

L1 global hit rate (%)



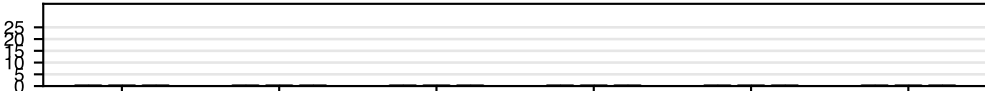
AccelSim



NVIDIA TITAN X (Pascal)



gpucachesim



Transpose  
naive  
128x128  
64 blocks

Transpose  
coalesced  
128x128  
64 blocks

Transpose  
naive  
256x256  
256 blocks

Transpose  
coalesced  
256x256  
256 blocks

Transpose  
naive  
512x512  
1024 blocks

Transpose  
coalesced  
512x512  
1024 blocks