

Benchmark	Data type	VECTORADD							
		32				64			
		100	1K	100K	500K	100	1K	100K	500K
Exec. time (s)	Native	< 0.1	< 0.1	< 0.1	< 0.1	< 0.1	< 0.1	< 0.1	< 0.1
	Ours	0.4	0.5	4.6	32	0.4	0.5	7.5	63.2
	ACCELSIM	1.2	1.2	9.7	49.4	1.2	1.3	17.5	93.6
Cycles	Native	5.2K	5.7K	7.3K	28.3K	5.3K	6K	13.5K	52.8K
	Ours	5.6K	5.8K	7.5K	28.3K	5.6K	6.2K	9.5K	51.8K
	ACCELSIM	5.9K	6.2K	15K	53.9K	6K	6.4K	23K	92.2K
Instruction count	Native	13.6K	25.3K	2.5M	12.5M	13.6K	25.3K	2.5M	12.5M
	Ours	13.6K	25.3K	2.5M	12.5M	13.6K	25.3K	2.5M	12.5M
	ACCELSIM	13.6K	25.3K	2.5M	12.5M	13.6K	25.3K	2.5M	12.5M
L1 accesses	Native	26	252	25K	125K	52	504	50K	250K
	Ours	26	250	25K	125K	50	500	50K	250K
	ACCELSIM	26	250	25K	125K	50	500	50K	250K
L1 hit rate (%)	Native	0%	0%	0%	0%	0%	0%	0%	0%
	Ours	0%	0%	0%	0%	0%	0%	0%	0%
	ACCELSIM	0%	0%	0%	0%	0%	0%	0%	0%
L2 read hits	Native	26	250	25K	0	50	500	26.9K	0
	Ours	26	250	25K	0	50	500	25K	0
	ACCELSIM	0	0	0	0	0	0	0	0
L2 read hit rate (%)	Native	100%	100%	100%	0%	100%	100%	53.76%	0%
	Ours	100%	100%	100%	0%	100%	100%	50%	0%
	ACCELSIM	0%	0%	0%	0%	0%	0%	0%	0%
L2 write hits	Native	13	125	12.5K	10.7K	25	250	25K	0
	Ours	13	125	12.5K	0	25	250	25K	0
	ACCELSIM	0	0	0	0	0	0	0	0
L2 write hit rate (%)	Native	100%	100%	100%	17.2%	100%	100%	100%	0%
	Ours	100%	100%	100%	0%	100%	100%	100%	0%
	ACCELSIM	0%	0%	0%	0%	0%	0%	0%	0%
DRAM reads	Native	0	0	12.8K	125K	0	0	48.9K	250K
	Ours	0	0	0	125K	0	0	25K	250K
	ACCELSIM	39	375	37.5K	187.5K	75	750	75K	375K
DRAM writes	Native	0	0	1.3K	58.2K	0	0	13.8K	123.6K
	Ours	0	0	0	62.5K	0	0	0	125K
	ACCELSIM	13	125	12.5K	62.5K	25	250	25K	125K