

	Result	Time	Cycles	Regs	GPU	SM Frequency	CC	Process
Current	606 - kernelRenderPixels (72, 72, 1)x(16, 16, 1)	17.85 msecond	26,981,440	33	0 - NVIDIA GeForce RTX 2080	1.50 cycle/nsecond	7.5	[114701] render

 Use the column headers to sort the results in this report. Double-click a result to see detailed metrics.

ID	Issues Detected	Function Name	Demangled Name	Process	Device Name	Grid Size	Block Size	Cycles [cycle]	Duration
0	2	kernelClearImage	kernelClearImage(float*, const int*)	[114701] render	NVIDIA GeForce RTX 2080	72, 72, 1	16, 16, 1		72,362
1	3	kernelCalcCircleOverlap	kernelCalcCircleOverlap(int, int, float, float, float, float)	[114701] render	NVIDIA GeForce RTX 2080	40, 1, 1	256, 1, 1		892,009
2	3	DeviceScan	void cub::DeviceScan<float>(float*, const int*, const int*, const int*, const int*)	[114701] render	NVIDIA GeForce RTX 2080	1, 1, 1	128, 1, 1		2,301
3	3	DeviceScan	void cub::DeviceScan<float>(float*, const int*, const int*, const int*, const int*)	[114701] render	NVIDIA GeForce RTX 2080	3, 1, 1	128, 1, 1		5,245
4	3	kernelPopulateLarge	kernelPopulateLarge(int, int, float, float, float, float)	[114701] render	NVIDIA GeForce RTX 2080	40, 1, 1	256, 1, 1		1,777,936
5	3	DeviceThread	void cub::DeviceThread<float>(float*, const int*, const int*, const int*, const int*)	[114701] render	NVIDIA GeForce RTX 2080	1, 1, 1	256, 1, 1		2,354
6	3	DeviceThread	void cub::DeviceThread<float>(float*, const int*, const int*, const int*, const int*)	[114701] render	NVIDIA GeForce RTX 2080	3, 1, 1	256, 1, 1		9,035
7	2	DeviceSegment	void cub::DeviceSegmentation<float>(float*, const int*, const int*, const int*, const int*)	[114701] render	NVIDIA GeForce RTX 2080	5184, 1, 1	256, 1, 1		3,094,644
8	2	kernelRenderPixel	kernelRenderPixel(int, int, float, float, float, float)	[114701] render	NVIDIA GeForce RTX 2080	72, 72, 1	16, 16, 1	26,981,440	
9	2	kernelClearImage	kernelClearImage(float*, const int*)	[114701] render	NVIDIA GeForce RTX 2080	72, 72, 1	16, 16, 1		71,705
10	3	kernelCalcCircleOverlap	kernelCalcCircleOverlap(int, int, float, float, float, float)	[114701] render	NVIDIA GeForce RTX 2080	40, 1, 1	256, 1, 1		900,042
11	3	DeviceScan	void cub::DeviceScan<float>(float*, const int*, const int*, const int*, const int*)	[114701] render	NVIDIA GeForce RTX 2080	1, 1, 1	128, 1, 1		2,294
12	3	DeviceScan	void cub::DeviceScan<float>(float*, const int*, const int*, const int*, const int*)	[114701] render	NVIDIA GeForce RTX 2080	3, 1, 1	128, 1, 1		5,253
13	3	kernelPopulateLarge	kernelPopulateLarge(int, int, float, float, float, float)	[114701] render	NVIDIA GeForce RTX 2080	40, 1, 1	256, 1, 1		1,781,088
14	3	DeviceThread	void cub::DeviceThread<float>(float*, const int*, const int*, const int*, const int*)	[114701] render	NVIDIA GeForce RTX 2080	1, 1, 1	256, 1, 1		2,347
15	3	DeviceThread	void cub::DeviceThread<float>(float*, const int*, const int*, const int*, const int*)	[114701] render	NVIDIA GeForce RTX 2080	3, 1, 1	256, 1, 1		9,056
16	2	DeviceSegment	void cub::DeviceSegmentation<float>(float*, const int*, const int*, const int*, const int*)	[114701] render	NVIDIA GeForce RTX 2080	5184, 1, 1	256, 1, 1		3,097,158
17	2	kernelRenderPixels	kernelRenderPixels(int, int, float, float, float, float)	[114701] render	NVIDIA GeForce RTX 2080	72, 72, 1	16, 16, 1	26,890,161	
18	2	kernelClearImage	kernelClearImage(float*, const int*)	[114701] render	NVIDIA GeForce RTX 2080	72, 72, 1	16, 16, 1		72,368
19	3	kernelCalcCircleOverlap	kernelCalcCircleOverlap(int, int, float, float, float, float)	[114701] render	NVIDIA GeForce RTX 2080	40, 1, 1	256, 1, 1		897,945
20	3	DeviceScan	void cub::DeviceScan<float>(float*, const int*, const int*, const int*, const int*)	[114701] render	NVIDIA GeForce RTX 2080	1, 1, 1	128, 1, 1		2,398
21	3	DeviceScan	void cub::DeviceScan<float>(float*, const int*, const int*, const int*, const int*)	[114701] render	NVIDIA GeForce RTX 2080	3, 1, 1	128, 1, 1		5,255
22	3	kernelPopulateLarge	kernelPopulateLarge(int, int, float, float, float, float)	[114701] render	NVIDIA GeForce RTX 2080	40, 1, 1	256, 1, 1		1,778,864
23	3	DeviceThread	void cub::DeviceThread<float>(float*, const int*, const int*, const int*, const int*)	[114701] render	NVIDIA GeForce RTX 2080	1, 1, 1	256, 1, 1		2,356
24	3	DeviceThread	void cub::DeviceThread<float>(float*, const int*, const int*, const int*, const int*)	[114701] render	NVIDIA GeForce RTX 2080	3, 1, 1	256, 1, 1		9,039