Applied GPU Programming

Assignment 1: GPU Programming Environment

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Bandwidth Test GPU-CPU on KTH computers

First of all, the following command was executed in the terminal after installing and compiling the CUDA SDK examples shared, as required.

Show info about available GPUs:

\$ nvidia-smi

2 -	Mon Oct 31 22:46:47 2022										
3	NVIDIA-SMI 515.65.01										
		Name		Persi	stence-M	Bus-Id 	Di Memory-U	sp.A sage	Volatile	Uncorr. EC Compute M MIG M	C [.
9 10 11 12 - 13 14 15						0000000	0:43:00.0	Off		Defaul Disable	
	1 N/A 					0M	0:C1:00.0 iB / 4096	OMiB	0%	Defaul Disable	
17 18						†					+ +
19 20 21	 Processes: GPU GI CI PID Type Process name GPU Memory ID ID Usage									У 	
22 23 24 -	========= No running processes found										

The bandwithTest tool was executed directly via below:

\$./bandwidthTest

```
CUDA Bandwidth Test] - Starting...

Running on...

Device 0: NVIDIA A100-PCIE-40GB
Quick Mode

Host to Device Bandwidth, 1 Device(s)
FINNED Memory Transfers
Transfer Size (Bytes) Bandwidth(GB/s)

PINNED Memory Transfers

Transfer Size (Bytes) Bandwidth (GB/s)

Running on...

Bandwidth (GB/s)

Device to Host Bandwidth, 1 Device(s)
FINNED Memory Transfers

Transfer Size (Bytes) Bandwidth (GB/s)

Running on...

Bandwidth (GB/s)

Running on...

Device to Device Bandwidth, 1 Device(s)
FINNED Memory Transfers

Transfer Size (Bytes) Bandwidth (GB/s)

Running on...

Bandwidth (GB/s)

Running on...

Running on...

Running on...

Running on...

Running on...

Bandwidth (GB/s)

Running on...

Runni
```

The **bandwithTest** tool was used to measure the memory bandwidth between the CPU (host) and GPU (device) and between GPUs, as well.

This execution was done on an NVIDIA A100-PCIE-40GB graphic card in PDC and KTH Computer Science Department.

Looking our CUDA bandwidth test, we can see that the both "device to host" and "host to device" memory transfer was 21.3 GB/s each with similar behavior, while transfers from "device to device" was 1,160 GB/s.

What does this mean and why is this happening?

GPUs are classified as specialized electronic circuit created to quickly control and change memory usage, with a computational application, to accelerate the creation of images for a display device. They are used in embedded systems, mobile phones, personal computers, workstations, game consoles and heterogeneous system architectures [3].

However, GPUs have an enormous fault of getting data from/to GPU, which means this specialized device still require CPU processing capability, OS, I/O etc.

Data transfer from "device to device" are very stable and fast, because of parallel workloads attempting to maximize total throughput. Additionally, GPUs have a much, much wider buses and higher memory clock rates than any CPU.

Looking at other transfer sizes, we can run the tool in "shmoo" mode:

\$./bandwidthTest --mode=shmoo

Host to Device:

```
CUDA Bandwidth Test] - Starting..
Running on...
 Device 0: NVIDIA A100-PCIE-40GB
 Host to Device Bandwidth, 1 Device(s)
PINNED Memory Transfers
Transfer Size (Bytes)
1000 0.3
                                  Bandwidth (GB/s)
                   0.3
2000
4000
5000
6000
8000
9000
10000
11000
12000
13000
14000
15000
16000
17000
18000
19000
20000
22000
24000
26000
```

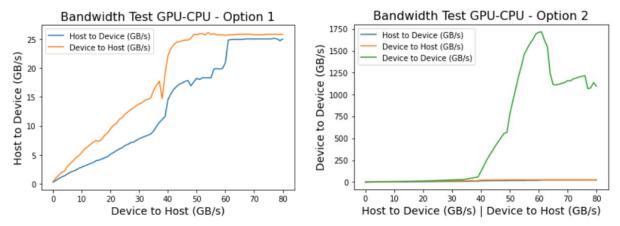
Device to Host:

```
Device to Host Bandwidth, 1 Device(s)
 PINNED Memory Transfers
Transfer Size (Bytes)
                              Bandwidth (GB/s)
                 0.4
1000
2000
                 1.0
3000
                 1.5
                 2.0
4000
5000
                 2.2
6000
                 3.0
                 3.5
7000
8000
                 4.0
9000
                 4.5
10000
                 4.9
11000
                 5.4
                 6.0
12000
13000
                 6.4
14000
                 6.8
15000
                 7.2
16000
17000
                 7.5
                 7.3
7.7
18000
19000
                 8.4
20000
                 8.8
22000
                 9.5
24000
26000
                 10.1
                 10.4
28000
                 11.1
30000
                 11.4
                 12.0
32000
34000
                 12.4
36000
                 12.8
38000
                 13.1
40000
                 13.5
```

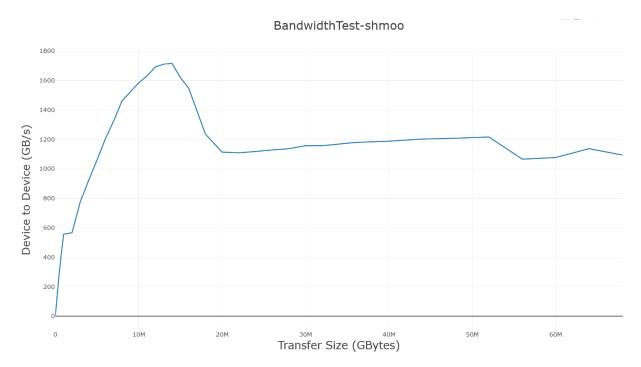
Device to Device:

```
Device to Device Bandwidth, 1 Device(s)
 PINNED Memory Transfers
Transfer Size (Bytes)
                                             Bandwidth(GB/s)
                         0.5
1.2
2.0
2.6
3.2
4.0
1000
2000
3000
4000
5000
6000
7000
                          4.6
8000
9000
10000
                          5.2
6.1
                          6.6
7.3
7.1
7.7
8.2
8.9
11000
12000
13000
14000
15000
16000
                          8.8
17000
18000
                          10.0
10.5
                          11.2
11.6
12.9
19000
20000
22000
24000
                          14.1
26000
28000
                          16.7
30000
32000
34000
36000
38000
40000
```

Looking at the graphs below, we can see that GPU (device) bandwidth is doing well, where the higher the speed the faster the data is sent. Option 1 and 2 shows GPU usage and increase in bandwidth.



The **BandwidthTest-shmoo** graph below shows an increase in bandwidth, as well, however it can be seen in all graphs (Option 1, 2 and below) there seems to be a flattening of GPU capability; which could be lead to over-utilization and reduce levels of data transfer needs.



References

- 1. Notes on Intro to GPUs (Stefano Markidis and Sergio Rivas-Gomez)
- 2. Notes on GPU = a Throughput-Oriented Processor (Stefano Markidis and Sergio Rivas-Gomez)
- 3. **Wikipedia contributors.** "Graphics processing unit." Wikipedia, The Free Encyclopedia. Wikipedia, The Free Encyclopedia, 4 Nov. 2022. Retrieved Fri. 4 November. 2022.