### Lab 3

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## 1 Objective

The purpose of this lab is to implement a tiled dense matrix multiplication routine.

## 2 Activity

- 1. Login to kodiak. cd to your mpplabs directory and type git pull.
- Edit the file <lab-directory>/main.cu to implement the following where indicated:
  - (a) Allocate device memory
  - (b) Copy host memory to device
  - (c) Copy results from device to host
  - (d) Free device memory
- 3. Edit the file <a href="file-directory">1ab-directory</a> /kernel.cu to initialize the thread block and kernel grid dimensions and invoke the CUDA kernel, and to implement the tiled matrix multiplication kernel code..
- 4. Compile and test your code.

### 3 Turn in

Upload to the course Canvas site:

- 1. a report that includes:
  - (a) the output
  - (b) analysis of the performance: Try the code for several sizes, square and non-square matrices, and matrices that fit and don't fit (neatly) in the blocks How does the time change? Does each part change the same?
  - (c) answer section where you answer the following:
    - i. In your kernel implementation, how many threads can be simultaneously scheduled for execution on a GeForce GTX 280 GPU, which contains 30 streaming multiprocessors? Use:

```
nvcc --ptxas-options="-v" kernel.cu
```

to see the resource usage of your kernel (although compilation will fail, it will only do so after compiling the kernel and displaying the relevant information). Show your work.

- 2. main.cu
- 3. kernel.cu

The cuda code will be graded for completeness, correctness, handling of boundary, and style (5pts). The report will be graded on readability, clarity, analysis, and solution to the questions (5pts).

# 4 Going Further

There should be a definite improvement in time but the complexity should stay the same (how it grows relatively). Think about at what point matrix multiply in this fashion becomes too long. 1 day? 1 week? Estimate the problem size.