# **Analysis Report**

## ColorToGrayscale(float\*, float\*, int, int)

Duration	5.727 μs
Grid Size	[ 21,31,1 ]
Block Size	[ 16,16,1 ]
Registers/Thread	12
Shared Memory/Block	0 B
Shared Memory Executed	0 B
Shared Memory Bank Size	4 B

#### [0] Tesla P100-PCIE-16GB

	[0] Tesia P100-PCIE-16GB	
GPU UUID	GPU-ebadc2f2-0e1a-33a1-db44-1c2de22b5985	
Compute Capability	6.0	
Max. Threads per Block	1024	
Max. Threads per Multiprocessor	2048	
Max. Shared Memory per Block	48 KiB	
Max. Shared Memory per Multiprocessor	64 KiB	
Max. Registers per Block	65536	
Max. Registers per Multiprocessor	65536	
Max. Grid Dimensions	[ 2147483647, 65535, 65535 ]	
Max. Block Dimensions	[ 1024, 1024, 64 ]	
Max. Warps per Multiprocessor	64	
Max. Blocks per Multiprocessor	32	
Half Precision FLOP/s	9.523 TeraFLOP/s	
Single Precision FLOP/s	9.523 TeraFLOP/s	
Double Precision FLOP/s	4.761 TeraFLOP/s	
Number of Multiprocessors	56	
Multiprocessor Clock Rate	1.329 GHz	
Concurrent Kernel	true	
Max IPC	3	
Threads per Warp	32	
Global Memory Bandwidth	732.16 GB/s	
Global Memory Size	15.899 GiB	
Constant Memory Size	64 KiB	
L2 Cache Size	4 MiB	
Memcpy Engines	2	
PCIe Generation	3	
PCIe Link Rate	8 Gbit/s	
PCIe Link Width	16	

#### 1. Compute, Bandwidth, or Latency Bound

The first step in analyzing an individual kernel is to determine if the performance of the kernel is bounded by computation, memory bandwidth, or instruction/memory latency. Unfortunately, the device executing this kernel can not provide the profile data needed for this analysis.

### 2. Instruction and Memory Latency

Instruction and memory latency limit the performance of a kernel when the GPU does not have enough work to keep busy. Unfortunately, the device executing this kernel can not provide the profile data needed for this analysis.

#### 3. Compute Resources

GPU compute resources limit the performance of a kernel when those resources are insufficient or poorly utilized. Unfortunately, the device executing this kernel can not provide the profile data needed for this analysis.

### 4. Memory Bandwidth

Memory bandwidth limits the performance of a kernel when one or more memories in the GPU cannot provide data at the rate requested by the kernel. Unfortunately, the device executing this kernel can not provide the profile data needed for this analysis.