		Serial	Deterministic	Nondeterministic	
				$n = 5$	$n = 10$
Transpose (coalesced, 512×512) @ 28 SM's [36.57 blocks/SM]					
DRAM reads	$t = 4$	$32.8K$	$32.8K$ (0%)	$32.8K$ (0%)	$32.8K$ (0%)
	$t = 8$		$32.8K$ (0%)	$32.8K$ (0%)	$32.8K$ (0%)
DRAM writes	$t = 4$	0	0 (0%)	0 (0%)	0 (0%)
	$t = 8$		0 (0%)	0 (0%)	0 (0%)
L1D hit rate	$t = 4$	0.0%	0% (0%)	0% (0%)	0% (0%)
	$t = 8$		0% (0%)	0% (0%)	0% (0%)
L2D hit rate	$t = 4$	50%	50% (0%)	50% (0%)	50% (0%)
	$t = 8$		50% (0%)	50% (0%)	50% (0%)
Cycles	$t = 4$	$12K$	$12K$ (0%)	$12K$ (0.2%)	$12K$ (1%)
	$t = 8$		$12K$ (0%)	$12.2K$ (1.2%)	$12K$ (0.5%)
Exec time	$t = 4$	$13.4s$	$6.4s$ (2.1x)	**$5.0s$ (2.7x)**	$5.0s$ (2.7x)
	$t = 8$		$5.6s$ (2.4x)	$4.2s$ (3.2x)	**$3.7s$ (3.6x)**
Transpose (coalesced, 512×512) @ 112 SM's [9.14 blocks/SM]					
DRAM reads	$t = 4$	$32.8K$	$32.8K$ (0%)	$32.8K$ (0%)	$32.8K$ (0%)
	$t = 8$		$32.8K$ (0%)	$32.8K$ (0%)	$32.8K$ (0%)
DRAM writes	$t = 4$	0	0 (0%)	0 (0%)	0 (0%)
	$t = 8$		0 (0%)	0 (0%)	0 (0%)
L1D hit rate	$t = 4$	0.0%	0% (0%)	0% (0%)	0% (0%)
	$t = 8$		0% (0%)	0% (0%)	0% (0%)
L2D hit rate	$t = 4$	50%	50% (0%)	50% (0%)	50% (0%)
	$t = 8$		50% (0%)	50% (0%)	50% (0%)
Cycles	$t = 4$	$10.8K$	$10.8K$ (0%)	$10.8K$ (0.4%)	$10.8K$ (0.4%)
	$t = 8$		$10.8K$ (0%)	$10.8K$ (0.5%)	$10.8K$ (0.4%)
Exec time	$t = 4$	$39.0s$	$13.5s$ (2.9x)	**$12.4s$ (3.2x)**	$12.4s$ (3.1x)
	$t = 8$		$10.2s$ (3.8x)	$8.9s$ (4.4x)	**$8.4s$ (4.7x)**