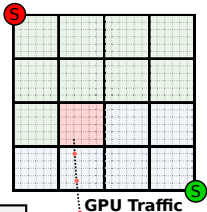


**T** GPU Tile/Task

**C** CPU Task

**S** Synchronization/Barrier

*GLTraceSim monitors which tile LLVMPipe is working on.*

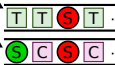


## GPU Traffic

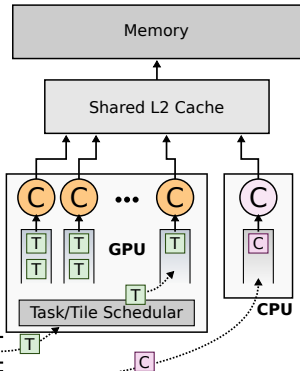
**CPU Traffic**

Instruments memory accesses and stores them to file.

## Trace Files



## Step 2: Generate Memory Trace



### Step 3: Replay Memory Trace