

Introduction to Cuda Parallel Programming Homework Assignment 3

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Discussion

Problem 1

From figure 1, we can see that with the block size increase, we save more time on computation when the lattice size is large. On the other hand, in figure 2, when the lattice size is 32x32, the increasing in block size has no advantage. On top of that, in table 1, the cpu can easily beat gpu when the lattice is small.

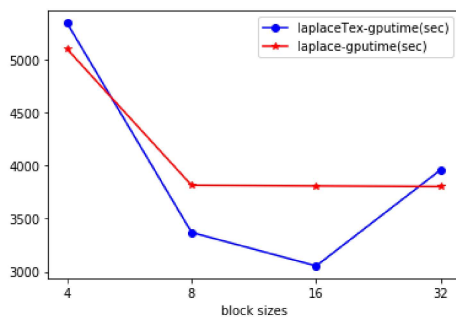


figure 1: gpu time with block size increase when lattice sizes is 256x256

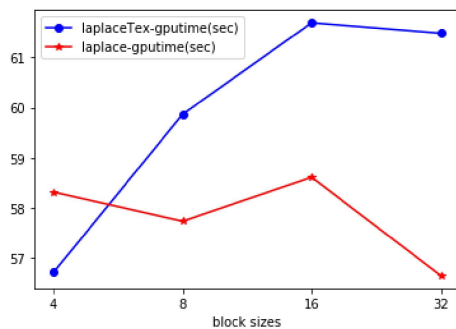


figure 2: gpu time with block size increase when lattice sizes is 32x32

| lattice_sizes | block sizes | gputime | gputime_tot | diff | cputime | savetime |
|---------------|-------------|---------|-------------|------|---------|----------|
| 32x32 | 4x4 | 56.712 | 57.0001 | 0 | 10.5568 | 0.185206 |
| 32x32 | 8x8 | 59.8652 | 60.1353 | 0 | 10.5648 | 0.175684 |
| 32x32 | 16x16 | 61.6903 | 61.9592 | 0 | 10.5487 | 0.170253 |
| 32x32 | 32x32 | 61.4821 | 61.75 | 0 | 10.5666 | 0.171119 |

table 1: gpu time with different block sizes

tags: NTU Homework cuda

Problem 2

In table 2 and table 3, we could roughly say that the larger block size enhance the performance. However, the texture memory didn't have any advantage in this case is really beyond my expectation. The optimal block size seems to be 128x128 in both cases.

| lattice_sizes | block sizes | gputime | gputime_tot | diff | cputime | savetime |
|---------------|-------------|----------|-------------|------|---------|----------|
| 512x512 | 64x64 | 0.045056 | 3.02278 | 0 | 915702 | 302933 |
| 512x512 | 128x128 | 0.037056 | 2.2681 | 0 | 915702 | 302933 |
| 512x512 | 256x256 | 0.03808 | 2.30298 | 0 | 915702 | 302933 |
| 512x512 | 512x512 | 0.037952 | 2.31798 | 0 | 915702 | 302933 |

table 2: running time using gpu with texture memory with different block sizes

| lattice_sizes | block sizes | gputime | gputime_tot | diff | cputime | savetime |
|---------------|-------------|----------|-------------|------|---------|----------|
| 512x512 | 64x64 | 0.04592 | 2.39827 | 0 | 975479 | 406742 |
| 512x512 | 128x128 | 0.029184 | 2.01072 | 0 | 975479 | 406742 |
| 512x512 | 256x256 | 0.029184 | 2.05885 | 0 | 975479 | 406742 |
| 512x512 | 512x512 | 0.028928 | 2.04144 | 0 | 975479 | 406742 |

table 3: gpu time with different block sizes

Problem 3

In problem 3, we implemented a 3D laplace equation solver, and from table 4 we can see that with the block size increase we can have much better performance.

| lattice_sizes | block sizes | gputime | gputime_tot | cputime | savetime |
|---------------|-------------|---------|-------------|---------|----------|
| 32x32 | 4x4 | 75.4669 | 75.9395 | 477.408 | 6.2867 |
| 32x32 | 8x8 | 82.1287 | 82.5419 | 478.343 | 5.7951 |
| 32x32 | 16x16 | 0.02912 | 0.44422 | 478.258 | 1076.6 |
| 32x32 | 32x32 | 0.03776 | 0.45561 | 477.305 | 1047.6 |
| 64x64 | 4x4 | 764.966 | 766.784 | 14622.9 | 19.070 |
| 64x64 | 8x8 | 746.02 | 747.807 | 14599.9 | 19.523 |
| 64x64 | 16x16 | 0.03788 | 2.10522 | 14598.6 | 6934.5 |
| 64x64 | 32x32 | 0.03734 | 2.11651 | 14599.1 | 6897.7 |
| 128x128 | 4x4 | 16422.4 | 16430.1 | 498718 | 30.353 |
| 128x128 | 8x8 | 15354.1 | 15361.7 | 473625 | 30.831 |
| 128x128 | 16x16 | 0.03996 | 7.81018 | 473537 | 60630 |
| 128x128 | 32x32 | 0.04150 | 7.88112 | 473621 | 60095 |

table 4: gpu time with different block sizes