

Bryce Graves

Professor Mike Bailey

CS 475

2020 5 17 (ISO 8601)

Project: 5

Bryce Graves

gravebry@oregonstate.edu

Hardware: Ran this on the DGX server

- 24 core Intel Xeon 8168 Platinum 2.7 GHz
- 1.5 TB DDR4-2666 Memory

Thoughts:

- **Learning a specific framework for a specific company or product**

I found this dive into hyper specific software development very interesting. I can really feel the tradeoff between having an API that was built for something specific like Nvidia chipsets and an API that's built for any graphics hardware. Even though I found the process of using CUDA much more enjoyable than OpenGL I can feel the itch that learning a language like that would limit a project or job search possibilities.

- **The speedup when using the GPU compared to CPU**

Looking back at the **MegaTrialsPerSecond** from my CPU only tests I was surprised how much faster the GPU was over the CPU. It's one thing to know that there is a lot of speedup to be had. It's another to see how fast the GPU can really churn through calculations. The fastest from the first project was **72** while for this project the highest was **4141**. The speed floors me.

Data & Graphs:

Blocksize	Number of Trials	Mega Trials Per Second		
16	16384	533.3333		
16	32768	986.5125		
16	65536	1858.4392		
16	131072	3002.9325		
32	16384	571.4286		
32	32768	947.2711		
32	65536	1941.2322		
32	131072	3631.2058		
64	16384	571.4286		
64	32768	1084.7457		
64	65536	2151.2606		
64	131072	3953.6681		
128	16384	615.3846		
128	32768	1135.255		
128	65536	2160.3376		
128	131072	4141.5573		
	16384	32768	65536	131072
16	533.3333	986.5125	1858.4392	3002.9325
32	571.4286	947.2711	1941.2322	3631.2058
64	571.4286	1084.7457	2151.2606	3953.6681
128	615.3846	1135.255	2160.3376	4141.5573
	16	32	64	128
16384	533.3333	571.4286	571.4286	615.3846
32768	986.5125	947.2711	1084.7457	1135.255
65536	1858.4392	1941.2322	2151.2606	2160.3376
131072	3002.9325	3631.2058	3953.6681	4141.5573

