	Registers Allo	cated			Runtime			Speedup				Building March Ashar makes
Parboil-CUDA-varying	ra=16	ra=default		ra=512	ra=16		ra=default	ra=512	ra	a=16 ra=5	12	Registers allocated when usingmaxregcount=n option for n={16, default, 512} using CUDA version
ofs		16	37	3	7	14.49	14.02		14.02	0.97	1.00	200 ra=16
cutcp		16	29	2	9	14.67	12.63		12.62	0.86	1.00	ra=
nisto		16	40	5	8	11.75	11.96		12.07	1.02	0.99	150 default
lbm		16	34	6	8	705	298.87	29	94.56	0.42	1.01	ra=512
nrig		8	8		8	340.96	186.07	19	91.34	0.55	0.97	100
mrig		16	10	1	0	1.57	1.52		1.52	0.97	1.00	
sad		16	37	5	6	2.94	2.77		2.59	0.94	1.07	50
sgemm		16	43	17	2	0.13	0.08		0.06	0.62	1.33	
spmv		16	30	3	0	0.62	0.51		0.51	0.82	1.00	o <u>18 18 18 18 no 10 18 18 18 18 18 </u>
stencil		16	31	3		8.54	7.59		7.6	0.89	1.00	bfs bisto histo histo histo mrig mrig sad spmm tpacf tpacf tpacf
tpacf		16	31	3		11.14	11.08		11.07	0.99	1.00	Sgen s Big Cur
gr t		-								5.55		W I I I I I I I I I I I I I I I I I I I
Parboil-CUDA_BASE-v	ra=16	ra=default		ra=512	ra=16		ra=default	ra=512	ra	a=16 ra=5	12	Registers allocated when usingmaxregcount=n
bfs		14	16	1	6	29.19	30.86		30.93	1.06	1.00	option for n={16, default, 512} using CUDA_BASE
cutcp		16	22	2		14.87	14.84		14.71	1.00	1.01	version 80
histo		16	22	2		46.41	46.02		46.02	0.99	1.00	ra=16
lbm		16	34	7		3445.11	2715.44		94.01	0.79	1.36	60 default
mrig		8	8		8	391.36	259.92		31.35	0.66	0.99	ra=512
mriq		16	21	2		1.57	1.53		1.52	0.97	1.01	40
sad		16	45	- 6		4.4	2.96		2.81	0.67	1.05	
sgemm		16	17	1		0.08	0.08		0.08	1.00	1.00	20
spmv		16	29	2		0.64	0.58		0.58	0.91	1.00	
stencil		16	18	1		6.75	6.72		6.72	1.00	1.00	
tpacf		16	30	3		10.61	10.44		10.43	0.98	1.00	ac in a a d d d d d d d d d d d d d d d d d
tpaci		10	30		0	10.01	10.44		10.43	0.90	1.00	bfs cutcp histo histo mrig sad sad spmm spmv spmv tpacf
Non-parboil-CUDA_BA	ra=16	ra=default		ra=512	ra=16		ra=default	ra=512	ra	a=16 ra=5	12	V2
bilateral		16	27	2	7	1.05	1.05		1.05	1.00	1.00	Registers allocated when usingmaxregcount=n option for n={
depthvertex		9	9		9	1.4	1.78		1.45	1.27	1.23	16, default, 512} using CUDA_BASE version
integrate		16	25	2	5	2.3	2.3		2.28	1.00	1.01	100 ra=16
halfsample		16	31	3	1	0.22	0.2		0.2	0.91	1.00	ra=defau
raycast		16	48	8		4.02	3.6		3.28	0.90	1.10	ra=512
reduce		16	46	4	6	2.71	1.81		1.84	0.67	0.98	75
renderdepth		16	12	1	2	0.24	0.24		0.24	1.00	1.00	
rendertrack		6	6		6	1.33	1.33		1.33	1.00	1.00	50
rendervolume		16	52	8	1	8.49	4.56		5.33	0.54	0.86	50
track		16	21	2		4.13	4.1		4.15	0.99	0.99	
vertexnorm		16	23	2	3	2.01	2.06		2.15	1.02	0.96	
												bilateral depthvertex integrate hafsample raycast reduce endertack rendertack rendertack vertexnorm