# ECE 408 REPORT Project Milestone 1

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## I. Kernels that collectively consume more than 90% of the program time

Name	Time(%)
[CUDA memcpy HtoD]	38.97
void cudnn::detail::implicit_convolve_sgemm <float, bool="1" float,="" int="1,">(int, int, int, float const *, int, float*, cudnn::detail::implicit_convolve_sgemm<float, bool="1" float,="" int="1,">*, kernel_conv_params, int, float, float, int, float, float, int, int)</float,></float,>	20.81
volta_cgemm_64x32_tn	12.2
<pre>void op_generic_tensor_kernel<int=2, cudnndimorder_t="0," cudnngenericop_t="7," cudnnnanpropagation_t="0," float,="" int="1">(cudnnTensorStruct, float*, cudnnTensorStruct, float const *, cudnnTensorStruct, float const *, float, float, float, float, dimArray, reducedDivisorArray)</int=2,></pre>	7.21
volta_sgemm_128x128_tn	5.76
void fft2d_c2r_32x32 <float, bool="0" int="1," unsigned="">(float*, float2 const *, int, int, int, int, int, int, int, int</float,>	5.74
Total Time %	90.69

### II. CUDA API calls that collectively consume more than 90% of the program time

Name	Time(%)
cudaStreamCreateWithFlags	41.7
cudaMemGetInfo	34.01
cudaFree	21.27

**Total Time % 96.98** 

### III. Explanation of the difference between kernels and API calls

API, as a programming interface, allow the host to interface with the GPU. APIs are executed on the host. The kernels, on the other hand, are the code that actually running on the GPU. CUDA APIs are defined by NVIDIA, kernels are codes that written by programmers.

### IV. Output of rai running MXNet on the CPU

```
Loading fashion-mnist data... done
Loading model... done
New Inference
EvalMetric: {'accuracy': 0.8236}
8.81user 3.67system 0:05.11elapsed 244%CPU (Oavgtext+Oavgdata 2469544maxresident)k
Oinputs+2824outputs (Omajor+669134minor)pagefaults Oswaps
```

Run time: 5.11 s

### V. Output of rai running MXNet on the GPU

```
Loading fashion-mnist data... done
Loading model... done
New Inference
EvalMetric: {'accuracy': 0.8236}
4.35user 3.41system 0:04.30elapsed 180%CPU (0avgtext+0avgdata 2836344maxresident)k
0inputs+4552outputs (0major+661560minor)pagefaults 0swaps
```

Run time: 4.30 s

## Project Milestone 2

```
* Running /usr/bin/time python m2.1.py 10000

Loading fashion-mnist data... done

Loading model... done

New Inference

Op Time: 2.446374

Op Time: 7.487101

Correctness: 0.8397 Model: ece408

15.36user 4.47system 0:11.54elapsed 171%CPU (Oavgtext+Oavgdata 1619204maxresident)k

Oinputs+2824outputs (Omajor+618017minor)pagefaults 0

swaps
```

```
* Running /usr/bin/time python m2.1.py 1000
Loading fashion-mnist data... done
Loading model... done
New Inference
Op Time: 0.247094
Op Time: 0.747553
Correctness: 0.852 Model: ece408
4.44user 2.77system 0:01.98elapsed 362%CPU (Oavgtext+Oavgdata 330676maxresident)k
Oinputs+2824outputs (Omajor+110770minor)pagefaults Oswaps
```

```
* Running /usr/bin/time python m2.1.py 100
Loading fashion-mnist data... done
Loading model... done
New Inference
Op Time: 0.032041
Op Time: 0.073482
Correctness: 0.84 Model: ece408
3.10user 2.87system 0:01.05elapsed 564%CPU (Oavgtext+Oavgdata 203712maxresident)k
Oinputs+2824outputs (Omajor+62399minor)pagefaults Oswaps
```

### I. Whole program execution time

When number of images is 10,000, from the execution result, we can see that the whole program execution time is 11.54 s.

When number of images is 1,000, the whole program execution time is 1.98 s.

When number of images is 100, the whole program execution time is 1.05 s.

## II. Op Times

When number of images is 10,000, the Op Time for layer 1 is 2.446374 s, the Op Time for layer 2 is 7.487101 s.

When number of images is 1,000, the Op Time for layer 1 is 0.247094 s, the Op Time for layer 2 is 0.747553 s.

When number of images is 100, the Op Time for layer 1 is 0.032041s, the Op Time for layer 2 is 0.073482s.

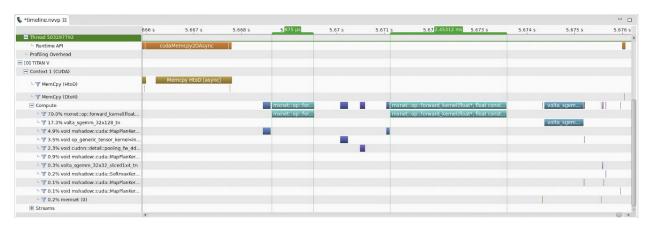
## **Project Milestone 3**

#### I. Whole Program Execution Time

```
* Running /usr/bin/time python m3.1.py
Loading fashion-mnist data... done
Loading model... done
New Inference
Op Time: 0.009143
Op Time: 0.024142
Correctness: 0.8397 Model: ece408
4.29user 3.20system 0:04.25elapsed 176%CPU (0avgtext+0avg data 2834916maxresident)k
Oinputs+4576outputs (Omajor+660785minor)pagefaults Oswaps
```

When we use CPU forward pass, the total time was 11.54s. When we use the GPU forward pass, the total time is 4.25s. The total op time for the CPU pass was 9.933475s, while the total op time for the unoptimized GPU pass is 33.285ms.

#### II. NVPROF Timeline



When the number of images is 1000, from the NVPROF result, we can notice that the first kernel run took 875us, the second kernel run took 2.45312ms. The mxnet kernel took 70% of the execution time.

## Project Milestone 4

### I. Optimizations Performed

By the end of milestone 4, I have tried three different optimizations. The first optimization is put input image in shared memory. The second optimization is put input image in shared memory, and put kernel values into constant memory. The third optimization is use different kernel for different layer.

The result of each optimization is in the following table:

Optimization	Layer 1 (ms)	Layer 2 (ms)	Total (ms)
No Optimization	9.143	24.142	33.285
Shared memory convolution	6.533	39.588	46.121
Shared memory convolution with kernel in constant memory	6.239	36.158	42.397
Shared memory + constant memory, different kernel for different layer, adjusted TILE_WIDTH	4.463	10.436	14.899

From the table above I noticed that the result of shared memory convolution and constant memory kernel did not improve my original implementation as I expected. Look back at my code I noticed that I did the multiplication on one channel right after I put one channel of input image into the shared memory. So we can notice that for layer 1, which only have one channel, the performance improved. However, for the second layer, the performance significantly decreased.

These result tell me that the shared memory convolution and constant memory kernel do have a positive impact on my performance, but the actual implementation will also impact my performance.

Thus, in the next optimization I wrote two convolution kernel, one for each layer. For the second layer kernel, I also changed the order to load input of *all layers* to the shared memory before perform any multiplication. This optimization give me a significantly better result: the total op time is within 20ms.

I further tuned the TILE\_WIDTH of each kernel. After several test I eventually find the optimal TILE WIDTH for each layer, and my op time decreased to 14.899ms.

### II. Kernels that collectively consume more than 90% of the program time

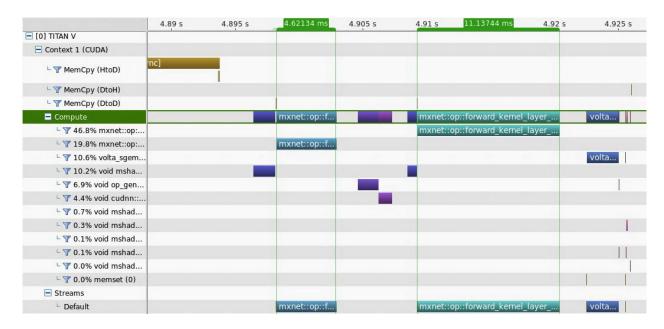
These results are obtained by running nvprof on the last optimization.

Name	Time(%)
[CUDA memcpy HtoD]	42.75
mxnet::op::forward_kernel_layer_2(float*, float const *, int)	27.12
mxnet::op::forward_kernel_layer_1(float*, float const *, int)	11.44
void mshadow::cuda::MapPlanLargeKernel <mshadow::sv::saveto, float="" int="4," mshadow::expr::plan<mshadow::tensor<mshadow::gpu,="">, float&gt;, mshadow::expr::Plan<mshadow::expr::binarymapexp<mshadow::op::mul, mshadow::expr::scalarexp<float="">, mshadow::Tensor<mshadow::gpu, float="" int="4,">, float, int=1&gt;, float&gt;&gt;(mshadow::gpu, unsigned int, mshadow::Shape<int=2>, int=4, int)</int=2></mshadow::gpu,></mshadow::expr::binarymapexp<mshadow::op::mul,></mshadow::sv::saveto,>	5.82
volta_sgemm_32x128_tn	5.63
Total Time %	91.76

## III. CUDA API calls that collectively consume more than 90% of the program time

Name		Time(%)
cudaStreamCreateWithFlags		42.36
cudaMemGetInfo		34.40
cudaFree		20.81
	Total Time %	97.56

#### IV. NVPROF Timeline



The visual profiler also suggests that the forward\_kernel\_layer\_2 has the highest optimization priority. So I will focus on optimize kernel 2 before our final submission.