

G2S (gmem → smem) pipe=0

W0 W1 W2 W3

SMEM background = bank id (0..31). Highlights = warp colors.

bank: 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31

gA (m,k) CTA tile

sA (m,k) bank-colored

gB (n,k) CTA tile

sB (n,k) bank-colored

