# CS610 Assignment 4

# 1 Problem 1

The directory problem1-dir contains the source files. Just run the script run.sh, it will generate the executables problem1-a.out, problem1-c.out, problem1-d.out and problem1-e.out. Also, it will run the executables using nvprof. The following images show the outputs of nvprof on various kernels on gpu0. nvprof works on gpu0, so gpu0 was used for this problem. chmod +x run.sh

./run.sh

Figure 1: Naive CUDA Implementation

Figure 2: Shared Memory of TILE = 1

Figure 3: Shared Memory of TILE = 2

Figure 4: Shared Memory of TILE = 4

Figure 5: Shared Memory of TILE = 8

```
chitvang@gpu0:-/assign4$ nvprof ./problem1-c.out
The program will run CPU version and a shared memory CUDA Kernel using only limited number of worker threads a shared memory CUDA Kernel using only limited number of worker threads a shared memory CUDA Kernel using only limited number of worker threads a shared memory CUDA Kernel using only limited number of worker threads a shared memory CUDA Kernel using only limited number of worker threads a shared memory CUDA Kernel using only limited number of worker threads a shared memory CUDA Kernel using only limited number of worker threads a shared memory CUDA Kernel using only limited number of worker threads a shared memory CUDA Kernel using only limited number of worker threads a shared memory CUDA Kernel using only limited number of worker threads a shared memory CUDA Kernel using only limited number of worker threads a shared memory CUDA Kernel using only limited number of worker threads a shared memory CUDA Kernel using only limited number of worker threads a shared memory CUDA Kernel using only limited number of worker threads a shared memory CUDA Kernel using only limited number of worker threads a shared memory CUDA Kernel using only limited number of worker threads a shared memory CUDA Kernel using only limited number of worker threads a shared memory CUDA Kernel using only limited number of worker threads a shared memory CUDA Kernel using only limited number of worker threads a shared memory CUDA Kernel using only limited number of worker threads a shared memory CUDA Memory Ptolical United Number of Worker threads a shared memory CUDA memory Dtolical UDA memory Dto
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Figure 6: Shared Memory + Loop Transformations

Figure 7: Shared Memory + Loop Transformations + Pinned Memory

Figure 8: Shared Memory + Loop Transformations + UVM

#### Observations from the figure:

- Only kernel time with shared memory decreases with increase in TILE size, which is expected as well. Using TILE of size 1 is worst, which should indeed be, since there is only an extra loading cost involved without any benefit.
- Using pinned memory, the time taken by the Memcpy call has reduced to 781  $\mu$ s in Figure 7 from around 1.7ms in figures above it, which is also expected.
- In the last figure, there is no Memcpy in the profiler results, which is also expected since no explicit copy is done using UVM. The total time using UVM is slightly more than other, which is also explained due to the page migrations incurred in UVM.

• Shared memory using Loops by keeping limited number of threads performs worse than one-one mapping, since each thread now has to do larger amount of work. Also, even using #pragma unroll is not able to beat the one-one mapping version. No scope of loop permutation was observed for the scenario.

## 2 Problem 2

The directory problem2-dir contains the source files. Just run the script run.sh, it will generate problem2.out. Running this executable will print the thrust time as well as my kernel's time.

chmod +x run.sh

- ./run.sh
- ./problem2.out

Below table shows the results when both were executed on array of size  $2^{20}$ .

Version	Time (ms)
Thrust	1.42
My Kernel	3.20

Table 1: Performance Comparison of three versions (Data taken on gpu3 with  $2^{20}$  sized array)

## 3 Problem 3

The directory problem3-dir contains the source files as well as the files disp.txt and grid.txt. Just run the script run.sh, it will generate the executables problem3-v0.out, problem3-a.out, problem3-b.out, problem3-c.out and problem3-d.out. After generating the executables, it will execute them one by one and print the stats on the console. Also, the output files will be generated as results-v0.txt for the baseline implementation and results-v<i>.txt for i in {a,b,c,d} representing the 4 kernel implementations. The script also runs the diff command for each of the 4 CUDA implementations comparing them with the baseline output file.

chmod +x run.sh

./run.sh

Here is a brief description of the 4 CUDA implementations: In all the implementations, chunking of the large iteration space was done to ensure that memory for output can be allocated safely. Let's say there are n iterations which satisfy the constraints in a particular chunk. Then the kernel stores those iteration numbers (linearized) in the first n positions in the output buffer. After that the CPU implementation sorts the n positions and writes to the file x\_array by calculating it using the linearized iteration number.

- problem3-a is the naive version
- problem3-b is the version with optimisations applied, like loop unrolling, prefetch and memadvise. Launching parallel kernels on multiple streams was also tried, but performed worse. So, it was removed from the submitted code.
- problem3-c is similar to problem3-a, just implemented using UVM.
- problem3-d is the Thrust implementation.

The table below lists the statistics for different versions.

Version	Time (s)
CPU	616
Naive	76.4
UVM	77.9
UVM + optimisations	74.8
Thrust	88.7

Table 2: Performance Comparison of three versions (Data taken on gpu3)

#### 4 Problem 4

The directory problem4-dir contains the source files. Just run the script run.sh, it will generate problem4.out. Running this executable will print the timing results for cpu as well as basic and optimised kernels for both 2D and 3D convolution.

chmod +x run.sh

- ./run.sh
- ./problem4.out

Below images show the results when both were executed on array of various sides and TILE size equal to 8.

```
Executing...
######## 2D Convolution ########
CPU convolution time: 0.0641346 ms
Basic Kernel time: 0.004096ms
Basic Kernel time including memory transfers: 4.7159ms
No differences found between CPU and GPU results
Optimized Kernel time: 0.004096ms
Optimized Kernel time including memory transfers: 4.62362ms
No differences found between CPU and GPU results
######## 3D Convolution ########
CPU convolution time: 21.4849 ms
Basic Kernel time: 5.3049ms
Basic Kernel time including memory transfers: 6.12013ms
No differences found between CPU and GPU results
Optimized Kernel time: 3.66666ms
Optimized Kernel time including memory transfers: 4.44986ms
No differences found between CPU and GPU results
```

Figure 9: Results of various convolutions for N = 64

```
Executing...
######## 2D Convolution #########
CPU convolution time: 0.255108 ms
Basic Kernel time: 0.021504ms
Basic Kernel time including memory transfers: 0.123232ms
No differences found between CPU and GPU results
Optimized Kernel time: 0.007264ms
Optimized Kernel time including memory transfers: 0.092992ms
No differences found between CPU and GPU results
######## 3D Convolution #########
CPU convolution time: 162.609 ms
Basic Kernel time: 0.418368ms
Basic Kernel time including memory transfers: 4.61462ms
No differences found between CPU and GPU results
Optimized Kernel time: 1.09146ms
Optimized Kernel time including memory transfers: 5.15443ms
No differences found between CPU and GPU results
```

Figure 10: Results of various convolutions for N = 128

```
Executing...
######## 2D Convolution #########
CPU convolution time: 3.80898 ms
Basic Kernel time: 0.014624ms
Basic Kernel time including memory transfers: 0.790752ms
No differences found between CPU and GPU results
Optimized Kernel time: 0.050752ms
Optimized Kernel time including memory transfers: 0.799392ms
No differences found between CPU and GPU results
######## 3D Convolution #########
CPU convolution time: 10367.8 ms
Basic Kernel time: 26.4457ms
Basic Kernel time including memory transfers: 530.882ms
No differences found between CPU and GPU results
Optimized Kernel time: 69.4903ms
Optimized Kernel time including memory transfers: 308.005ms
No differences found between CPU and GPU results
```

Figure 11: Results of various convolutions for N = 512