ECE 408 Final Project

School: UIUC Team Name: Shrek

Team: Alex Fan (zhenfan3), Brandon Van (jbvan2), Joshua Song (jssong3)

Milestone 1

Top 10 time consuming kernels:

```
volta_scudnn_128x32_relu_interior_nn_v1
  void cudnn::detail::implicit_convolve_sgemm<float, float, int=1024, int=5, int=5, int=3, int=3,</pre>
   int=3, int=1, bool=1, bool=0, bool=1>(int, int, int, float const *, int, float*,
   cudnn::detail::implicit_convolve_sgemm<float, float, int=1024, int=5, int=5, int=3, int=3, int=3,
   int=1, bool=1, bool=0, bool=1>*, kernel_conv_params, int, float, float, int, float, int, int)
  volta_sgemm_128x128_tn
4. void cudnn::detail::activation_fw_4d_kernel<float, float, int=128, int=1, int=4,
   cudnn::detail::tanh_func<float>>(cudnnTensorStruct, float const *,
   cudnn::detail::activation_fw_4d_kernel<float, float, int=128, int=1, int=4,
   cudnn::detail::tanh_func<float>>, cudnnTensorStruct*, float, cudnnTensorStruct*, int,
   cudnnTensorStruct*)
  void cudnn::detail::pooling_fw_4d_kernel<float, float, cudnn::detail::maxpooling_func<float,</pre>
   cudnnNanPropagation_t=0>, int=0, bool=0>(cudnnTensorStruct, float const *,
   cudnn::detail::pooling_fw_4d_kernel<float, float, cudnn::detail::maxpooling_func<float,
   cudnnNanPropagation_t=0>, int=0, bool=0>, cudnnTensorStruct*, cudnnPoolingStruct, float,
   cudnnPoolingStruct, int, cudnn::reduced_divisor, float)
6. void mshadow::cuda::MapPlanLargeKernel<mshadow::sv::saveto, int=8, int=1024,
   mshadow::expr::Plan<mshadow::Tensor<mshadow::gpu, int=2, float>, float>,
   mshadow::expr::Plan<mshadow::expr::ScalarExp<float>, float>>(mshadow::gpu, unsigned int,
   mshadow::Shape<int=2>, int=2, int)
7. void mshadow::cuda::SoftmaxKernel<int=8, float, mshadow::expr::Plan<mshadow::Tensor<mshadow::gpu,
   int=2, float>, float>, mshadow::expr::Plan<mshadow::Tensor<mshadow::gpu, int=2, float>,
   float>>(mshadow::gpu, int=2, unsigned int)
  void mshadow::cuda::MapPlanKernel<mshadow::sv::saveto, int=8,</pre>
   mshadow::expr::Plan<mshadow::Tensor<mshadow::gpu, int=2, float>, float>,
   mshadow::expr::Plan<mshadow::expr::ScalarExp<float>, float>>(mshadow::gpu, unsigned int,
   mshadow::Shape<int=2>, int=2)
  Volta_sgemm_32x32_sliced1x4_tn
10. void mshadow::cuda::MapPlanKernel<mshadow::sv::plusto, int=8,</pre>
   mshadow::expr::Plan<mshadow::Tensor<mshadow::gpu, int=2, float>, float>,
   mshadow::expr::Plan<mshadow::expr::Broadcast1DExp<mshadow::Tensor<mshadow::gpu, int=1, float>, float,
```

Top 10 time-consuming API calls:

- cudaMemGetInfo
- cudaFree
- 3. cudaFuncSetAttribute
- 4. cudaMemcpy2DAsync
- 5. cudaStreamSynchronize
- 6. cudaMalloc
- 7. cudaGetDeviceProperties
- 8. cuDeviceGetAttribute
- 9. cudaEventCreate
- cudaEventCreateWithFlags

Difference between kernels and API calls:

The API calls are the CUDA calls that provide an extension to the C language. They facilitate configuration of the parallel computing device - actions include allocation of memory and transfer of data to and from. A

int=2, int=1>, float>>(mshadow::gpu, unsigned int, mshadow::Shape<int=2>, int=2)

kernel function is code intended to run on the parallel device. Upon calling, it launches multiple threads to process different parts of the data in parallel.

Running MXNet on the CPU:

Output:

* Running /usr/bin/time python m1.1.py Loading fashion-mnist data... done Loading model... done New Inference EvalMetric: {'accuracy': 0.8177}

Run time:

20.95user 6.05system 0:14.19elapsed 190%CPU (0avgtext+0avgdata 5954620maxresident)k 0inputs+2856outputs (0major+1580062minor)pagefaults 0swaps

Running MXNet on the GPU:

Output:

* Running /usr/bin/time python m1.2.py Loading fashion-mnist data... done Loading model... done New Inference EvalMetric: {'accuracy': 0.8177}

Run time:

4.24user 2.57system 0:04.62elapsed 147%CPU (0avgtext+0avgdata 2846512maxresident)k 0inputs+4568outputs (0major+706410minor)pagefaults 0swaps

Milestone 2

Output:

* Running /usr/bin/time python m2.1.py 10000 Loading fashion-mnist data... done Loading model... done
New Inference

Op Time: 26.134832 Op Time: 154.410258

Correctness: 0.8171 Model: ece408

191.63user 6.42system 3:05.15elapsed 106%CPU (0avgtext+0avgdata 5953104maxresident)k 0inputs+2856outputs (0major+2264713minor)pagefaults 0swaps

Op Times:

Op Time: 26.134832 Op Time: 154.410258

Execution Time:

191.63user 6.42system 3:05.15elapsed 106%CPU (0avgtext+0avgdata 5953104maxresident)k 0inputs+2856outputs (0major+2264713minor)pagefaults 0swaps

Milestone 3

Output:

Number of Images: 100

Loading fashion-mnist data... done
Loading model... done
New Inference
Op Time: 0.000651
Op Time: 0.001620
Correctness: 0.85 Model: ece408
Number of Images: 1000
Loading fashion-mnist data... done
Loading model... done
New Inference
Op Time: 0.006198

Correctness: 0.827 Model: ece408

Number of Images: 10000

Loading fashion-mnist data... done

Loading model... done

New Inference Op Time: 0.064318 Op Time: 0.147558

Op Time: 0.016068

Correctness: 0.8171 Model: ece408

Performance:

According to forward1_analysis.nvprof and forward2_analysis.nvprof,

- The performance of the kernel is most likely limited by the latency of arithmetic or memory operations;
- There are low global memory load efficiency and low warp execution issues;
- Global memory load and store are not properly aligned, which leads to inefficient use of memory bandwidth:
- Divergence branches lower warp execution efficiency, which leads to inefficient use of the GPU's compute resources.