

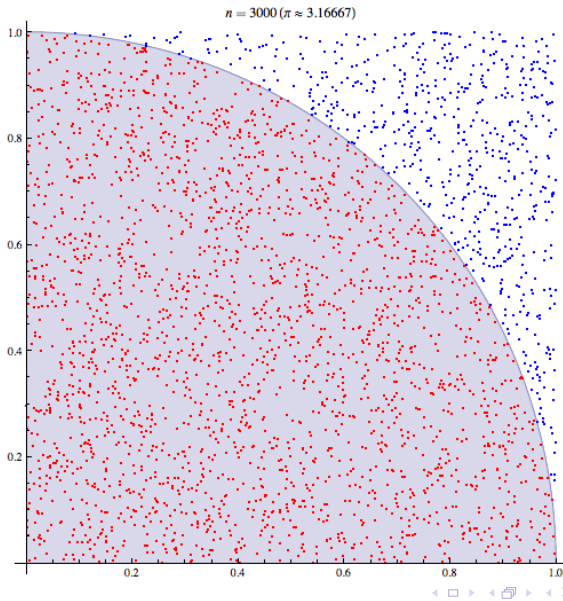
CS 595 Project Proposal: Quasi-Monte Carlo Integration using Lattice Cubature on GPU

Michael Bonilla

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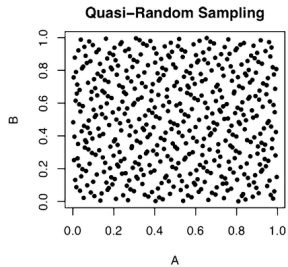
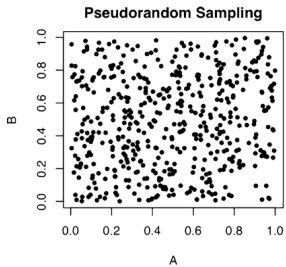
Introduction

- Monte Carlo to used for numerical integration of high dimensional problems.
- Traditional Monte Carlo uses pseudo random numbers (*rand,randn*).
- Branch of Monte Carlo is Quasi Monte Carlo that differs in how we chose our random inputs.
- Guaranteed Automatic Integration Library (GAIL)



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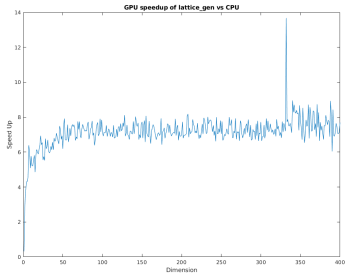
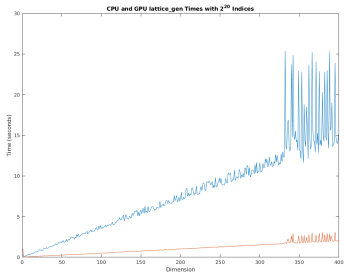


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Current Status

- GAIL is written in Matlab and has no GPU capabilities.
- Will be working on *cubLattice_g* and trying to speed it up.
- Currently sped up the generation of the lattices 6-8 times faster.



Proposed Work

- Work on *cubLattice_g* in three stages:
 - 1 Generation of lattices in parallel.
 - 2 FFT of points required for algorithm.
 - 3 Maintain the theme of automatic integration.
- Implement restrictions based on hardware.
- testing on suitable problems of large dimension.

Expectations and Further Work

- Implement a GPU version of *cubLattice_g*.
- Uphold automatic integration attributes.
- Benchmarking of performance vs CPU
- More robust control of GPU in Matlab

References



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