CUDA.ipynb - Colab 06.05.24, 06:28

!nvidia-smi

Mon May 6 02:53:38 2024

NVID	IA-SMI	535.104.05			D	river	Version:	535.104.05	CUDA Ve	rsi
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!nvcc --version

nvcc: NVIDIA (R) Cuda compiler driver Copyright (c) 2005-2023 NVIDIA Corporation Built on Tue_Aug_15_22:02:13_PDT_2023 Cuda compilation tools, release 12.2, V12.2.140 Build cuda_12.2.r12.2/compiler.33191640_0

!pip install nvcc4jupyter

Collecting nvcc4jupyter
Downloading nvcc4jupyter-1.2.1-py3-none-any.whl (10 kB)
Installing collected packages: nvcc4jupyter
Successfully installed nvcc4jupyter-1.2.1

%load_ext nvcc4jupyter

Detected platform "Colab". Running its setup... Source files will be saved in "/tmp/tmpyqclptyg".

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```
%%cuda
#include <stdio.h>
__global__ void HelloKernel() {
   printf("Hello world!");
int main() {
   HelloKernel<<<1,1>>>();
   cudaDeviceSynchronize();
   return 0;
}
    Hello world!
%%cuda
#include <stdio.h>
#include <stdlib.h>
global void CalcPiKernel(const int n, double *result) {
    int idx = blockIdx.x * blockDim.x + threadIdx.x;
    // printf("Block %d, Thread %d\n", blockIdx.x, threadIdx.x); // Вывод номер
    if (idx < n) {
        const double xi = (idx + 0.5) * (1.0 / n);
        result[idx] = 4.0 / (1.0 + xi * xi);
    }
}
double CalcPi(const int n) {
    double *result;
    double *d result;
    double pi = 0;
    const double coef = 1.0 / n;
    // Выделение памяти на хосте и устройстве
    result = (double*)malloc(n * sizeof(double));
    cudaMalloc((void**)&d_result, n * sizeof(double));
    // Запуск ядра
    int blockSize = 32; // 256;
    int numBlocks = (n + blockSize - 1) / blockSize; // количесто блоков зависи
    CalcPiKernel<<<numBlocks, blockSize>>>(n, d_result);
    // Копирование результатов обратно на хост
    cudaMemcpy(result, d_result, n * sizeof(double), cudaMemcpyDeviceToHost);
    // Суммирование результатов
    for (int i = 0; i < n; ++i) {
        pi += result[i];
    }
```

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```
// Освобождение памяти на устройстве и хосте
    cudaFree(d_result);
    free(result):
    return pi * coef;
}
int main() {
    int n = 100; // Пример количества итераций для расчета Рі
    double pi = CalcPi(n);
    printf("Approximated value of Pi: %.40lf\n", pi);
    return 0;
}
    Approximated value of Pi: 3.1416009869231253937016390409553423523903
%%cuda
#include <stdio.h>
__global__ void matrixMultiplication(double *A, double *B, double *C, int n) {
    int row = blockIdx.x * blockDim.x + threadIdx.x;
    int col = blockIdx.y * blockDim.y + threadIdx.y;
    if (row < n \&\& col < n) {
        double sum = 0.0;
        for (int i = 0; i < n; ++i) {
            sum += A[row * n + i] * B[i * n + col];
        C[row * n + col] = sum;
    }
}
int main() {
    int n = 2; // Размер матриц
    int total_elements = n * n;
    double *A host = (double *)malloc(total elements * sizeof(double));
    double *B_host = (double *)malloc(total_elements * sizeof(double));
    double *C_host = (double *)malloc(total_elements * sizeof(double));
    double A[] = \{1, 3, 4, 8\};
    double B[] = \{5, 4, 3, 0\};
    cudaMemcpy(A_host, A, total_elements * sizeof(double), cudaMemcpyHostToHost
    cudaMemcpy(B_host, B, total_elements * sizeof(double), cudaMemcpyHostToHost
    double *d_A, *d_B, *d_C;
```

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```
cudaMalloc(&d_A, total_elements * sizeof(double));
cudaMalloc(&d_B, total_elements * sizeof(double));
cudaMalloc(&d C, total elements * sizeof(double));
cudaMemcpy(d_A, A_host, total_elements * sizeof(double), cudaMemcpyHostToDe
cudaMemcpy(d_B, B_host, total_elements * sizeof(double), cudaMemcpyHostToDe
dim3 blockSize(2, 2); // Количество потоков в блоке
dim3 numBlocks((n + blockSize.x - 1) / blockSize.x, (n + blockSize.y - 1) /
matrixMultiplication<<<numBlocks, blockSize>>>(d A, d B, d C, n);
cudaMemcpy(C_host, d_C, total_elements * sizeof(double), cudaMemcpyDeviceTc
printf("Result:\n");
for (int i = 0; i < total_elements; ++i) {</pre>
    printf("%.2f ", C_host[i]);
    if ((i + 1) % n == 0) {
        printf("\n");
    }
}
free(A_host);
free(B_host);
free(C_host);
cudaFree(d_A);
cudaFree(d_B);
cudaFree(d_C);
return 0;
Result:
14.00 4.00
44.00 16.00
```

}