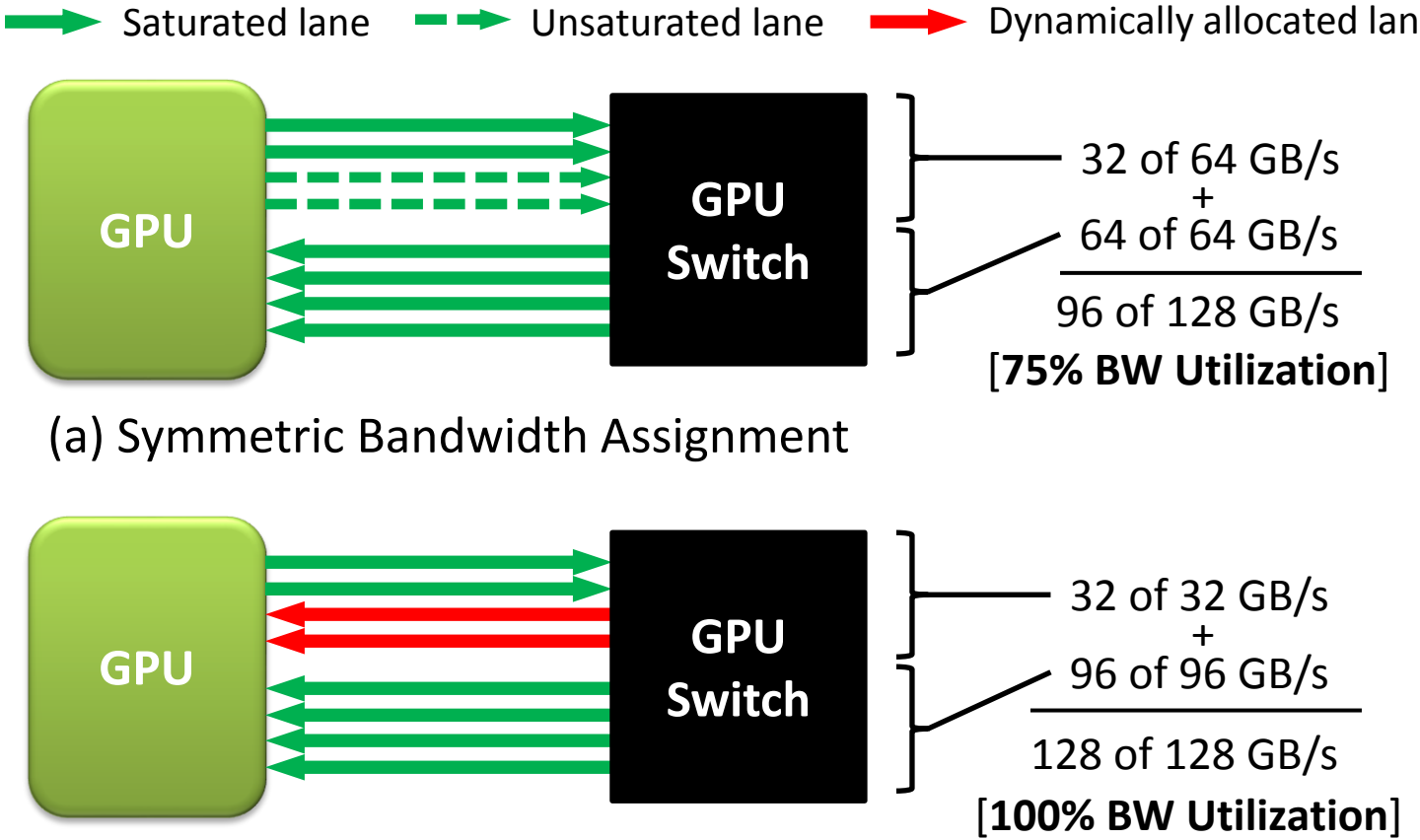
Saturated lane
Unsaturated lane
Dynamically allocated lane
GPU
GPU Switch
32 of 64 GB/s
+
64 of 64 GB/s
96 of 128 GB/s
[75% BW Utilization]
(a) Symmetric Bandwidth Assignment
GPU
GPU Switch
32 of 32 GB/s
+
96 of 96 GB/s
128 of 128 GB/s
[100% BW Utilization]
(b) Asymmetric Bandwidth Assignment