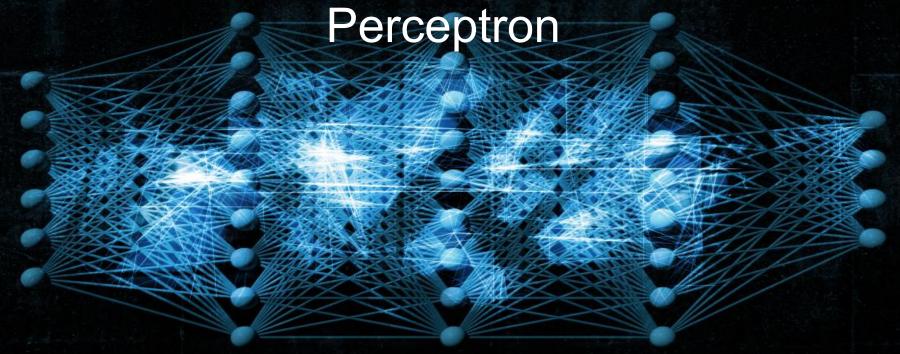
CUDA Accelerated Training of Multilayer





Dataset Description

The CIFAR-10 dataset is a collection of images that are commonly used to train machine learning and computer vision algorithms. The dataset consists of:

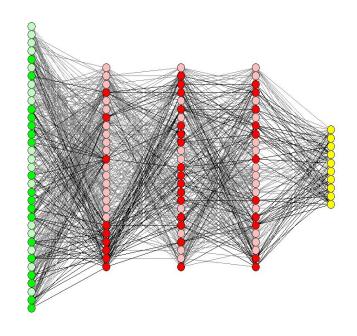
- 60000 32x32 colour images in 10 classes,
- with 6000 images per class.
- There are 50000 training images and 10000 test images

airplane automobile bird cat deer dog frog horse ship truck

Ref: https://www.cs.toronto.edu/~kriz/cifar.html

The Multilayer Perceptron Architecture

- ☐ Input layer : 3072 (32 * 32 * 3) nodes
- ☐ First Hidden Layer: 2048 nodes
- Second Hidden layer: 1024 nodes
- ☐ Third Hidden layer: 512 nodes
- Output layer: 10 nodes (numbers of classes)



Matrices Operations Kernels:

We implement kernels for matrices operations in the neural network layers

- Dot_Product_Kernel
- Multiplication_Kernel
- Addition_Kernel
- Subtraction_Kernel
- ReLU_Activation_Kernel
- Derivative_ReLU_Kernel
- Tanh Activation Kernel
- Exponentiation_Kernel
- Power_Kernel
- Sum Kernel
- Division_Kernel

```
global void Dot Product Kernel (Matrix *A, Matrix *B, Matrix *C, bool transl, bool trans2) {
  double Cvalue = 0.0:
  int row = threadIdx.y + blockIdx.y * blockDim.y;
      if (row < A->height && col < B->width) {
      if (row < A->width && col < B->width) {
          for (int i = 0; i < A->height; i++)
          Cvalue += Get Mat element(A, i, row) * Get Mat element(B, i, col);
Set Mat element(C, row, col, Cvalue);
  if (row < A->height && col < B->height) {
          Cvalue += Get Mat element(A, row, i) * Get Mat element(B, col, i);
      Set Mat element(C, row, col, Cvalue);
global void Multiplication Kernel (Matrix *A, Matrix *B, Matrix *C) {
  int row = threadIdx.y + blockIdx.y * blockDim.y;
  int col = threadIdx.x + blockIdx.x * blockDim.x;
      Cvalue = Get Mat element(A, row, col) * Get Mat element(B, row, col);
      Set Mat element(C, row, col, Cvalue);
global void Multiplication Kernel (Matrix *A, double k) {
  double Avalue = 0.0;
  int row = threadIdx.y + blockIdx.y * blockDim.y;
  int col = threadIdx.x + blockIdx.x * blockDim.x:
  if (row < A->height & col < A->width) {
      Set Mat element(A. row. col. Avalue)
global void Addition Kernel(Matrix *A, Matrix *B, Matrix *C) {
  int col = threadIdx.x + blockIdx.x * blockDim.x;
      if (row < A->height & col < A->width) {
         Cvalue = Get Mat element(A, row, col) + Get Mat element(B, 0, col);
Set Mat element(C, row, col, Cvalue);
global void Subtraction Kernel (Matrix *A. Matrix *B. Matrix *C) {
  int row = threadIdx.y + blockIdx.y * blockDim.y;
  if (row < A->height & col < A->width) {
      Cvalue = Get Mat element(A, row, col)
                                              - Get Mat element(B. row. col):
      Set Mat element(C, row, col, Cvalue);
```

MLP Training Functions:

- prepare_data(): to prepare the dataset for the training
- predict_y(): to predict the output of the model
- calculate_loss(): to calculate the loss of the neural network on a batch of data
- forward_propagation(): to pass the data through the model architecture
- backward_propagation(): for updating the weights.

MLP Implementation in Pytorch

We implemented the same architecture with:

- the same hyperparameters (Ir = 0.0001, Batch size = 64),
- optimization algorithm (Stochastic Gradient Descent) and
- same loss function (Cross entropy loss)



Results and Comparison