



## Correction to: Theoretical peak FLOPS per instruction set: a tutorial

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### Correction to: J Supercomput (2018) 74:1341–1377

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After publication, the author noticed an error in two units (at the end of section “NVidia graphical processing units”). Correctly it should read:

SP  $2 \times 128 \times 16 \times 1064$ , or approximately 4.36 Tflop/s;

DP  $2 \times 4 \times 16 \times 1064$ , or approximately 136 Gflop/s.

The original article has been corrected.

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