	Result	Time	Cycles	Regs	GPU	SM Frequency	CC	Process
■ Current	542 - kernelClearImage (72, 72, 1)x(16, 16, 1)	50.82 usecond	72,865	16	0 - NVIDIA GeForce RTX 2080	1.42 cycle/nsecond	7.5	[102385] render

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

ID ▼	Issues Detected	Function Nam	Demangled Name	Process	Device Name	Grid Size	Block Size	Cycles [cycle]	Durati
0	2	kernelClear...	kernelClearImage(...	[102385] render	NVIDIA GeForce RTX 20...	72, 72, 1	16, 16, 1	72,865	
1	3	kernelCalcC...	kernelCalcCircleOv...	[102385] render	NVIDIA GeForce RTX 2080	625, 1, 1	16, 1, 1	718,956	
2	3	DeviceScan...	void cub::DeviceSc...	[102385] render	NVIDIA GeForce RTX 2080	1, 1, 1	128, 1, 1	2,282	
3	3	DeviceScan...	void cub::DeviceSc...	[102385] render	NVIDIA GeForce RTX 2080	3, 1, 1	128, 1, 1	5,279	
4	3	kernelPopul...	kernelPopulateLarg...	[102385] render	NVIDIA GeForce RTX 2080	625, 1, 1	16, 1, 1	1,798,572	
5	3	kernelSortBi...	kernelSortBins(int, i...	[102385] render	NVIDIA GeForce RTX 2080	324, 1, 1	16, 1, 1	691,550,152	
6	2	kernelRend...	kernelRenderPixels...	[102385] render	NVIDIA GeForce RTX 2080	72, 72, 1	16, 16, 1	26,977,776	
7	2	kernelClearI...	kernelClearImage(fl...	[102385] render	NVIDIA GeForce RTX 2080	72, 72, 1	16, 16, 1	74,820	
8	3	kernelCalcC...	kernelCalcCircleOv...	[102385] render	NVIDIA GeForce RTX 2080	625, 1, 1	16, 1, 1	724,004	
9	3	DeviceScan...	void cub::DeviceSc...	[102385] render	NVIDIA GeForce RTX 2080	1, 1, 1	128, 1, 1	2,272	
10	3	DeviceScan...	void cub::DeviceSc...	[102385] render	NVIDIA GeForce RTX 2080	3, 1, 1	128, 1, 1	5,258	
11	3	kernelPopul...	kernelPopulateLarg...	[102385] render	NVIDIA GeForce RTX 2080	625, 1, 1	16, 1, 1	1,790,002	
12	3	kernelSortBi...	kernelSortBins(int, i...	[102385] render	NVIDIA GeForce RTX 2080	324, 1, 1	16, 1, 1	690,549,022	
13	2	kernelRend...	kernelRenderPixels...	[102385] render	NVIDIA GeForce RTX 2080	72, 72, 1	16, 16, 1	26,940,692	
14	2	kernelClearI...	kernelClearImage(fl...	[102385] render	NVIDIA GeForce RTX 2080	72, 72, 1	16, 16, 1	72,458	
15	3	kernelCalcC...	kernelCalcCircleOv...	[102385] render	NVIDIA GeForce RTX 2080	625, 1, 1	16, 1, 1	748,831	
16	3	DeviceScan...	void cub::DeviceSc...	[102385] render	NVIDIA GeForce RTX 2080	1, 1, 1	128, 1, 1	2,287	
17	3	DeviceScan...	void cub::DeviceSc...	[102385] render	NVIDIA GeForce RTX 2080	3, 1, 1	128, 1, 1	5,249	
18	3	kernelPopul...	kernelPopulateLarg...	[102385] render	NVIDIA GeForce RTX 2080	625, 1, 1	16, 1, 1	1,765,765	
19	3	kernelSortBi...	kernelSortBins(int, i...	[102385] render	NVIDIA GeForce RTX 2080	324, 1, 1	16, 1, 1	690,524,945	
20	2	kernelRend...	kernelRenderPixels...	[102385] render	NVIDIA GeForce RTX 2080	72, 72, 1	16, 16, 1	26,964,755	
21	2	kernelClearI...	kernelClearImage(fl...	[102385] render	NVIDIA GeForce RTX 2080	72, 72, 1	16, 16, 1	72,696	
22	3	kernelCalcC...	kernelCalcCircleOv...	[102385] render	NVIDIA GeForce RTX 2080	625, 1, 1	16, 1, 1	725,089	
23	3	DeviceScan...	void cub::DeviceSc...	[102385] render	NVIDIA GeForce RTX 2080	1, 1, 1	128, 1, 1	2,266	
24	3	DeviceScan...	void cub::DeviceSc...	[102385] render	NVIDIA GeForce RTX 2080	3, 1, 1	128, 1, 1	5,255	