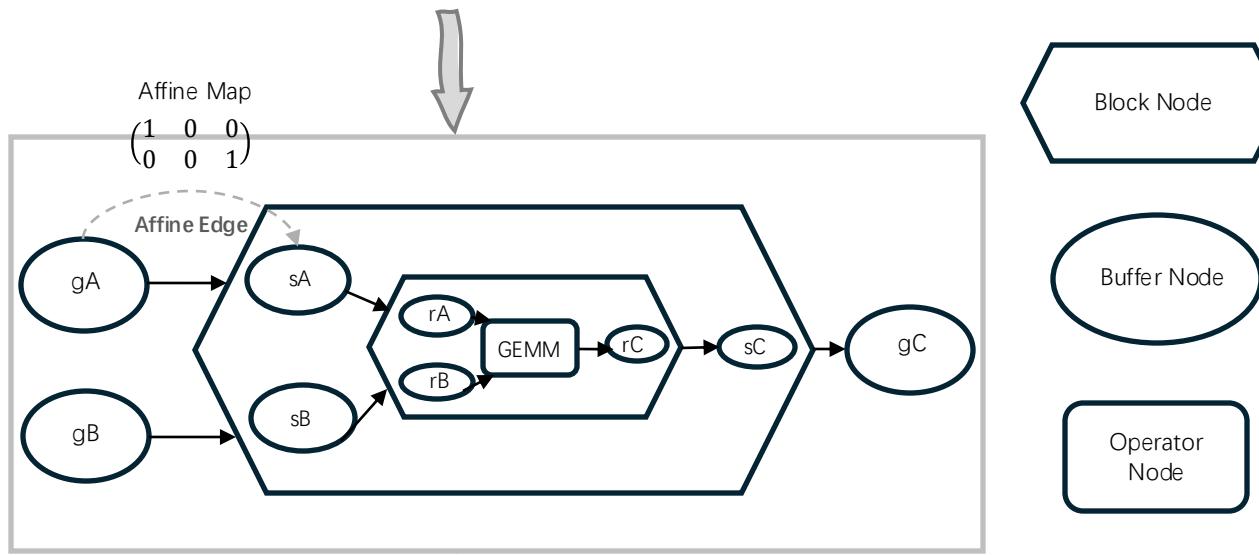


Hardware-Aware-Algorithms



```

for (int k1 = 0; k1 < GliteratorA::sc1; ++k1) {
    g2s_a(gAs(k1), sA); Load tiles from global to
    g2s_b(gBs(k1), sB); shared memory
    __copy_async();
    __syncthreads();
}
for (int k2 = 0; k2 < SlriteratorA::sc1; ++k2) {
    s2r_a(sAs(k2), rA); Load tiles from shared to
    s2r_b(sBs(k2), rB); register.
    compute::gemm(rA, rB, acc); GEMM
}
r2s_c(acc, sC); Store tiles from register to shared memory.
__syncthreads();
s2g_c(sC, gC); Store tiles from shared to global memory.

```

