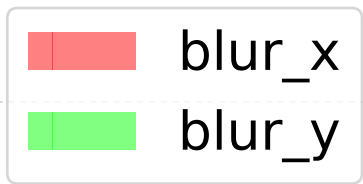


L1 cache misses

4M  
3M  
2M  
1M  
0M



1t 4t  
breadth  
first

1t 4t  
full  
fusion

1t  
sliding  
window

1t 4t  
tile  
32x32

