

Name		HALIDE		Fr-end	Sched.	PvL		Loops	T. (s)	LoA incr.
		LoC	LoA	T. (s)	LoC	LoC	LoA			
blur	V0	5	2	12	0	23	25	2	24	12.5x
	V1- $\{f,p\}$	"	"	"	2	20	21	1	22	10.5x
	V2- $\{c,p,r,s\}$	"	"	"	5	37	45	6	F	22.5x
	V3- $\{c,p,s,st\}$	"	"	"	6	43	50	7	T.O.	25.0x
hist	V0	29	6	12	0	75	57	11	35	9.5x
	V1- $\{c,p,r,u\}$	"	"	"	4	81	58	11	T.O.	9.7x
	V2- $\{c,p,r,u\}$	"	"	"	6	76	73	13	70	12.2x
	V3- $\{c,cl,p,r,s,u\}$	"	"	"	16	87	84	17	110	14.0x
conv_	V0	9	7	14	0	67	101	7	44	14.4x
layer	V1- $\{c,f,p,u\}$	"	"	"	4	70	101	8	52	14.4x
	V2- $\{p,r,s,u\}$	"	"	"	6	79	120	10	76	17.1x
	V3- $\{c,p,r,s,u\}$	"	"	"	15	71	100	7	T.O.	14.3x
gemm	V0	18	6	17	0	43	61	3	56	10.2x
	V1- $\{c,p,r,s\}$	"	"	"	8	64	114	10	T.O.	19.0x
	V2- $\{c,p,r,s,u\}$	"	"	"	19	121	255	26	T.O.	42.5x
	V3- $\{c,f,p,r,s,u\}$	"	"	"	23	156	352	31	T.O.	58.7x