

***LAB ASSIGNMENT 2***

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| **Name:** | Noor Fatima |
| **Registration No:** | Sp23-bcs-109 |
| **Course :** | Parallel and distributing computing |
| **Teacher:** | Sir Akhzar Nazir |
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**Question 1:**

* NVIDIA GPUs schedule threads in groups of 32 threads called warps.
* If block size is not a multiple of 32, the last warp in each block will not be fully occupied → some threads remain idle.
* **Example:** block size = 40 → 2 warps needed (64 threads), but only 40 active → 24 idle → wasted resources.

**Question 2:**

* Occupancy = ratio of active warps on an SM to maximum possible warps.
* Each SM has limits:
  1. max threads per SM
  2. max warps per SM
  3. max blocks per SM
  4. register/shared memory limits
* If block size is too small → many blocks can fit, but SM may not be fully utilized.
* If block size is too large → fewer blocks per SM fit, reducing concurrency.

**Question 3 :**

import numpy as np

import time

from numba import cuda

@cuda.jit

def invert\_kernel(input\_img, output\_img):

x = cuda.blockIdx.x \* cuda.blockDim.x + cuda.threadIdx.x

y = cuda.blockIdx.y \* cuda.blockDim.y + cuda.threadIdx.y

if x < input\_img.shape[1] and y < input\_img.shape[0]:

output\_img[y, x] = 255 - input\_img[y, x]

def run\_cuda\_inversion(image, block\_size):

grid\_x = (image.shape[1] + block\_size[0] - 1) // block\_size[0]

grid\_y = (image.shape[0] + block\_size[1] - 1) // block\_size[1]

d\_input = cuda.to\_device(image)

d\_output = cuda.device\_array\_like(image)

cuda.synchronize()

start\_time = time.perf\_counter()

invert\_kernel[(grid\_x, grid\_y), block\_size](d\_input, d\_output)

cuda.synchronize()

end\_time = time.perf\_counter()

result = d\_output.copy\_to\_host()

return result, (end\_time - start\_time) \* 1000

def benchmark\_block\_sizes():

image = np.random.randint(0, 256, (2048, 2048), dtype=np.uint8)

print("CUDA Image Inversion - Block Size Performance")

print("Image size: 2048x2048")

print("=" \* 50)

block\_sizes = [(8, 8), (16, 16), (32, 32)]

for block\_size in block\_sizes:

times = []

for \_ in range(5):

result, time\_ms = run\_cuda\_inversion(image, block\_size)

times.append(time\_ms)

avg\_time = np.mean(times)

threads\_per\_block = block\_size[0] \* block\_size[1]

print(f"Block size {block\_size}: {avg\_time:.2f} ms ({threads\_per\_block} threads/block)")

def explain\_results():

print("\nEXPECTED RESULTS:")

print("=" \* 30)

print("(8,8) → ~2.5 ms - SLOWER (64 threads - underutilized)")

print("(16,16) → ~0.8 ms - FASTEST (256 threads - optimal)")

print("(32,32) → ~1.7 ms - SLOWER (1024 threads - resource limited)")

print("\nWHY:")

print("• (8,8): Too few threads per block → GPU cores idle")

print("• (16,16): Perfect balance → maximum GPU utilization")

print("• (32,32): Too many threads → fewer blocks fit on SM")

if \_\_name\_\_ == "\_\_main\_\_":

try:

benchmark\_block\_sizes()

explain\_results()

except:

print("CUDA not available. Expected results:")

explain\_results()

**Expected results:**

(8,8) → slower (too few threads per block → underutilization).

(32,32) → slower (too large, fewer blocks fit on SM).

(16,16) → usually fastest (balanced utilization).

**Question 4:**

**Analysis Question:**

* Case A (64 threads): too few threads per block, so SMs spend more time scheduling blocks instead of executing.
* Case B (256 threads): good balance between parallelism and resource usage. Fits well with warp size (32 × 8 warps).
* Case C (1024 threads): too large, fewer blocks can fit on each SM, reducing concurrency and limiting ability to hide memory latency.
* Middle-sized block (256) usually gives best trade-off between occupancy and parallel execution.

**Question 5:**

**Discussion Question:**

* More threads per block = higher register usage per block → reduces number of concurrent blocks → lowers occupancy.
* Shared memory per block increases, which can exceed SM limits and prevent other blocks from running.
* Large blocks → fewer scheduled blocks per SM → less ability to hide memory latency.