

G2S A (m,k) pipe=0 k\_tile=0 step 0/7 (cm=0, ck=0) (cpy\_m=8, cpy\_k=1) (V=8 half = 16B)

bank: Overlay box = one thread cp.async. Text = tid.

W0

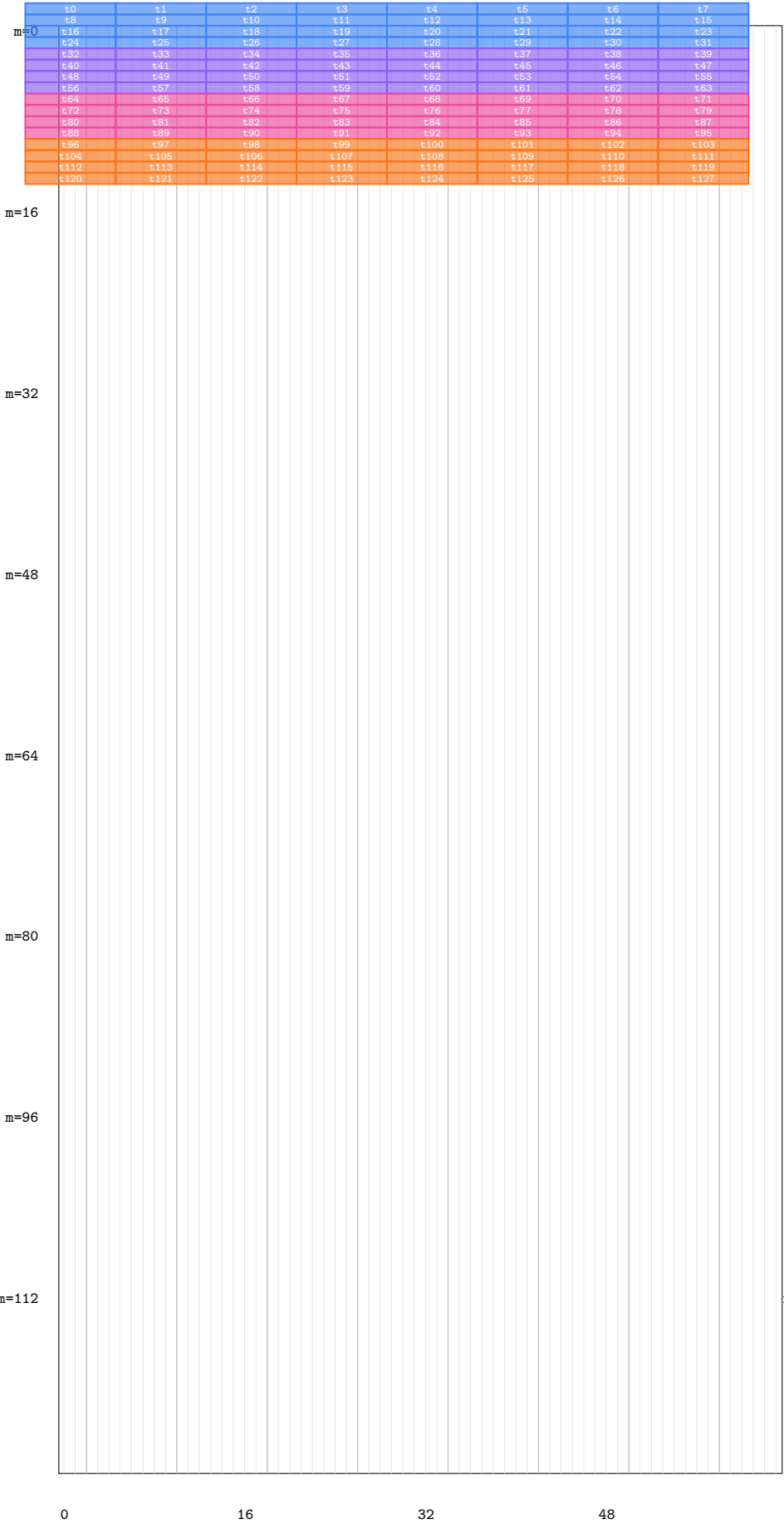
W1

W2

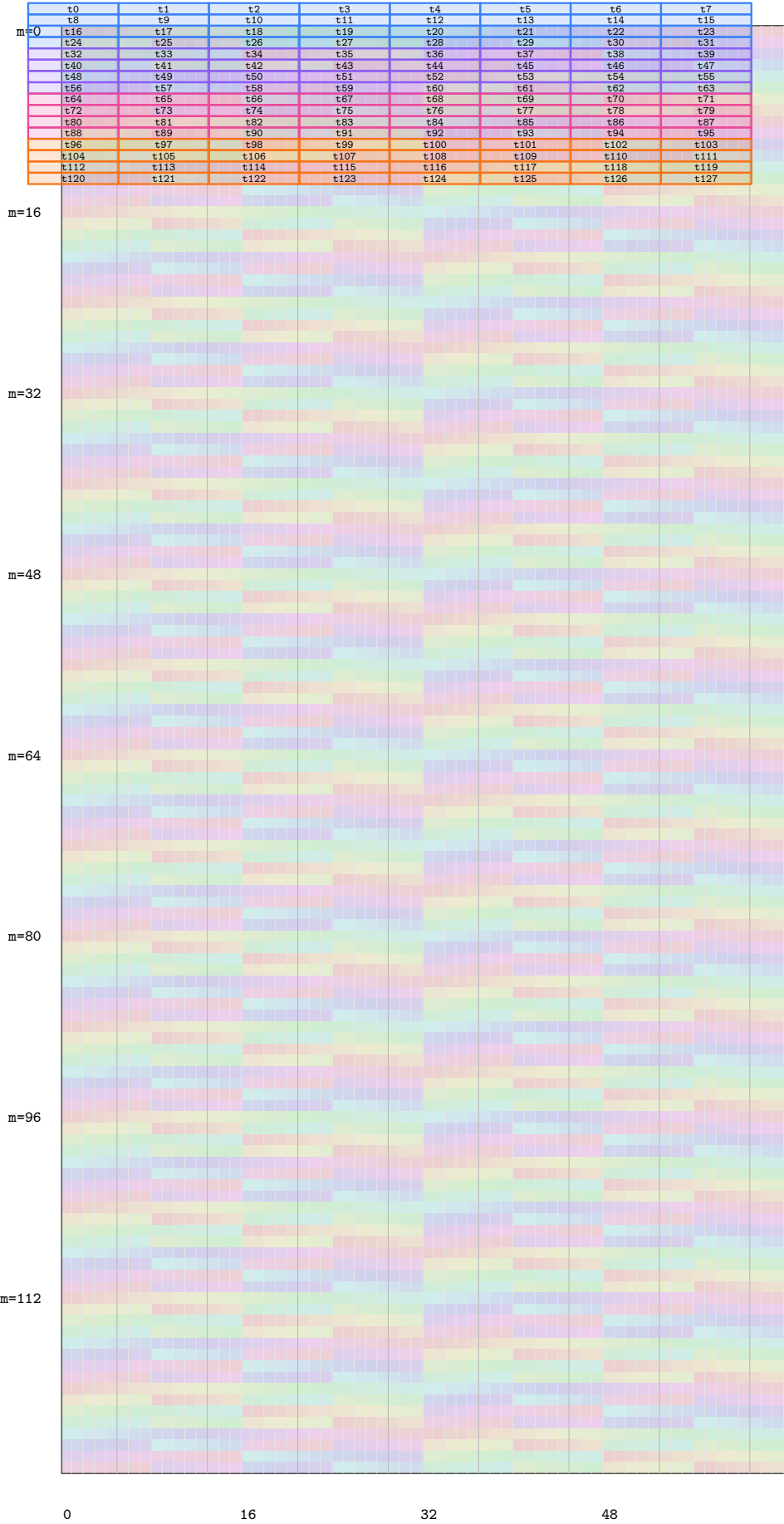
W3



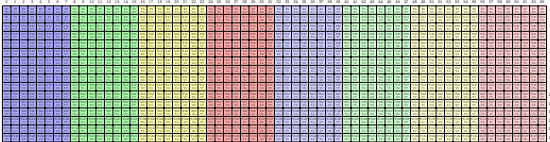
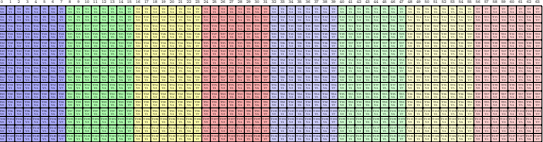
gA (m,k) CTA tile



sA (m,k) bank-colored

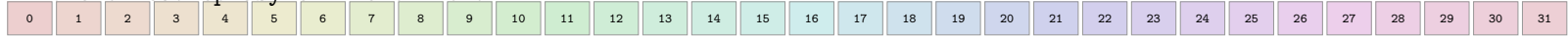


CUTE:



G2S A (m,k) pipe=0 k\_tile=0 step 1/7 (cm=1, ck=0) (cpy\_m=8, cpy\_k=1) (V=8 half = 16B)

bank: Overlay box = one thread cp.async. Text = tid.



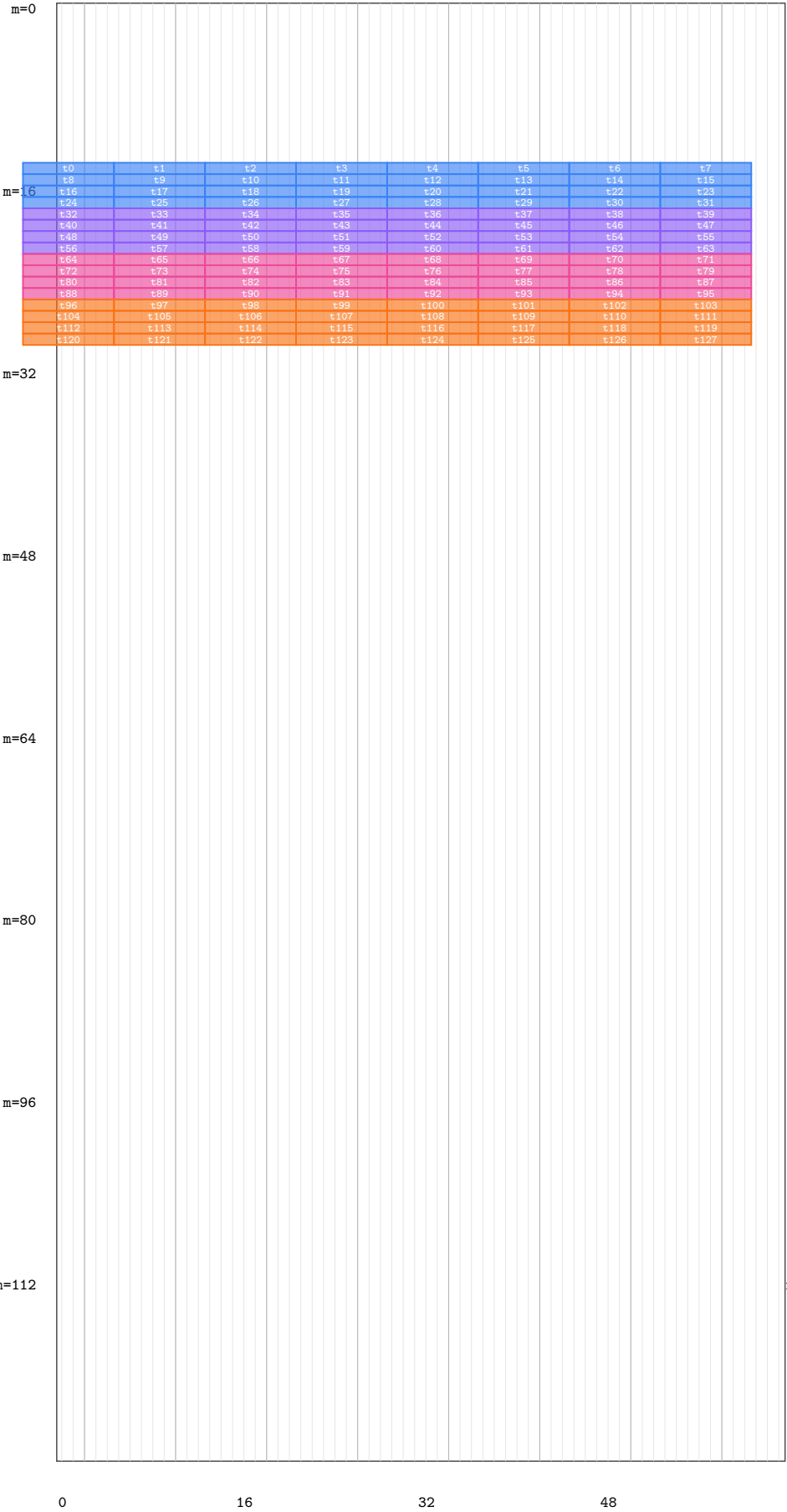
W0

W1

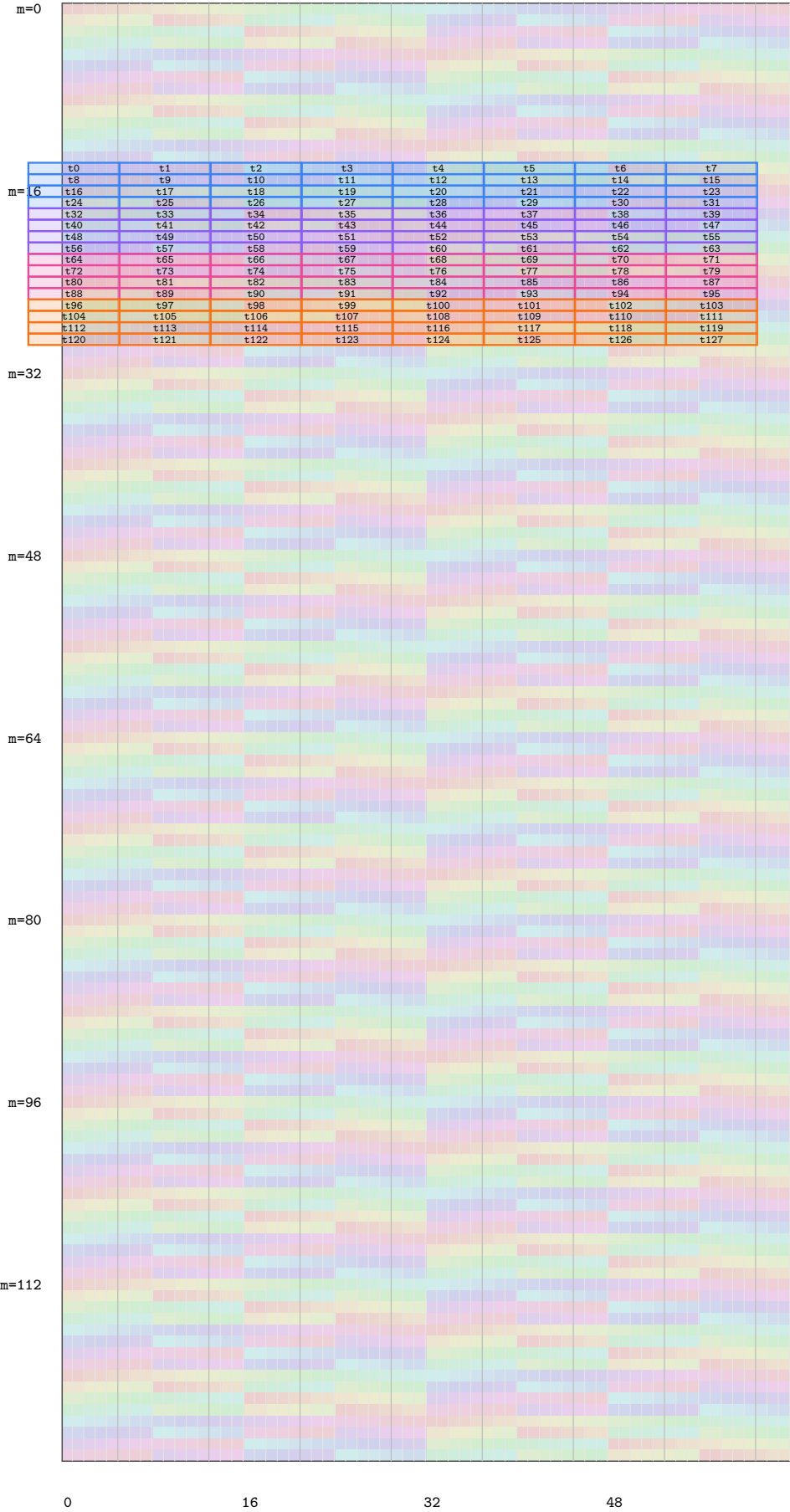
W2

W3

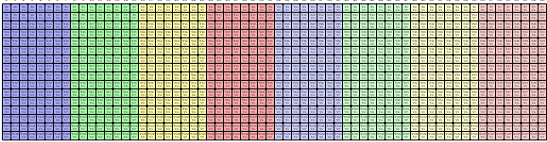
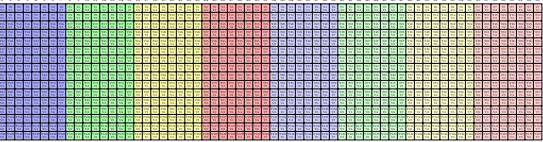
gA (m,k) CTA tile



sA (m,k) bank-colored



CUTE:



G2S A (m,k) pipe=0 k\_tile=0 step 2/7 (cm=2, ck=0) (cpy\_m=8, cpy\_k=1) (V=8 half = 16B)

bank=0  
Overlay box = one thread cp.async. Text = tid.

W0

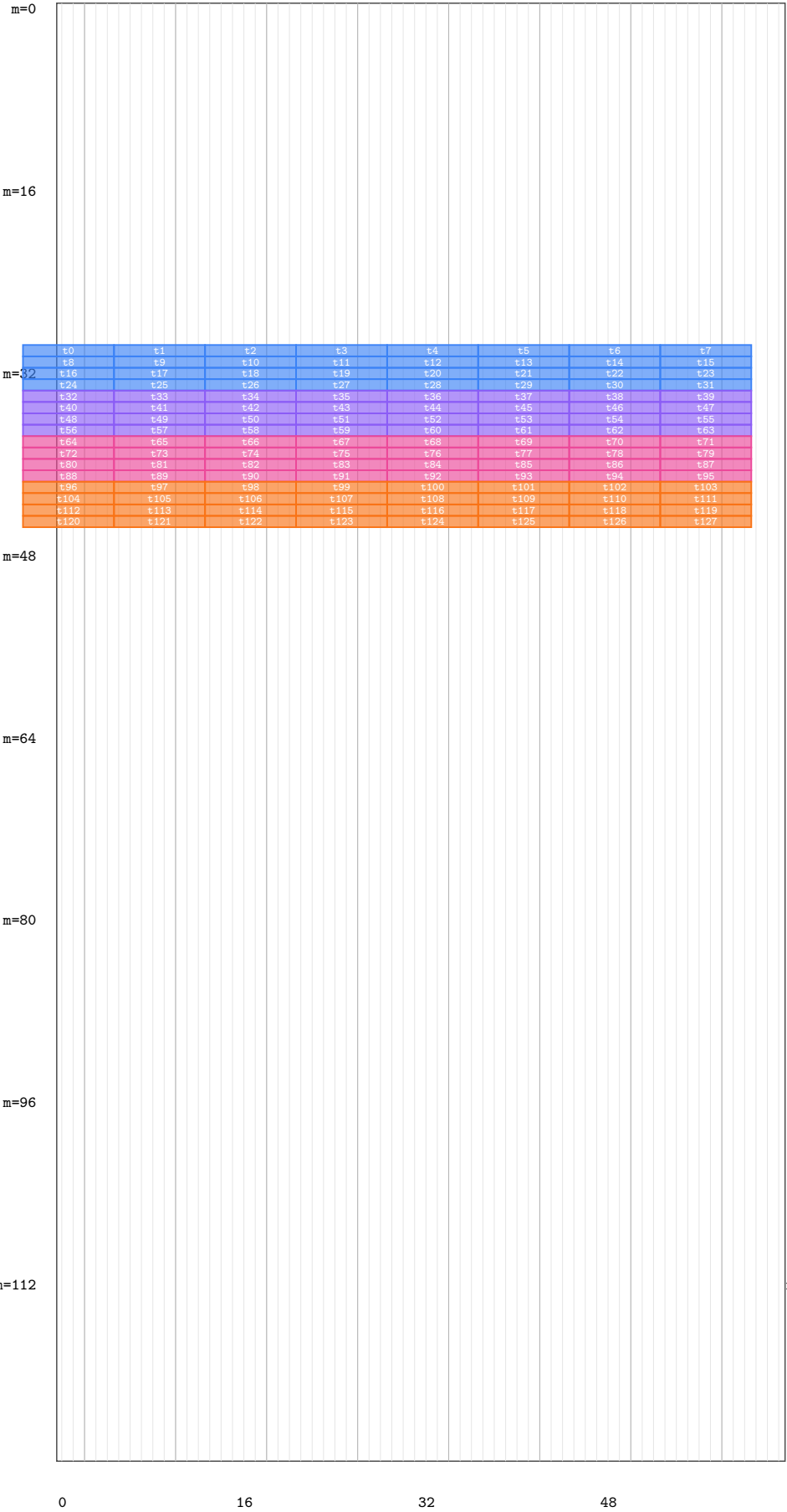
W1

W2

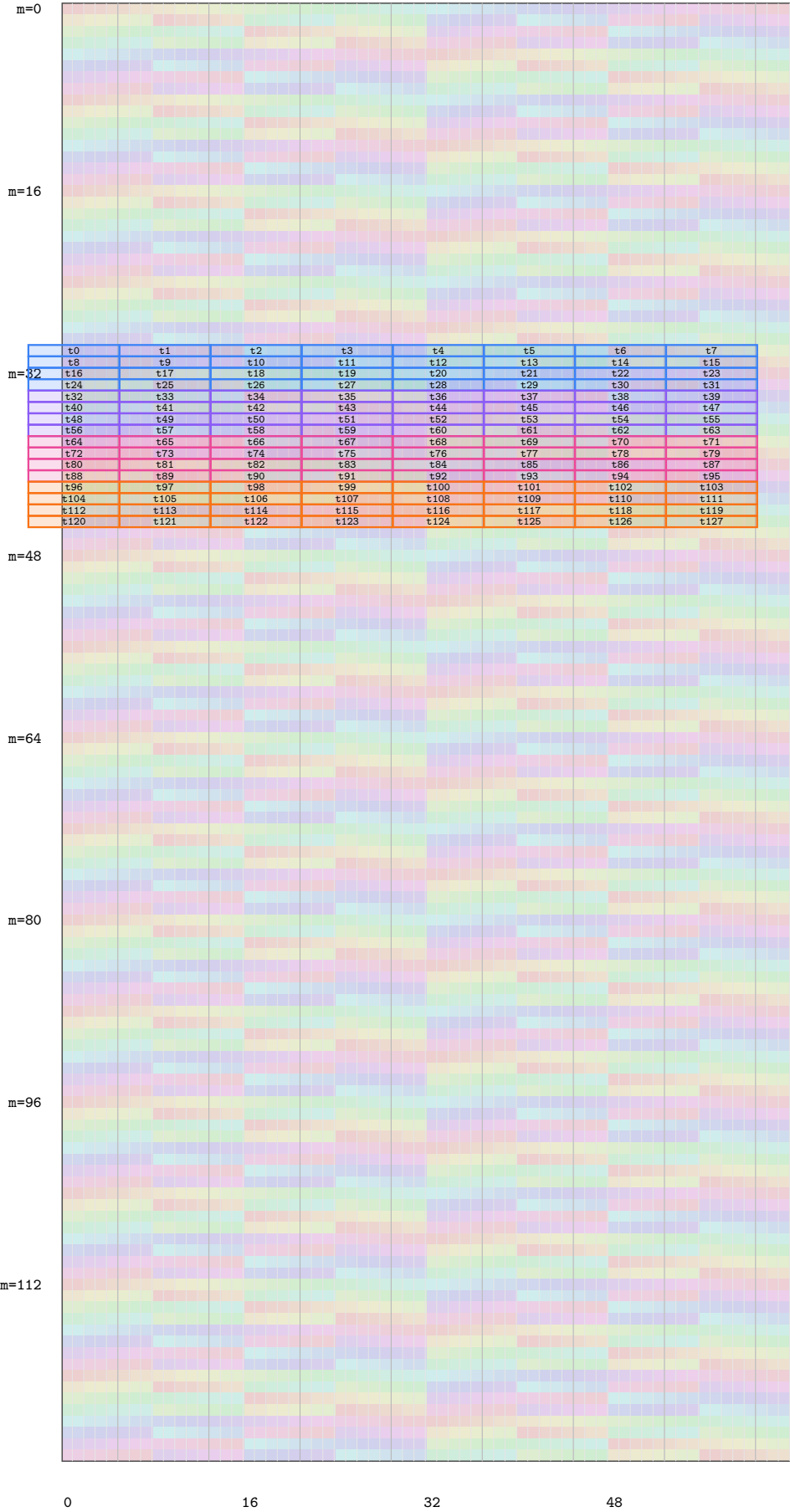
W3



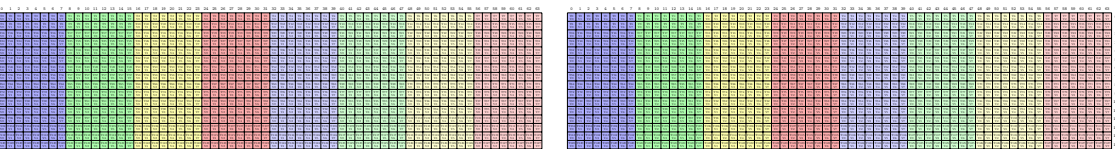
gA (m,k) CTA tile



sA (m,k) bank-colored



CUTE:



G2S A (m,k) pipe=0 k\_tile=0 step 3/7 (cm=3, ck=0) (cpy\_m=8, cpy\_k=1) (V=8 half = 16B)

bank=0  
Overlay box = one thread cp.async. Text = tid.

W0

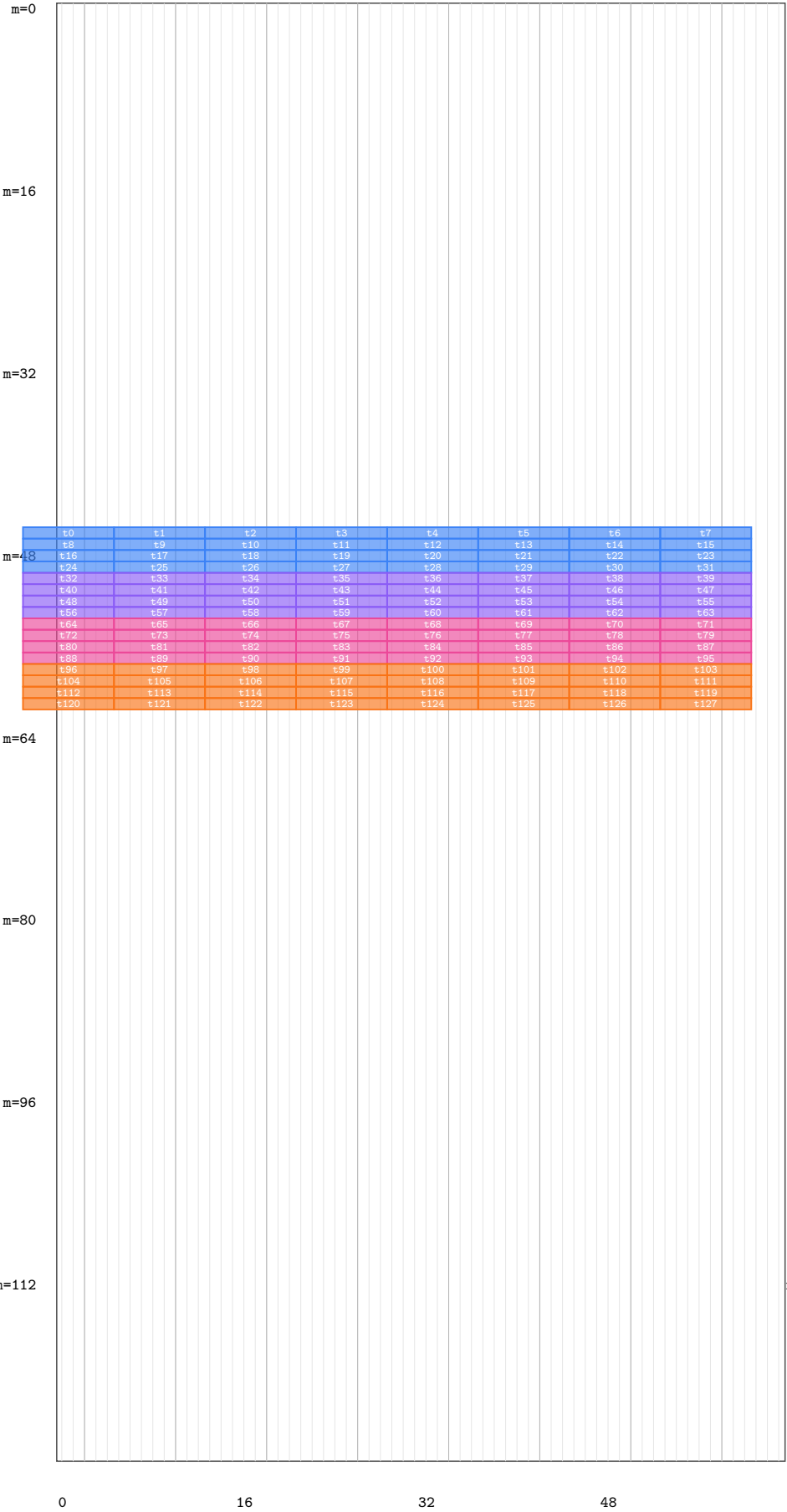
W1

W2

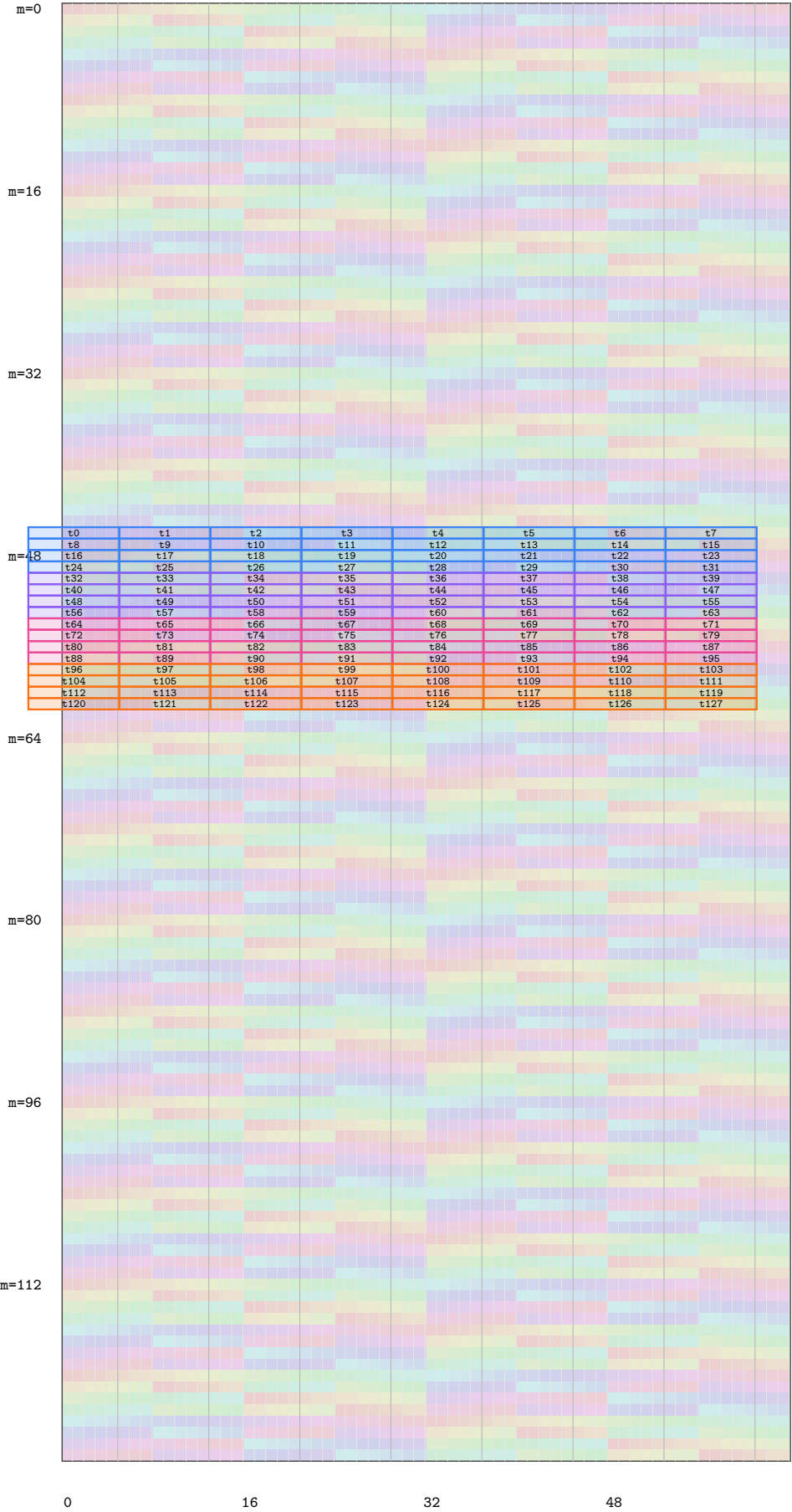
W3



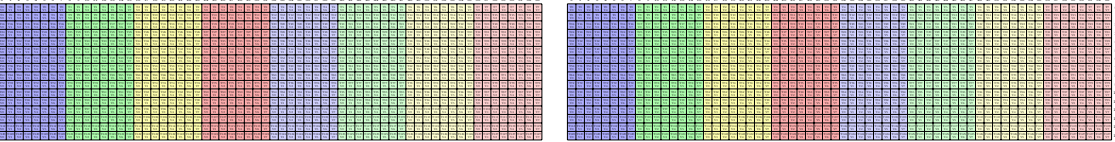
gA (m,k) CTA tile



sA (m,k) bank-colored



CUTE:



G2S A (m,k) pipe=0 k\_tile=0 step 4/7 (cm=4, ck=0) (cpy\_m=8, cpy\_k=1) (V=8 half = 16B)

bank = one thread cp.async. Text = tid.

W0

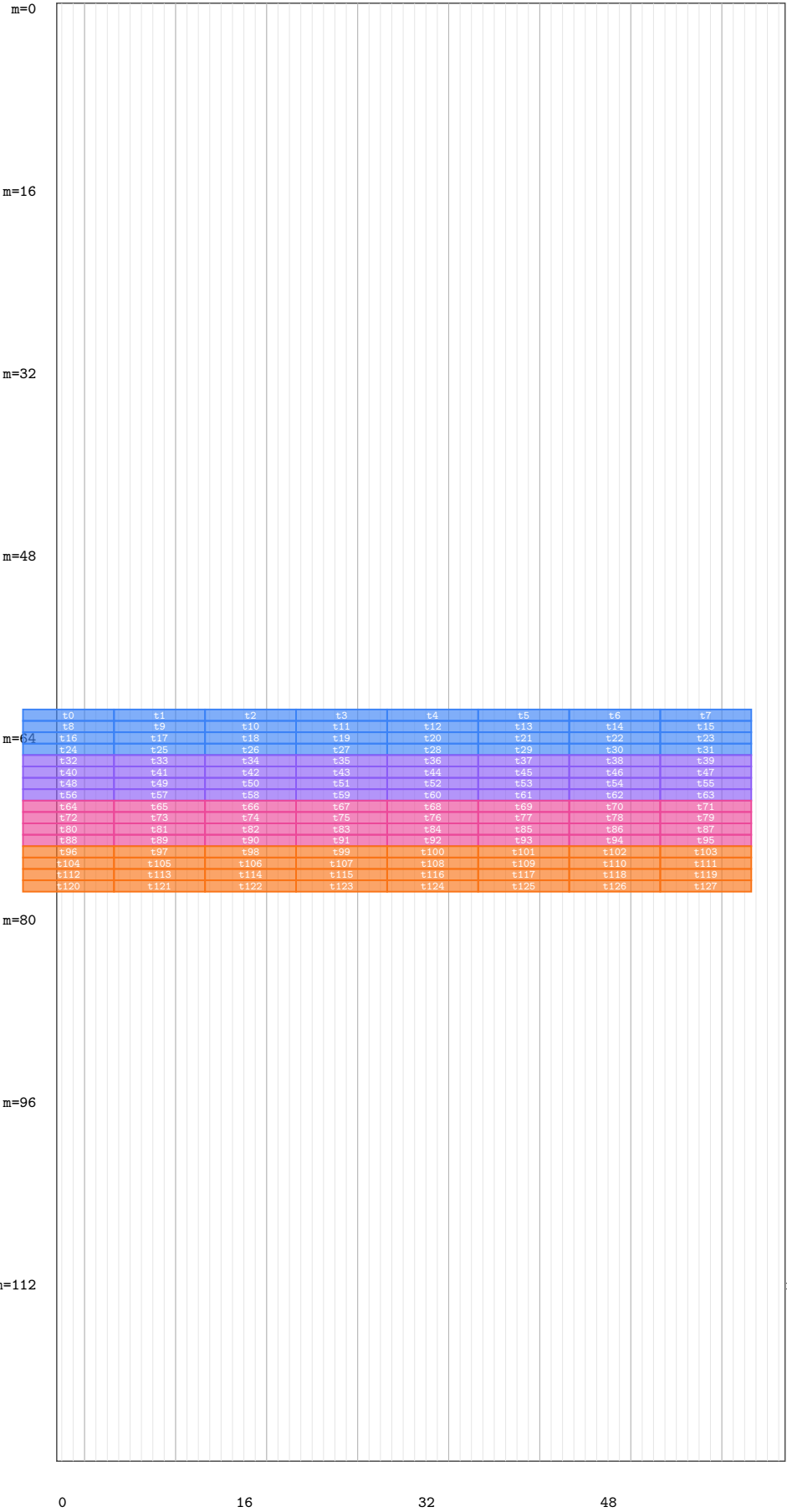
W1

W2

W3



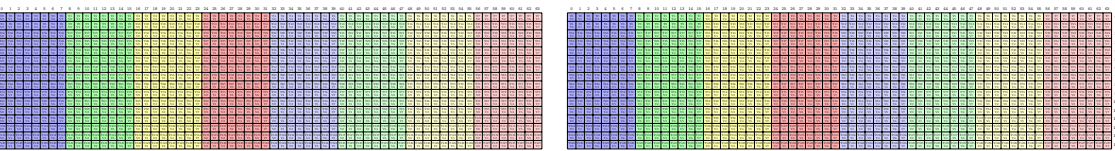
gA (m,k) CTA tile



sA (m,k) bank-colored

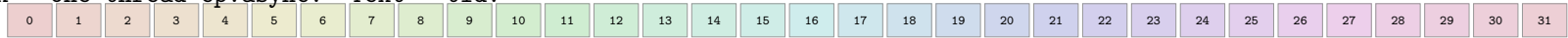


CUTE:



G2S A (m,k) pipe=0 k\_tile=0 step 5/7 (cm=5, ck=0) (cpy\_m=8, cpy\_k=1) (V=8 half = 16B)

bank=0  
Overlay box = one thread cp.async. Text = tid.



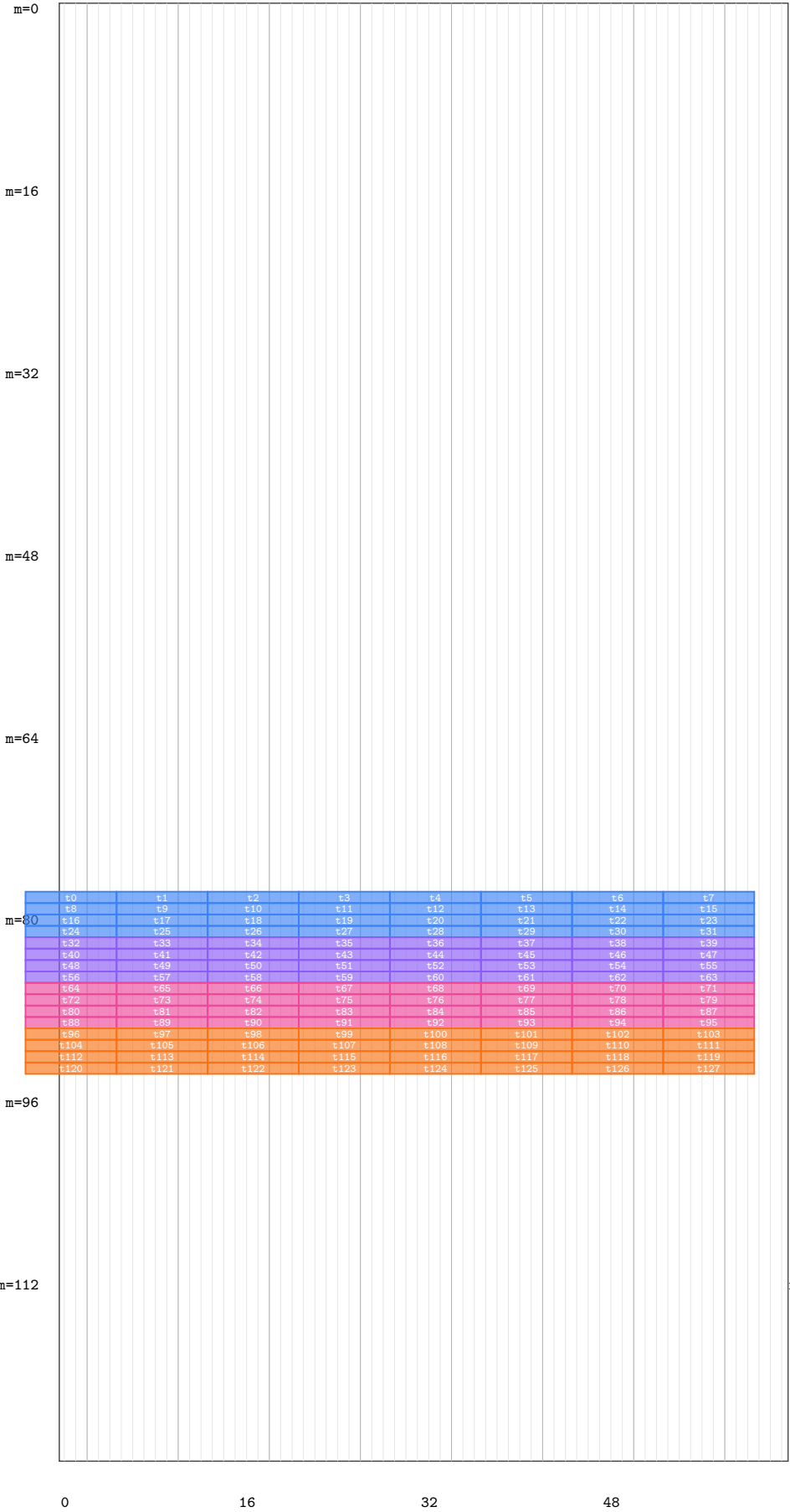
W0

W1

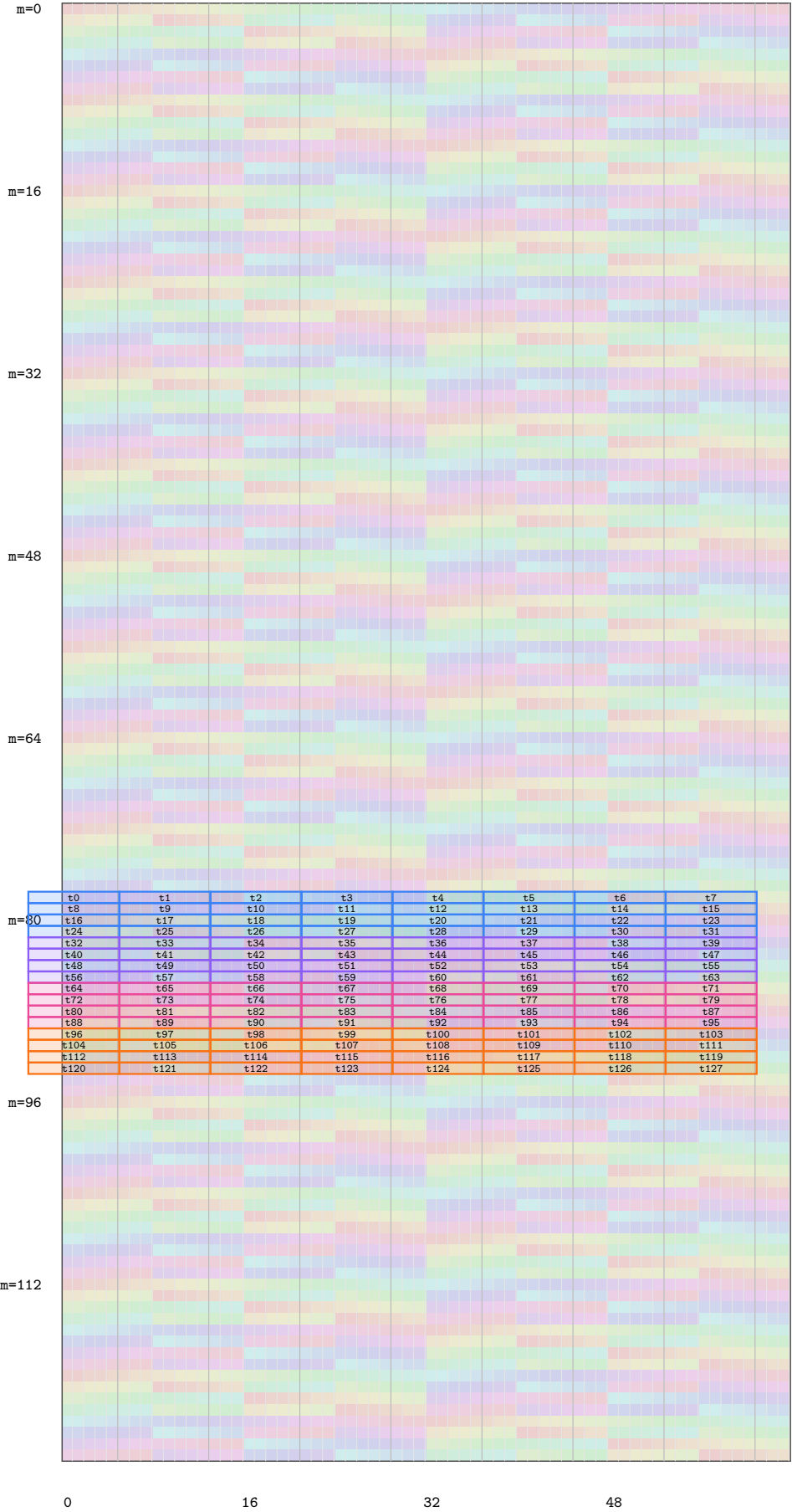
W2

W3

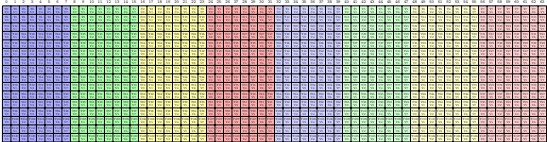
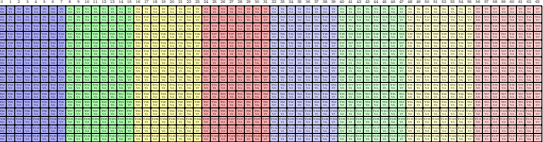
gA (m,k) CTA tile



sA (m,k) bank-colored



CUTE:



G2S A (m,k) pipe=0 k\_tile=0 step 6/7 (cm=6, ck=0) (cpy\_m=8, cpy\_k=1) (V=8 half = 16B)

bank=0  
Overlay box = one thread cp.async. Text = tid.

W0

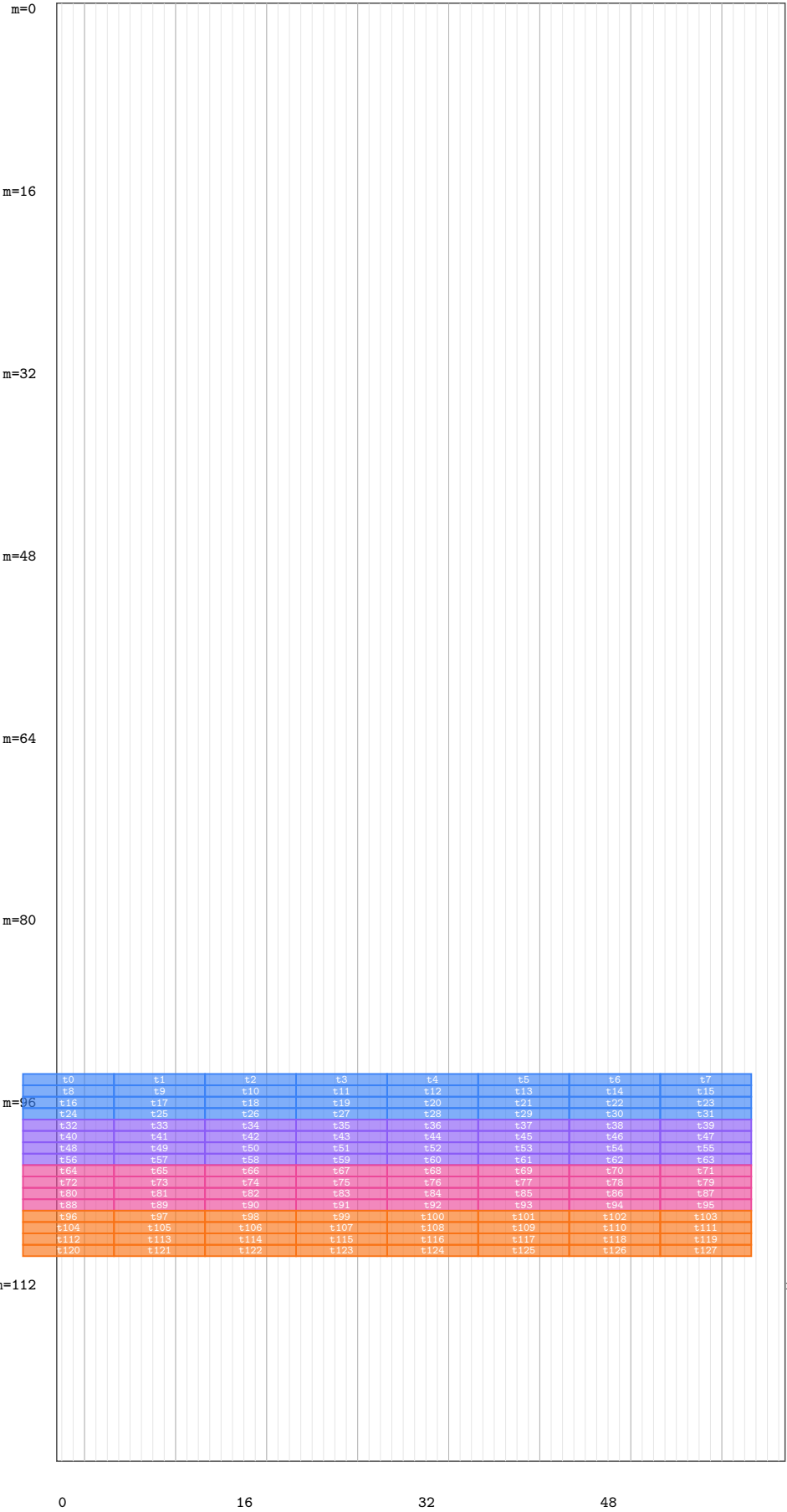
W1

W2

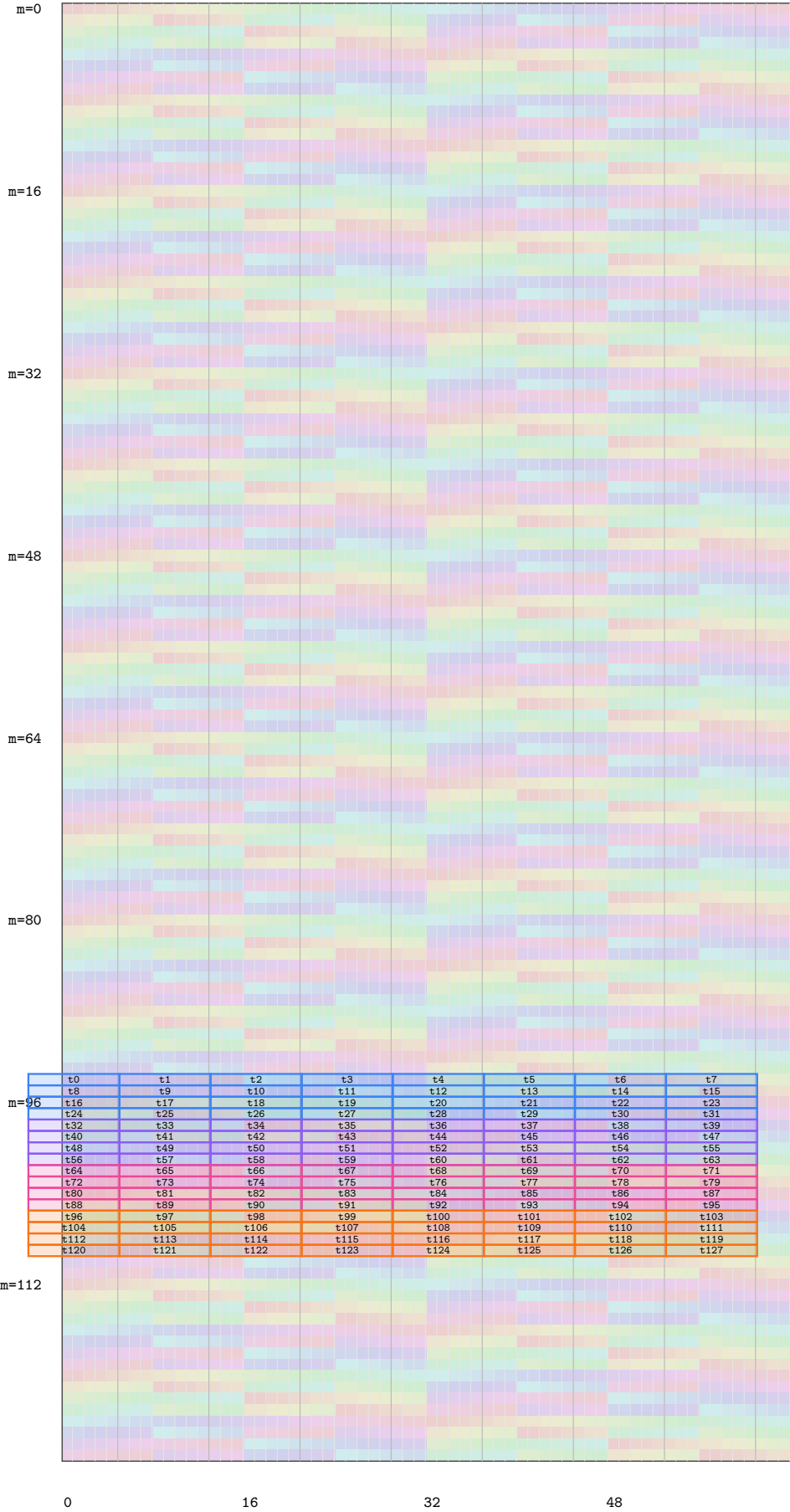
W3



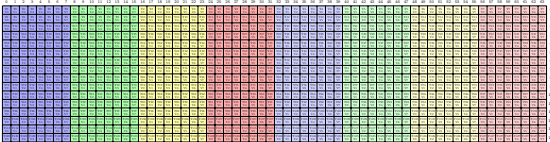
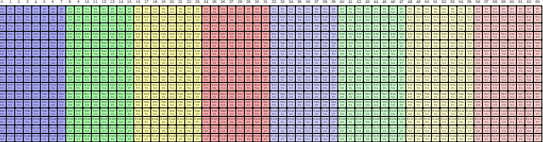
gA (m,k) CTA tile



sA (m,k) bank-colored



CUTE:



G2S A (m,k) pipe=0 k\_tile=0 step 7/7 (cm=7, ck=0) (cpy\_m=8, cpy\_k=1) (V=8 half = 16B)

bank: Overlay box = one thread cp.async. Text = tid.

W0

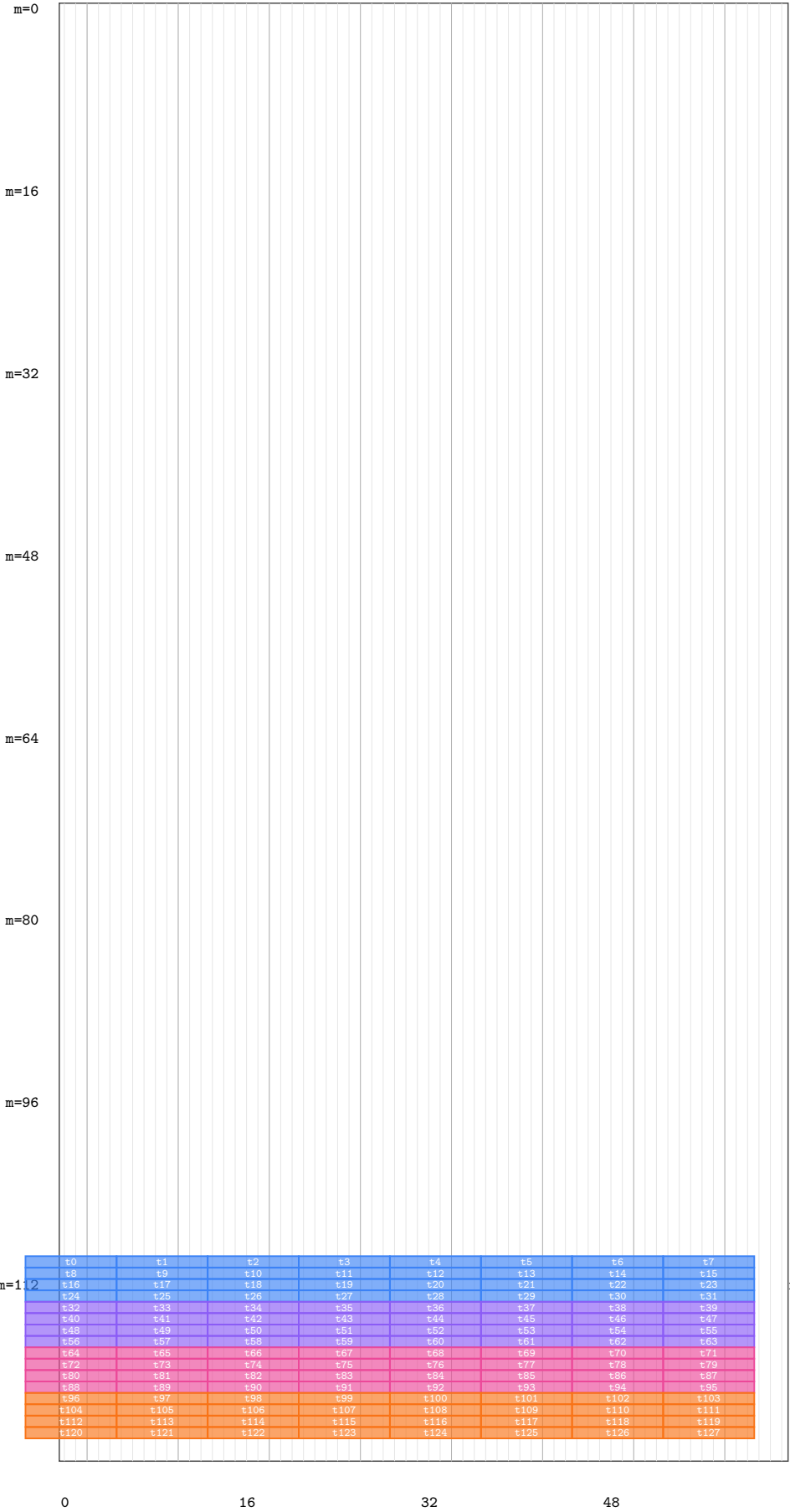
W1

W2

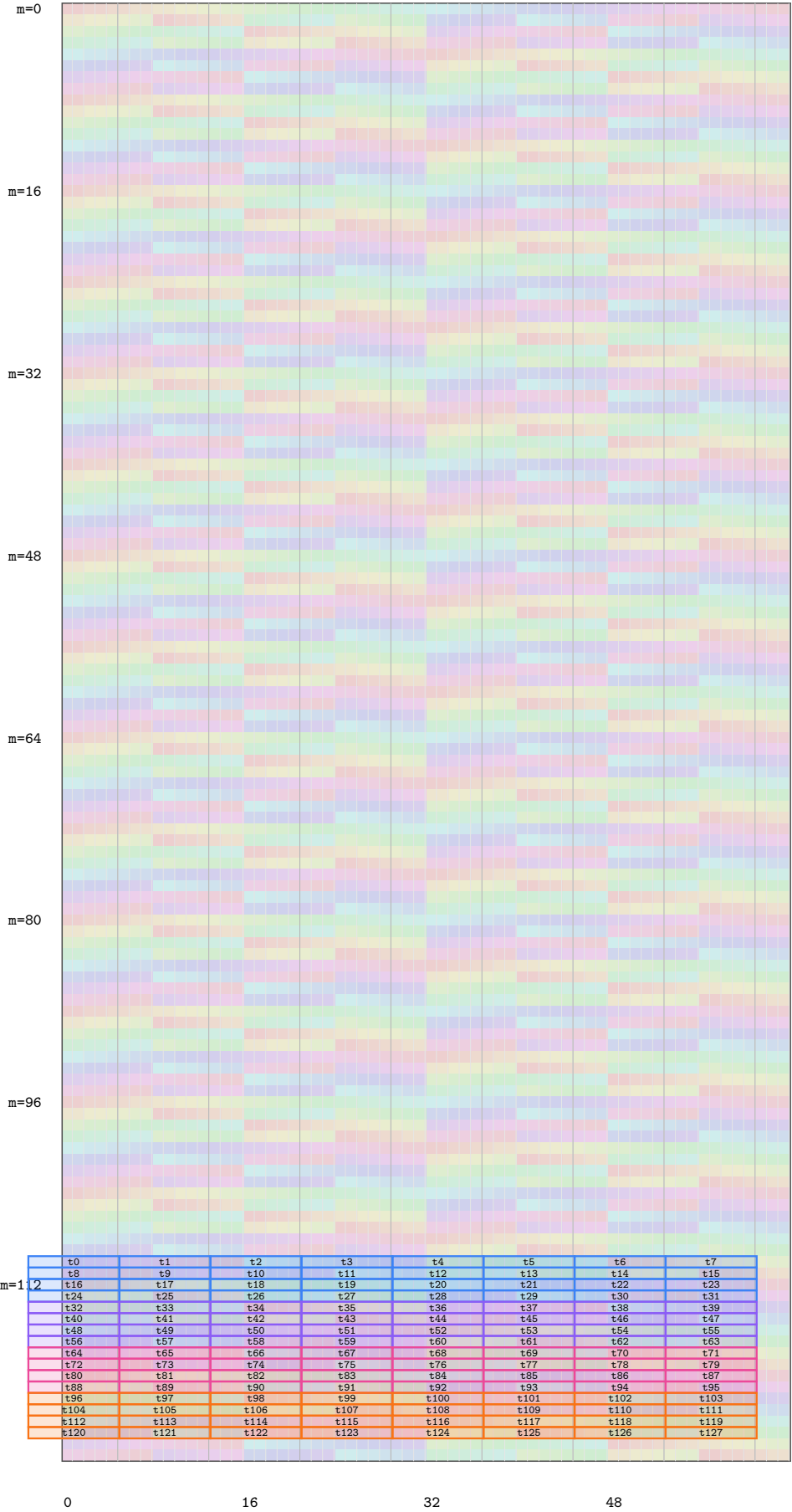
W3



gA (m,k) CTA tile



sA (m,k) bank-colored



CUTE:

