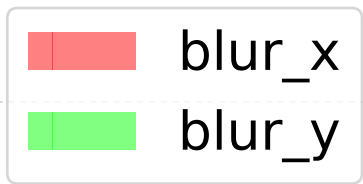


L1 cache misses

4M
3M
2M
1M
0M



1t 4t
breadth
first

1t 4t
full
fusion

1t
sliding
window

1t 4t
tile
32x32

