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ECEC 413 – Introduction to Parallel Computer Architecture

Assignment 4

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CUDA: Box Blur Filter

In the below code, a pragma was used during the initialization part, allowing for CUDA to parallelize this functionality. The results of speedup are provided below.

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           float *din = in.element;
           float *dout;
int n = in.size;
           int size = sizeof (float) * (n * n);
           // Allocate memory on device for input array
cudaMalloc ((void**) &din, size);
           check_CUDA_error ("Error allocating memory");
           cudaMemcpy (din, in.element, size, cudaMemcpyHostToDevice);
           check_CUDA_error ("Error copying data from host to device");
           // Allocate memory on device for output array
cudaMalloc ((void**) &dout, size);
           check_CUDA_error ("Error allocating memory");
           dim3 threads (32, 32); // Threads per block
           dim3 grid (n/threads.x, n/threads.y);
           struct timeval start, stop;
           blur_filter_kernel<<<grid, threads>>>(din, dout, n);
           printf ("Parallel time: %f seconds\n", (float) (stop.tv_sec - start.tv_sec + (stop.tv_usec - start.tv_usec) / (float) 100000
           check_CUDA_error ("Error in kernel");
           \verb|cudaMemcpy| (out.element, dout, sizeof (float) * (n * n), cudaMemcpyDeviceToHost); \\
           check_CUDA_error ("Error copying result from device");
           cudaFree(dout);
           check_CUDA_error ("Error freeing memory");
```

**Table 1**: Timing results

Matrix Size	Serial Time (s)	Parallel Time (s)	Speedup
512	0.01	0.000047	212.7
1024	0.04	0.00005	800
2048	0.13	0.000067	1940.2
4096	0.47	0.000073	6438.3
8092	1.69	0.000072	23472.2

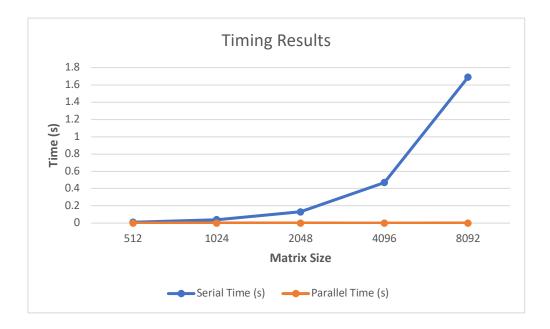


Figure 1: Timing results