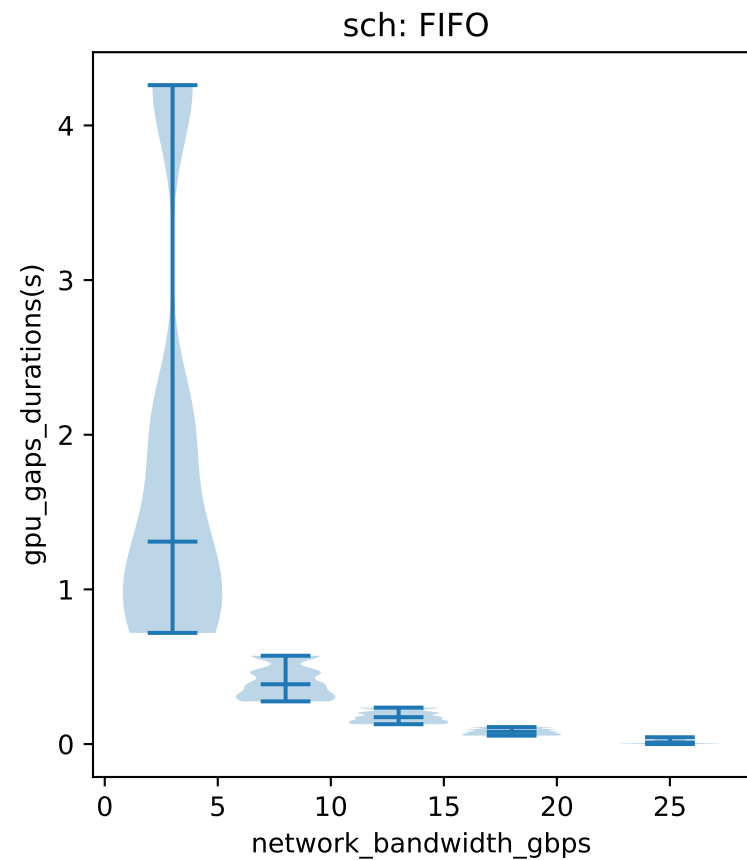
sch: TP



sch: TP-Pre

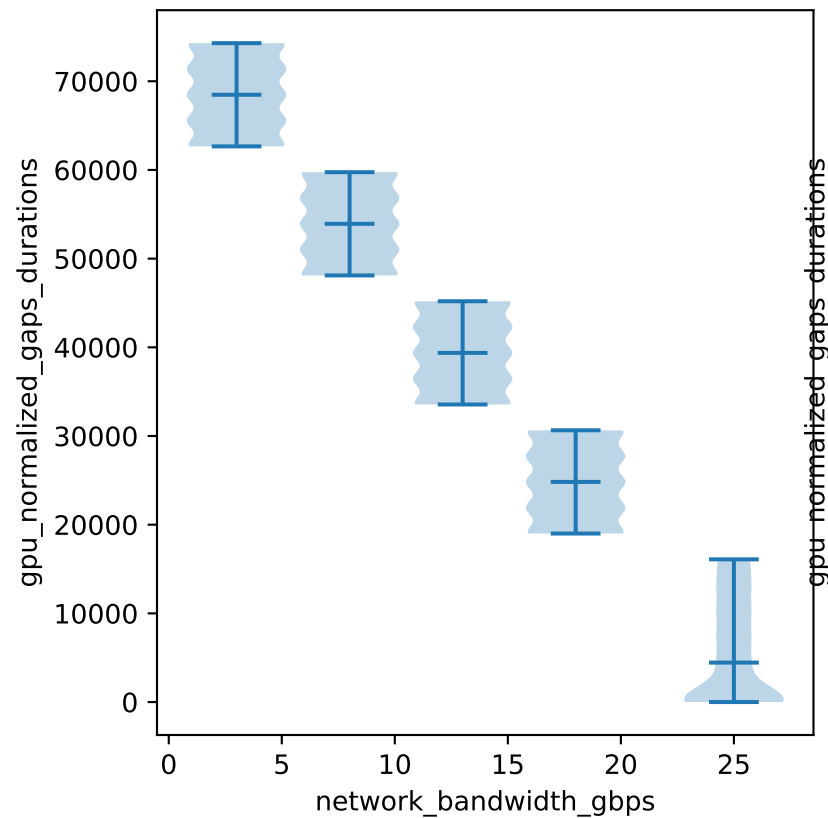


VGG16(GPU)\_gpu\_gap\_distribution

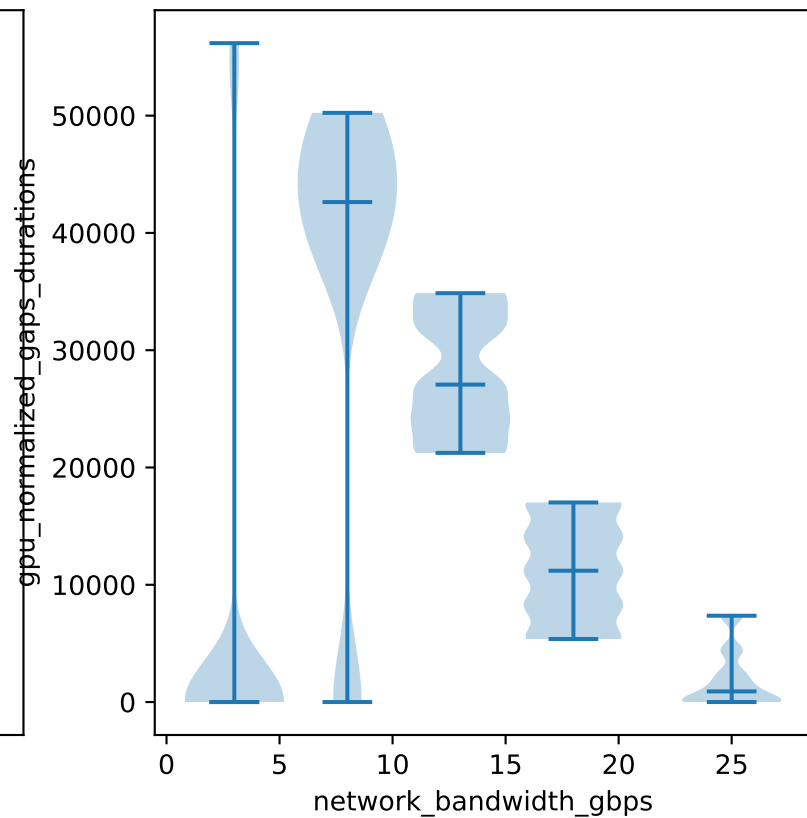


VGG16(GPU)\_gpu\_normalized\_gaps\_distribution

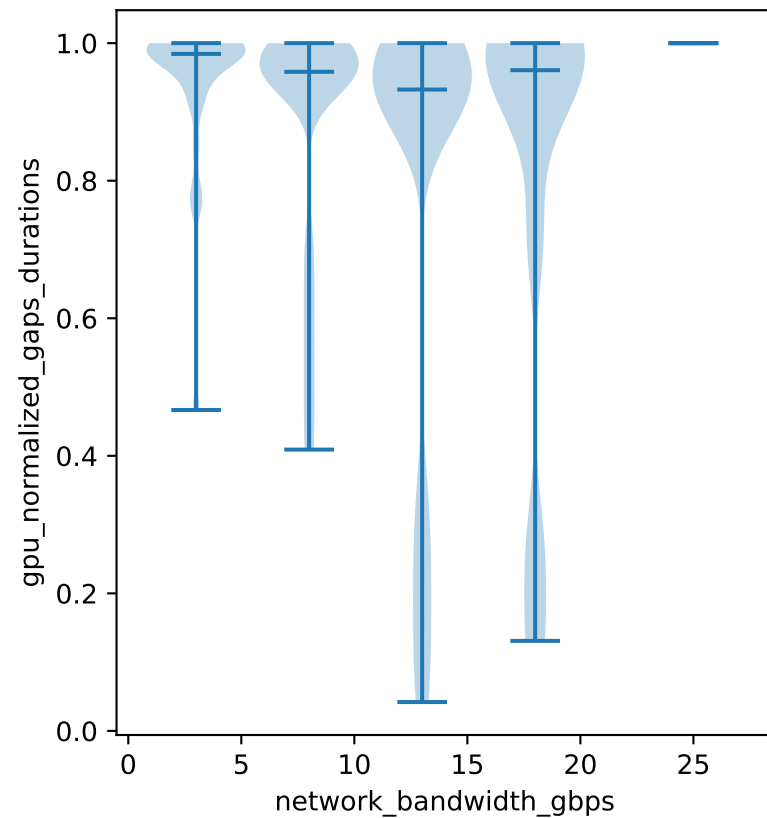
sch: FIFO



sch: TP

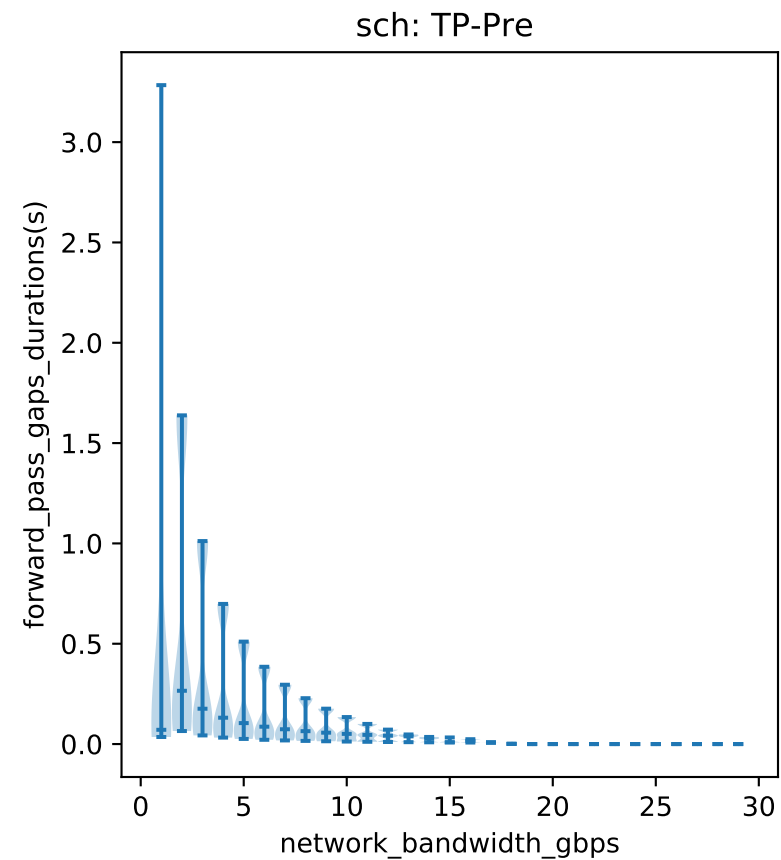
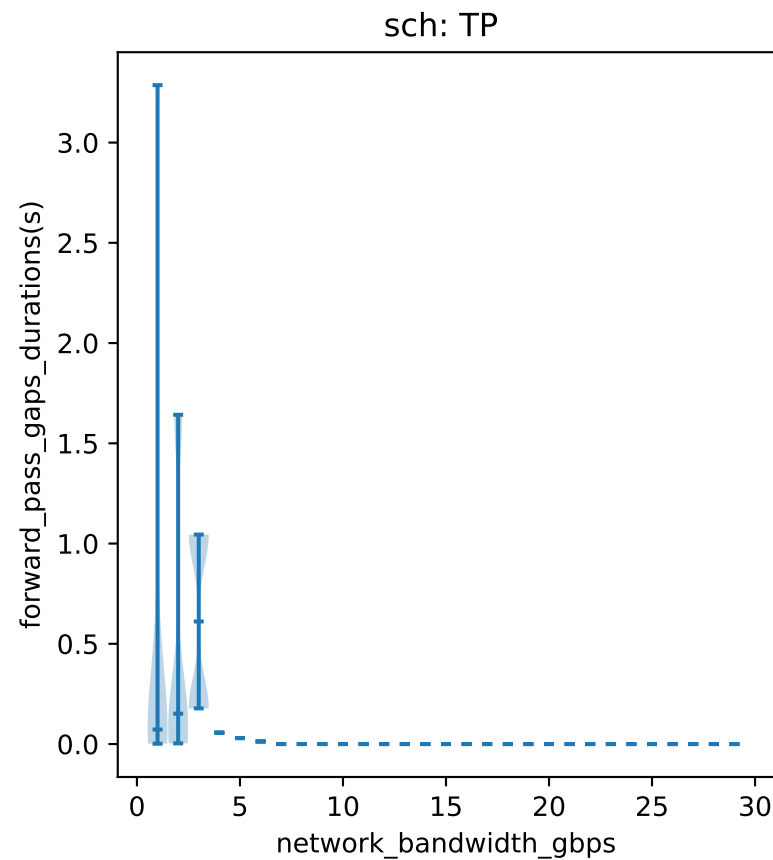
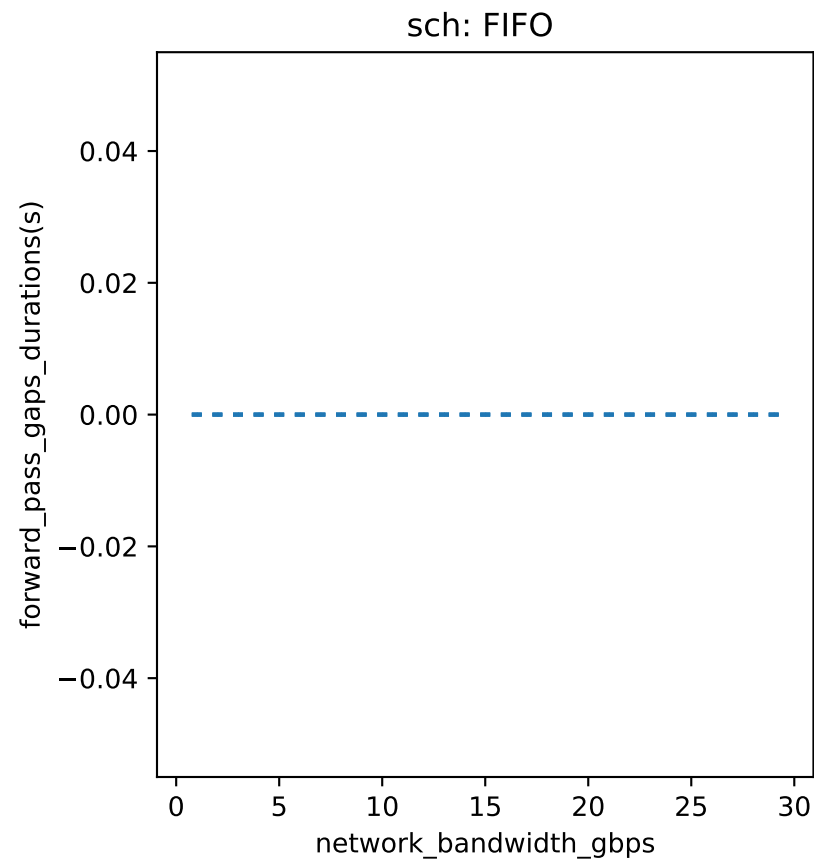


sch: TP-Pre



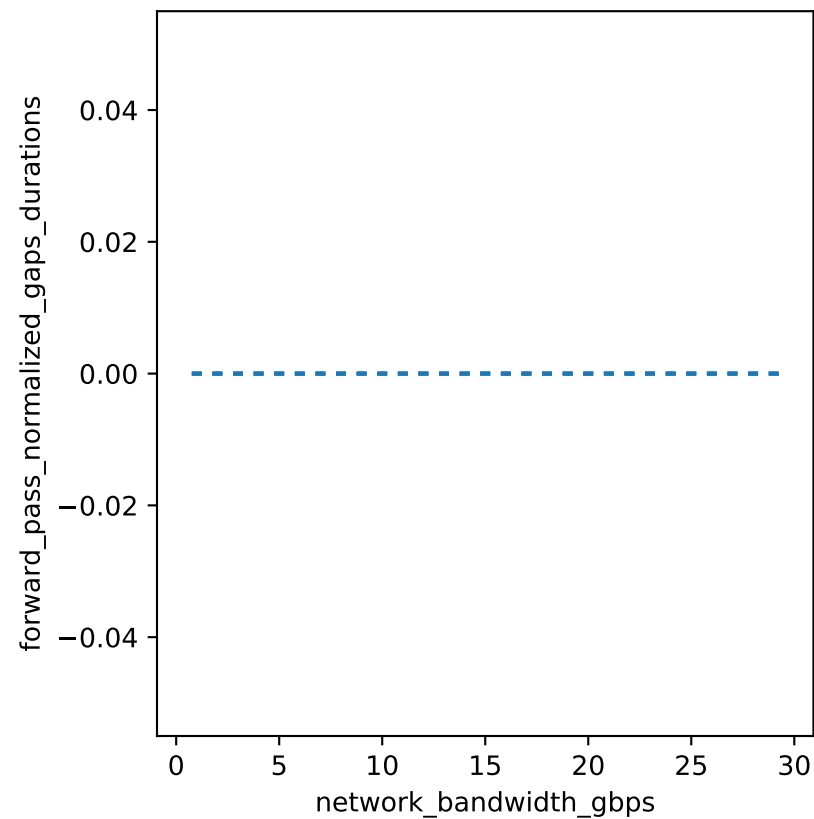


VGG16(GPU)\_forward\_pass\_gap\_distribution

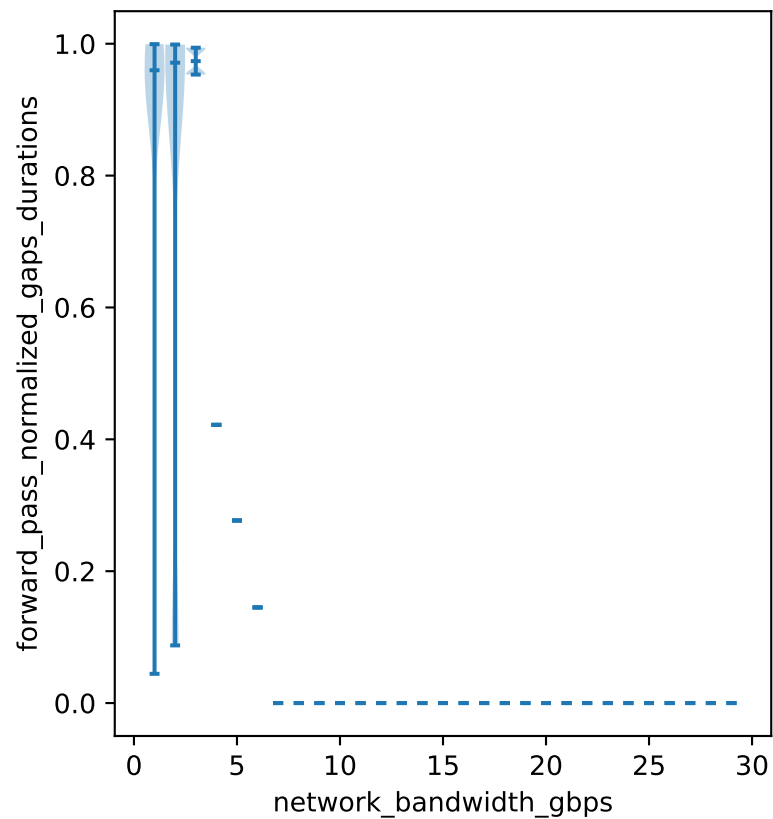


## VGG16(GPU)\_forward\_pass\_normalized\_gaps\_distribution

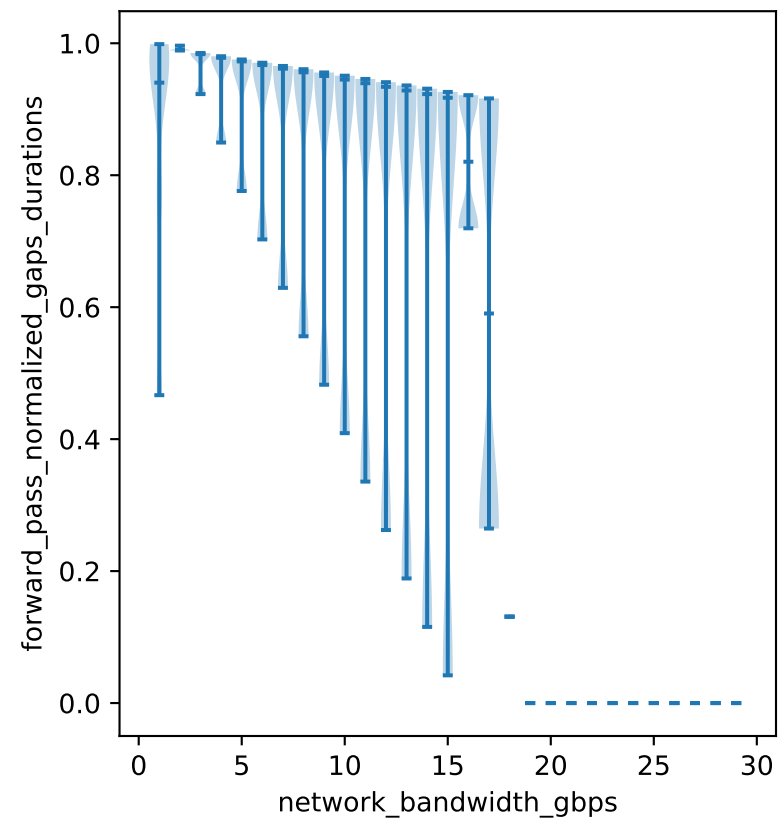
sch: FIFO



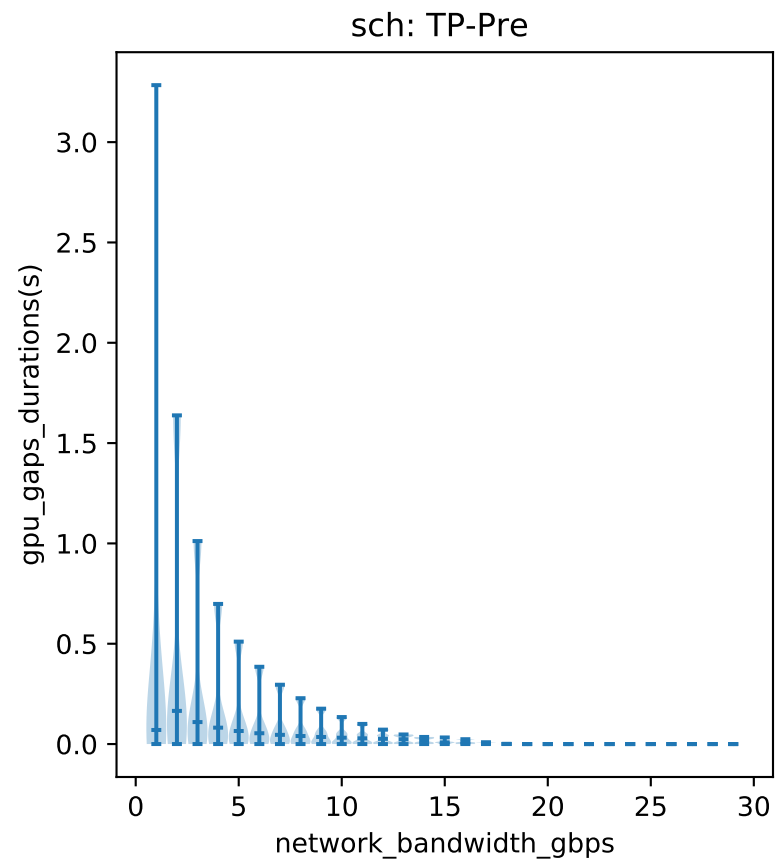
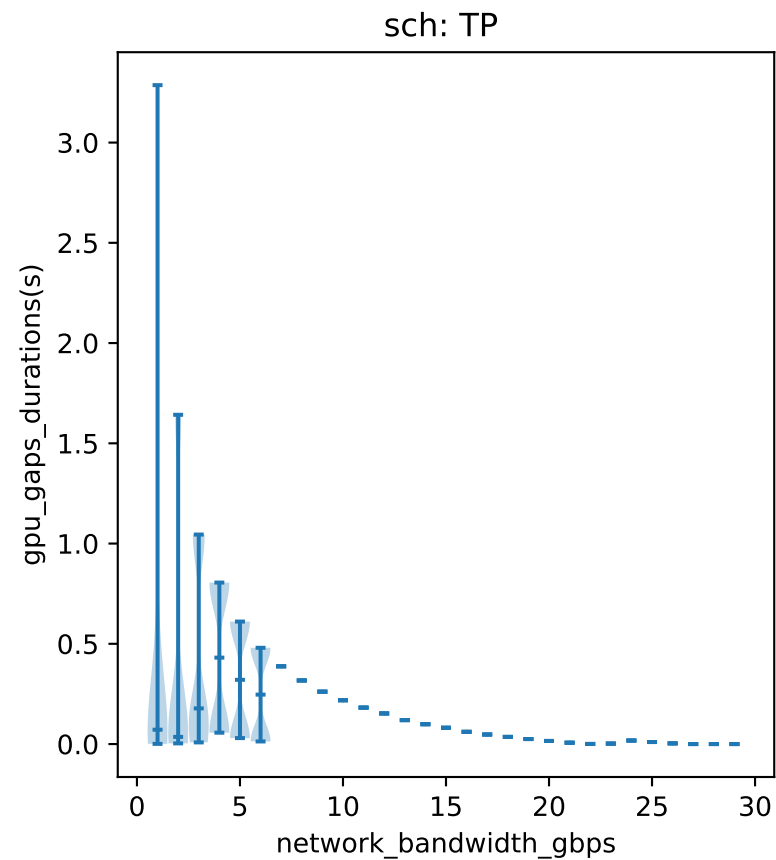
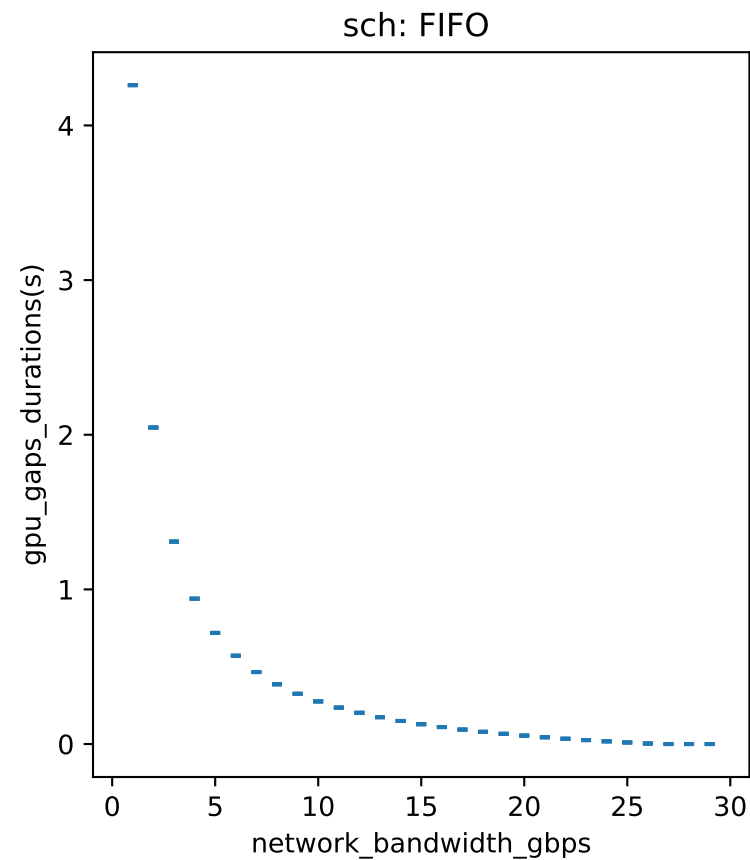
sch: TP



sch: TP-Pre

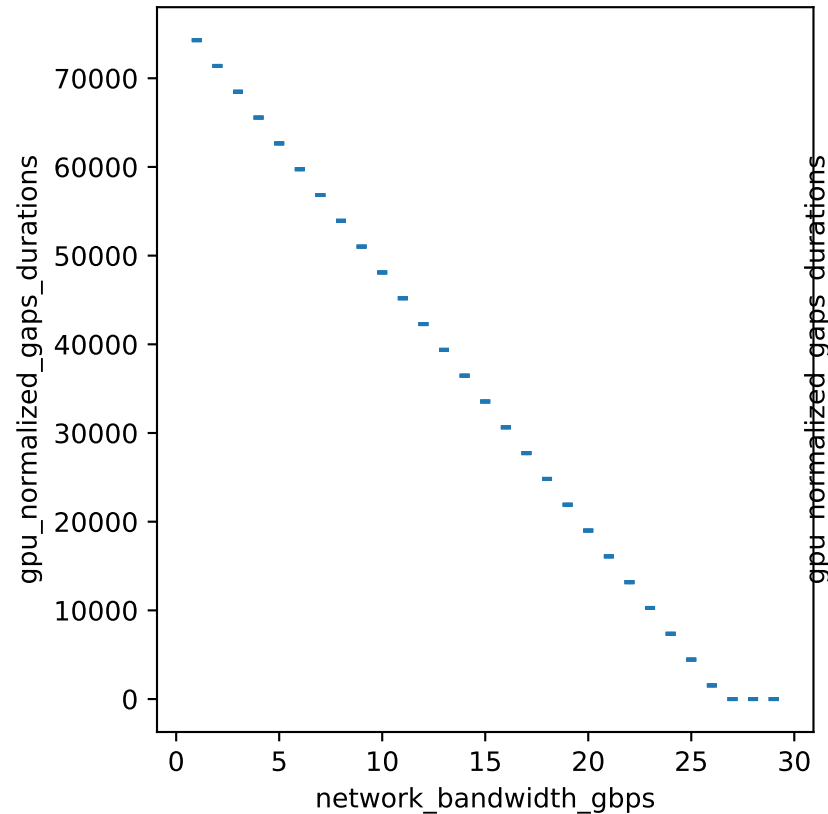


VGG16(GPU)\_gpu\_gap\_distribution

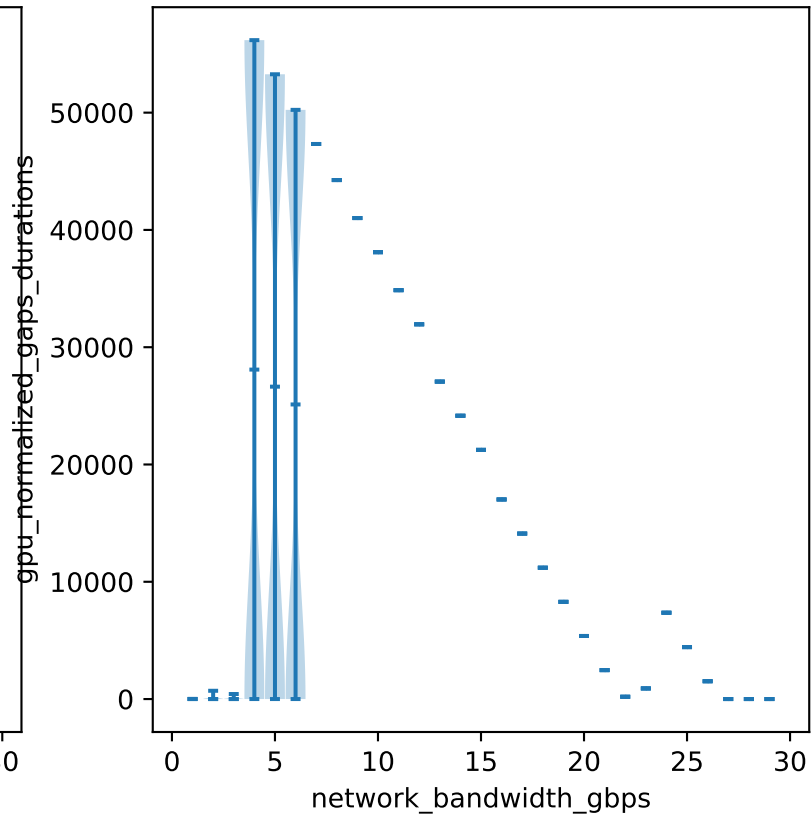


## VGG16(GPU)\_gpu\_normalized\_gaps\_distribution

sch: FIFO



sch: TP



sch: TP-Pre

