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## Analysis of the CPU

### Theoretical limitations of CPU

For the cpu running `lscpu` gives

```
Architecture:           x86_64
CPU op-mode(s):         32-bit, 64-bit
Address sizes:          46 bits physical, 48 bits virtual
Byte Order:             Little Endian
CPU(s):                 24
On-line CPU(s) list:    0-23
Vendor ID:              GenuineIntel
Model name:             13th Gen Intel(R) Core(TM) i7-13700K
CPU family:             6
Model:                  183
Thread(s) per core:     2
Core(s) per socket:     16
Socket(s):              1
Stepping:               1
CPU max MHz:            5400.0000
CPU min MHz:            800.0000
BogoMIPS:               6835.20
Flags:                  avx avx2 avx_vnni fma ...
Caches (sum of all):
  L1d:                  640 KiB (16 instances)
  L1i:                  768 KiB (16 instances)
  L2:                   24 MiB (10 instances)
  L3:                   30 MiB (1 instance)
NUMA:
  NUMA node(s):         1
  NUMA node0 CPU(s):    0-23
```

It shows that the cpu is 13th Gen Intel(R) Core(TM) i7-13700K and has 16 cores and 24 threads, looking more into the [intel doc](#) of i7-13700K it has 8 performant cores (with hyper threading of 2) and 8 efficient cores. For the P-cores it has a base frequency of 3.4GHz and turbo frequency of 5.3 GHz while for the E-cores it has a base frequency of 2.5GHz and turbo frequency of 4.2GHz

The i7-13700K operates at a default frequency of 3.4GHz. Since it supports avx2 and each p cores can do 2 inst/cycle on ports 0 and 1 we can achieve  $2 \times 8$  (8 sp per 256bit vector)  $\times 2$  (2 flops per fma) = 32 flops/cycle. For 8 p cores we can achieve at max  $8 \times 32 \times 5.3 \text{ GHz} = 1356.8 \text{ GFLOP/s}$  at turbo frequency

For each e core we achieve 16 flops/cycle and thus we can achieve at max  $8 \times 16 \times 4.2 \text{ GHz} = 537.6 \text{ GFLOP/s}$  at turbo frequency

Total we can achieve a max flops of 1894.4 GFLOP/s

[1] - 13th Gen Intel (R) Core(TM) i7-13700K

[2] - Default clock freq of i7-13700K

## Practical limitations of CPU

For evaluating the practical limitations of the cpu we will load an 8 element vector a into an avx256 register a8 and broadcast a scalar b into another avx256 register b8. Then we perform fused multiply and add operation  $d8[k] = a8 * b8 + d8[k]$  for each of the 8 lanes while repeating this MN times in parallel. This code does a total of  $\$128MN + 64N\$$  flops, since M is of the order of  $1e5$  we will ignore the  $64N$ . This gives us a total of  $128MN$  flops. Here is the snippet of the main code

```
#pragma omp parallel for schedule(dynamic, 1)
for (uint64_t i = 0; i < M; i++) {

    __m256 d8[8] = {};
    for(int k=0; k<8; k++) {
        // randomly initialize d8[k]
        alignas(32) float v[8] = {};
        for (int j = 0; j < 8; j++) v[j] = rand() / float(RAND_MAX) * 2.0f - 1.0f;
        d8[k] = _mm256_load_ps(v);
    }
    for (uint64_t j = 0; j < N; j++) {
        #pragma unroll
        for(int k=0; k<8; k++) {
            d8[k] = _mm256_fmadd_ps(a8, b8, d8[k]);
        }
    }

    // Since N is much larger the flops of this is negligible
    __m256 s = _mm256_setzero_ps();
    for(int i=0; i<8; i++) {
        s = _mm256_add_ps(s, d8[i]);
    }
    out[i] += s[0];
}
```

We time how long it takes to run this using `std::chrono::high_resolution_clock` and we will also measure the clock cycles during it's execution using `__rdtscp` intrinsics this will help us get the measured clock freq. We take an average of 5 runs for reporting the wall clock time and the

cpu cycles and thus the clock freq and the measured GSLOP/s. The entire code is at [cpu\\_flops.cpp](#), we will run this with the following flags enabled

```
export OMP_NUM_THREADS=24
```

```
g++ -fopenmp -g -O3 -march=native cpu_flops.cc -o main
```

```
perf stat ./main
```

Running it prints the following

```
Avg Wall time      : 3.50322 s
Total FLOPs        : 6400 GFLOP
Avg Achieved FLOP   : 1826.89 GFLOP/s
Cycles elapsed     : 11972383729
Measured CPU freq   : 3.41753 GHz
sum                : 2.05752
```

Performance counter stats for './main':

80,781.54 msec	task-clock	#	23.051 CPUs utilized
2,372	context-switches	#	29.363 /sec
159	cpu-migrations	#	1.968 /sec
393	page-faults	#	4.865 /sec
389,859,205,718	cycles	#	4.826 GHz
500,717,583,488	instructions	#	1.28 insn per cycle
50,156,378,434	branches	#	620.889 M/sec
1,403,191	branch-misses	#	0.00% of all branches

3.504431292 seconds time elapsed

80.759760000 seconds user

0.023995000 seconds sys

We also print the sum of output after the execution so the compiler does not optimize away everything. The main things to see is we achieve 1826.89 GFLOP/s and measured a clock freq of 4.826 GHz, there is also a huge difference between the clock frequencies measured by perf and `__rdtscp`. The reason could be `__rdtscp` does not vary according to the current core's frequency. Infact after reading more about it from [Time\\_Stamp\\_Counter](#) I came to realize it's use is highly discouraged. We achieved 96.43% of the theoretical peak flops. I think this is the practical best performance we can achieve as we never get the clock to run at turbo freq for all p and e core for all the avx256 instruction and there will be some dips in the clock freq degrading performance

Only running the [cpu\\_flops.cpp](#) on the p cores using

```
export OMP_NUM_THREADS=16
```

```
export OMP_PLACES="{0,1,2,3,4,5,6,7,8,9,10,11,12,13,14,15}"
```

```
export OMP_PROC_BIND=close
```

```
g++ -fopenmp -g -O3 -march=native cpu_flops.cc -o main
```

```
./main
```

gives us

```
Avg Wall time      : 4.79077 s
Total FLOPs        : 6400 GFLOP
Avg Achieved FLOP   : 1335.9 GFLOP/s
Cycles elapsed     : 16372601962
Measured CPU freq   : 3.41753 GHz
sum                : 2.05752
```

Thus the p cores can reach 99.93% of their peak flops. while running it only on the e cores using

```
export OMP_NUM_THREADS=8
export OMP_PLACES="{16,17,18,19,20,21,22,23}"
export OMP_PROC_BIND=close
```

```
g++ -fopenmp -g -O3 -march=native cpu_flops.cc -o main
```

```
./main
```

gives us

```
Avg Wall time      : 11.9549 s
Total FLOPs        : 6400 GFLOP
Avg Achieved FLOP   : 535.346 GFLOP/s
Cycles elapsed     : 40856183393
Measured CPU freq   : 3.41753 GHz
sum                : 2.05752
```

which is also 99.50% of the theoretical max that the e cores can achieve, I don't have any definite answers as to why only individually e cores and p cores are able to achieve max flops while together they fall short 2-3%

Looking at generated assembly code from [cpu\\_flops.s](#) we see that the compiler has generated the 8 fma256 instruction for us

```
.L4:
```

```
    vfmadd231ps %ymm0, %ymm1, %ymm2
    vfmadd231ps %ymm0, %ymm1, %ymm9
    vfmadd231ps %ymm0, %ymm1, %ymm8
    vfmadd231ps %ymm0, %ymm1, %ymm7
    vfmadd231ps %ymm0, %ymm1, %ymm6
    vfmadd231ps %ymm0, %ymm1, %ymm5
    vfmadd231ps %ymm0, %ymm1, %ymm4
    vfmadd231ps %ymm0, %ymm1, %ymm3
    subq    $1, %rax
    jne     .L4
```

## Comparison with CP3B Solution

For comparison with my fastest cp3b solution, we use the exact same code as the [137707](#) submission with replacing the avx512 instructions with avx256 and adding code for timing measurements and clock freq measurements. We set nx and ny to be 14000. On running

```
export OMP_NUM_THREADS=24
```

```
g++ -fopenmp -g -O3 -march=native cp3b.cc -o main
```

```
perf stat ./main
```

we see the following output

```
Wall time          : 1.73274 s
Total FLOPs        : 2744 GFLOP
Achieved FLOPS     : 1583.62 GFLOP/s
Cycles elapsed     : 5921721988
Measured CPU freq   : 3.41756 GHz
Checksum           : -0.00906668
```

Performance counter stats for './main':

45,399.47 msec	task-clock	#	11.634 CPUs utilized
689	context-switches	#	15.176 /sec
25	cpu-migrations	#	0.551 /sec
683,659	page-faults	#	15.059 K/sec
206,358,697,147	cycles	#	4.545 GHz
386,717,416,506	instructions	#	1.87 insn per cycle
15,785,912,832	branches	#	347.711 M/sec
62,951,893	branch-misses	#	0.40% of all branches

3.902154516 seconds time elapsed

44.625873000 seconds user

0.776241000 seconds sys

We achieved 83.59% of the theoretical peak flops

Now again inspecting the assembly at [cp3b.s](#) we see the compiler did the right thing the generated the vectorized code for us

.L115:

```
vmovaps (%r8), %ymm1
vbroadcastss (%rdx), %ymm2
addq $32, %rdx
vmovaps (%r8,%rcx,4), %ymm0
addq $32, %r8
vfmadd231ps %ymm2, %ymm1, %ymm4
vfmadd213ps 192(%rsp), %ymm0, %ymm2
vmovaps %ymm2, 192(%rsp)
```

```

vbroadcastss    -28(%rdx), %ymm2
vfmadd231ps %ymm2, %ymm1, %ymm9
vfmadd213ps 128(%rsp), %ymm0, %ymm2
vmovaps %ymm2, 128(%rsp)
vbroadcastss    -24(%rdx), %ymm2
vfmadd231ps %ymm2, %ymm1, %ymm8
vfmadd231ps %ymm2, %ymm0, %ymm15
vbroadcastss    -20(%rdx), %ymm2
vfmadd231ps %ymm2, %ymm1, %ymm7
vfmadd231ps %ymm2, %ymm0, %ymm11
vbroadcastss    -16(%rdx), %ymm2
vfmadd231ps %ymm2, %ymm1, %ymm6
vfmadd231ps %ymm2, %ymm0, %ymm10
vbroadcastss    -12(%rdx), %ymm2
vfmadd231ps %ymm2, %ymm1, %ymm5
vfmadd231ps %ymm2, %ymm0, %ymm14
vbroadcastss    -8(%rdx), %ymm2
vfmadd231ps %ymm2, %ymm1, %ymm3
vfmadd231ps %ymm2, %ymm0, %ymm13
vbroadcastss    -4(%rdx), %ymm2
vfmadd213ps 160(%rsp), %ymm2, %ymm1
vfmadd231ps %ymm2, %ymm0, %ymm12
vmovaps %ymm1, 160(%rsp)
cmpq    %rsi, %rdx
jne .L115

```

## Analysis of the GPU

### Theoretical limitations of GPU

For the GPU running `nvcc device_query.cpp -o main && ./main` gives

```

Name: NVIDIA GeForce RTX 2050
Compute Capability: 8.6
Clock Rate: 1.155 GHz
Max threads per block: 1024
Max threads per multiprocessor: 1536
Threads per warp: 32
Max registers per block: 65536
Max registers per multiprocessor: 65536
Total global memory: 3897 MB
Max shared mem per block: 48 KB
Shared mem per multiprocessor: 102400 B
Multiprocessor count: 16
Max warps per multiprocessor: 48

```

Thus we have the Nvidia GeForce RTX 2050 as our GPU for this analysis which is based on turing architecture. It has 16 streaming multiprocessors (SM) and from the wiki of [GeForce RTX 2050](#) it

has 2048 CUDA cores and 64 Tensor Cores. It also has a bandwidth of 112 GB/s and a default clock freq of 1.155 GHz and boost of 1.477 GHz. Each core can execute 1 fma i.e 2 FLOP per cycle, we can then calculate the theoretical max flops as follows

$$\text{SP peak @ base} = 2048 \times 2 \times 1.155 \times 10^9 \approx 4730.88 \text{ GFLOP/s}$$

$$\text{SP peak @ boost} = 2048 \times 2 \times 1.477 \times 10^9 \approx 6049.79 \text{ GFLOP/s}$$

This matches with the processing power @ boost in the wiki of GeForce 2050

[1] - [Nvidia GeForce RTX datasheet](#)

[2] - [RTX Series comparison](#)

## Practical limitations of GPU

For doing max computation on gpu we will let each thread execute  $N$  fma i.e each thread will compute  $a = a * b + a$ . Each thread then does a total of  $2 * N$  flops which will allow the entire kernel to do blocks \* threads \*  $2 * N$  flops. Here is our very simple and tiny kernel, the entire code is available at [max\\_flops.cu](#)

```
extern "C" __global__
void gpu_kernel(
    float *out,
    int N, float seed
) {

    int tid = threadIdx.x;
    float a = seed + tid;
    float b = seed - tid;

    for (int i = 0; i < N; i++) {
        a = a * b + a;
    }

    out[blockIdx.x * blockDim.x + tid] = a;
}

gpu_kernel<<<1024, 256>>>>(
    d_out, iters, seed
);
```

We run this with `nvcc max_flops.cu -O3 -arch=sm_86 -o main && ./main` with  $N$  set to  $1e7$  and it gives the following output

```
Elapsed Time : 1132.182 ms (1.132 s)
Total FLOP   : 5.243e+03 GFLOP
Performance  : 4630.773 GFLOP/s
```

We thus achieve 97.88% of the theoretical maximum flops. Profiling it with `sudo ncu ./main` gives us

gpu\_kernel (1024, 1, 1)x(256, 1, 1), Context 1, Stream 7, Device 0, CC 8.6

Section: GPU Speed Of Light Throughput

Metric Name	Metric Unit	Metric Value
DRAM Frequency	cycle/nsecond	6.00
SM Frequency	cycle/usecond	832.57
Elapsed Cycles	cycle	1,532,524,284
Memory Throughput	%	0.06
DRAM Throughput	%	0.00
Duration	second	1.13
L1/TEX Cache Throughput	%	0.00
L2 Cache Throughput	%	0.06
SM Active Cycles	cycle	1,532,183,860.38
Compute (SM) Throughput	%	99.18

INF The kernel is utilizing greater than 80.0% of the available compute or memory performance. To further improve performance, work will likely need to be shifted from the most utilized resource. Start by analyzing workloads in the Compute Workload Analysis section.

Section: Launch Statistics

Metric Name	Metric Unit	Metric Value
Block Size		256
Function Cache Configuration		CachePreferNone
Grid Size		1,024
Registers Per Thread	register/thread	16
Shared Memory Configuration Size	Kbyte	8.19
Driver Shared Memory Per Block	Kbyte/block	1.02
Dynamic Shared Memory Per Block	byte/block	0
Static Shared Memory Per Block	byte/block	0
Threads	thread	262,144
Waves Per SM		10.67

Section: Occupancy

Metric Name	Metric Unit	Metric Value
Block Limit SM	block	16
Block Limit Registers	block	16
Block Limit Shared Mem	block	8
Block Limit Warps	block	6
Theoretical Active Warps per SM	warp	48
Theoretical Occupancy	%	100
Achieved Occupancy	%	95.84



Achieved Active Warps Per SM	warp	46.00
-----		

INF This kernel's theoretical occupancy is not impacted by any block limit.

We can see that our kernel achieved a compute capacity of 99.18% which is all thanks to ~0% memory utilization. We also achieved 95.84% of max occupancy with 46 active warps out of 48

Looking at the ptx code with `nvcc --ptx -arch=sm_86 max_flops.cu -o main.ptx` we see that the compiler directly generated fma f32 instructions while unrolling the inner loop by 4 for us

```
$L__BB0_3:
    fma.rn.f32    %f13, %f2, %f20, %f20;
    fma.rn.f32    %f14, %f2, %f13, %f13;
    fma.rn.f32    %f15, %f2, %f14, %f14;
    fma.rn.f32    %f20, %f2, %f15, %f15;
    add.s32       %r13, %r13, -4;
    setp.ne.s32    %p3, %r13, 0;
    @%p3 bra      $L__BB0_3;
```

The executable can be found at [max\\_flops](#) and the ptx code at [max\\_flops.ptx](#)

## Comparison with CP5 Solution

Now for comparison with the fastest [cp5.cu](#) solution we again benchmark using `nvcc cp5.cu -O3 -arch=sm_86 -o main && ./main`. It follows the exact same code as submitted to cp5 without any modification and nx and ny set to 14000, the executable can be found at [cp5](#)

```
Elapsed Time : 1050.230 ms (1.050 s)
Total FLOP   : 2.744e+03 GFLOP
Performance  : 2612.948 GFLOP/s
```

It executed  $2 \times 14 \times 14 \times 14/2 = 2744$  GFLOP (as we are only computing the upper triangular matrix) in 1.050s achieving 2612.948 GFLOP/s which is 55.23% of the theoretical peak flops @ base. Profiling it with `sudo ncu ./main` reveals

```
matmul_kernel_v3 (110, 110, 1)x(16, 16, 1), Context 1, Stream 7, Device 0, CC 8.6
Section: GPU Speed Of Light Throughput
```

Metric Name	Metric Unit	Metric Value
DRAM Frequency	cycle/nsecond	6.00
SM Frequency	cycle/usecond	832.53
Elapsed Cycles	cycle	1,069,374,085
Memory Throughput	%	56.61
DRAM Throughput	%	54.71
Duration	second	1.28
L1/TEX Cache Throughput	%	56.73
L2 Cache Throughput	%	33.48
SM Active Cycles	cycle	1,067,132,546.81
Compute (SM) Throughput	%	69.46

WRN Compute is more heavily utilized than Memory: Look at the Compute Workload Analysis : compute pipelines are spending their time doing. Also, consider whether any computation could be reduced or moved to look-up tables.

#### Section: Launch Statistics

Metric Name	Metric Unit	Metric Value
Block Size		256
Function Cache Configuration		CachePreferNone
Grid Size		12,100
Registers Per Thread	register/thread	100
Shared Memory Configuration Size	Kbyte	65.54
Driver Shared Memory Per Block	Kbyte/block	1.02
Dynamic Shared Memory Per Block	byte/block	0
Static Shared Memory Per Block	Kbyte/block	8.19
Threads	thread	3,097,600
Waves Per SM		378.12

#### Section: Occupancy

Metric Name	Metric Unit	Metric Value
Block Limit SM	block	16
Block Limit Registers	block	2
Block Limit Shared Mem	block	7
Block Limit Warps	block	6
Theoretical Active Warps per SM	warp	16
Theoretical Occupancy	%	33.33
Achieved Occupancy	%	33.30
Achieved Active Warps Per SM	warp	15.98

WRN This kernel's theoretical occupancy (33.3%) is limited by the number of required registers. See the [Practices Guide \(https://docs.nvidia.com/cuda/cuda-c-best-practices-guide/index.html#details-on-optimizing-occupancy\)](https://docs.nvidia.com/cuda/cuda-c-best-practices-guide/index.html#details-on-optimizing-occupancy).

This time we achieved 70% of max compute throughput and only 33% max theoretical occupancy which is due to high register use of 100 per thread and 16 active warps per block possible and also our memory throughput is 55% of peak. Thus we are register bound

Looking at the ptx code from [cp5.ptx](#) we see that the compiler issues vectorized loads from shared memory this time

```
fma.rn.f32 %f701, %f636, %f617, %f605;
fma.rn.f32 %f702, %f636, %f618, %f606;
```

```

fma.rn.f32 %f703, %f636, %f619, %f607;
fma.rn.f32 %f704, %f636, %f620, %f608;
ld.shared.v4.f32    {%f705, %f706, %f707, %f708}, [%r74+2048];
ld.shared.v4.f32    {%f713, %f714, %f715, %f716}, [%r74+2304];
ld.shared.v4.f32    {%f721, %f722, %f723, %f724}, [%r77+2048];
ld.shared.v4.f32    {%f729, %f730, %f731, %f732}, [%r77+2304];
fma.rn.f32 %f737, %f721, %f705, %f641;
fma.rn.f32 %f738, %f721, %f706, %f642;
fma.rn.f32 %f739, %f721, %f707, %f643;

```

not only that we can also see that the compiler also generated code for vectorized load from global to shared memory

```

$L__BB1_3:
.loc    1 108 9
ld.global.nc.v4.u32    {%r56, %r57, %r58, %r59}, [%rd39];
st.shared.v4.u32    [%r6], {%r56, %r57, %r58, %r59};
.loc    1 109 9
ld.global.nc.v4.u32    {%r64, %r65, %r66, %r67}, [%rd38];
st.shared.v4.u32    [%r5], {%r64, %r65, %r66, %r67};

```