

Sum Quads

Suppose an $N \times N$ matrix is evenly split into four quadrants. Each quadrant is an $N/2 \times N/2$ matrix in size. N is an even integer. Find a $N/2 \times N/2$ matrix containing the sum, element wise, of the four quadrants.

Example:

Given the file

```
8
1 2 3 4 5 6 7 8
1 2 3 4 5 6 7 8
1 2 3 4 5 6 7 8
1 2 3 4 5 6 7 8
1 2 3 4 5 6 7 8
1 2 3 4 5 6 7 8
1 2 3 4 5 6 7 8
1 2 3 4 5 6 7 8
```

The four matrices to add are

```
1 2 3 4      5 6 7 8
1 2 3 4      5 6 7 8
1 2 3 4      5 6 7 8
1 2 3 4      5 6 7 8

1 2 3 4      5 6 7 8
1 2 3 4      5 6 7 8
1 2 3 4      5 6 7 8
1 2 3 4      5 6 7 8
```

The resulting sum matrix is

```
12 16 20 24
12 16 20 24
12 16 20 24
12 16 20 24
```

Save the result matrix in a file that has the same format as the original.

Requirements:

- 1) Program must follow the same documentation rules given in the other programming assignments.
- 2) Program must be modular and function length must be kept to a minimum and perform/focus on one task.
- 3) All arrays and matrices must be dynamic.
- 4) While not required, a serial version can be present which should provide a solution that is correct.
- 5) The solution matrix is created using a cuda kernel.
- 6) Use command line arguments. One input file, one output file. Both input and output should have the same format, the first line of the file is the matrix size n , the remaining n lines contain n integers each.
- 7) Error check the command line arguments and file operations.
- 8) Error check cuda commands using the technique given in last class (or similar error checking that include the 4 items mentioned in some fashion).
- 9) Time three items:
 - Overall time – start/stop a timer in the main function. This time will include reading from the file, setting up dynamic array, dumping the result, and clean up (free memory and closing files).
 - Time to setup call the cuda kernel and cleanup afterwards. This is pretty much a timing of all cuda related function calls and a call to your cuda kernel.
 - Time just the call to your cuda kernel.