		Serial	Deterministic	Nondeterministic	
				$n = 5$	$n = 10$
VectorAdd (f32, 500000) @ 28 SM's [17.46 blocks/SM]					
DRAM reads	$t = 4$	$125K$	$125K$ (0%)	$125K$ (0%)	$125K$ (0%)
	$t = 8$		$125K$ (0%)	$125K$ (0%)	$125K$ (0%)
DRAM writes	$t = 4$	$62.5K$	$62.5K$ (0%)	$62.5K$ (0%)	$62.5K$ (0%)
	$t = 8$		$62.5K$ (0%)	$62.5K$ (0%)	$62.5K$ (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	$t = 4$	$28.3K$	$28.3K$ (0%)	$28.3K$ (0.4%)	$28.3K$ (0.2%)
	$t = 8$		$28.3K$ (0%)	$28.5K$ (0.6%)	$28.4K$ (0.3%)
Exec time	$t = 4$	$32.0s$	$13.4s$ $(2.4x)$	**$9.2s$ $(3.5x)$**	$9.2s$ $(3.5x)$
	$t = 8$		$12.0s$ $(2.7x)$	$6.7s$ $(4.8x)$	**$6.3s$ $(5.1x)$**
VectorAdd (f32, 500000) @ 112 SM's [4.37 blocks/SM]					
DRAM reads	$t = 4$	$125K$	$125K$ (0%)	$125K$ (0%)	$125K$ (0%)
	$t = 8$		$125K$ (0%)	$125K$ (0%)	$125K$ (0%)
DRAM writes	$t = 4$	$62.5K$	$62.5K$ (0%)	$62.5K$ (0%)	$62.5K$ (0%)
	$t = 8$		$62.5K$ (0%)	$62.5K$ (0%)	$62.5K$ (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	$t = 4$	$28.3K$	$28.3K$ (0%)	$28.3K$ (0%)	$28.3K$ (0.1%)
	$t = 8$		$28.3K$ (0%)	$28.3K$ (0.2%)	$28.4K$ (0.3%)
Exec time	$t = 4$	$144.9s$	$44.2s$ $(3.3x)$	$37.9s$ $(3.8x)$	**$37.4s$ $(3.9x)$**
	$t = 8$		$29.4s$ $(4.9x)$	$23.0s$ $(6.3x)$	**$22.5s$ $(6.4x)$**