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If we take into account the time it takes to transfer the data from CPU to GPU and back, the flop rate will decrease a lot compared to the data is sent once. This phenomenon might be caused by that transferring data to GPU is time-consuming.

If the data is only sent once, flop rate increases when the vecLen increases. This show the high performance of GPU.

If we calculate the transfer time, flop rate is the highest when vecLen = 262144 (does not change significantly after vecLen > 32768).