

		Serial	Deterministic	Nondeterministic	
				$n = 5$	$n = 10$
VectorAdd (f32, 500000) @ 28 SM's [17.46 blocks/SM]					
DRAM reads	$t = 4$	125 <i>K</i>	125 <i>K</i> (0%)	125 <i>K</i> (0%)	125 <i>K</i> (0%)
	$t = 8$		125 <i>K</i> (0%)	125 <i>K</i> (0%)	125 <i>K</i> (0%)
DRAM writes	$t = 4$	62.5 <i>K</i>	62.5 <i>K</i> (0%)	62.5 <i>K</i> (0%)	62.5 <i>K</i> (0%)
	$t = 8$		62.5 <i>K</i> (0%)	62.5 <i>K</i> (0%)	62.5 <i>K</i> (0%)
L1D hit rate	$t = 4$	0.0%	0% (0%)	0% (0%)	0% (0%)
	$t = 8$		0% (0%)	0% (0%)	0% (0%)
L2D hit rate	$t = 4$	0%	0% (0%)	0% (0%)	0% (0%)
	$t = 8$		0% (0%)	0% (0%)	0% (0%)
Cycles	$t = 4$	28.3 <i>K</i>	28.3 <i>K</i> (0%)	28.3 <i>K</i> (0.4%)	28.3 <i>K</i> (0.2%)
	$t = 8$		28.3 <i>K</i> (0%)	28.5 <i>K</i> (0.6%)	28.4 <i>K</i> (0.3%)
Exec time	$t = 4$	32.0 <i>s</i>	13.4 <i>s</i> (2.4 <i>x</i> )	<b>9.2<i>s</i> (3.5<i>x</i>)</b>	9.2 <i>s</i> (3.5 <i>x</i> )
	$t = 8$		12.0 <i>s</i> (2.7 <i>x</i> )	6.7 <i>s</i> (4.8 <i>x</i> )	<b>6.3<i>s</i> (5.1<i>x</i>)</b>
VectorAdd (f32, 500000) @ 112 SM's [4.37 blocks/SM]					
DRAM reads	$t = 4$	125 <i>K</i>	125 <i>K</i> (0%)	125 <i>K</i> (0%)	125 <i>K</i> (0%)
	$t = 8$		125 <i>K</i> (0%)	125 <i>K</i> (0%)	125 <i>K</i> (0%)
DRAM writes	$t = 4$	62.5 <i>K</i>	62.5 <i>K</i> (0%)	62.5 <i>K</i> (0%)	62.5 <i>K</i> (0%)
	$t = 8$		62.5 <i>K</i> (0%)	62.5 <i>K</i> (0%)	62.5 <i>K</i> (0%)
L1D hit rate	$t = 4$	0.0%	0% (0%)	0% (0%)	0% (0%)
	$t = 8$		0% (0%)	0% (0%)	0% (0%)
L2D hit rate	$t = 4$	0%	0% (0%)	0% (0%)	0% (0%)
	$t = 8$		0% (0%)	0% (0%)	0% (0%)
Cycles	$t = 4$	28.3 <i>K</i>	28.3 <i>K</i> (0%)	28.3 <i>K</i> (0%)	28.3 <i>K</i> (0.1%)
	$t = 8$		28.3 <i>K</i> (0%)	28.3 <i>K</i> (0.2%)	28.4 <i>K</i> (0.3%)
Exec time	$t = 4$	144.9 <i>s</i>	44.2 <i>s</i> (3.3 <i>x</i> )	37.9 <i>s</i> (3.8 <i>x</i> )	<b>37.4<i>s</i> (3.9<i>x</i>)</b>
	$t = 8$		29.4 <i>s</i> (4.9 <i>x</i> )	23.0 <i>s</i> (6.3 <i>x</i> )	<b>22.5<i>s</i> (6.4<i>x</i>)</b>
Average VectorAdd (12 configurations) @ 28 SM's					
DRAM reads	$t = 4$		0%	0%	0%
	$t = 8$		0%	0%	0%
DRAM writes	$t = 4$		0%	0%	0%
	$t = 8$		0%	0%	0%
L1D hit rate	$t = 4$		0%	0%	0%
	$t = 8$		0%	0%	0%
L2D hit rate	$t = 4$		0%	0%	0%
	$t = 8$		0%	0%	0%
Cycles	$t = 4$		0%	0.2%	0.3%
	$t = 8$		0%	0.3%	0.3%
Exec time	$t = 4$		1.5 <i>x</i>	1.7 <i>x</i>	<b>1.8<i>x</i></b>
	$t = 8$		1.6 <i>x</i>	2 <i>x</i>	<b>2.1<i>x</i></b>
Average VectorAdd (12 configurations) @ 112 SM's					
DRAM reads	$t = 4$		0%	0%	0%
	$t = 8$		0%	0%	0%
DRAM writes	$t = 4$		0%	0%	0%
	$t = 8$		0%	0%	0%
L1D hit rate	$t = 4$		0%	0%	0%
	$t = 8$		0%	0%	0%
L2D hit rate	$t = 4$		0%	0%	0%
	$t = 8$		0%	0%	0%
Cycles	$t = 4$		0%	8.5%	8.6%
	$t = 8$		0%	8.6%	8.6%
Exec time	$t = 4$		1.7 <i>x</i>	2 <i>x</i>	<b>2.1<i>x</i></b>
	$t = 8$		2.1 <i>x</i>	2.5 <i>x</i>	<b>2.6<i>x</i></b>