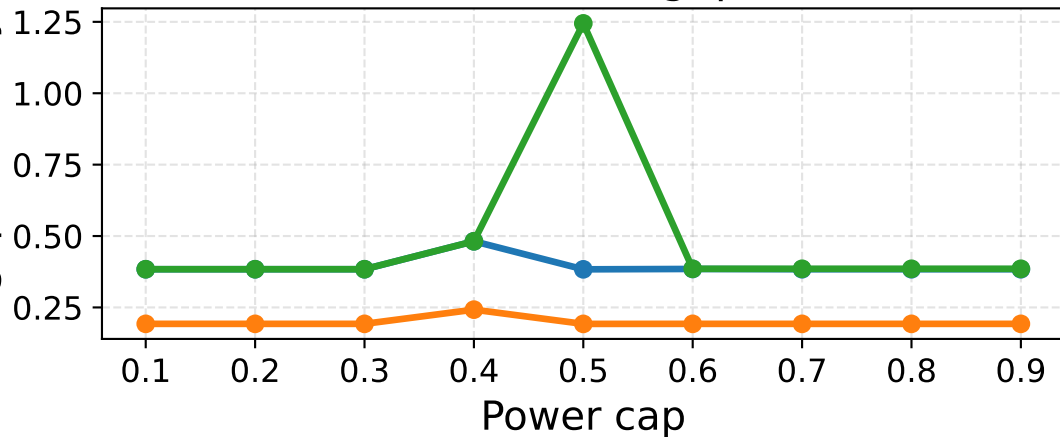


Throughput vs Power Cap

Throughput (flits/cycle)

Class 0 throughput



HW reactive

Queue PID

Perf target

Uniform

Throughput (flits/cycle)

Class 1 throughput

