Accelerating Fractal Computations: A CUDA-Based Julia Set

- **Project Overview:** Exploring the acceleration of Julia set fractal computations using CUDA for high-performance computing.
- •Comparison Across Platforms: Implementations in CUDA C++, CPU, and Python to analyze performance improvements.

Github

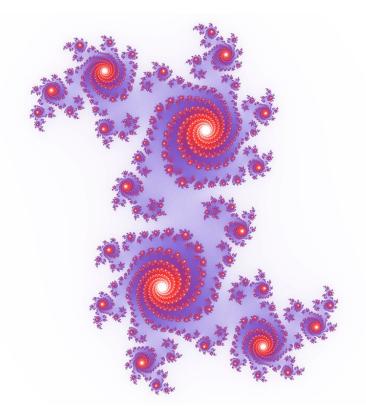


Fig.1. Julia set, c=0.355 + 0.355i

Source: Julia Set Fractal (2D)

Overview of Julia Sets

- •**Definition:** Julia sets are fractals derived from complex polynomials. Named after French mathematician Gaston Julia in the early 20th century.
- •Significance: Visualize complex dynamics and chaos. Important in fields like mathematics, physics, and computer graphics.

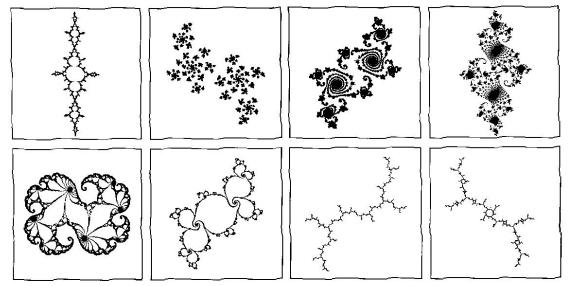


Fig.2. Julia Sets

Source: https://www.karlsims.com/julia.html

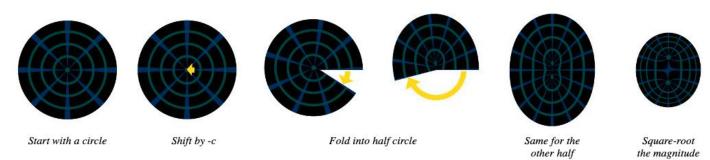
Maths of Julia Sets

Check video: Folding a Circle into a Julia Set

Pipeline:

- initialize a complex number z = x + yi, x and y are image pixel coordinates in the range of about -2 to 2.
- z is repeatedly updated using $z := z^2 + c$, where c is another complex number that gives a specific Julia set.

This process can be better understood visually by repeatedly transforming a shape using the inverse equation $z = \sqrt{z-c}$. The square root of a complex number halves its angle and square-roots its magnitude: $\sqrt[2]{z} = \sqrt[2]{|z| * e^{i\phi}} = \sqrt[2]{|z|} * e^{i\frac{\phi}{2}}$



Source: <u>Understanding Julia and Mandelbrot Sets</u>

Fig.3. Scheme of 1 iteration

Computational Approaches

- •CPU Implementation: Traditional approach using single-threaded or multithreaded computation.
- •CUDA C++ Implementation: Utilizes GPU parallel processing capabilities for accelerated computations.
- •Python Implementation: Leverages high-level language simplicity with libraries like NumPy and CuPy for performance.



GPU Parallelism on Generating Julia Sets

GEFORCE
RTX

- •Pixel Distribution: Each pixel computation in the Julia set is handled by a separate GPU thread, enabling massive parallelism.
- Thread Efficiency: GPU threads work concurrently, significantly speeding up the overall computation process.
- •Scalability: The approach scales with the number of available GPU cores, improving performance with more powerful GPUs.

ALU

CPU

Control	ALU									
Cache										
Control	ALU									
Cache										
Control	ALU									
Cache										
Control	ALU									
Cache										
DRAM										
GPU										

A GPU has more Arithmetic Logic Units (ALU) than a typical CPU.

Increased ability to process simple operations in parallel

Source: <u>CPU vs GPU in Machine Learning</u>

Implementation Details



C++ Implementation

```
void kernel(unsigned char *ptr) {
    for (int y = 0; y < DIM; y++) {
        for (int x = 0; x < DIM; x++) {
            int offset = x + y * DIM;
            int juliaValue = julia(x, y);
            ptr[offset * 4 + 0] = 255 * juliaValue;
            ptr[offset * 4 + 1] = 0;
            ptr[offset * 4 + 2] = 0;
            ptr[offset * 4 + 3] = 255;
```

CUDA C++ Implementation

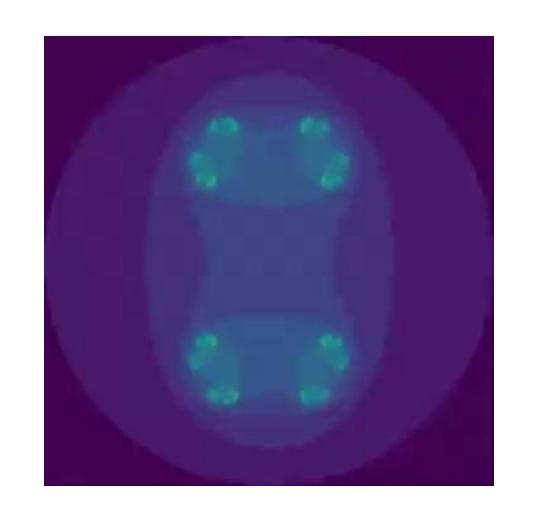
```
global void kernel(unsigned char *ptr) {
   int x = blockIdx.x;
   int y = blockIdx.y;
   int offset = x + y * gridDim.x;
   int juliaValue = julia(x, y);
   ptr[offset * 4 + 0] = 255 * juliaValue;
   ptr[offset * 4 + 1] = 0;
   ptr[offset * 4 + 2] = 0;
   ptr[offset * 4 + 3] = 255;
int main(void) {
   unsigned char *dev_bitmap;
   unsigned char *bitmap = new unsigned char[DIM * DIM * 4];
   cudaMalloc((void**)&dev bitmap, DIM * DIM * 4);
   dim3 grid(DIM, DIM);
   kernel<<<grid, 1>>>(dev bitmap);
   cudaMemcpy(bitmap, dev bitmap, DIM * DIM * 4, cudaMemcpyDeviceToHost);
   cudaFree(dev bitmap);
   return 0;
```

Python Implementation

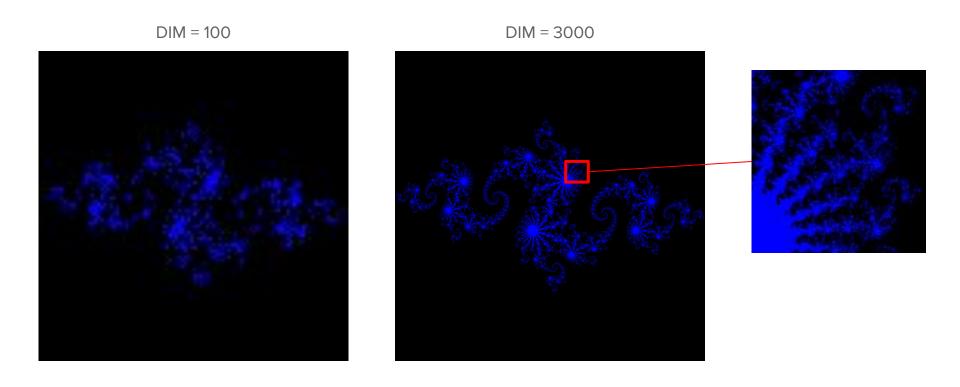
```
@cuda.jit(device=True)
def julia kernel(z, c, max iterations):
    for i in range(max iterations):
        if abs(z) > 2:
            return i
        7 = 7**2 + C
    return max iterations
@cuda.jit
def compute julia set kernel(julia set, c, max iterations, width, height, zoom):
    x, y = cuda.grid(2)
    if x < width and y < height:
        zx = -2 * zoom + 4 * zoom * x / (width - 1)
        zv = -2 * zoom + 4 * zoom * v / (height - 1)
        z = complex(zx, zv)
        julia set[y, x] = julia kernel(z, c, max iterations)
def compute julia set(c, max iterations=1000, width=800, height=800, zoom=1):
    julia set = np.zeros((height, width), dtype=np.uint16)
    threadsperblock = (16, 16)
    blockspergrid x = int(np.ceil(width / threadsperblock[0]))
    blockspergrid y = int(np.ceil(height / threadsperblock[1]))
    blockspergrid = (blockspergrid x, blockspergrid y)
    compute julia set kernel[blockspergrid, threadsperblock](julia set, c, max iterations, width, height, zoom)
    return julia set
```

Visualizations of Generated Julia Sets





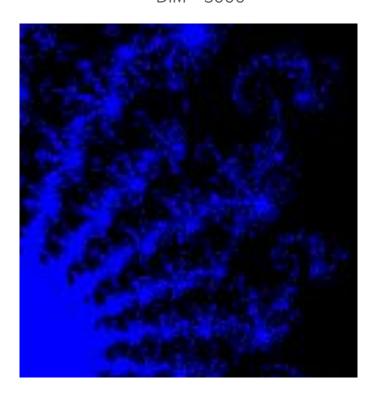
Julia fractals. Feel the difference!



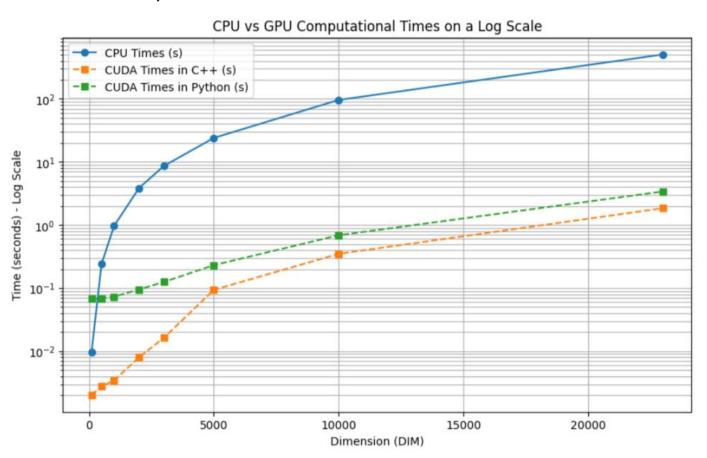
Julia fractals. Feel the difference!

DIM = 23000

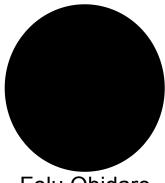
DIM = 3000



Performance Comparison



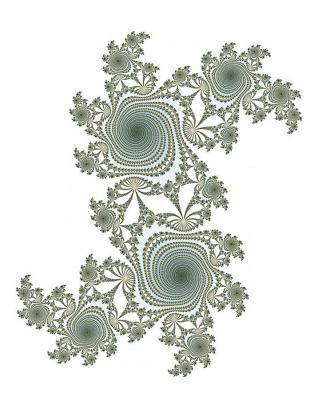
Project Team



Folu Obidare



Maksim Komiakov



Julia set, c=0.355534 - 0.337292i

Source: Julia Set Fractal (2D)



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THANK YOU