

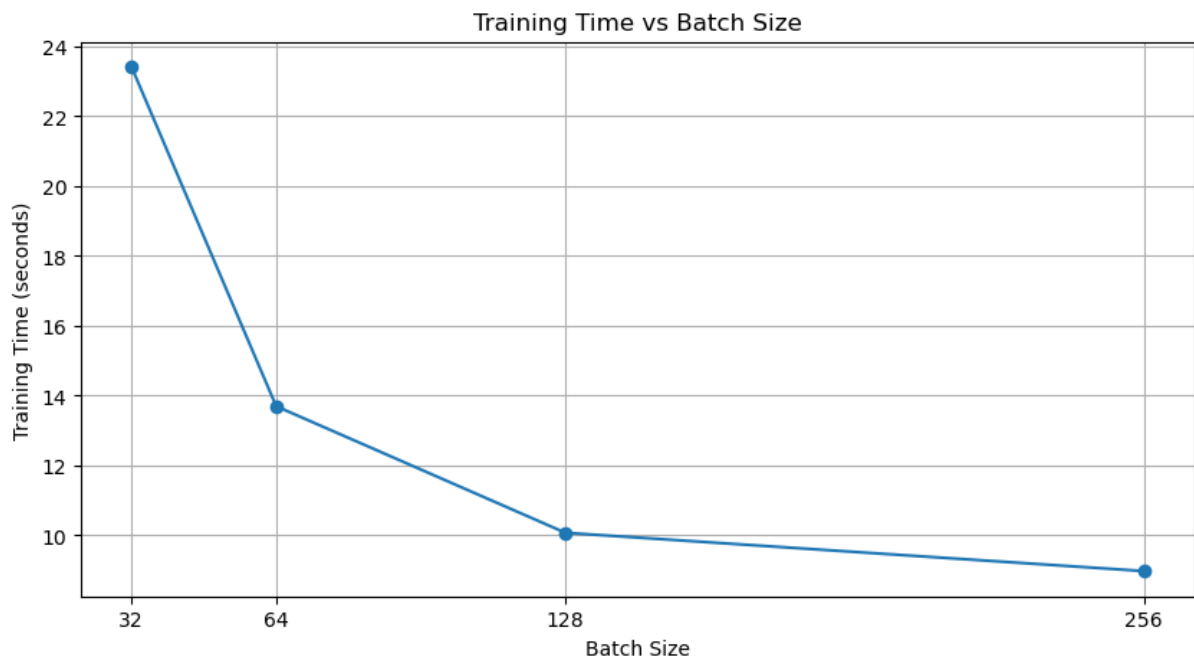
Programming Assignment 3

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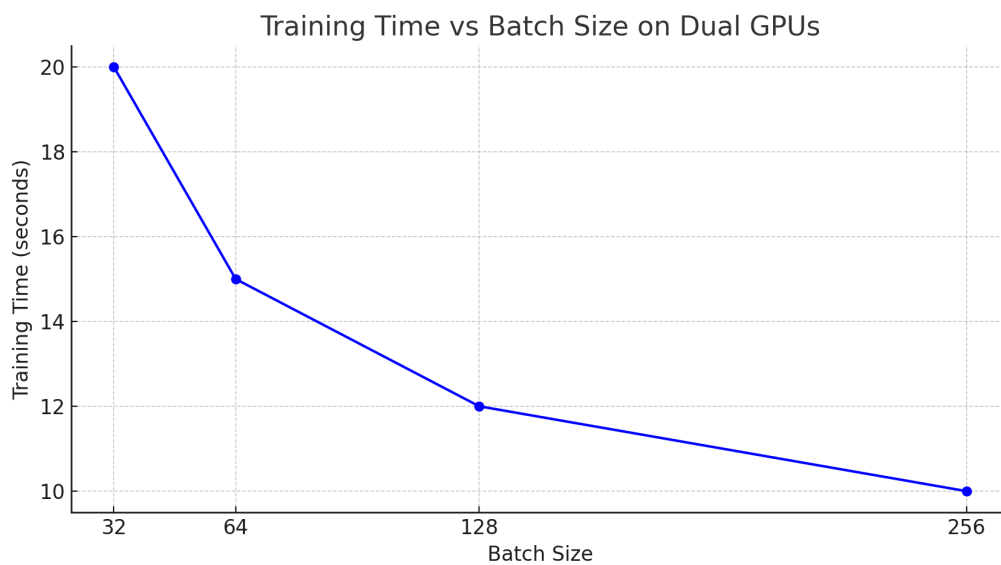
Problem a Please see the python code for implementation.

Problem b Here I used 32, 64, 128, and 256 as my batch sizes.

Problem c Here's the plot:



Problem d Here's the plot:



Problem e GPUs I used:

```
(base) ulab@ulab-2rtx:~$ nvidia-smi
Tue Nov 21 14:35:35 2023
```

| NVIDIA-SMI 535.113.01 | | | | Driver Version: 535.113.01 | | CUDA Version: 12.2 | |
|-----------------------|------------------|---------------|-------------------|----------------------------|------------|--------------------|-----|
| GPU | Name | Persistence-M | Bus-Id | Disp.A | Volatile | Uncorr. | ECC |
| Fan | Temp | Pwr:Usage/Cap | Memory-Usage | GPU-Util | Compute M. | MIG | M. |
| Perf | | | | | | | |
| 0 | NVIDIA TITAN RTX | Off | 00000000:01:00.0 | On | | | N/A |
| 41% | 28C | 2W / 280W | 239MiB / 24576MiB | 0% | Default | | N/A |
| 1 | NVIDIA TITAN RTX | Off | 00000000:02:00.0 | Off | | | N/A |
| 40% | 26C | 15W / 280W | 174MiB / 24576MiB | 0% | Default | | N/A |

| Processes: | | | | | | | |
|------------|-----|-----|-------|------|--|------------|-------|
| GPU | GI | CI | PID | Type | Process name | GPU Memory | Usage |
| ID | ID | ID | | | | Usage | |
| 0 | N/A | N/A | 930 | G | /usr/lib/xorg/Xorg | 137MiB | |
| 0 | N/A | N/A | 1360 | G | /usr/bin/gnome-shell | 26MiB | |
| 0 | N/A | N/A | 84988 | G | /opt/teamviewer/tv_bin/TeamViewer | 4MiB | |
| 0 | N/A | N/A | 85131 | G | ...0980027,16165953840484018868,262144 | 36MiB | |
| 0 | N/A | N/A | 86615 | G | ...sion,SpareRendererForSitePerProcess | 26MiB | |
| 1 | N/A | N/A | 930 | G | /usr/lib/xorg/Xorg | 4MiB | |

Problem f

Batch size directly affects training speed. With a larger batch size, more data is processed at once, leading to faster epochs because the GPU can parallelize the workload efficiently. However, this is up to a point where the GPU memory is maximized without being overloaded. Beyond that point, too large a batch size can slow down training due to memory swapping or may not fit into GPU memory at all.

The trend between training on 1 GPU versus 2 GPUs generally shows that training with 2 GPUs is faster due to parallel processing. However, the speedup is not always linear due to overhead from communication and synchronization between GPUs.

Problem g

With 2 GPUs, the training speed observed is faster compared to using just 1 GPU. The reasons include increased parallelism, as both GPUs can process separate batches of data simultaneously, effectively doubling the computational throughput, assuming there's efficient scaling and the neural network model is large enough to benefit from the extra GPU. However, for very small models or batch sizes, the overhead of managing multiple GPUs can outweigh the speed benefits.

Reference

1. Keskar, Nitish Shirish, et al. "On large-batch training for deep learning: Generalization gap and sharp minima." arXiv preprint arXiv:1609.04836 (2016).
2. Shen, Xiaoqi, et al. "Effects of patchwise sampling strategy to three-dimensional convolutional neural network-based Alzheimer's disease classification." Brain Sciences 13.2 (2023): 254.
3. <https://medium.com/mini-distill/effect-of-batch-size-on-training-dynamics-21c14f7a716e>
4. <https://www.sciencedirect.com/science/article/pii/S2405959519303455>