CSCI 415: Networking and Parallel Computation

Assignment #3: Graphics Processing Units (GPU)

Deadline: Tuesday, October 17th at 11:59PM

The objectives of this assignment are:

- 1. Understanding the steps involved in designing a parallel program using Graphics Processing Units (GPU).
- 2. Writing programs for large vector addition.

1 Description

In class we have discussed the code for computing the vector addition of A and B into C, all of size n. In the original code, each threads calculates one entry in C. In this assignment, we will modify the code so that each thread calculates k vector additions. Try running the program for k = 100,1,000,10,000, and 100,000.

Original Approach:

$$Thread_0$$
 $Thread_1$ \cdots \cdots $Thread_{n-1}$ $A[0]$ $A[1]$ \cdots \cdots $A[n-1]$ $+$ $+$ $+$ $+$ $+$ $+$ $+$ $+$ $B[0]$ $B[1]$ \cdots \cdots $B[n-1]$ $=$ $=$ $=$ $=$ $=$ $C[0]$ $C[1]$ \cdots \cdots $C[n-1]$

New Approach: Let $nT = \lceil \frac{n}{k} \rceil$.

2 What to turn in:

Submission: You should submit your code along with a readme file (.txt,.docx, or .pdf) explaining how to run the program. The file should be named in the following format, useridAssig3.zip, .tar, or .tgz. Late submission will get a 10% penalty for every late day.