Comparison with flame graphs

- Flame graphs track time spent in each function (performance)

- CSTG tracks number of invocations (frequency)

- A routine frequently generating/killing NaN might run quickly—won't show up on a flame graph, but CSTG will highlight its role

GPU-FPX

Detects exceptions in the GPU at runtime

```
-- FP32 Operations --
Total NaN:            1
Total INF:            0
Total subnormal:      0
Total div0:           0
```

https://github.com/LLNL/GPU-FPX
https://doi.org/10.1145/3588195.3592991