



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-IL 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 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 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 <i>Function:</i> <code>cudaMemcpy(..., cudaMemcpyHostToDevice)</code>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 <i>Syntax:</i> <code>kernel_name<<<GridDim, BlockDim>>>(arguments);</code>4. Transfer Back: Copy the results from Device memory back to Host memory.

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	<ul style="list-style-type: none"> ○ <i>Function:</i> cudaMemcpy(..., cudaMemcpyDeviceToHost) <ol style="list-style-type: none"> 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. <p><u>Steps for execution</u></p> <p>Step 1: Check Prerequisites nvcc --version</p> <p>Step 2: Create a CUDA File</p> <p>Step 3: Compile the Program nvcc vector_add.c -o vector_add</p> <p>Step 4: Run the Program ./vector_add</p> <p>Step 5: Verify GPU Availability Nvidia-smi</p>
Code:	<pre>#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; }</pre>



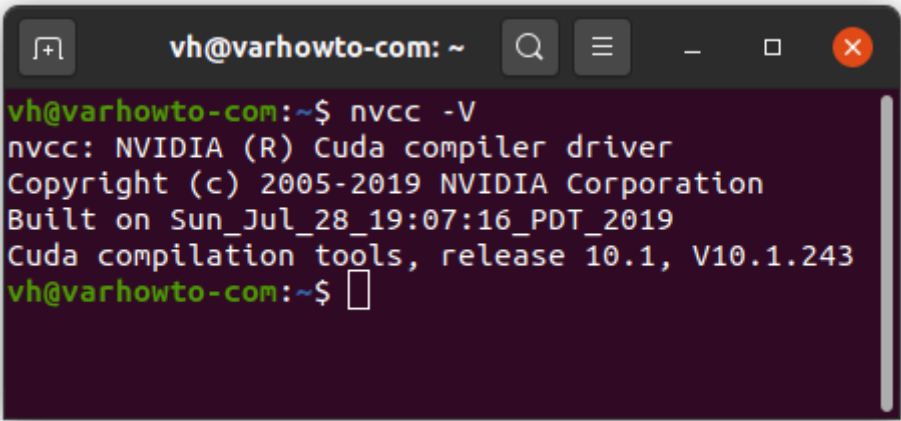
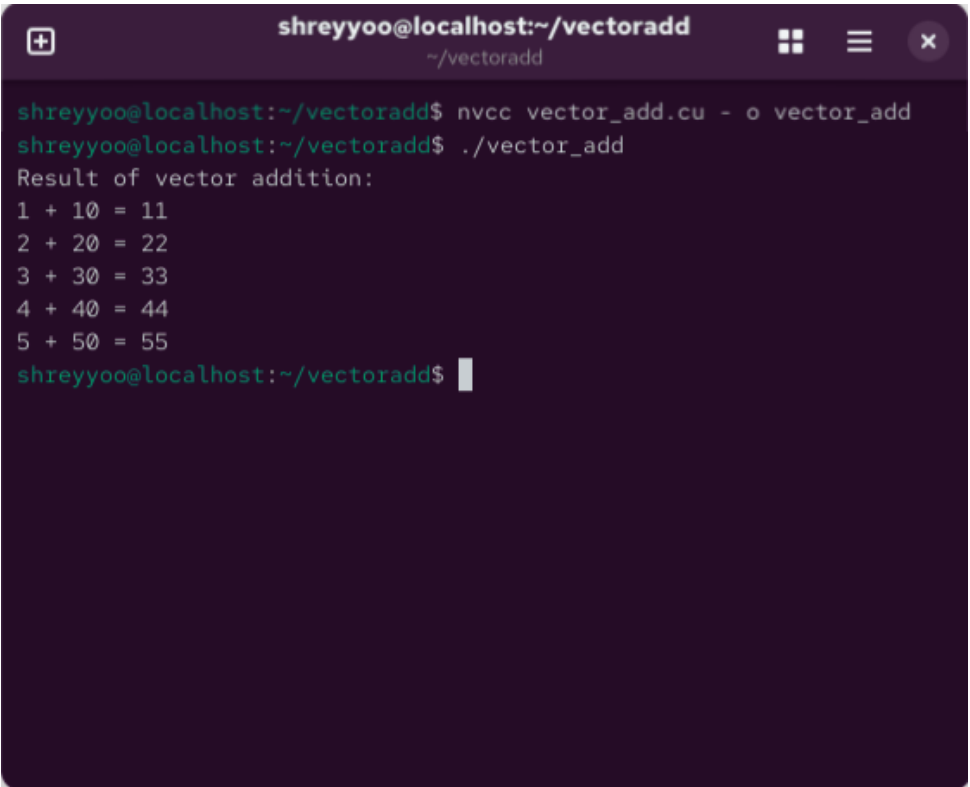
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	}
Output	 



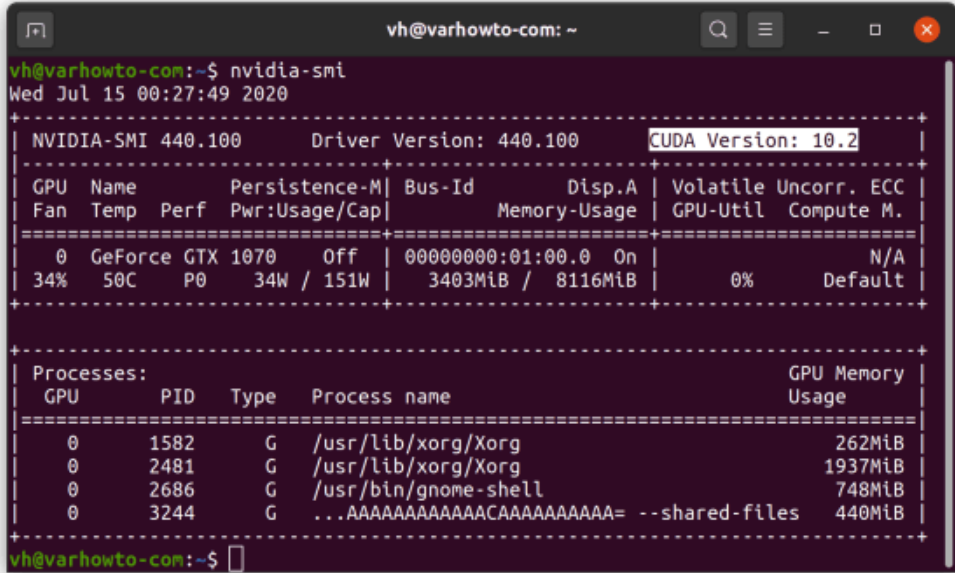
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	 <pre>vh@varhowto-com: ~ vh@varhowto-com:~\$ nvidia-smi Wed Jul 15 00:27:49 2020 +-----+ NVIDIA-SMI 440.100 Driver Version: 440.100 CUDA Version: 10.2 +-----+ GPU Name Persistence-M Bus-Id Disp.A Volatile Uncorr. ECC Fan Temp Perf Pwr:Usage/Cap Memory-Usage GPU-Util Compute M. +-----+ 0 GeForce GTX 1070 Off 00000000:01:00.0 On N/A 34% 50C P0 34W / 151W 3403MiB / 8116MiB 0% Default +-----+ +-----+ Processes: GPU Memory GPU PID Type Process name Usage +-----+ 0 1582 G /usr/lib/xorg/Xorg 262MiB 0 2481 G /usr/lib/xorg/Xorg 1937MiB 0 2686 G /usr/bin/gnome-shell 748MiB 0 3244 G ...AAAAAAAAAACAACAAAAAAAAA= --shared-files 440MiB +-----+ vh@varhowto-com:~\$</pre>
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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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.

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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.
o Syntax: kernel_name<>>(arguments);

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1. CUDA (Compute Unified Device Architecture) is a parallel computing platform and programming model developed by NVIDIA. **8%**

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Date

04/11/2025