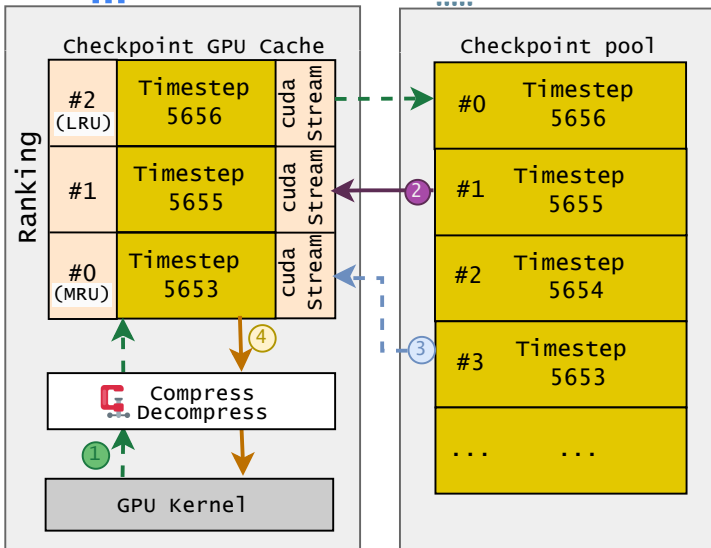




GPU Memory



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