

L1 global hit rate (%)



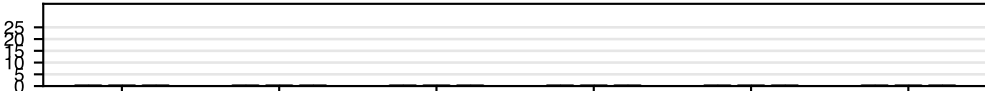
AccelSim



NVIDIA TITAN X (Pascal)



gpucachesim



Transpose
naive
128x128
64 blocks

Transpose
coalesced
128x128
64 blocks

Transpose
naive
256x256
256 blocks

Transpose
coalesced
256x256
256 blocks

Transpose
naive
512x512
1024 blocks

Transpose
coalesced
512x512
1024 blocks