		Serial	Deterministic	Nondeterministic	
				n=5	n = 10
Naive MatrixMul (f32, 512×32×512) @ 28 SM's [9.14 blocks/SM]					
DRAM	t = 4	0	0 (0%)	0 (0%)	0 (0%)
reads	t = 8	U	0 (0%)	0 (0%)	0 (0%)
DRAM	t = 4	0	0 (0%)	0 (0%)	0 (0%)
writes	t = 8	0	0 (0%)	0 (0%)	0 (0%)
L1D	t = 4	96.1%	96.1% (0%)	96.1% (0%)	$96.1\% \; (0.1\%)$
hit rate	t = 8	30.170	96.1%~(0%)	96.2% (0.1%)	96.1%~(0%)
L2D	t = 4	100%	$100\% \ (0\%)$	100% (0%)	100%~(0%)
hit rate	t = 8	10070	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)	25.9s~(3.3x)
	t = 8		24.2s(3.5x)	21.1s(4.1x)	19.6s~(4.4x)
Naive MatrixMul (f32, 512×32×512) @ 112 SM's [2.29 blocks/SM]					
DRAM	t = 4	0	0 (0%)	0 (0%)	0 (0%)
reads	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%)
hit rate	t = 8		96.8% (0%)	96.7% (0.1%)	96.7% (0%)
L2D hit rate	t=4	100%	100% (0%)	100% (0%)	100% (0%)
Till Tate	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)	37.3s(3.3x)
5544		age Naive Matri	_		004
DRAM reads	t=4		0%	0%	0%
	t = 8		0%	0%	0%
DRAM writes	t=4		0% 0%	0% 0%	0% 0%
L1D	t = 8 $t = 4$		0%	0%	0%
hit rate	t=4 $t=8$		0%	0%	0%
L2D	t = 0 $t = 4$		0%	0%	0%
hit rate	t = 4 $t = 8$		0%	0%	0%
	t = 0 $t = 4$		0%	0.5%	0.5%
Cycles	t = 8		0%	0.5%	0.6%
Exec	t = 4		1.6x	1.9x	2x
time	t = 8		1.5x	1.8x	1.9x
Average Naive Matrixmul (29 configurations) @ 112 SM's					
DRAM	t = 4	<b>3</b>	0%	0%	0%
reads	t = 8		0%	0%	0%
DRAM	t = 4		0%	0%	0%
writes	t = 8		0%	0%	0%
L1D	t = 4		0%	0%	0%
hit rate	t = 8		0%	0%	0%
L2D	t = 4		0%	0%	0%
hit rate	t = 8		0%	0%	0%
Cycles	t = 4		0%	0.5%	0.5%
Cycles	t = 8		0%	0.5%	0.5%
Exec	t = 4		1.3x	2.2x	2.4x
time	t = 8		1.3x	2.2x	2.4x