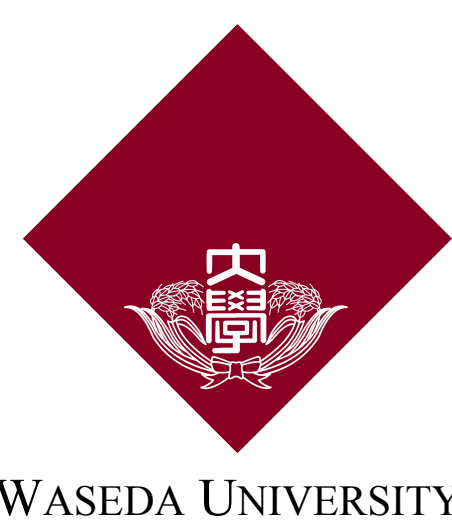
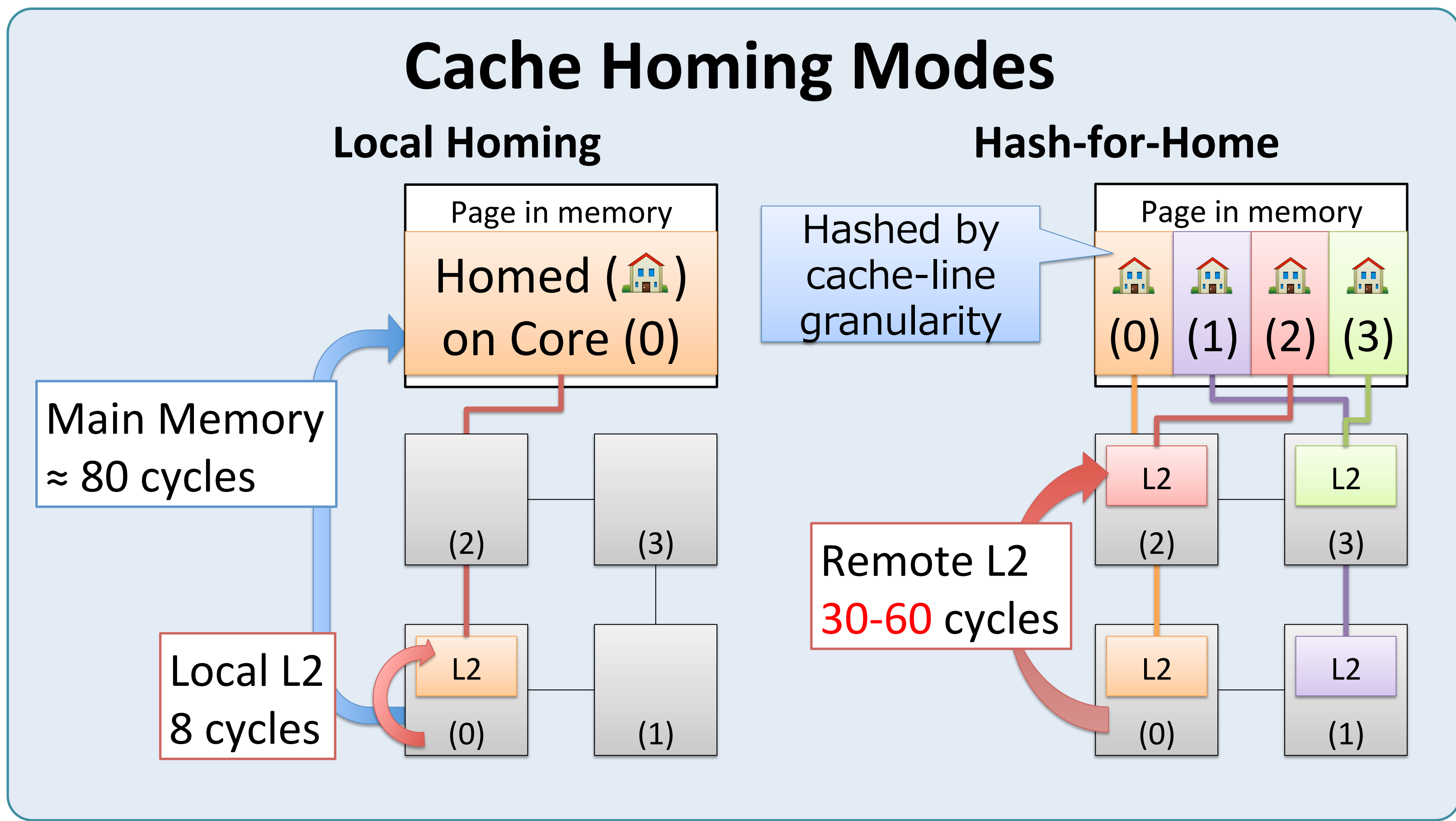
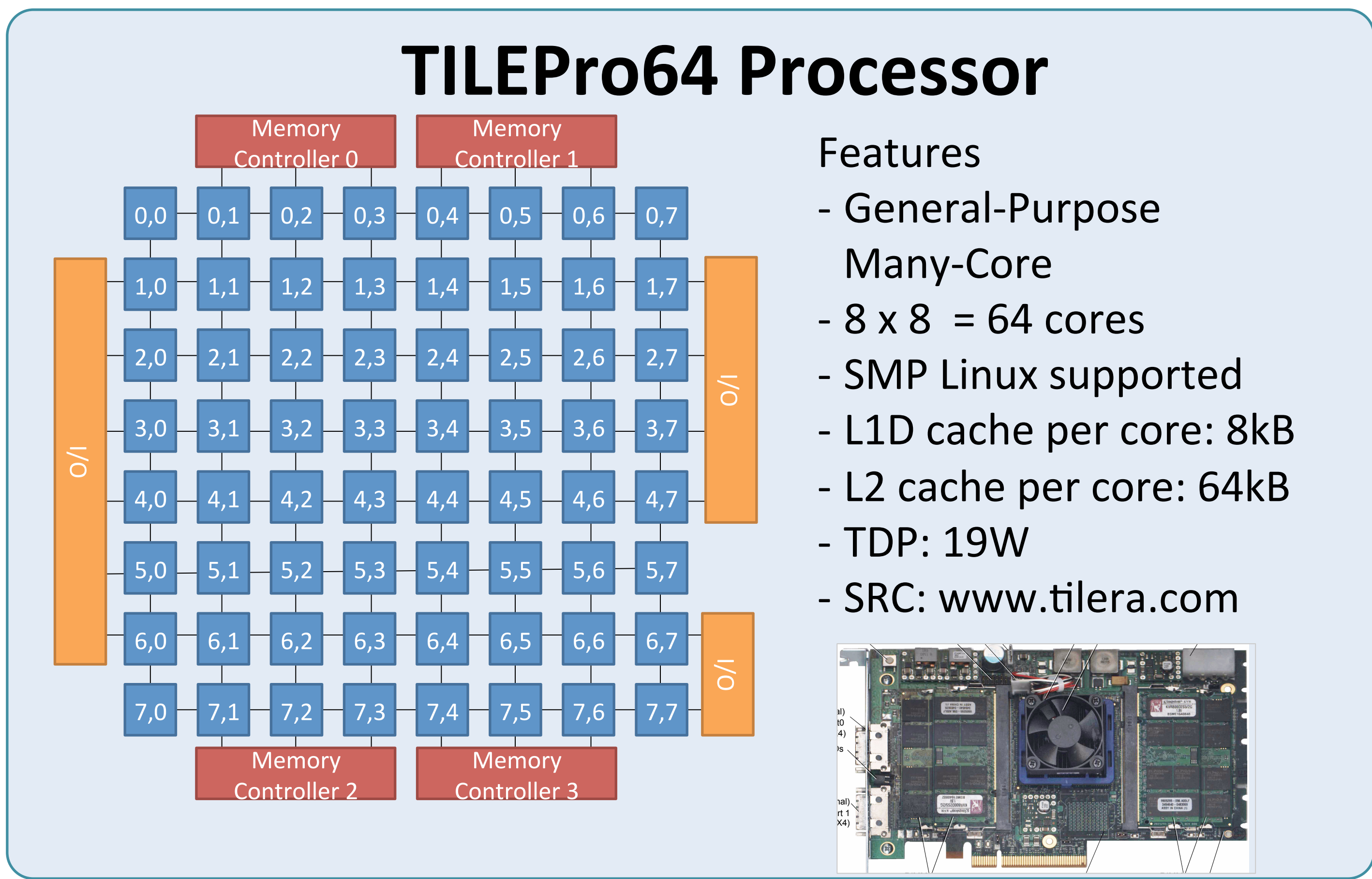
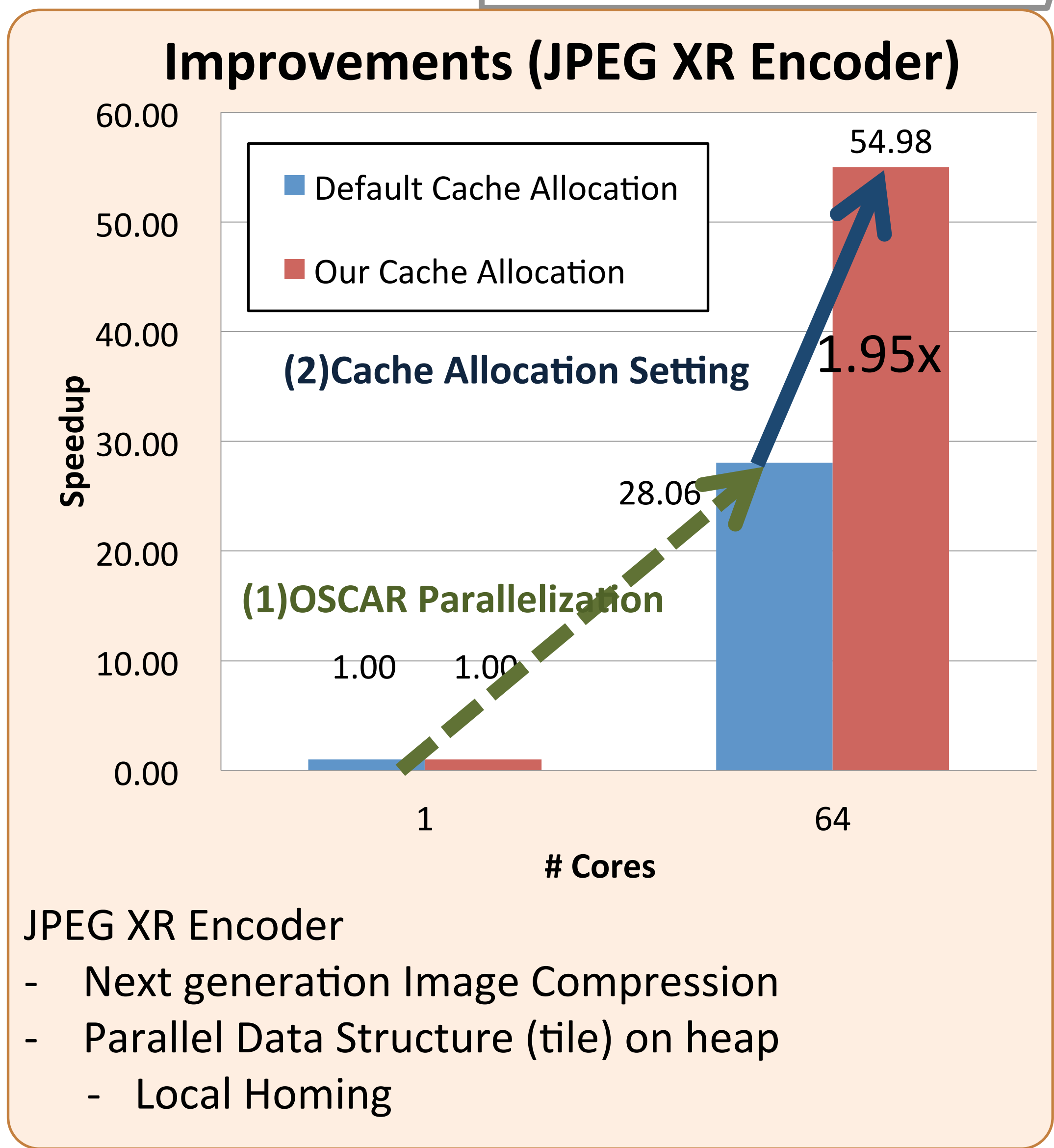
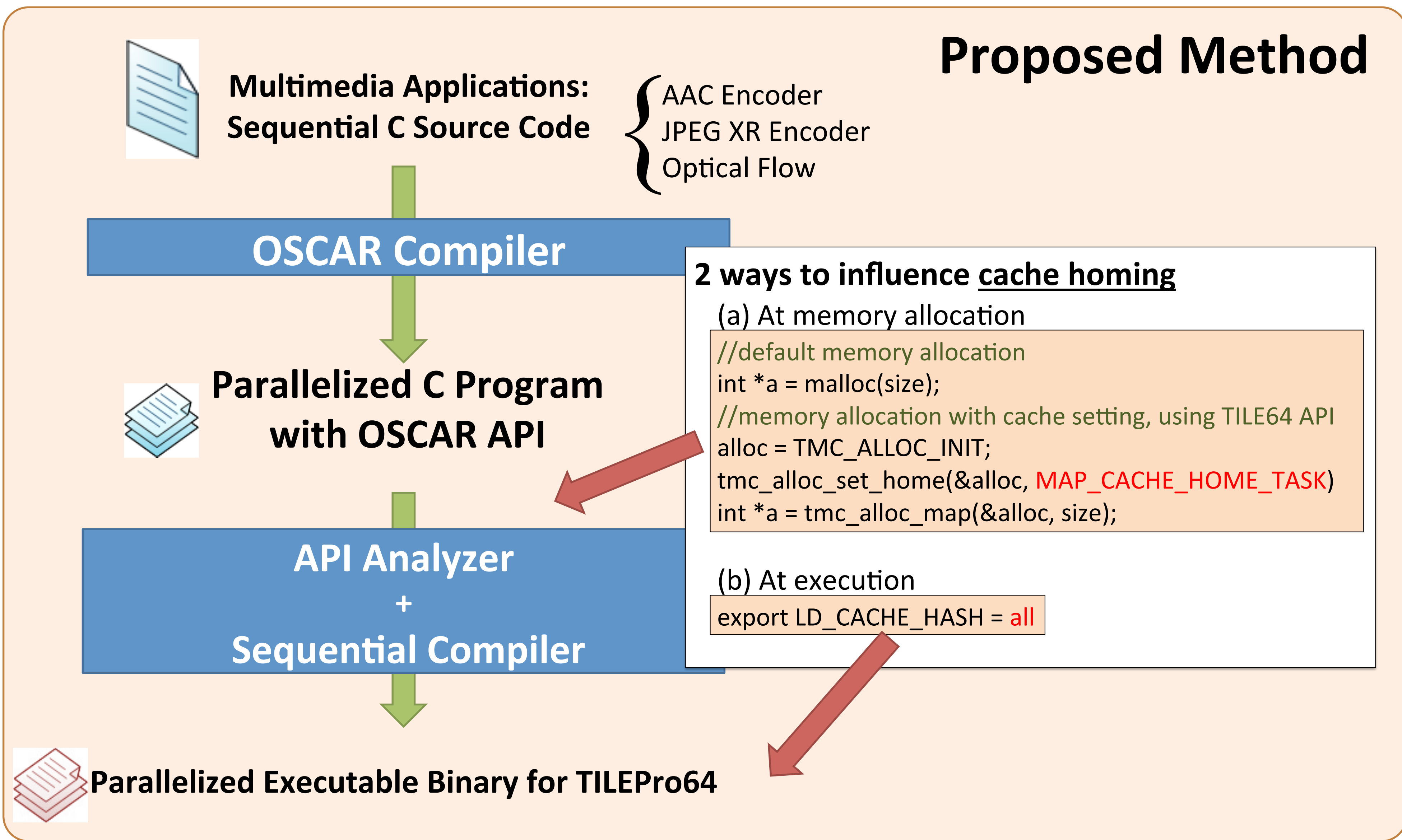


Parallel Processing of Multimedia Applications on TILEPro64



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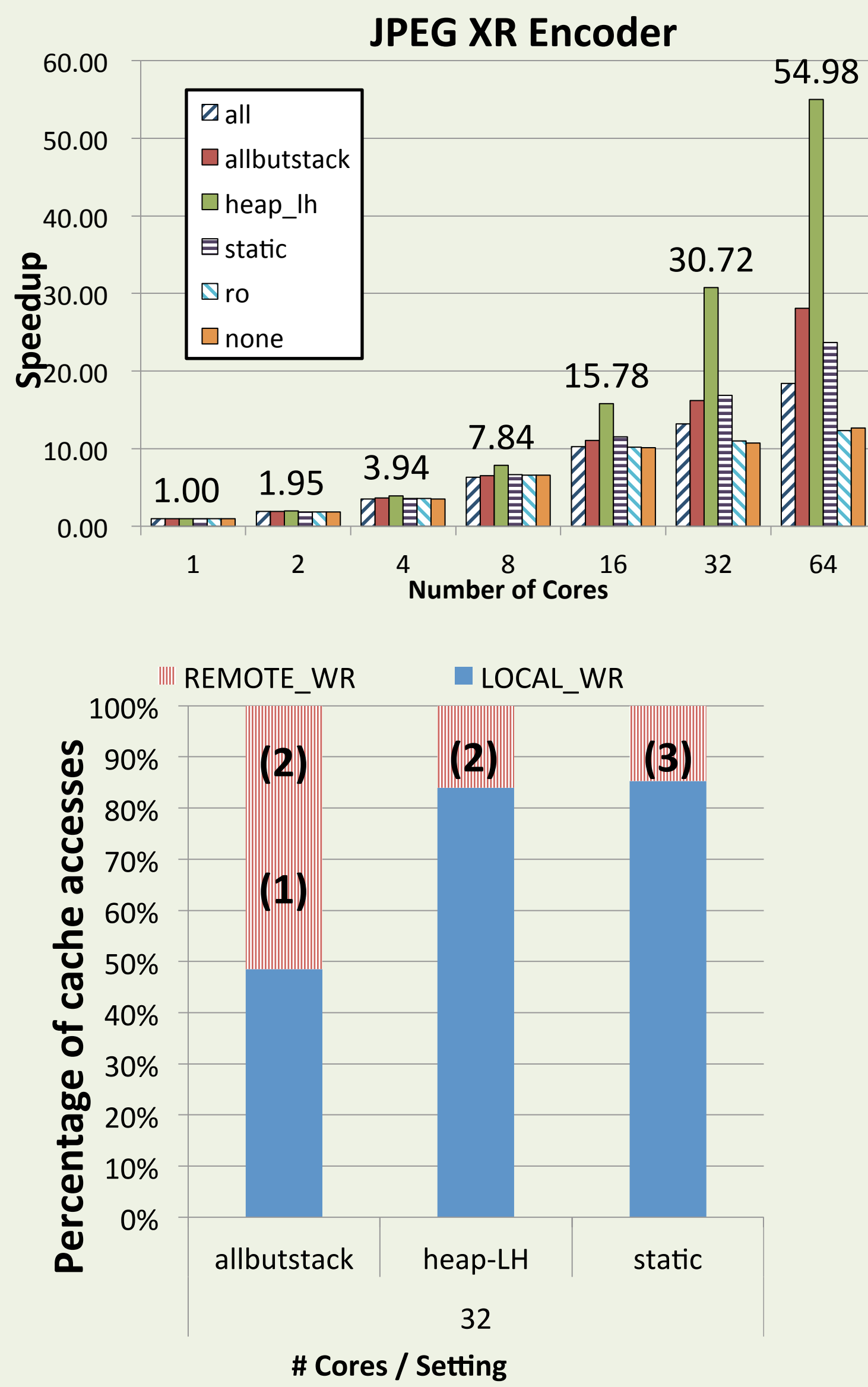
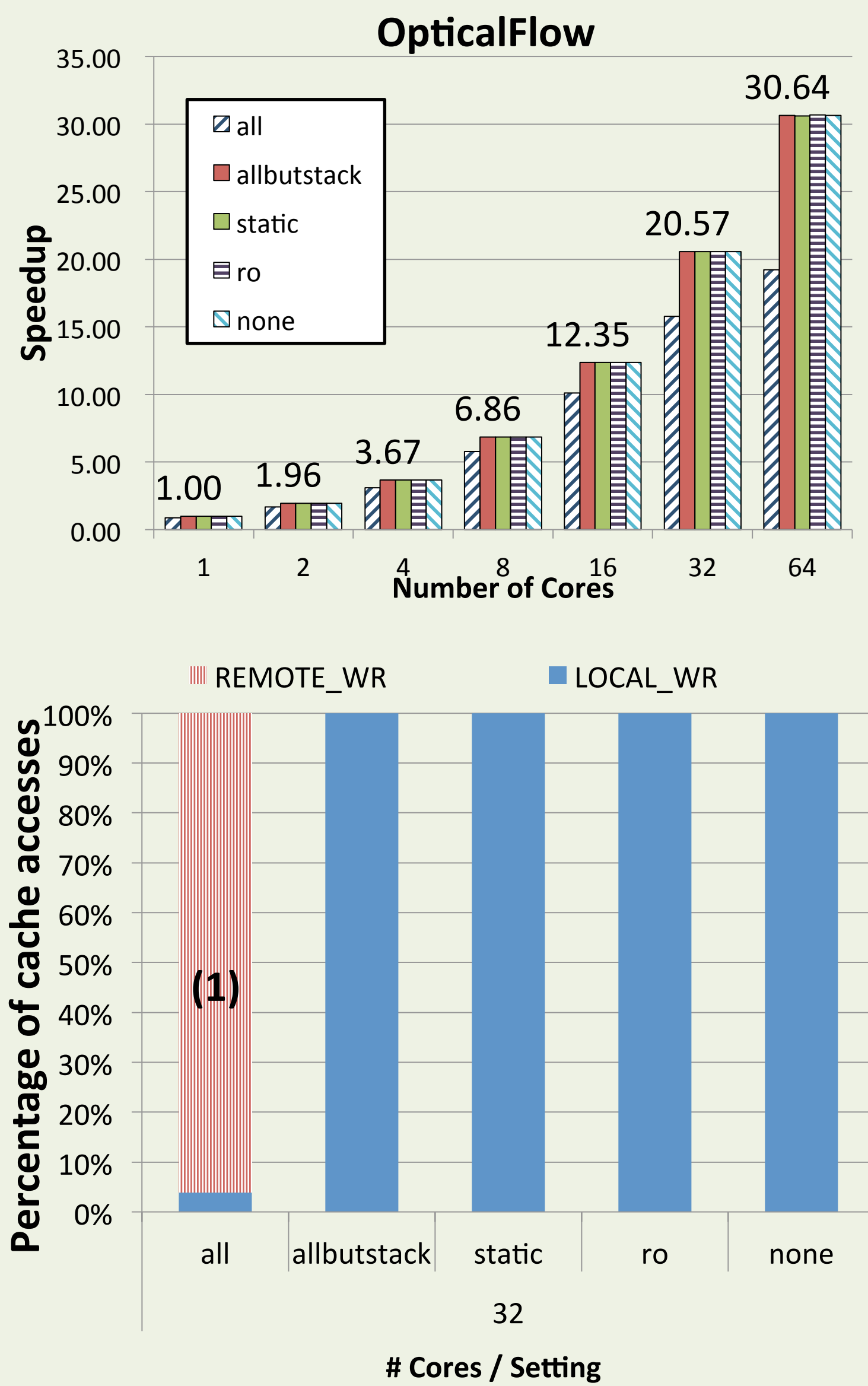
- Many-core
- Compiler
- Performance Tuning



Evaluation Results and Analysis

- Speedup & Profiling (cache access destination after L1 miss)
- 3 types of remote accesses

- (1) not shared & hashed accesses cause **slowdowns** because of additional latencies for local accesses
- (2) shared & hashed accesses are **fast** because they are distributed
- (3) shared & not hashed accesses cause **slowdowns** because accesses accumulate at a home tiles



Preset cache allocation settings at execution (# = Hash-for-Home)

	all	allbutstack (default)	static	ro	none
text	#	#	#	#	
data/bss	#	#	#		
heap	#	#			
stack	#				

