

I couldn't get the results for the tile matrix or when using cuBLAS. I was able to get the time from the CPU and the GPU matrix multiply. I thought that the GPU implementation would be faster than the CPU implementation, but it wasn't. Potentially if there is an extremely large matrix (1000+ on each side) then the GPU implementation would be longer. I think that the Tiled GPU implementation would be faster than the basic GPU implementation and cuBLAS would be even faster. I wasn't able to get the cuBLAS program to work properly. The CPU and the initial GPU implementations weren't difficult to write and test. It was difficult to work with cuBLAS. I had random errors, saying variables weren't defined, when they were. I checked to make sure everything was in the correct parentheses and in the right order, but there were still issues. If I were to approach this assignment again, I would try to better work with cuBLAS and try to fix the errors in the code that I couldn't resolve.