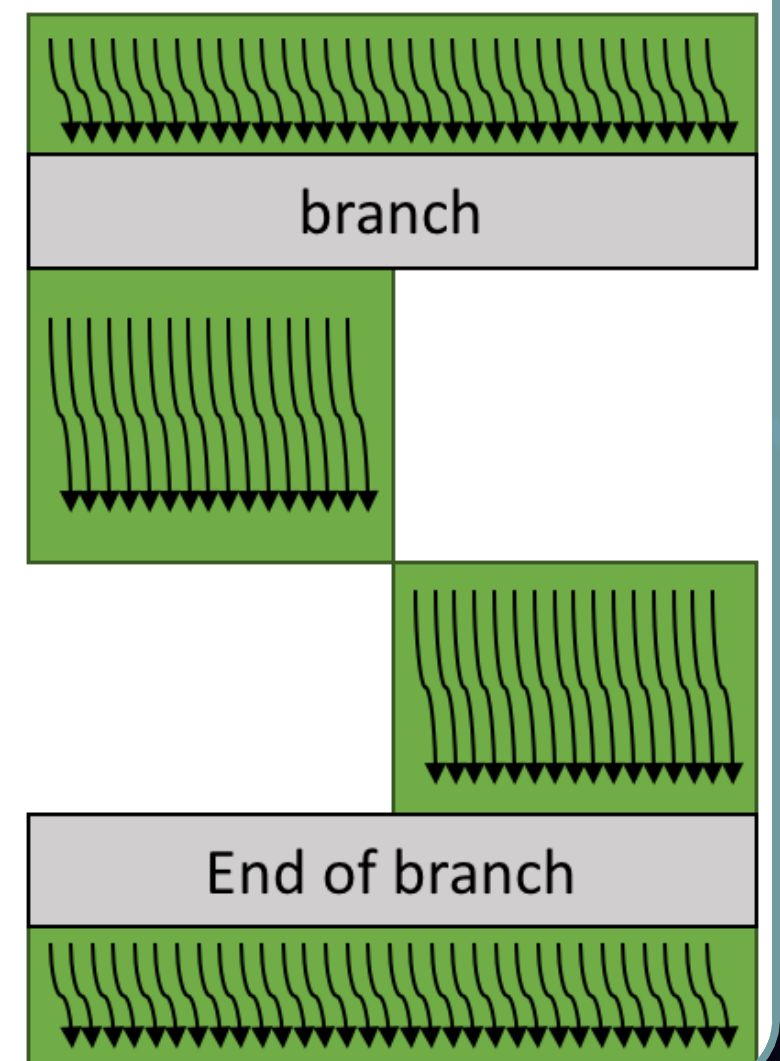


WARP DIVERGENCE

- 同個 warp 裡面的 threads 有不同的動作
ex. if, for, while
- 不同 warp 則不會出事
- Performance issue!

```
...  
if ( threadIdx.x < 16 )  
{  
    ... A ...  
}  
else  
{  
    ... B ...  
}  
...
```



GPU MEMORY HIERARCHY

- Per threads / Scalar processor
 - Local registers

