

Lab 3 Report

Remark: 1. when I use 1,000,000 (1 million) as n, the CPU time is always 0. So I changed it into 10,000,000;
2. for some configuration below, the GPU time is 0;

10,000,000	(4, 500)	(8, 500)	(16, 500)	(4, 250)	(8, 250)	(16, 250)
CPU	0.03	0.03	0.03	0.04	0.03	0.03
GPU	0	0.01	0.01	0.01	0	0
speedup		3	3	4		

