18-645: How to write fast code

Project #2 – Manycore Optimization

Due: Mar 17, 2017, 8PM PST, 11PM EST

The goal of this project is to use your understanding of parallel computing resources in a manycore microprocessor to optimize two fully functional applications. The applications are Matrix Multiple and k-means Clustering.

For a functional description of the applications, please refer to:

http://en.wikipedia.org/wiki/Matrix_multiplication

http://en.wikipedia.org/wiki/k-means

The code optimization techniques you may want to consider are explained in Module $3.1\sim4$.

For project "matrix_mul" CUDA implementation, you can modify any functions in the file "matrix mul.cu".

The CUDA code for **Matrix-to-Matrix Multiplication** that is provided for this project is implemented for power of 2 input matrix sizes only. Your task is to:

- 1. optimize this code to achieve 150 GFLOPS
- 2. have a working version for any input sizes

For project "kmeans" CUDA implementation, you can modify any functions in file "cuda kmeans.cu".

The CUDA code for **k-means** that is provided for this project fails for test cases 3 and 4. Understand why it fails.

Hint: Focusing on "compute_delta" kernel function call, function and arguments

Your task is to:

- 1. update this code to work for any test case requested
- 2. achieve 1.5x speedup above the implementation provided

Grading criteria

- □ 10% Code quality Good coding practices and well commented code

Guidelines for the write up:

speed ups

Minimum of one 8.5x11 page write-up for each optimization. The write up should include:

- --- Optimization goal:
 - Hardware resources being optimized toward? (cache? SIMD? multicore?)
 - What is the specification of the hardware you are optimizing for?
- --- Optimization process:
 - Data considerations
 - Parallelization considerations
- --- Optimization results:
 - Performance before optimization
 - Performance after optimization

Two teams with the fastest project in the class will be asked to do a 10min presentation each on what they tried.

We will look at the code of the slowest two implementations as a class. The class will discuss why their code is slow.