

Advanced Computer Architecture: The “Smooth” Challenge

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Abstract

The ABSTRACT is to be in fully-justified italicized text, between two horizontal lines, in one-column format, below the author and affiliation information. Use the word “Abstract” as the title, in 9-point Times, boldface type, left-aligned to the text, initially capitalized. The abstract is to be in 9-point, single-spaced type. The abstract may be up to 3 inches (7.62 cm) long.

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1. Introduction

1.1. Hardware Considerations

The chosen hardware is not one of the machine from the Lab. They do not have any interesting GPUs. But one of our laptops is very powerful with an interesting GPU. This is the chosen one.

The table 1 contains the details of this hardware.

Model Name	Intel Core i7 CPU Q720
Clock Speed	1.597 GHz
Max Turbo Frequency	2.8 GHz
Cache size	6144 KB
CPU cores	4
CPU Threads	8
Integrated GPU	No
Memory Channels	2
Max Memory Bandwidth	21 GB/s

Table 1: CPU Specifications

The GPU specifications are shown in the table 2.

Model Name	NVIDIA GeForce GTX 260M
Clock Speed	1.375 GHz
Multiprocessors	14
Global CUDA cores	112
Allocated Memory	1 GB
Memory Clock Speed	950 MHz

Table 2: GPU Specifications

To summarize, the figure 1 gives a quick overview of the

hardware topology. The GPU is connected on the PCI port 10de:0618.

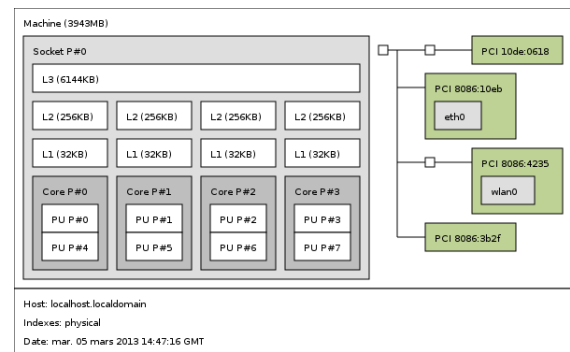


Figure 1: Topology

1.2. Software Considerations

The machine used for this coursework runs a Fedora 18 distribution. This is the exact information:

```
$ uname -a
Linux localhost.localdomain 3.8.1-201.fc18.x86_64 #1
2013 x86_64 x86_64 x86_64 GNU/Linux
```

2. The Sequential Issue

2.1. Analysis

2.2. Optimization

3. CPU Parallelization

3.1. Analysis

3.2. Optimization

4. GPU Acceleration

4.1. Analysis

4.2. Optimization