

		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	$t = 4$	28.1K	28.1K (0%)	28.2K (0.3%)	28.3K (0.5%)
	$t = 8$		28.1K (0%)	28.3K (0.5%)	28.3K (0.7%)
Exec time	$t = 4$	142.3s	44.0s (3.2x)	37.5s (3.8x)	37.2s (3.8x)
	$t = 8$		29.8s (4.8x)	22.4s (6.4x)	22.3s (6.4x)