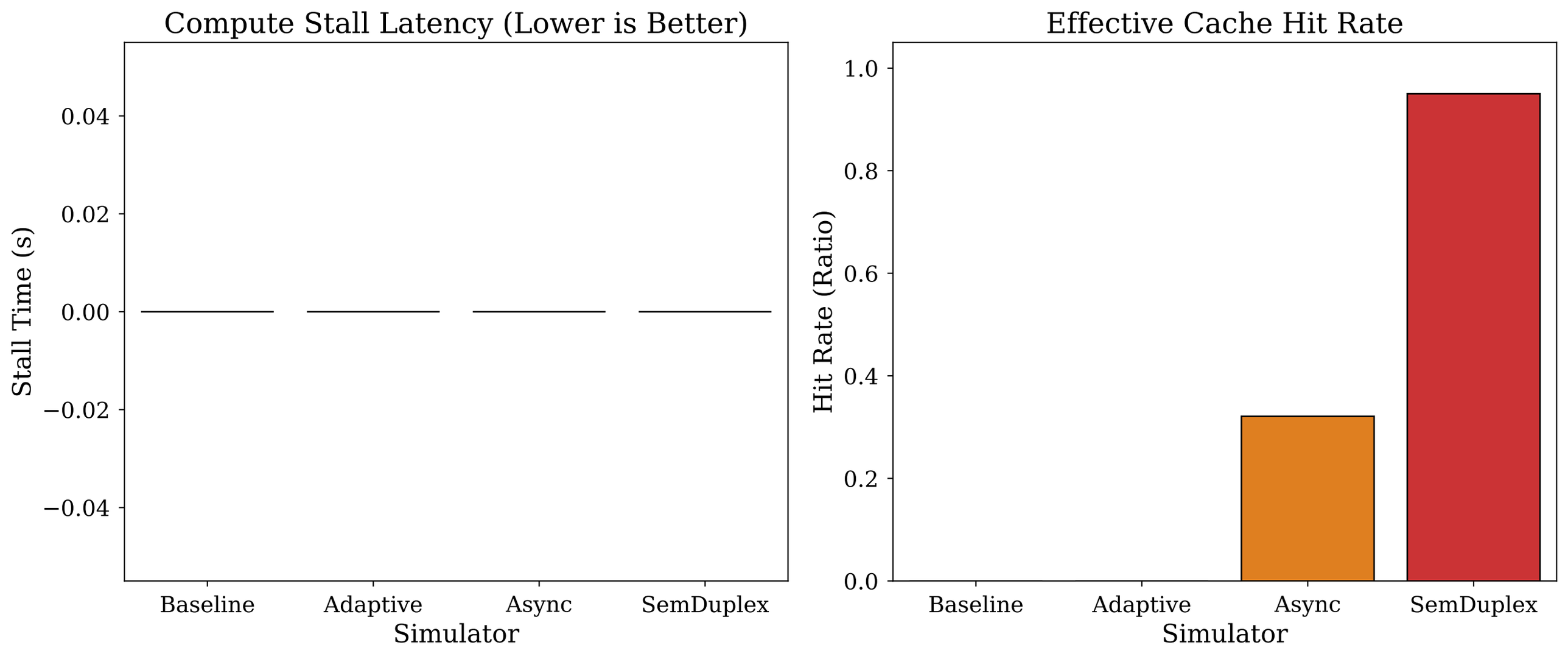
Compute Stall Latency (Lower is Better)
Stall Time (s)
0.04
0.02
0.00
−0.02
−0.04
Baseline
Adaptive
Async
SemDuplex
Simulator
Effective Cache Hit Rate
Hit Rate (Ratio)
1.0
0.8
0.6
0.4
0.2
0.0
Baseline
Adaptive
Async
SemDuplex
Simulator