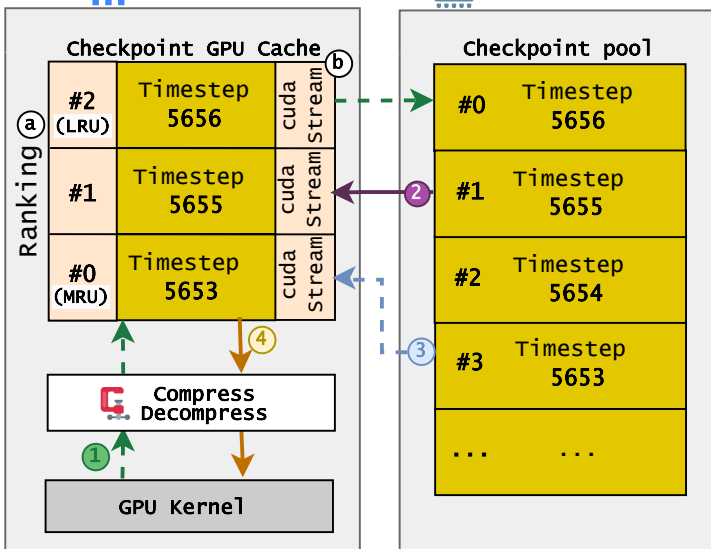




## GPU Memory



## Host Memory



## Legend

- ① Save Checkpoint  
*Asynchronous Copy*
- ② Restore Checkpoint (miss h2d)  
*Synchronous Copy*
- ③ Prefetch (h2d)  
*Asynchronous Copy*
- ④ Retrieve checkpoint (d2d)  
*Synchronous copy*
- Checkpointing data
- Compressed Checkpoint data
- Cache Position Order Array

## Prefetch Action Vector

...	...	Timestep: 5653 Iteration: 432	...	...
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