Naive MatrixMul (f3 DRAM $t=4$ reads $t=8$		n=5	. 10	
DRAM $t=4$		$\mu = 0$	n = 10	
ua a ala	Naive MatrixMul (f32, 512×32×512) @ 28 SM's [9.14 blocks/SM]			
reads $t=8$	0 (0%)	0 (0%)	0 (0%)	
	0 (0%)	0 (0%)	0 (0%)	
DRAM $t=4$	0 (0%)	0 (0%)	0 (0%)	
writes $t = 8$	0 (0%)	0 (0%)	0 (0%)	
L1D $t=4$	96.1% (0%)	96.1% (0%)	$96.1\% \; (0.1\%)$	
hit rate $t = 8$	96.1% (0%)	96.2% (0.1%)	96.1%~(0%)	
	0% 100% (0%)	100% (0%)	100%~(0%)	
hit rate $t = 8$	100% (0%)	100% (0%)	100%~(0%)	
Cycles $t = 4$ 50.5	2K 50.2 K (0%)	50.4K~(0.3%)	50.3K~(0.2%)	
t = 8	50.2K (0%)	50.4K (0.3%)	50.4K~(0.3%)	
Exec $t=4$ 85	29.8s (2.9x)	27.0s(3.2x)	25.9s~(3.3x)	
time $t = 8$	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%)	
reads $t=8$	0 (0%)	0 (0%)	0 (0%)	
DRAM $t=4$	0 (0%)	0 (0%)	0 (0%)	
writes $t = 8$	0 (0%)	0 (0%)	0 (0%)	
L1D $t=4$	8% 96.8% (0%)	96.7% (0%)	96.8% (0%)	
hit rate $t = 8$	96.8% (0%)	96.7% (0%)	96.7% (0%)	
	0% 100% (0%)	100% (0%)	$100\% \ (0\%)$	
hit rate $t = 8$	100% (0%)	100% (0%)	$100\% \ (0\%)$	
Cycles $t = 4$ 20.5	$_{2K}$ $20.2K(0\%)$	20.3K (0.8%)	20.2K~(0.2%)	
t = 8	20.2K(0%)	20.3K (0.3%)	20.2K~(0.2%)	
Exec $t = 4$	40.1s(3.1x)	38.3s(3.3x)	37.9s~(3.3x)	
time $t = 8$	28.8s (4.3x)	26.3s(4.7x)	$26.0s\ (4.8x)$	
Average Naive Matrixmul (29 configurations) @ 28 SM's				
DRAM $t=4$	0%	0%	0%	
reads $t=8$	0%	0%	0%	
DRAM $t = 4$ writes $t = 8$	0%	0%	0%	
t = 0	0%	0%	0%	
$egin{array}{ll} L1D & t=4 \ hit \ rate & t=8 \ \end{array}$	0%	0%	0%	
ů ů	0%	0%	0%	
L2D $t=4$ hit rate $t=8$	0%	0%	0%	
t = 0	0%	0%	0%	
Cycles $t=4$	0%	0.5%	0.5%	
$egin{array}{ccc} t=8 \ ext{Exec} & t=4 \ \end{array}$	1.6x	0.5% $1.9x$	0.6% $2x$	
Exec $t=4$ time $t=8$	1.5x	1.9x $1.8x$	$\frac{2x}{1.9x}$	
Average Naive Matrixmul (29 configurations) @ 112 SM's $ \begin{array}{c ccccccccccccccccccccccccccccccccccc$				
reads $t=8$	0%	0%	0%	
$egin{array}{cccc} t = 8 \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \$	0%	0%	0%	
writes $t=4$	0%	0%	0%	
t=8 L1D $t=4$	0%	0%	0%	
hit rate $t=4$	0%	0%	0%	
L2D $t=4$	0%	0%	0%	
hit rate $t = 8$	0%	0%	0%	
t - A	0%	0.5%	0.4%	
Cycles $t=4$ $t=8$	0%	0.4%	0.4%	
Exec $t=4$	1.3x	2.1x	2.3x	
time $t = 8$	1.3x	2.1x	2.2x	