		Serial	Deterministic	Nondeterministic	
				$n = 5$	$n = 10$
Naive MatrixMul (f32, 512×32×512) @ 28 SM's [9.14 blocks/SM]					
DRAM reads	$t = 4$	0	0 (0%)	0 (0%)	0 (0%)
	$t = 8$		0 (0%)	0 (0%)	0 (0%)
DRAM writes	$t = 4$	0	0 (0%)	0 (0%)	0 (0%)
	$t = 8$		0 (0%)	0 (0%)	0 (0%)
L1D hit rate	$t = 4$	96.1%	96.1% (0%)	96.1% (0%)	96.1% (0.1%)
	$t = 8$		96.1% (0%)	96.2% (0.1%)	96.1% (0%)
L2D hit rate	$t = 4$	100%	100% (0%)	100% (0%)	100% (0%)
	$t = 8$		100% (0%)	100% (0%)	100% (0%)
Cycles	$t = 4$	$50.2K$	$50.2K$ (0%)	$50.4K$ (0.3%)	$50.3K$ (0.2%)
	$t = 8$		$50.2K$ (0%)	$50.4K$ (0.3%)	$50.4K$ (0.3%)
Exec time	$t = 4$	$85.5s$	$29.8s$ ($2.9x$)	$27.0s$ ($3.2x$)	$\mathbf{25.9s}$ ($\mathbf{3.3x}$)
	$t = 8$		$24.2s$ ($3.5x$)	$21.1s$ ($4.1x$)	$\mathbf{19.6s}$ ($\mathbf{4.4x}$)
Naive MatrixMul (f32, 512×32×512) @ 112 SM's [2.29 blocks/SM]					
DRAM reads	$t = 4$	0	0 (0%)	0 (0%)	0 (0%)
	$t = 8$		0 (0%)	0 (0%)	0 (0%)
DRAM writes	$t = 4$	0	0 (0%)	0 (0%)	0 (0%)
	$t = 8$		0 (0%)	0 (0%)	0 (0%)
L1D hit rate	$t = 4$	96.8%	96.8% (0%)	96.7% (0%)	96.7% (0%)
	$t = 8$		96.8% (0%)	96.7% (0.1%)	96.7% (0%)
L2D hit rate	$t = 4$	100%	100% (0%)	100% (0%)	100% (0%)
	$t = 8$		100% (0%)	100% (0%)	100% (0%)
Cycles	$t = 4$	$20.2K$	$20.2K$ (0%)	$20.2K$ (0.2%)	$20.2K$ (0.3%)
	$t = 8$		$20.2K$ (0%)	$20.2K$ (0.3%)	$20.2K$ (0.3%)
Exec time	$t = 4$	$122.4s$	$40.9s$ ($3x$)	$37.7s$ ($3.2x$)	$\mathbf{37.3s}$ ($\mathbf{3.3x}$)
	$t = 8$		$29.2s$ ($4.2x$)	$25.9s$ ($4.7x$)	$\mathbf{25.1s}$ ($\mathbf{4.9x}$)
Average Naive Matrixmul (29 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%	0.5%	0.5%
	$t = 8$		0%	0.5%	0.6%
Exec time	$t = 4$		$1.6x$	$1.9x$	$\mathbf{2x}$
	$t = 8$		$1.5x$	$1.8x$	$\mathbf{1.9x}$
Average Naive Matrixmul (29 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%	0.5%	0.5%
	$t = 8$		0%	0.5%	0.5%
Exec time	$t = 4$		$1.3x$	$2.2x$	$\mathbf{2.4x}$
	$t = 8$		$1.3x$	$2.2x$	$\mathbf{2.4x}$