

```

x86 // Trace format
4 // Total # of threads
0 0 // 1st thread ID | Start Instruction No.
1 0 // 2nd thread ID | Start Instruction No.
2 0 // 3rd thread ID | Start Instruction No.
3 0 // 4th thread ID | Start Instruction No.

```

(a) Trace.txt (CPU)

```

GPU // Trace format
newptx // Trace Type
14 // GPU Trace version
6 // Max blocks per core
2048 // Total # of (warp)
Thread 0 { 0 0 1st warp ID | Start Instruction No.
Block 0 { 1 0 2nd warp ID | Start Instruction No.
        { 2 0 3rd warp ID | Start Instruction No.
        { 3 0 4th warp ID | Start Instruction No.
Thread 1 { 65536 0
Block 1 { 65537 0
        { ...

```

(b) GPU Trace.txt