SEM - VII - 2022-23

High Performance Computing Lab

Assignment - 10

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Problem Statement 1:

Implement Matrix-matrix Multiplication using global memory in CUDA C. Analyze and tune the program for getting maximum speed up. Do Profiling and state what part of the code takes the huge amount of time to execute.

```
#include <stdio.h>

#define row1 20

#define col1 30

#define row2 30

#define col2 20
__global__ void matmul(int *I, int *m, int *n)

{
    int x = threadIdx.x;
    int y = threadIdx.y;
    int k;
    n[col2 * y + x] = 0;
    for (k = 0; k < col1; k++)
```

```
n[col2 * y + x] = n[col2 * y + x] + l[col1 * y + k] * m[col2 * k + x];
int main()
 int a[row1][col1];
 int b[row2][col2];
 int c[row1][col2];
 int *d, *e, *f;
 int i, j;
 for (i = 0; i < row1; i++)
    for (j = 0; j < col1; j++)
      a[i][j] = 2;
 for (i = 0; i < row2; i++)
```

```
for (j = 0; j < col2; j++)
    b[i][j] = 3;
cudaMalloc((void **)&d, row1 * col1 * sizeof(int));
cudaMalloc((void **)&e, row2 * col2 * sizeof(int));
cudaMalloc((void **)&f, row1 * col2 * sizeof(int));
cudaMemcpy(d, a, row1 * col1 * sizeof(int), cudaMemcpyHostToDevice);
cudaMemcpy(e, b, row2 * col2 * sizeof(int), cudaMemcpyHostToDevice);
dim3 threadBlock(col2, row1);
matmul<<<1, threadBlock>>>(d, e, f);
cudaDeviceSynchronize();
cudaMemcpy(c, f, row1 * col2 * sizeof(int), cudaMemcpyDeviceToHost);
for (i = 0; i < row1; i++)
  for (j = 0; j < col2; j++)
    if (c[i][j] != 180)
      printf("False\n");
```

```
return -1;
}
}

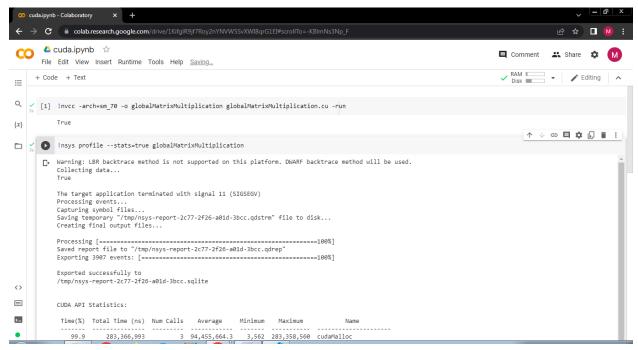
cudaFree(d);

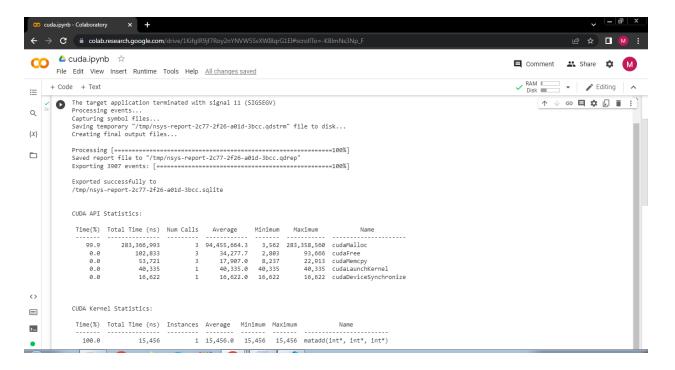
cudaFree(e);

cudaFree(f);

printf("True\n");

return 0;
}
```





Problem Statement 2:

Implement Matrix-Matrix Multiplication using shared memory in CUDA C. Analyze and tune the program for getting maximum speed up. Do Profiling and state what part of the code takes the huge amount of time to execute.

```
#include <stdio.h>

#define row1 20

#define col1 30

#define row2 30

#define col2 20

_global__ void matproductsharedmemory(int *I, int *m, int *n)

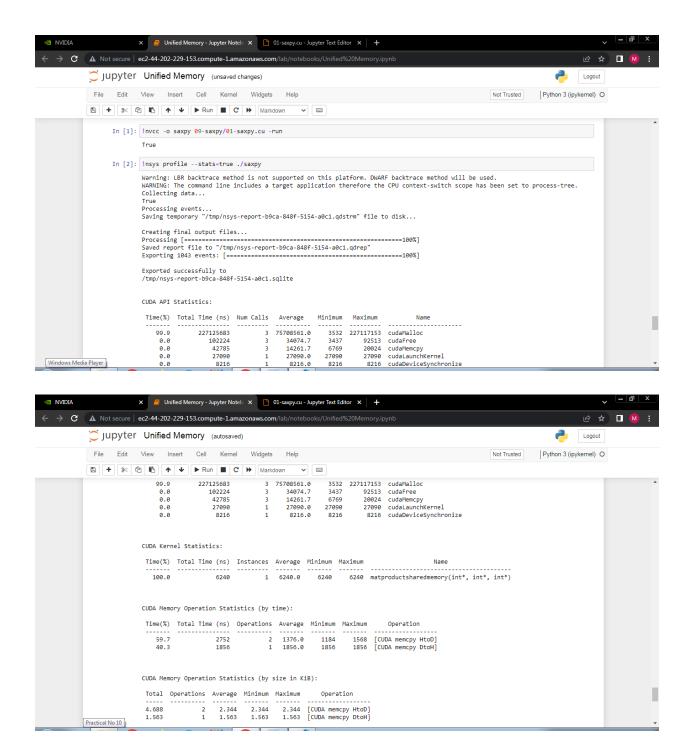
{

int x = blockldx.x;
```

```
int y = blockldx.y;
 _shared_ int p[col1];
 int i;
 int k = threadIdx.x;
 n[col2 * y + x] = 0;
 p[k] = I[col1 * y + k] * m[col2 * k + x];
 __syncthreads();
 for (i = 0; i < col1; i++)
    n[col2 * y + x] = n[col2 * y + x] + p[i];
int main()
 int a[row1][col1];
 int b[row2][col2];
 int c[row1][col2];
 int *d, *e, *f;
 int i, j;
 for (i = 0; i < row1; i++)
   for (j = 0; j < col1; j++)
```

```
a[i][j] = 2;
for (i = 0; i < row2; i++)
  for (j = 0; j < col2; j++)
    b[i][j] = 3;
cudaMalloc((void **)&d, row1 * col1 * sizeof(int));
cudaMalloc((void **)&e, row2 * col2 * sizeof(int));
cudaMalloc((void **)&f, row1 * col2 * sizeof(int));
cudaMemcpy(d, a, row1 * col1 * sizeof(int), cudaMemcpyHostToDevice);
cudaMemcpy(e, b, row2 * col2 * sizeof(int), cudaMemcpyHostToDevice);
dim3 grid(col2, row1);
matproductsharedmemory<<<grid, col1>>>(d, e, f);
cudaDeviceSynchronize();
cudaMemcpy(c, f, row1 * col2 * sizeof(int), cudaMemcpyDeviceToHost);
for (i = 0; i < row1; i++)
```

```
for (j = 0; j < col2; j++)
    if (c[i][j] != 180)
       printf("False\n");
cudaFree(d);
cudaFree(e);
cudaFree(f);
printf("True\n");
return 0;
```



Problem Statement 3:

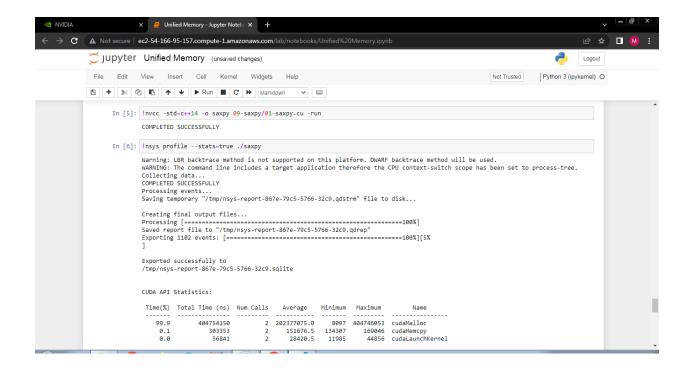
Implement Prefix sum using CUDA C. Analyze and tune the program for getting maximum speed up. Do Profiling and state what part of the code takes the huge amount of time to execute.

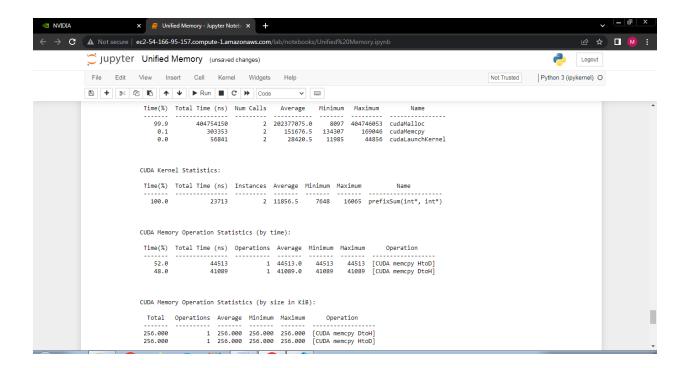
```
// This program computes prefix sum with warp divergence
#include <bits/stdc++.h>
using std::accumulate;
using std::generate;
using std::cout;
using std::vector;
#define SHMEM_SIZE 256
 _global__ void prefixSum(int *v, int *v_r) {
 // Allocate shared memory
 __shared__ int partial_sum[SHMEM_SIZE];
 // Calculate thread ID
 int tid = blockldx.x * blockDim.x + threadIdx.x;
 partial_sum[threadIdx.x] = v[tid];
 __syncthreads();
 // Iterate of log base 2 the block dimension
 for (int s = 1; s < blockDim.x; s *= 2) {
   // Reduce the threads performing work by half previous the previous
```

```
// iteration each cycle
   if (threadIdx.x % (2 * s) == 0) {
      partial_sum[threadIdx.x] += partial_sum[threadIdx.x + s];
   __syncthreads();
 if (threadIdx.x == 0) {
   v_r[blockIdx.x] = partial_sum[0];
int main() {
 int N = 1 << 16;
 size_t bytes = N * sizeof(int);
 vector<int> h_v(N);
 vector<int> h_v_r(N);
// Initialize the input data
generate(begin(h_v), end(h_v), [](){ return rand() % 10; });
```

```
int *d_v, *d_v_r;
cudaMalloc(&d_v, bytes);
cudaMalloc(&d_v_r, bytes);
// Copy to device
cudaMemcpy(d_v, h_v.data(), bytes, cudaMemcpyHostToDevice);
// TB Size
const int TB_SIZE = 256;
// Grid Size (No padding)
int GRID_SIZE = N / TB_SIZE;
// Call kernels
prefixSum<<<GRID_SIZE, TB_SIZE>>>(d_v, d_v_r);
prefixSum<<<1, TB_SIZE>>> (d_v_r, d_v_r);
// Copy to host;
cudaMemcpy(h_v_r.data(), d_v_r, bytes, cudaMemcpyDeviceToHost);
// Print the result
assert(h_v_r[0] == std::accumulate(begin(h_v), end(h_v), 0));
cout << "COMPLETED SUCCESSFULLY\n";</pre>
return 0;
```

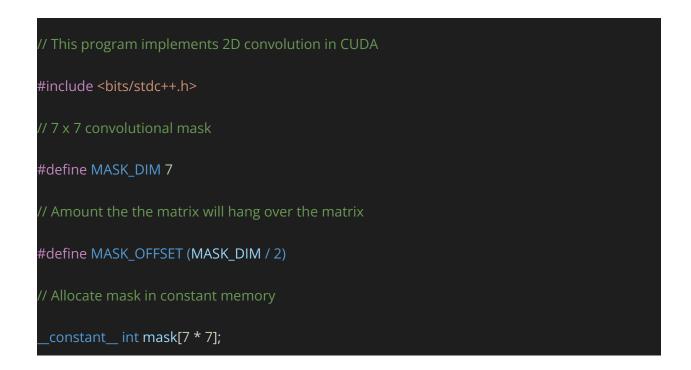






Problem Statement 4:

Implement 2D Convolution using shared memory using CUDA C. Analyze and tune the program for getting maximum speed up. Do Profiling and state what part of the code takes the huge amount of time to execute.



```
// 2D Convolution Kernel
// Takes:
// matrix: Input matrix
// result: Convolution result
// N:
        Dimensions of the matrices
 _global__ void convolution_2d(int *matrix, int *result, int N) {
// Calculate the global thread positions
int row = blockIdx.y * blockDim.y + threadIdx.y;
int col = blockldx.x * blockDim.x + threadIdx.x;
// Starting index for calculation
int start_r = row - MASK_OFFSET;
int start_c = col - MASK_OFFSET;
// Temp value for accumulating the result
int temp = 0;
// Iterate over all the rows
for (int i = 0; i < MASK_DIM; i++) {
 for (int j = 0; j < MASK_DIM; j++) {
  // Range check for rows
  if ((start_r + i) >= 0 \&\& (start_r + i) < N) {
   // Range check for columns
```

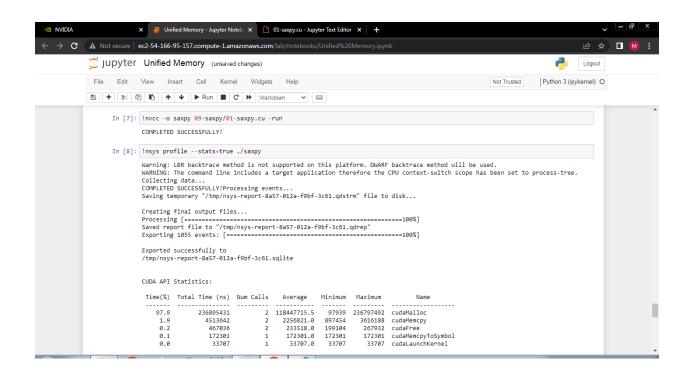
```
if ((start_c + j) >= 0 && (start_c + j) < N) {
     temp += matrix[(start_r + i) * N + (start_c + j)] *
          mask[i * MASK_DIM + j];
// Write back the result
result[row * N + col] = temp;
// Initializes an n x n matrix with random numbers
// Takes:
// m : Pointer to the matrix
// n : Dimension of the matrix (square)
void init_matrix(int *m, int n) {
for (int i = 0; i < n; i++) {
 for (int j = 0; j < n; j++) {
  m[n * i + j] = rand() % 100;
```

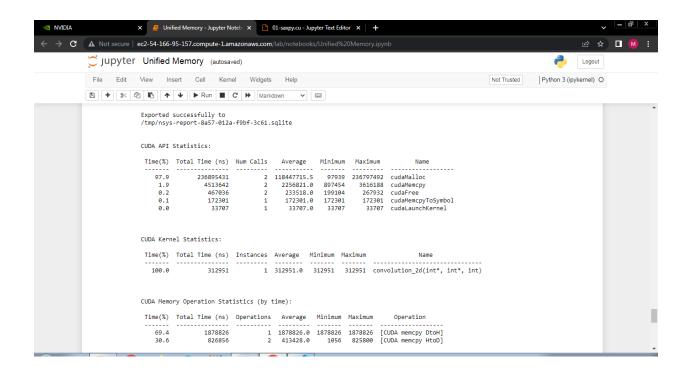
```
// Verifies the 2D convolution result on the CPU
// Takes:
// m: Original matrix
// mask: Convolutional mask
// result: Result from the GPU
        Dimensions of the matrix
// N:
void verify_result(int *m, int *mask, int *result, int N) {
// Temp value for accumulating results
int temp;
// Intermediate value for more readable code
int offset_r;
int offset_c;
for (int i = 0; i < N; i++) {
 for (int j = 0; j < N; j++) {
  temp = 0;
  for (int k = 0; k < MASK_DIM; k++) {
```

```
// Update offset value for row
   offset_r = i - MASK_OFFSET + k;
   for (int I = 0; I < MASK_DIM; I++) {
    offset_c = j - MASK_OFFSET + l;
    // Range checks if we are hanging off the matrix
    if (offset_r \geq 0 && offset_r \leq N) {
      if (offset_c \geq 0 && offset_c \leq N) {
       temp += m[offset_r * N + offset_c] * mask[k * MASK_DIM + I];
  // Fail if the results don't match
  assert(result[i * N + j] == temp);
int main() {
```

```
// Dimensions of the matrix (2 \land 10 \times 2 \land 10)
int N = 1 << 10;
// Size of the matrix (in bytes)
size_t bytes_n = N * N * sizeof(int);
// Allocate the matrix and initialize it
int *matrix = new int[N * N];
int *result = new int[N * N];
init_matrix(matrix, N);
// Size of the mask in bytes
size_t bytes_m = MASK_DIM * MASK_DIM * sizeof(int);
// Allocate the mask and initialize it
int *h_mask = new int[MASK_DIM * MASK_DIM];
init_matrix(h_mask, MASK_DIM);
int *d_matrix;
int *d result;
cudaMalloc(&d_matrix, bytes_n);
cudaMalloc(&d_result, bytes_n);
// Copy data to the device
cudaMemcpy(d_matrix, matrix, bytes_n, cudaMemcpyHostToDevice);
cudaMemcpyToSymbol(mask, h_mask, bytes_m);
```

```
// Calculate grid dimensions
int THREADS = 16;
int BLOCKS = (N + THREADS - 1) / THREADS;
// Dimension launch arguments
dim3 block_dim(THREADS, THREADS);
dim3 grid_dim(BLOCKS, BLOCKS);
// Perform 2D Convolution
convolution_2d<<<grid_dim, block_dim>>>(d_matrix, d_result, N);
// Copy the result back to the CPU
cudaMemcpy(result, d_result, bytes_n, cudaMemcpyDeviceToHost);
// Functional test
verify_result(matrix, h_mask, result, N);
std::cout << "COMPLETED SUCCESSFULLY!";</pre>
delete[] matrix;
delete[] result;
delete[] h_mask;
cudaFree(d_matrix);
cudaFree(d_result);
return 0;
```





Github Link: https://github.com/pavanshinde7494/HPC-Assignment