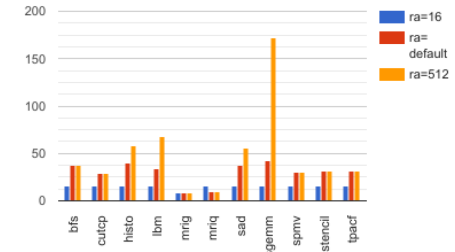
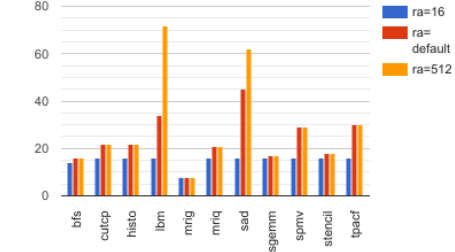


	Registers Allocated			Runtime			Speedup	
Parboil-CUDA-varying	ra=16	ra=default	ra=512	ra=16	ra=default	ra=512	ra=16	ra=512
bfs	16	37	37	14.49	14.02	14.02	0.97	1.00
cutcp	16	29	29	14.67	12.63	12.62	0.86	1.00
histo	16	40	58	11.75	11.96	12.07	1.02	0.99
lbm	16	34	68	705	298.87	294.56	0.42	1.01
mrig	8	8	8	340.96	186.07	191.34	0.55	0.97
mriq	16	10	10	1.57	1.52	1.52	0.97	1.00
sad	16	37	56	2.94	2.77	2.59	0.94	1.07
sgemm	16	43	172	0.13	0.08	0.06	0.62	1.33
spmv	16	30	30	0.62	0.51	0.51	0.82	1.00
stencil	16	31	31	8.54	7.59	7.6	0.89	1.00
tpacf	16	31	31	11.14	11.08	11.07	0.99	1.00
Parboil-CUDA_BASE-varying	ra=16	ra=default	ra=512	ra=16	ra=default	ra=512	ra=16	ra=512
bfs	14	16	16	29.19	30.86	30.93	1.06	1.00
cutcp	16	22	22	14.87	14.84	14.71	1.00	1.01
histo	16	22	22	46.41	46.02	46.02	0.99	1.00
lbm	16	34	72	3445.11	2715.44	1994.01	0.79	1.36
mrig	8	8	8	391.36	259.92	261.35	0.66	0.99
mriq	16	21	21	1.57	1.53	1.52	0.97	1.01
sad	16	45	62	4.4	2.96	2.81	0.67	1.05
sgemm	16	17	17	0.08	0.08	0.08	1.00	1.00
spmv	16	29	29	0.64	0.58	0.58	0.91	1.00
stencil	16	18	18	6.75	6.72	6.72	1.00	1.00
tpacf	16	30	30	10.61	10.44	10.43	0.98	1.00
Non-parboil-CUDA_BASE	ra=16	ra=default	ra=512	ra=16	ra=default	ra=512	ra=16	ra=512
bilateral	16	27	27	1.05	1.05	1.05	1.00	1.00
depthvertex	9	9	9	1.4	1.78	1.45	1.27	1.23
integrate	16	25	25	2.3	2.3	2.28	1.00	1.01
halfsample	16	31	31	0.22	0.2	0.2	0.91	1.00
raycast	16	48	82	4.02	3.6	3.28	0.90	1.10
reduce	16	46	46	2.71	1.81	1.84	0.67	0.98
renderdepth	16	12	12	0.24	0.24	0.24	1.00	1.00
rendertrack	6	6	6	1.33	1.33	1.33	1.00	1.00
rendervolume	16	52	81	8.49	4.56	5.33	0.54	0.86
track	16	21	21	4.13	4.1	4.15	0.99	0.99
vertexnorm	16	23	23	2.01	2.06	2.15	1.02	0.96

Registers allocated when using --maxregcount=n option for n={16, default, 512} using CUDA version



Registers allocated when using --maxregcount=n option for n={16, default, 512} using CUDA_BASE version



Registers allocated when using --maxregcount=n option for n={16, default, 512} using CUDA_BASE version

