



Department of Computer Technology

Vision of the Department

To be a well-known centre for pursuing computer education through innovative pedagogy, value-based education and industry collaboration.

Mission of the Department

To establish learning ambience for ushering in computer engineering professionals in core and multidisciplinary area by developing Problem-solving skills through emerging technologies.

Session 2025-2026

Vision: To help businesses uncover crucial insights	Mission: To be a good data scientist
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Program Educational Objectives of the program (PEO): (broad statements that describe the professional and career accomplishments)

PEO1	Preparation	P: Preparation	Pep-CL abbreviation pronounce as Pep-si-LL easy to recall
PEO2	Core Competence	E: Environment (Learning Environment)	
PEO3	Breadth	P: Professionalism	
PEO4	Professionalism	C: Core Competence	
PEO5	Learning Environment	L: Breadth (Learning in diverse areas)	

Program Outcomes (PO): 1. Understand and Apply Parallel Programming Concepts

2. Analyse and Improve Program Performance.
3. Demonstrate Practical Skills in HPC Tools and Environments.

Keywords of POs:

Engineering knowledge, Problem analysis, Design/development of solutions, Conduct Investigations of Complex Problems, Engineering Tool Usage, The Engineer and The World, Ethics, Individual and Collaborative Team work, Communication, Project Management and Finance, Life-Long Learning

PSO Keywords: Cutting edge technologies, Research

"I am an engineer, and I know how to apply engineering knowledge to investigate, analyse and design solutions to complex problems using tools for entire world following all ethics in a collaborative way with proper management skills throughout my life." to contribute to the development of cutting-edge technologies and Research.

Integrity: I will adhere to the Laboratory Code of Conduct and ethics in its entirety.

Name and Signature of Student and Date

Soham pimpalgaonkar – 04/11/2025



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Session	2025-26 (ODD)	Course Name	HPC Lab
Semester	7	Course Code	22ADS706
Roll No	62	Name of Student	Soham pimpalgaonkar

Practical Number	8
Course Outcome	1. Understand and Apply Parallel Programming Concepts 2. Analyse and Improve Program Performance
Aim	Introduction to GPU Computing
Problem Definition	Introduction to GPU Computing
Theory (100 words)	<p>CUDA (Compute Unified Device Architecture) is a parallel computing platform and programming model developed by NVIDIA. It provides a set of extensions to standard programming languages like C/C++ (called CUDA C/C++) that allow developers to harness the parallel power of NVIDIA GPUs.</p> <p>The Heterogeneous Programming Model</p> <p>The CUDA model is heterogeneous, meaning an application uses both the CPU and the GPU:</p> <ol style="list-style-type: none"> Host Code: The sequential parts of the application run on the CPU (Host). Device Code: The parallel, compute-intensive parts are written as special functions called kernels that run on the GPU (Device). <p>Typical CUDA Program Flow</p> <p>A standard CUDA program involves the following steps:</p> <ol style="list-style-type: none"> Allocation: Allocate memory on both the Host (CPU RAM) and the Device (GPU VRAM). Transfer: Copy input data from Host memory to Device memory (via the PCIe bus). <ul style="list-style-type: none"> <i>Function:</i> cudaMemcpy(..., cudaMemcpyHostToDevice) Kernel Launch: The Host launches the kernel function on the Device. The kernel runs in parallel across thousands of threads. <ul style="list-style-type: none"> <i>Syntax:</i> kernel_name<<<GridDim, BlockDim>>>(arguments); Transfer Back: Copy the results from Device memory back to Host memory.



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- Function: cudaMemcpy(..., cudaMemcpyDeviceToHost)
- 5. **Synchronization:** The CPU code waits for the GPU kernel execution to complete (often implicit in the copy-back step).
- 6. **Cleanup:** Free memory on both the Host and the Device.

Steps for execution**Step 1: Check Prerequisites**

nvcc --version

Step 2: Create a CUDA File**Step 3: Compile the Program**

nvcc vector_add.c -O vector_add

Step 4: Run the Program

./vector_add

Step 5: Verify GPU Availability

Nvidia-smi

Code:	#include <stdio.h> __global__ void add(int *a, int *b, int *c, int n) { int index = threadIdx.x; if (index < n) c[index] = a[index] + b[index]; } int main(void) { int n = 5; int a[5] = {1, 2, 3, 4, 5}; int b[5] = {10, 20, 30, 40, 50}; int c[5] = {0}; int *d_a, *d_b, *d_c; int size = n * sizeof(int); cudaMalloc((void **)&d_a, size); cudaMalloc((void **)&d_b, size); cudaMalloc((void **)&d_c, size); cudaMemcpy(d_a, a, size, cudaMemcpyHostToDevice); cudaMemcpy(d_b, b, size, cudaMemcpyHostToDevice); add<<<1, n>>>(d_a, d_b, d_c, n); cudaMemcpy(c, d_c, size, cudaMemcpyDeviceToHost); printf("Result of vector addition:\n"); for (int i = 0; i < n; i++) printf("%d + %d = %d\n", a[i], b[i], c[i]); cudaFree(d_a); cudaFree(d_b); cudaFree(d_c); return 0;
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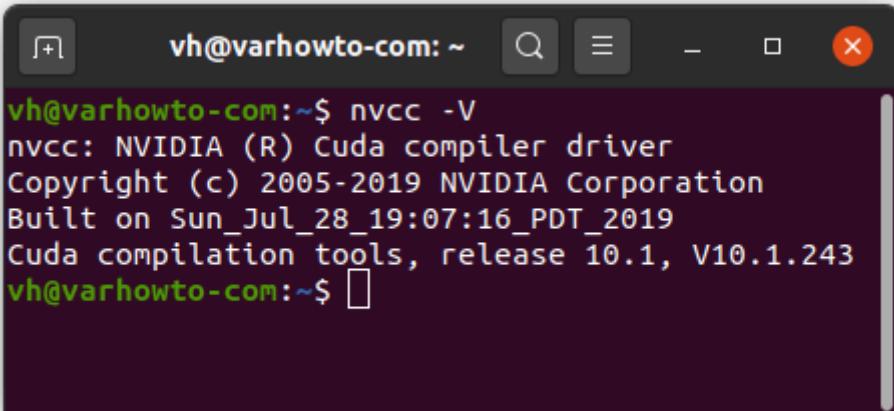
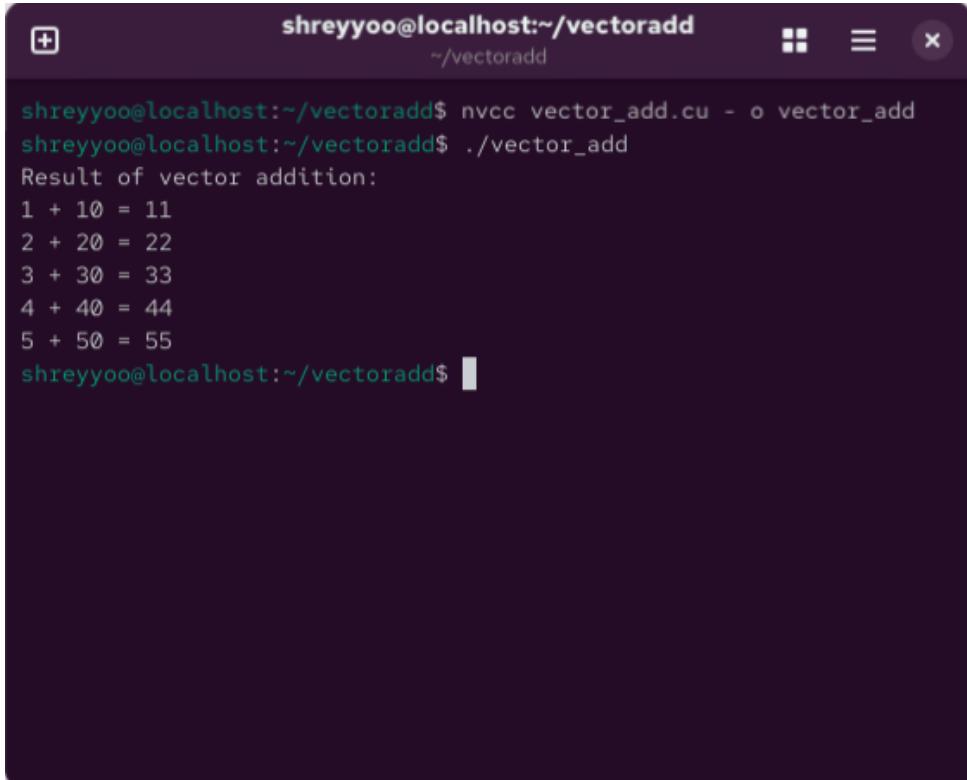
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	}
Output	 <pre>vh@varhowto-com:~\$ nvcc -V nvcc: NVIDIA (R) Cuda compiler driver Copyright (c) 2005-2019 NVIDIA Corporation Built on Sun_Jul_28_19:07:16_PDT_2019 Cuda compilation tools, release 10.1, V10.1.243 vh@varhowto-com:~\$ </pre>  <pre>shreyyoo@localhost:~/vectoradd ~/vectoradd shreyyoo@localhost:~/vectoradd\$ nvcc vector_add.cu - o vector_add shreyyoo@localhost:~/vectoradd\$./vector_add Result of vector addition: 1 + 10 = 11 2 + 20 = 22 3 + 30 = 33 4 + 40 = 44 5 + 50 = 55 shreyyoo@localhost:~/vectoradd\$ </pre>



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Output Analysis	The program executes successfully using CUDA and gives us the output.
Link of student Github profile where lab assignment has been uploaded	https://github.com/Sohampimpalgaonkar/HPC
Conclusion	The experiment successfully validated the principles of heterogeneous parallel computing by implementing a performance-critical task using NVIDIA CUDA on a CentOS platform.



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Plag Report (Similarity index < 12%)	<p>Result Citation Word Statistics</p> <p>CUDA (Compute Unified Device Architecture) is a parallel computing platform and programming model developed by NVIDIA. It provides a set of extensions to standard programming languages like C/C++ (called CUDA C/C++) that allow developers to harness the parallel power of NVIDIA GPUs.</p> <p>The Heterogeneous Programming Model</p> <p>The CUDA model is heterogeneous, meaning an application uses both the CPU and the GPU:</p> <ol style="list-style-type: none">1. Host Code: The sequential parts of the application run on the CPU (host).2. Device Code: The parallel, compute-intensive parts are written as special functions called kernels that run on the GPU (Device). <p>Typical CUDA Program Flow</p> <p>A standard CUDA program involves the following steps:</p> <ol style="list-style-type: none">1. Allocation: Allocate memory on both the Host (CPU RAM) and the Device (GPU VRAM).2. Transfer: Copy input data from Host memory to Device memory (via the PCIe bus).<ul style="list-style-type: none">o Function: cudaMemcpy(..., cudaMemcpyHostToDevice)3. Kernel Launch: The Host launches the kernel function on the Device. The kernel runs in parallel across thousands of threads.<ul style="list-style-type: none">o Syntax: kernel_name<>(arguments);	<p>8% 0% Plagiarism Exact Match Partial Match Unique</p> <p>92% 0% 92% Unique</p> <p>Remove Plagiarism Download Report</p> <p>Source(s) 1 matches from 1 Source(s) 1 / 1 ></p> <p>1. CUDA (Compute Unified Device Architecture) is a parallel computing platform and programming model developed by NVIDIA. https://www.sciencedirect.com/topics/computer-science/compute-unified-device-architecture</p> <p>Exclude Cite Source</p>
Date	04/11/2025	