Project Report

cuDNN implementation of CNN

Team Members

Student ID	Name	Net ID
862325070	Siddhant Arya	sarya007
862191473	Hanisha Sree Sangam	hsang006
862319859	Imran Shahid	ishah011

Table of Contents

- 1. Objective
- 2. Description
- 3. Project Implementation
- 4. Project Structure
- 5. Tools and Libraries to be used
- 6. Project/Code Walkthrough
- 7. Comparison between CPU and GPU
- 8. Steps to run the code
- 9. Deliverables

1. Objective

The main objective of this project is a distinct analysis of cuDNN implementation on CNN and comparing the performance of a similar kind of code on a CPU.

2. Description

Convolutional Neural Network is a Deep Learning algorithm that takes in an input as images and appoints weights and predispositions to significant variables to recognize the components of the image. CNN utilizes an organization of neurons to foresee the image dependent on the trained data. The bigger the CNN organization the more exact it should accomplish including some different factors excessively, for example, input information size, streamlining agent being utilized.

CNN's performance relies on the way the network calculations are done. If they are done in parallel, the output is faster to achieve.

This is where cuDNN implementation arrives at the big picture.

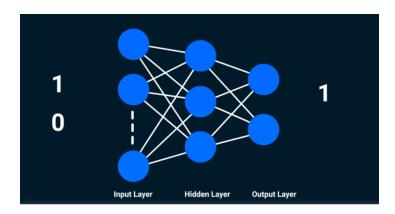
This project is on cuDNN implementation on CNN and comparison of accuracy rate and time taken on CPU vs GPU

3. Data Set

We used the MNIST dataset, it contains images of numeric digits from 0 to 9. This data set contains 60K training images labels and 10k testing images and labels.

4. Project Implementation

CNN involves three actions – Receiving input, Processing Information and Generating output are represented in the forms of layers as input, hidden and output.



These individual units are called neurons.

The Neural Network training process involves 2 steps.

1. Forward Propagation - Images are taken care of into the input layer as numbers. These mathematical qualities denote the intensity of the pixels in the image. The neurons in the hidden

layers apply a couple of numerical procedures on these values. To play out these mathematical tasks, certain parameters are randomly initialized. After these mathematical operations at the hidden layer, the result is sent to the output layer which generates the final prediction values.

2. Backward Propagation- Once the output is generated, in the next step we need to compare the output with the actual value. Based on the final values and the distance from the actual error, the values of the parameter are updated. The forward propagation process is repeated using the updated parameter values and new parameters are generated.

Convolution is often represented mathematically with an asterisk * sign. If we have an input image represented as X and a filter represented with f, then the expression would be: Z= X*f; These are the base of Neural Network Algorithms.

Convolutional Neural Network (CNN) Architecture

Complete Network can be broken into 2 parts-

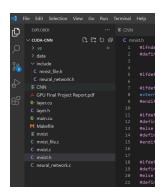
- I. The Convolution layers- Extract features from the input.
- II. Fully connected (Dense) layers- Uses data from the convolution layer to generate output.



5.Project Structure

The architecture of the project is as follow-

- mnist .c (CPU implementation file)
- mnist_file.c (CPU implementation file)
- neural_network.c (CPU implementation file)
- layer.cu (GPU implementation file)
- layer.h (GPU implementation file)
- main.cu (GPU implementation file)
- mnist.h (GPU implementation file)
- /data (MNIST dataset)
- /include(mnist and neural network header files for CPU implementation)



6. Tools and Libraries to be used

cuDNN, Visual Studio Code, C, C++

7.Project/Code Walk through

GPU gives an advantage of parallelizing the code, thus a parallel method is used by us to implement the forward propagation and backward propagation where the gradient calculations and weight/biases calculations are done in CUDA.

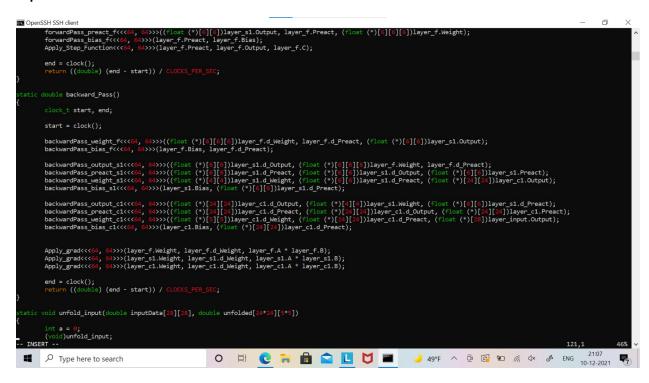
Implementation design for CNN is done in the same manner for CNN and GPU in order to get a comparison. The network contains 3 layers with one input layer and 2 hidden layers.

CPU implementation calculates the gradient after each layer and runs the code in serial manner. The major difference between the GPU implementation and CPU implementation is the call to write a CUDA code in GPU and feed the weights and biases.

Implementation of Forward Pass

```
OpenSSH SSH client
                                                                                                                                                                                                                                                                   o
               ble forward Pass(double data[28][28])
            float inputData[28][28];
           int i=0;
while (i < 28)
                                    inputData[i][j] = data[i][j];
j++;
             layer_input.clear();
            layer_c1.clear();
layer_s1.clear();
layer_f.clear();
           clock_t start, end;
start = clock();
            layer_input.setOutput((float *)inputData);
            forwardPass_preact_c1<<<64, 64>>>((float (*)[28])layer_input.Output, (float (*)[24][24])layer_c1.Preact, (float (*)[5][5])layer_c1.Weight); forwardPass_bias_c1<<<64, 64>>>((float (*)[24][24])layer_c1.Preact, layer_c1.Bias); Apply_Step_Function<<<64, 64>>>(layer_c1.Preact, layer_c1.Output, layer_c1.C);
           forwardPass\_preact\_s1<<<54, 64>>>(\{float (*)[24][24]\})layer\_c1.Output, (float (*)[6][6])layer\_s1.Preact, (float (*)[4][4])layer\_s1.Weight); forwardPass\_bias\_s1<<<54, 64>>>(\{float (*)[6][6]\})layer\_s1.Preact, layer\_s1.Bias); Apply_Step_Function<<<54, 64>>>(layer\_s1.Preact, layer\_s1.Output, layer\_s1.C); 
           forwardPass_preact_f<<<64, 64>>>((float (*)[6][6])layer_f.Dutput, layer_f.Preact, (float (*)[6][6]])layer_f.Weight);
forwardPass_bias_f<<<64, 64>>>(layer_f.Preact, layer_f.Bias);
Apply_Step_Function<<<64, 64>>>(layer_f.Preact, layer_f.Output, layer_f.C);
           end = clock();
return ((double) (end - start)) / CLOCKS_PER_SEC;
                                                                                       O 🛱 🕑 🤚 💼 🖒 📘 💆 🖿 🌙 49°F ^ 🙃 🖫 😓 🦟 🗘 🗗 ENG 21:07
   ■ P Type here to search
```

Implementation of Backward Pass



8. Comparison between CPU and GPU

	Accuracy	Time Taken
CPU	81 %	207 seconds
GPU	97 %	172 seconds

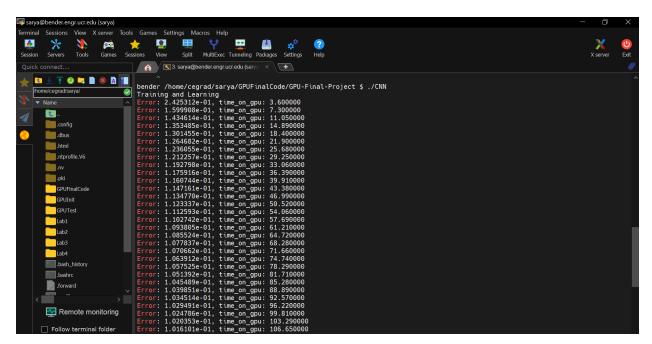
GPU takes less time and provides accuracy to a great extent as compared to CPU implementation. If we increase the number of epochs the result would be significantly different and a larger variation in time taken.

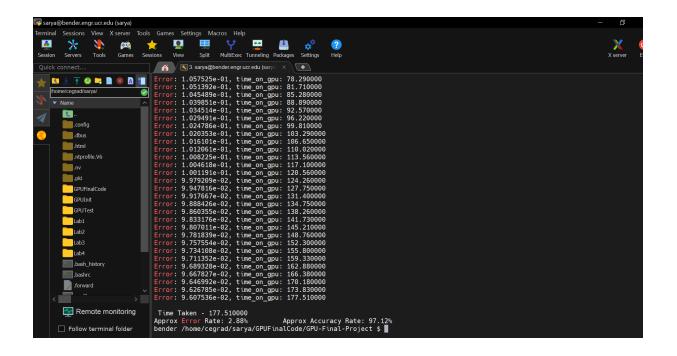
9. Steps to run the Code

- 1. Extract all the files from the project folder.
- 2. Run make command inside CuDNN folder.
- **3.** Two files, CNN and mnist will be generated.
- **4.** Run ./CNN for GPU implementation.
- **5.** Run-./mnist for CPU implementation.

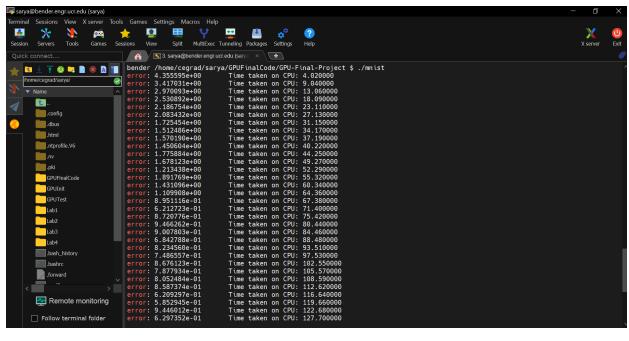
Results produced on the bender

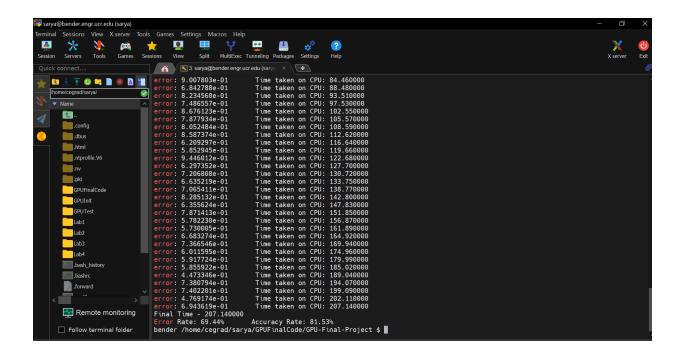
GPU Results





CPU Results





10. Deliverables

Implementation of the project is planned in 3 phases.

10.1 Phase 1: ----11/20/2021 to 11/27/2021 ----- cuDNN implementation

Forward Propagation- Siddhant Backward Propagation- Imran Layer – Hanisha

10.2 Phase 2: ----11/28/2021 to 12/04/2021 -----CPU implementation

Forward Propagation- Hanisha Backward Propagation- Imran Code Review and Code Comments - Siddhant

10.3 Phase 3: ---- 12/05/2021 to 12/09/2021----- Performance analysis

Comparison and Time difference- Imran and Hanisha Accuracy- Siddhant