

Characterizing performance loss from mapping general purpose applications onto GPU architectures

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Abstract—The abstract goes here.

I. INTRODUCTION

II. OVERVIEW OF GRAPHIC PROCESSING UNITS

III. PROBLEM DESCRIPTION

A. Intrinsic branches

B. Extrinsic branches

Estimating Performance impact

IV. RELATED WORK

Branch divergence

V. OUR APPROACH

A. Tagging CUDA Benchmarks

Framework:

Assumptions about the compiler:

B. Modifications to GPGPU-SIM

VI. RESULTS

A. Static/Dynamic branch counts

B. Performance impact

C. Branch characteristics

VII. CONCLUSION

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