



# *Computação em Larga Escala*

*Assignment 3 – Algorithmic analysis*

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## *Summary*

- *Mapping a thread to a subsequence*
- *Row processing*
- *Column processing*

## *Mapping a thread to a subsequence - 1*

$$x = threadIdx.x + blockDim.x * blockIdx.x$$

$$y = threadIdx.y + blockDim.y * blockIdx.y$$

$$idx = blockDim.x * gridDim.x * y + x$$

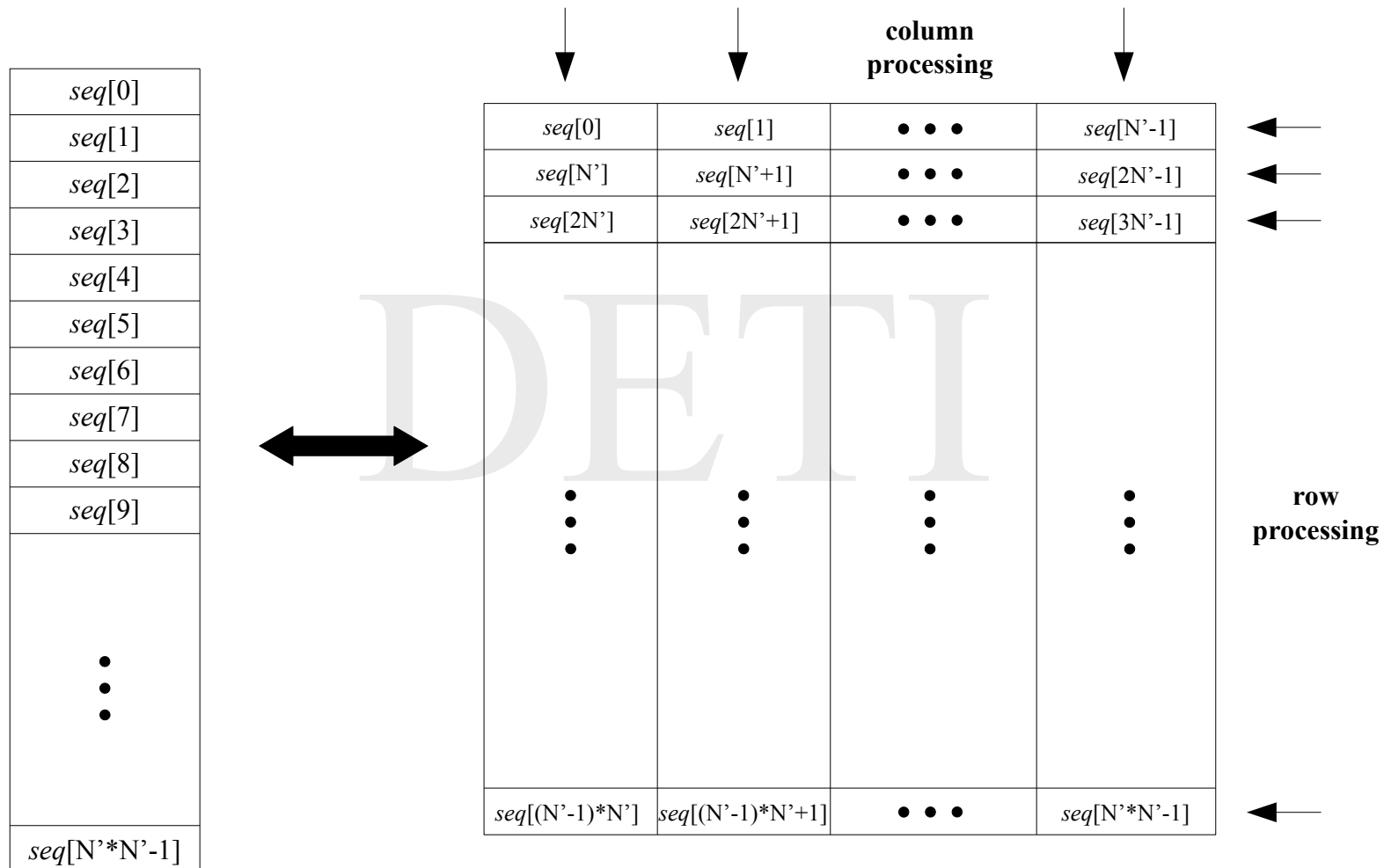
*idx* — thread id in a linear listing

*seq* — pointer to first element of the sequence

*subseq* — pointer to first element of the subsequence associated with *idx*

*iter* — iteration

## Mapping a thread to a subsequence - 2



## *Row processing*

$$\begin{aligned} 0 \leq idx < (K \gg iter) \\ subseq &= seq + K * (1 \ll iter) * idx \Rightarrow \\ \Rightarrow subseq[i] &= seq[K * (1 \ll iter) * idx + i] , \\ &\text{with } 0 \leq i < (1 \ll iter) * K \end{aligned}$$

## *Column processing*

$$0 \leq idx < (K \gg iter)$$

$$subseq = seq + (1 \ll iter) * idx \Rightarrow$$

$$\Rightarrow subseq[i] = seq[(1 \ll iter) * idx + K * (i \bmod K) + (i \operatorname{div} K)] ,$$

$$\text{with } 0 \leq i < (1 \ll iter) * K$$