## Parallel Homework #3

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## 图 1: Here is the hardware's information

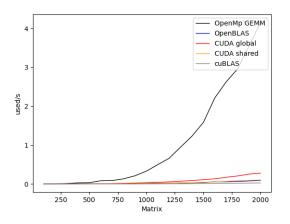
CPU: Intel i7-8565U (8) @ 4.600GHz GPU: Intel UHD Graphics 620 GPU: NVIDIA GeForce MX250 Memory: 4971MiB / 7708MiB

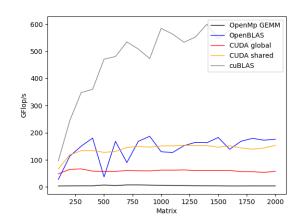
## 图 2: About the GPU and CUDA

## 图 3: Here is the test runnig

```
> makeVer git:(main) x ./gemm_test 1000 1000 1000
Matrix A is 1000 x 1000, matrix B is 1000 x 1000
Matrix A is 1000 x 1000, matrix B is 1000 x 1000
GEMM (gemm_openMP)(row-col, A and B are in row-major)) used 8.24020 s, 8.33 GFlop/s
GEMM (gemm_openMP)(row-col, A and B are in row-major)) used 8.00818 s, 244.38 GFlop/s
GEMM (OpenBLAS)(row-col, A and B are in row-major)) used 8.00818 s, 244.38 GFlop/s
GEMM (OpenBLAS)(row-col, A and B are in row-major)) used 8.03186 s for 10 bench(s) in average, 62.78 GFlop/s
GEMM (cuda_global)(row-col, A and B are in row-major)) used 8.03186 s for 10 bench(s) in average, 62.78 GFlop/s
GEMM (cuda_shared)(row-col, A and B are in row-major)) used 8.01314 s for 10 bench(s) in average, 152.24 GFlop/s
GEMM (cuda_shared)(row-col, A and B are in row-major)) used 8.00341 s for 10 bench(s) in average, 586.40 GFlop/s
GEMM (cublas)(row-col, A and B are in row-major) PASS!

GEMM (cublas)(row-col, A and B are in row-major)) used 8.00341 s for 10 bench(s) in average, 586.40 GFlop/s
GEMM (cuda_yours)(row-col, A and B are in row-major)) used 8.00343 s for 10 bench(s) in average, 5852.01 GFlop/s
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GEMM (cuda_yours)(row-col, A and B are in row-major)) NOT PASS!
```

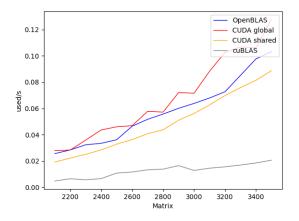


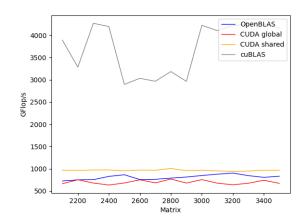


As you can see, the cuBLAS is the fastest, than is OpenBLAS, CUDA using shared memory, CUDA using global memory and basic code using OpenMP.

For better comparison, I use the given remote device to run the code (the Matrix from 2100 to 3500).

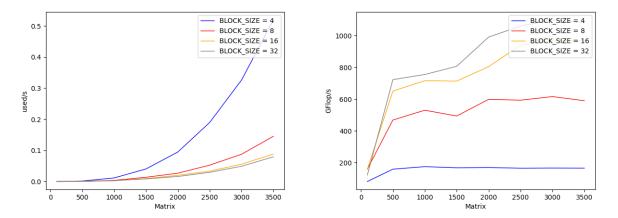
Here is the result:





The CUDA GEMM code optimized by yourself with your own techniques...

In theory, using more blocks is better, but cost more memory. I try the BLOCK\_SIZE 4, 8, 16, 32 to run the code, here is the performance:



The BLOCK\_SIZE for 32 is the faster. Although the increase is not obvious compared to 32, but as the width of Matrix increases, it will do more. And I try the BLOCK\_SIZE for 64, but it doesn't work, so a block have up to 1024 (32\*32) threads (or more) in the device RTX 2060 SUPER?

That's all End!