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| Coursework Report |
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| This report sets out how a given C++ application was optimized using various optimization techniques and the GPU API CUDA. |
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# Quick Analysis

The first part of optimizing the application was to do a quick run through looking at various areas that can be improved before the port to CUDA. The first spotted was a double iteration that was not needed. The following loop can be merged with loop that lies above as its operation does not rely on adjacent elements in the array.



The second section was to remove an unneeded row vector which wasn’t really needed as all it did was point to section of the image. While this would have little effect on the original code, once I ported it to CUDA it would mean less memory to transfer on the device and fewer calls to the CUDA API.



Additionally, there was a stack allocated array which at least in debug mode where no optimizations where used made the code slower as this array was being allocated every time a color was set for the image. However as expected it was optimized out when optimization flags were turned on.



Finally, there was some missing if blocks which could have stop unneeded code from executing. If the first if statement validates to true it does not need evaluate the second if statement or enter the do while block. While a tiny improvement it is, it is a small improvement that could go a long way.



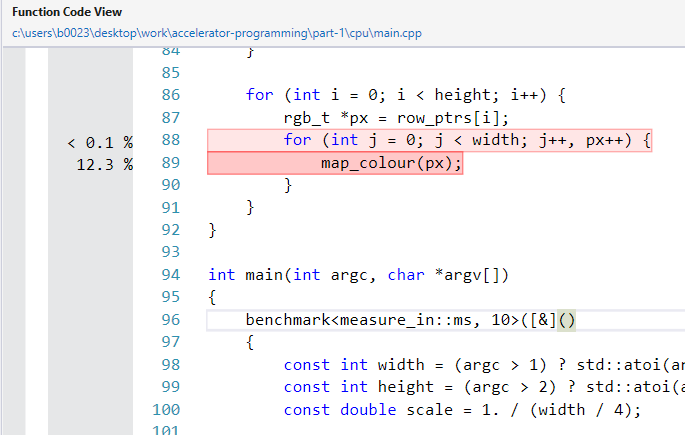
# Benchmark

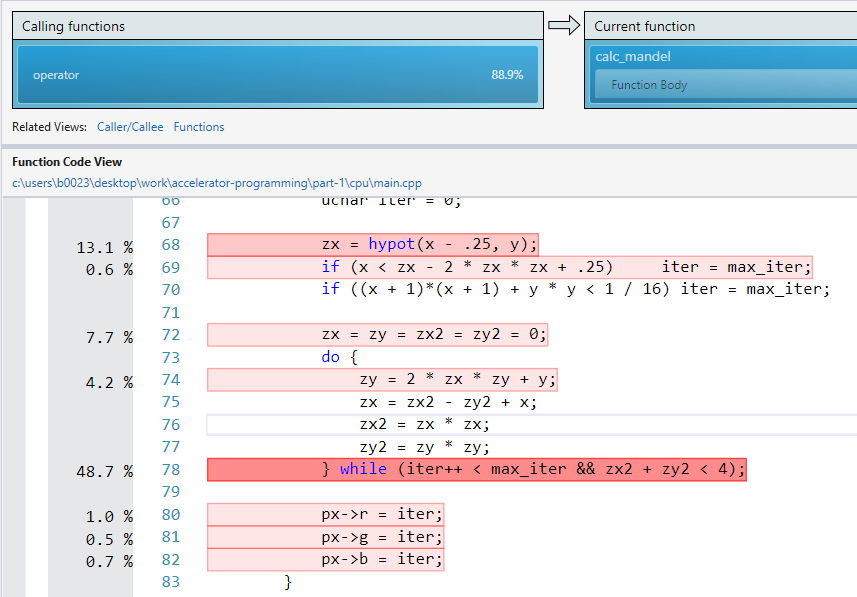
To better understand the scale of the challenge I benchmarked the given code with all optimizations on. The benchmarking was made possible with a small function I personal wrote that times a function call and outputs it to a CSV file for viewing.

Extra Small (256x256), Small (512x512), Medium (1024x1024), Large(4096x4096)

As we can see from the above tables this code does not scale well when it comes to big image sizes. The larger the image the bigger the performance penalty as should be expected with basic sequential code.

# Profiling

Before moving the code over to CUDA I thought it best to actually identify the expensive operations using Visual Studios built in profiler. Running the profiler did nothing but confirm previous suspicions. The double iteration comes up in the profile as can be seen in the below screenshot.

The call to hypot was also shown in the benchmark and this isn’t a surprise either. As the number of times this function is called is entirely based on the amount of pixels in the generated image. Ideally we should see this and the iteration loop actually fall off as a potential bottleneck once these operations are done in parallel as opposed to sequentially.

# CUDA Port

Explain concept

# CUDA Benchmarks

# CUDA Optimizations

Block and thread size

# Conclusion