

Analysis Report

compute_util_table_ver_1(int*, int, unsigned int, unsigned int, int, int, int, int, int, int, bool)**

Duration	188.714 ms (188,714,499 ns)
Grid Size	[381470,1,1]
Block Size	[128,1,1]
Registers/Thread	32
Shared Memory/Block	2.543 KiB
Shared Memory Requested	48 KiB
Shared Memory Executed	48 KiB
Shared Memory Bank Size	4 B

[0] GeForce GTX TITAN

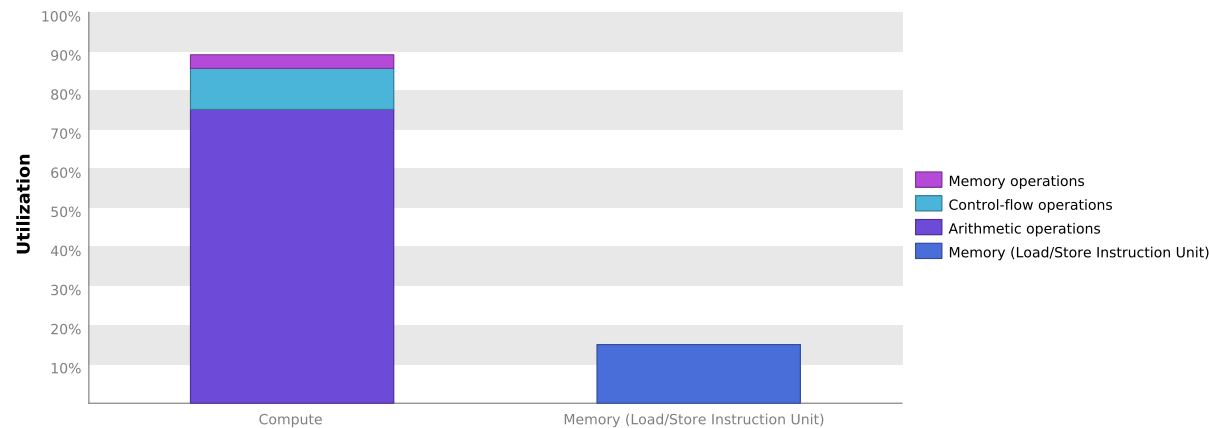
GPU UUID	GPU-c2e0ee17-52b9-35a2-645d-ea8f92144945
Compute Capability	3.5
Max. Threads per Block	1024
Max. Shared Memory per Block	48 KiB
Max. Registers per Block	65536
Max. Grid Dimensions	[2147483647, 65535, 65535]
Max. Block Dimensions	[1024, 1024, 64]
Max. Warps per Multiprocessor	64
Max. Blocks per Multiprocessor	16
Single Precision FLOP/s	4.707 TeraFLOP/s
Double Precision FLOP/s	196.112 GigaFLOP/s
Number of Multiprocessors	14
Multiprocessor Clock Rate	875.5 MHz
Concurrent Kernel	true
Max IPC	7
Threads per Warp	32
Global Memory Bandwidth	288.384 GB/s
Global Memory Size	5.999 GiB
Constant Memory Size	64 KiB
L2 Cache Size	1.5 MiB
Memcpy Engines	1
PCIe Generation	2
PCIe Link Rate	5 Gbit/s
PCIe Link Width	8

1. Compute, Bandwidth, or Latency Bound

The first step in analyzing an individual kernel is to determine if the performance of the kernel is bounded by computation, memory bandwidth, or instruction/memory latency. The results below indicate that the performance of kernel "compute_util_table_ver_1" is most likely limited by compute. You should first examine the information in the "Compute Resources" section to determine how it is limiting performance.

1.1. Kernel Performance Is Bound By Compute

For device "GeForce GTX TITAN" the kernel's memory utilization is significantly lower than its compute utilization. These utilization levels indicate that the performance of the kernel is most likely being limited by computation on the SMs.



2. Compute Resources

GPU compute resources limit the performance of a kernel when those resources are insufficient or poorly utilized.

2.1. Function Unit Utilization

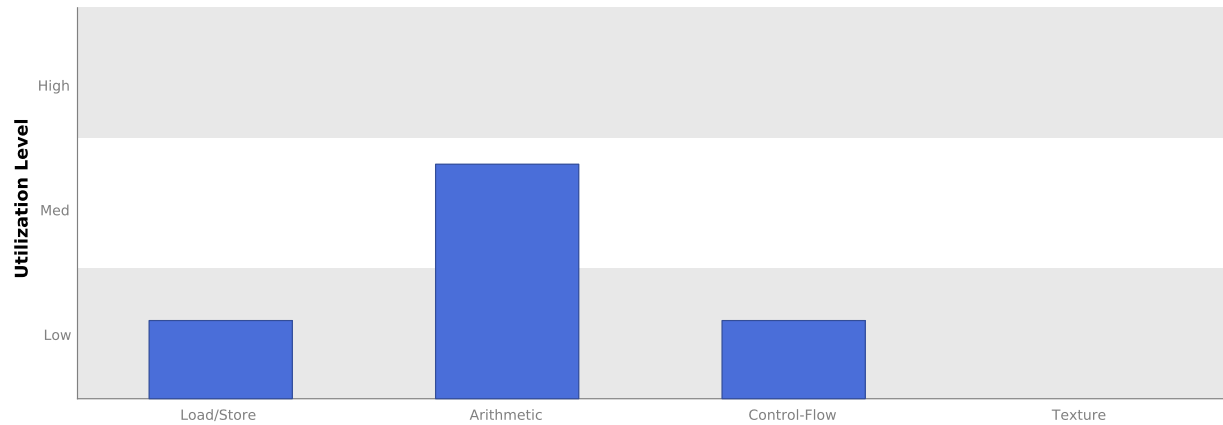
Different types of instructions are executed on different function units within each SM. Performance can be limited if a function unit is over-used by the instructions executed by the kernel. The following results show that the kernel's performance is not limited by overuse of any function unit.

Load/Store - Load and store instructions for local, shared, global, constant, etc. memory.

Arithmetic - All arithmetic instructions including integer and floating-point add and multiply, logical and binary operations, etc.

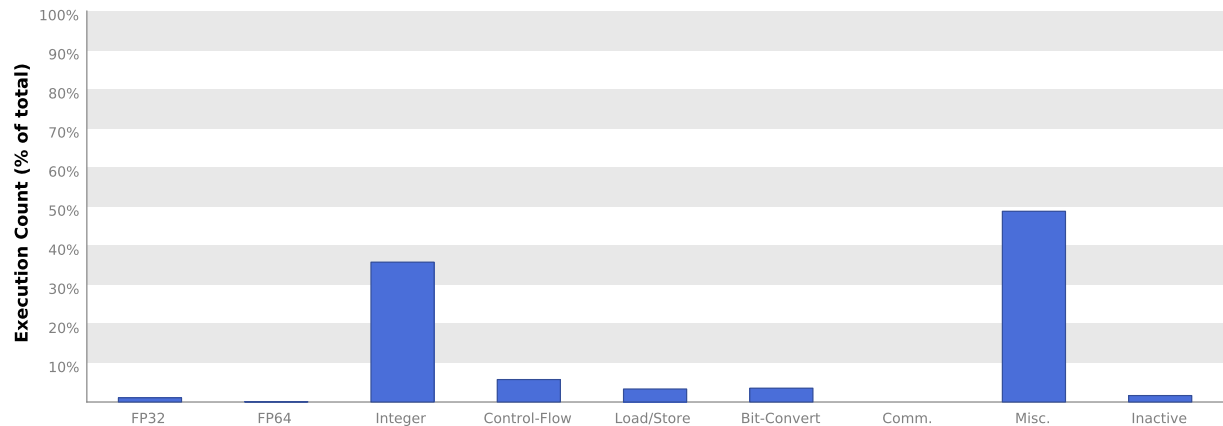
Control-Flow - Direct and indirect branches, jumps, and calls.

Texture - Texture operations.



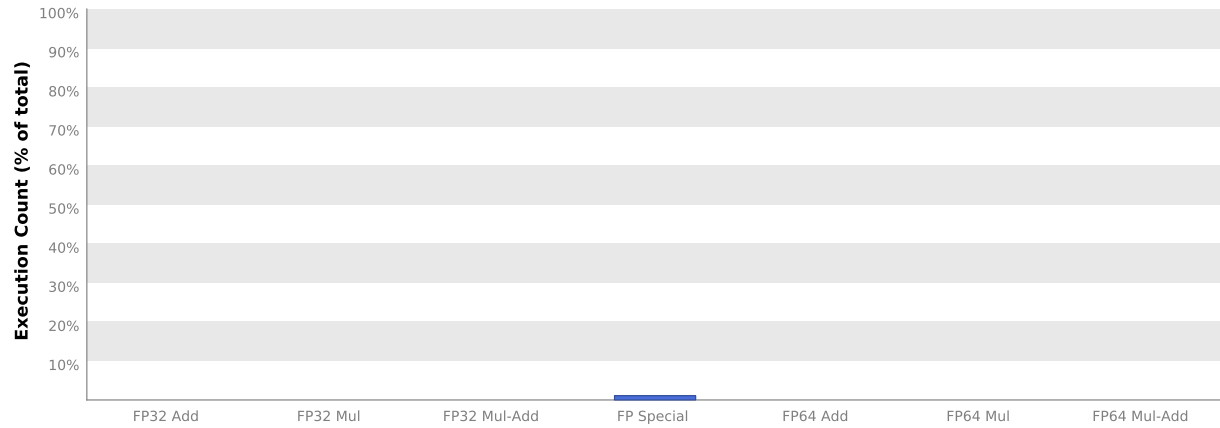
2.2. Instruction Execution Counts

The following chart shows the mix of instructions executed by the kernel. The instructions are grouped into classes and for each class the chart shows the percentage of thread execution cycles that were devoted to executing instructions in that class. The "Inactive" result shows the thread executions that did not execute any instruction because the thread was predicated or inactive due to divergence.



2.3. Floating-Point Operation Counts

The following chart shows the mix of floating-point operations executed by the kernel. The operations are grouped into classes and for each class the chart shows the percentage of thread execution cycles that were devoted to executing operations in that class. The results do not sum to 100% because non-floating-point operations executed by the kernel are not shown in this chart.



3. Memory Bandwidth

Memory bandwidth limits the performance of a kernel when one or more memories in the GPU cannot provide data at the rate requested by the kernel.

3.1. Memory Bandwidth And Utilization

The following table shows the memory bandwidth used by this kernel for the various types of memory on the device. The table also shows the utilization of each memory type relative to the maximum throughput supported by the memory.

Transactions	Bandwidth	Utilization	
L1/Shared Memory			
Local Loads	0	0 B/s	
Local Stores	1525880	1.163 GB/s	
Shared Loads	120544441	183.856 GB/s	
Shared Stores	70190434	107.055 GB/s	
Global Loads	115912848	26.725 GB/s	
Global Stores	1525879	1.164 GB/s	
Atomic	0	0 B/s	
L1/Shared Total	309699482	319.962 GB/s	
L2 Cache			
L1 Reads	140177066	26.725 GB/s	
L1 Writes	6103540	1.164 GB/s	
Texture Reads	0	0 B/s	
Noncoherent Reads	0	0 B/s	
Atomic	0	0 B/s	
Total	146280606	27.889 GB/s	
Texture Cache			
Reads	0	0 B/s	
Device Memory			
Reads	6511548	1.241 GB/s	
Writes	6103638	1.164 GB/s	
Total	12615186	2.405 GB/s	
System Memory			
[PCIe configuration: Gen2 x8, 5 Gbit/s]			
Reads	0	0 B/s	
Writes	2	381 B/s	

4. Instruction and Memory Latency

Instruction and memory latency limit the performance of a kernel when the GPU does not have enough work to keep busy. The performance of latency-limited kernels can often be improved by increasing occupancy. Occupancy is a measure of how many warps the kernel has active on the GPU, relative to the maximum number of warps supported by the GPU. Theoretical occupancy provides an upper bound while achieved occupancy indicates the kernel's actual occupancy.

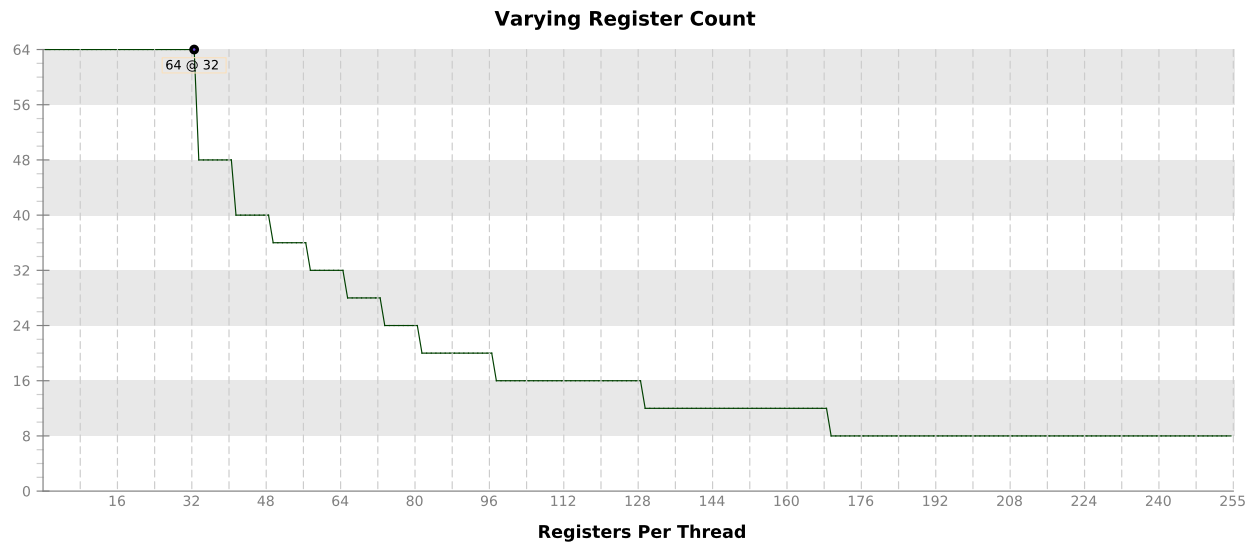
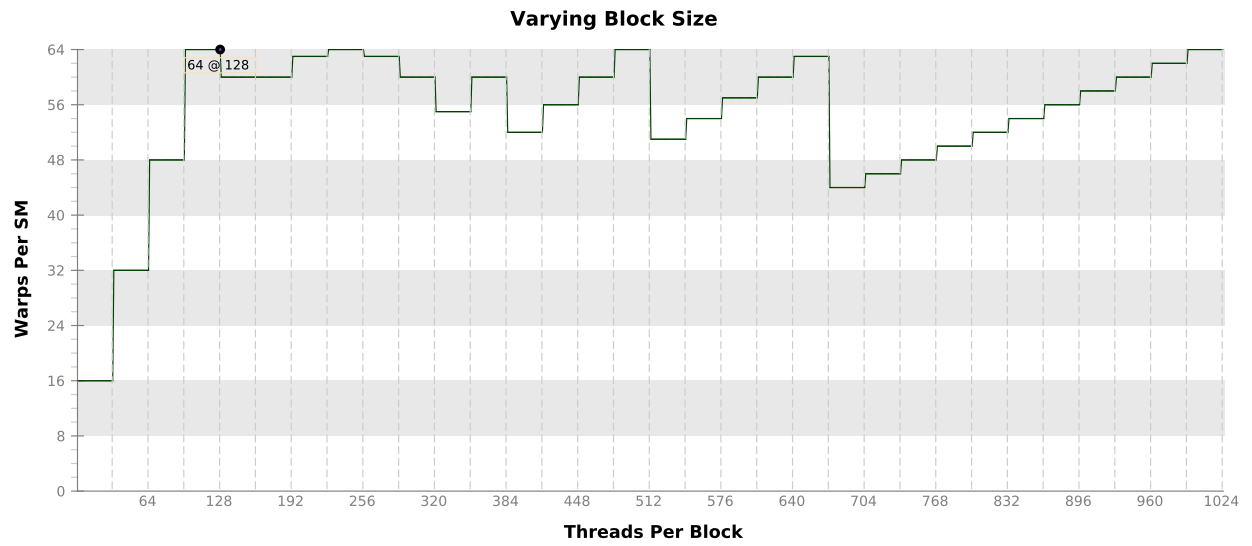
4.1. Occupancy Is Not Limiting Kernel Performance

The kernel's block size, register usage, and shared memory usage allow it to fully utilize all warps on the GPU.

Variable	Achieved	Theoretical	Device Limit	Grid Size: [381470,1,1] (381470 blocks) Block Size: [1
Occupancy Per SM				
Active Blocks		16	16	
Active Warps	63.7	64	64	
Active Threads		2048	2048	
Occupancy	99.5%	100%	100%	
Warps				
Threads/Block		128	1024	
Warps/Block		4	32	
Block Limit		16	16	
Registers				
Registers/Thread		32	255	
Registers/Block		4096	65536	
Block Limit		16	16	
Shared Memory				
Shared Memory/Block		2604	49152	
Block Limit		17	16	

4.2. Occupancy Charts

The following charts show how varying different components of the kernel will impact theoretical occupancy.



Varying Shared Memory Usage

