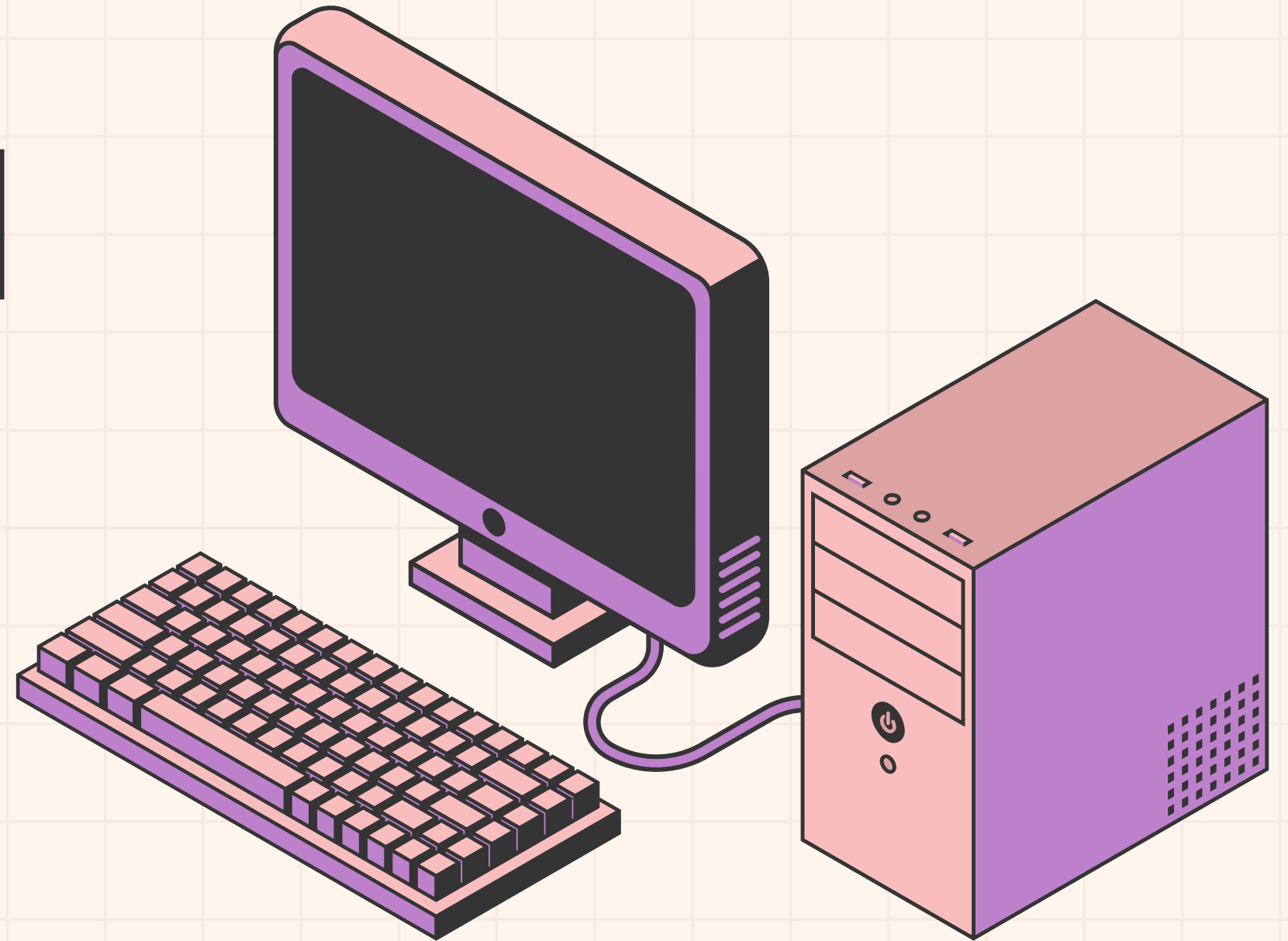


# MNIST DIGIT CLASSIFICATION ACCELERATED WITH CUDA

Sahrish Mustafa 22i0977

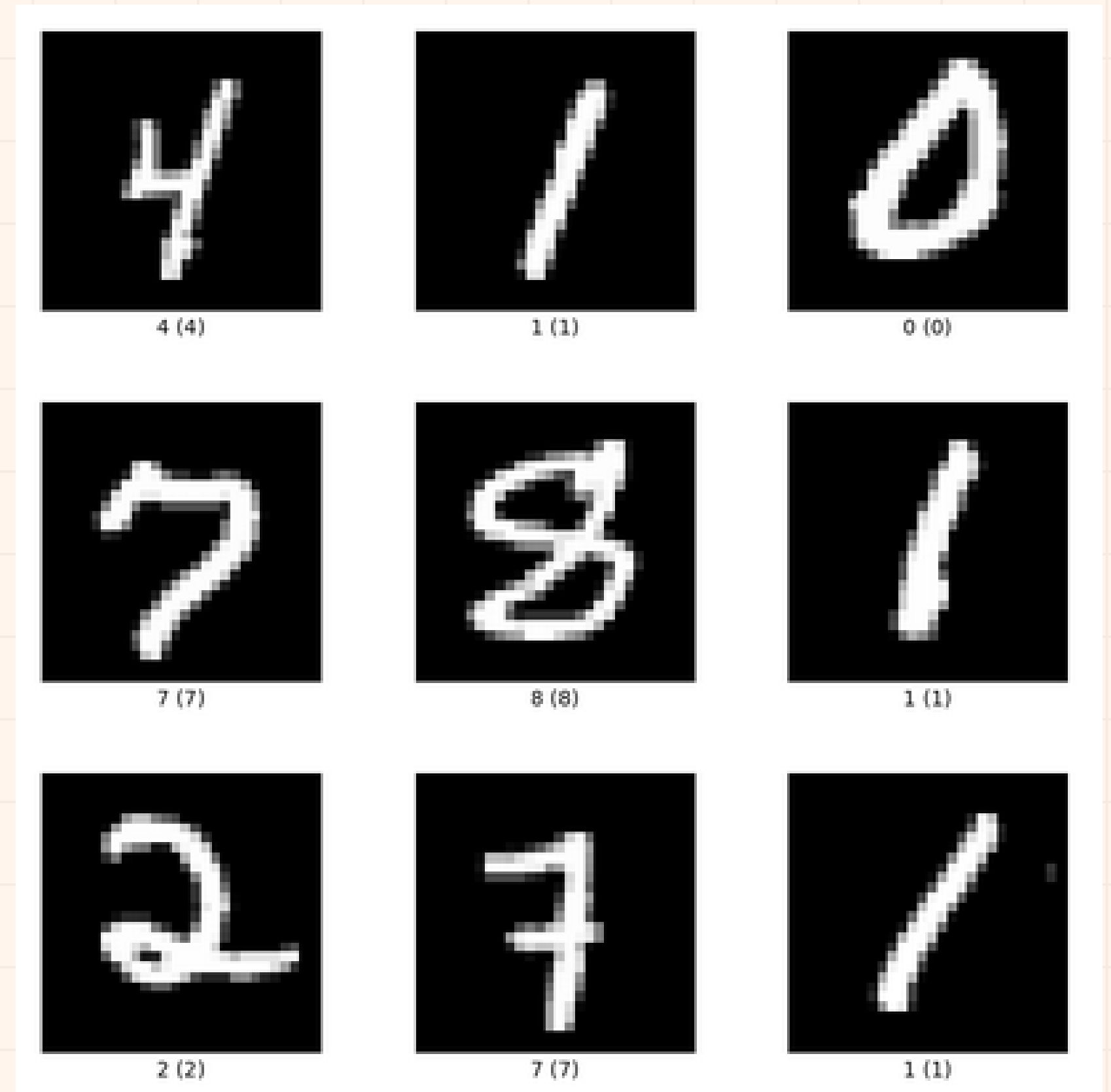
Aalyan Raza Kazmi 22i0833



# MNIST

*(Modified National Institute of Standards and Technology database)*

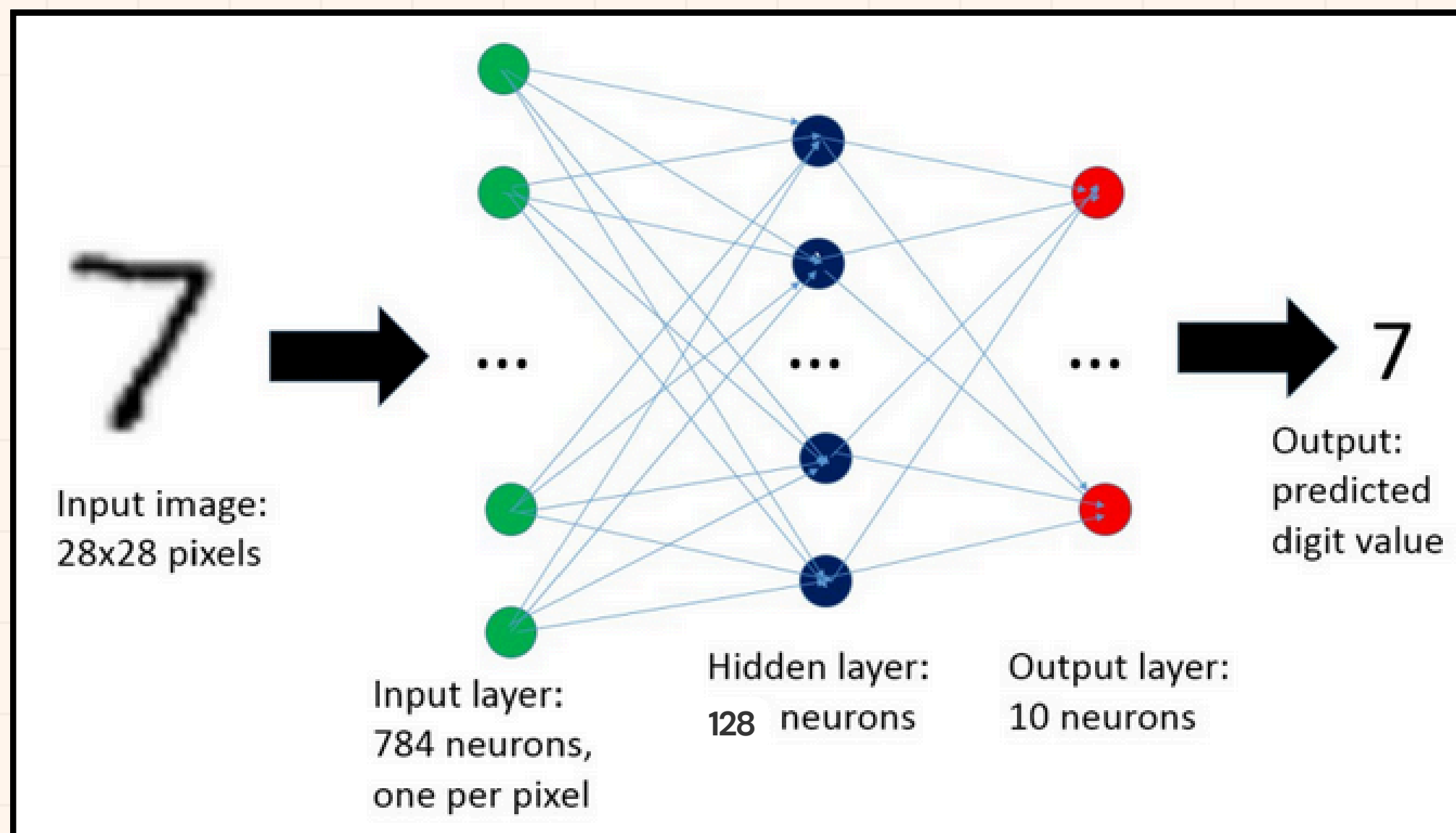
- Handwritten Digits
- 70,000 Images
- 28x28 pixels
- 10 classes (0-9)



# NEURAL NETWORK - V1

## INPUT LAYER

- Size: 784 neurons
- 28x28 pixel grayscale images. Flattened, each image becomes a 784-dimensional vector.

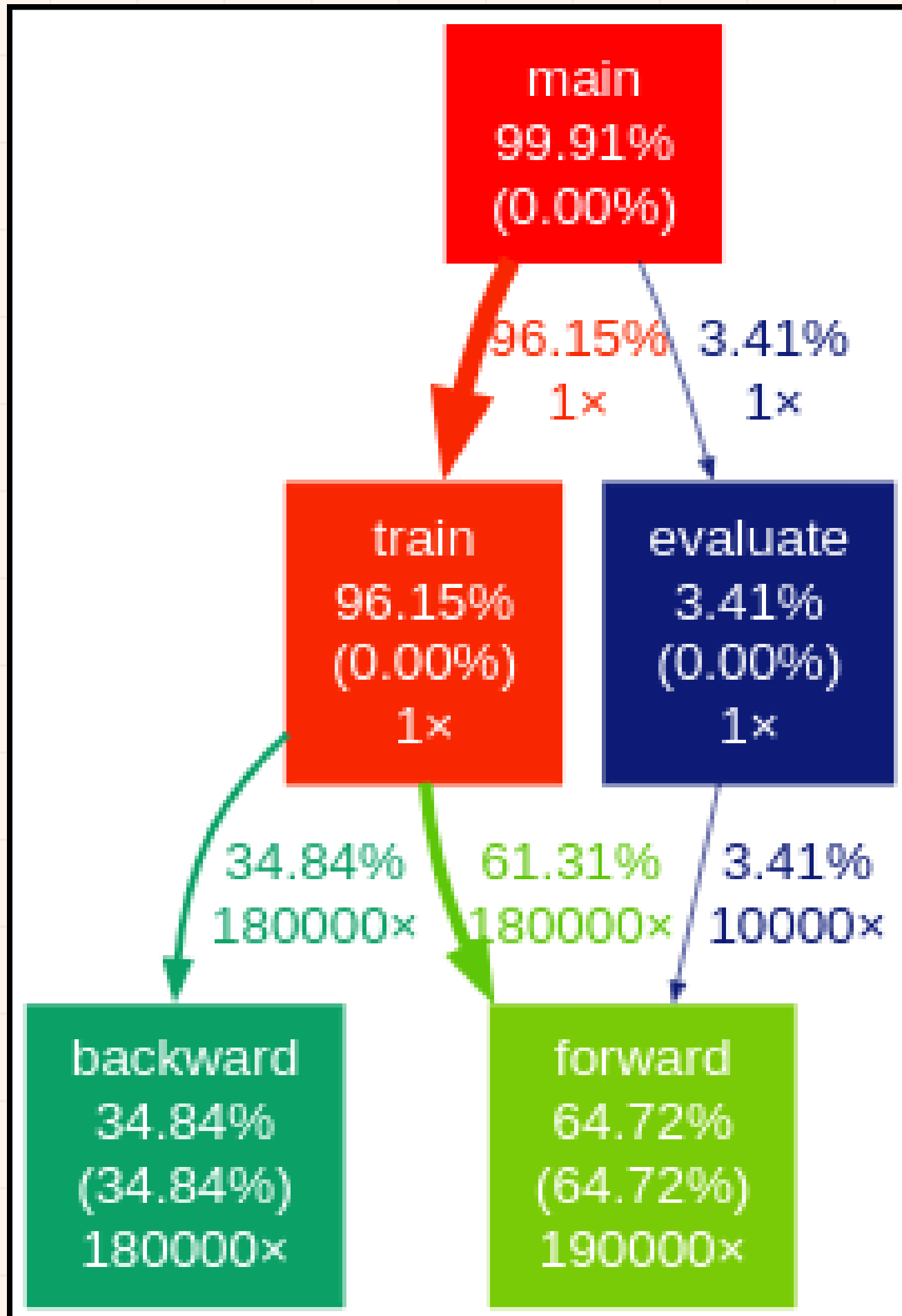


## OUTPUT LAYER

- Size: 10 neurons
- Weights ( $W_2$ ): A matrix of size  $10 \times 128$
- Biases ( $b_2$ ): A vector of size 10
- Activation Function: Softmax (raw outputs to probabilities)

## HIDDEN LAYER

- Size: 128 neurons
- Weights ( $W_1$ ): A matrix of size  $128 \times 784$
- Biases ( $b_1$ ): A vector of size 128
- Activation Function: ReLU ( $\max(0, x)$ )



## ACCELERATION PLAN

- parallelize forward() and backward() by converting loops to kernels running on the GPU

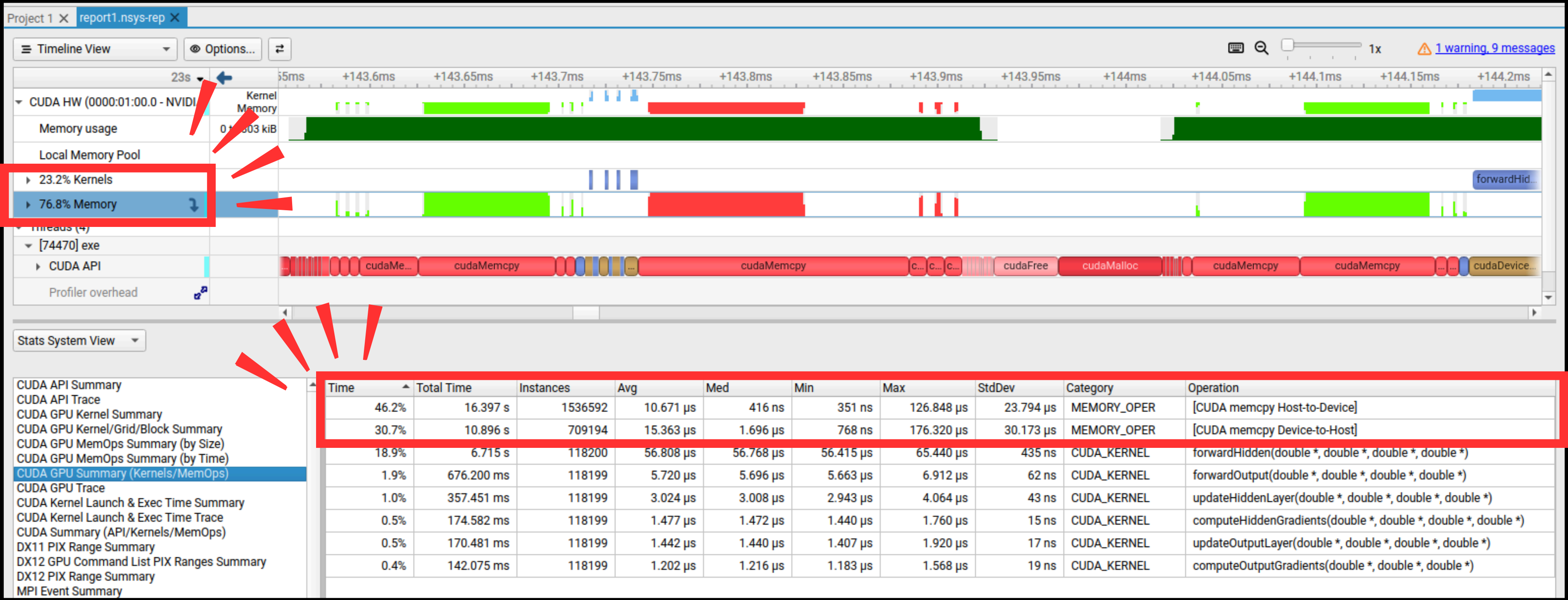
# FORWARD PROPAGATION

## V1

```
1. FUNCTION FORWARD_PROPAGATION(INPUT):
2.     // COMPUTE HIDDEN LAYER
3.     FOR I IN RANGE(HIDDEN_SIZE):
4.         SUM = BIAS1[I]
5.         FOR J IN RANGE(INPUT_SIZE):
6.             SUM += W1[I][J] * INPUT[J]
7.         HIDDEN[I] = RELU(SUM)
8.
9.     // COMPUTE OUTPUT LAYER
10.    FOR I IN RANGE(OUTPUT_SIZE):
11.        SUM = BIAS2[I]
12.        FOR J IN RANGE(HIDDEN_SIZE):
13.            SUM += W2[I][J] * HIDDEN[J]
14.        OUTPUT[I] = SUM // SOFTMAX APPLIED LATER
```

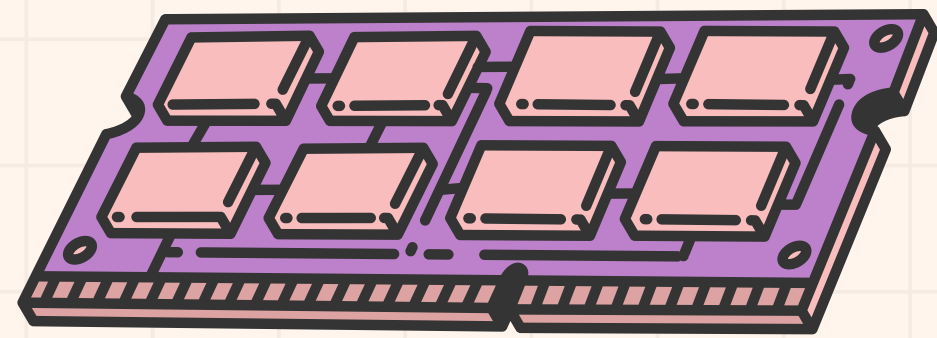
## V2

```
1. KERNEL FORWARDHIDDEN(W1, B1, INPUT, HIDDEN):
2.     I = THREADIDX.X
3.     IF I < HIDDEN_SIZE:
4.         SUM = B1[I]
5.         FOR J IN RANGE(INPUT_SIZE):
6.             SUM += W1[I][J] * INPUT[J]
7.         HIDDEN[I] = RELU(SUM)
8.
9. KERNEL FORWARDOUTPUT(W2, B2, HIDDEN, OUTPUT):
10.    I = THREADIDX.X
11.    IF I < OUTPUT_SIZE:
12.        SUM = B2[I]
13.        FOR J IN RANGE(HIDDEN_SIZE):
14.            SUM += W2[I][J] * HIDDEN[J]
15.        OUTPUT[I] = SUM // SOFTMAX ON HOST
```



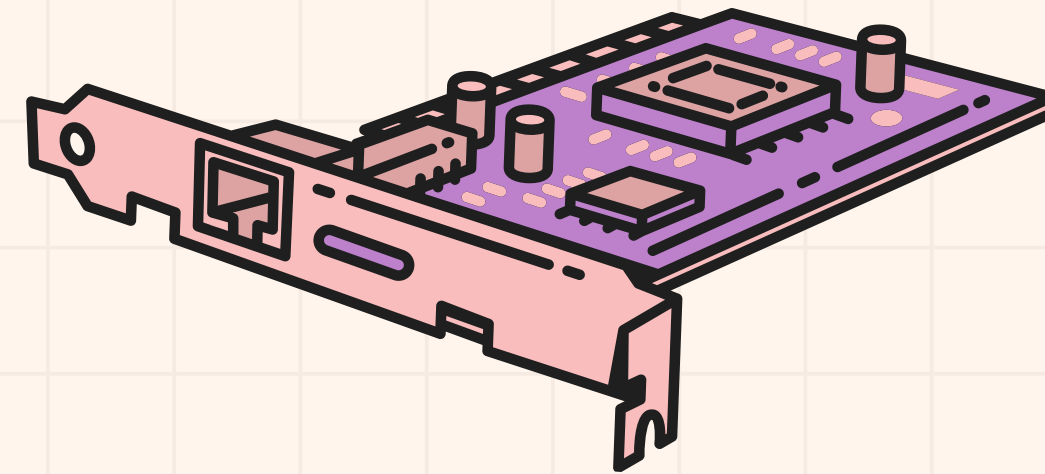
# ACCELERATION PLAN

- TOO MUCH MEMORY TRANSFER TIME!
- .... REDUCE MEMORY TRANSFER (DTH / HTD)



CPU RAM (HOST STORAGE)

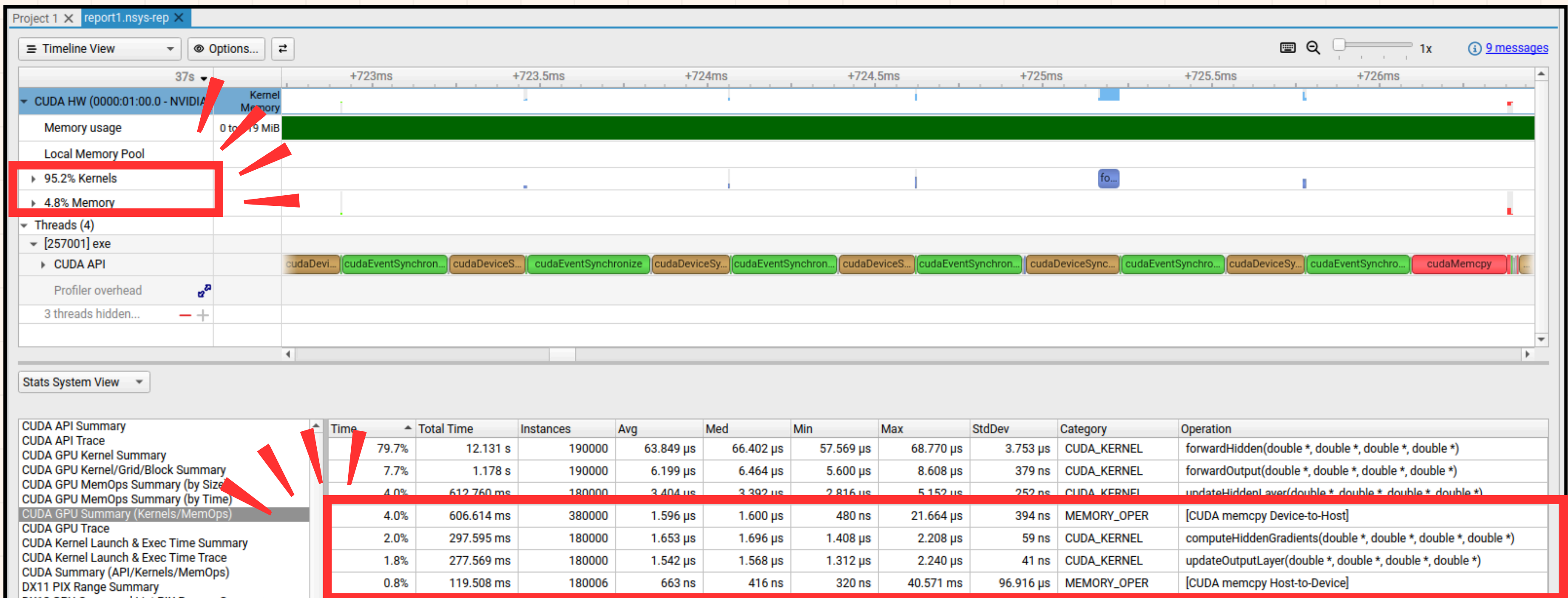
previously, we were copying each image from the host to the device 60,000 times per epoch during training. Now, we copy the **entire dataset in the beginning only once**



GPU GLOBAL MEMORY (DEVICE STORAGE)







# ACCELERATION PLAN

- > 13 SECONDS ON KERNELS
- ... SPEED UP KERNELS



# **OPTIMIZED GPU VERSION - V3**

- 1. Optimizing launch configurations**
- 2. Shared memory**
- 3. Half-precision (FP16) datatype**
- 4. Coalesced memory access**

# LAUNCH CONFIGURATIONS

**FORWARDHIDDEN<<<4, 32>>>**

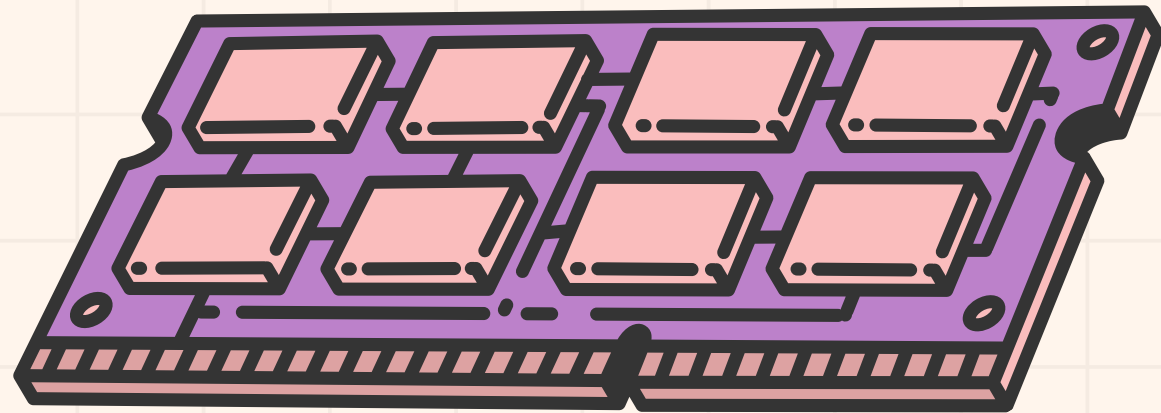
**FORWARDOUTPUT<<<1, 64>>>**

**COMPUTEHIDDENGRADIENTS<<<16, 4>>>**

**UPDATEOUTPUTLAYER<<<OUTPUT\_SIZE, HIDDEN\_SIZE>>>**

**UPDATEHIDDENLAYER<<<HIDDEN\_SIZE, INPUT\_SIZE>>>**

# OPTIMIZED GPU VERSION – V3



## SHARED MEMORY

Shared memory is used to cache input data, hidden layer activations, and output gradients within each thread block. This reduces global memory access and speeds up forward and backward passes in the neural network.



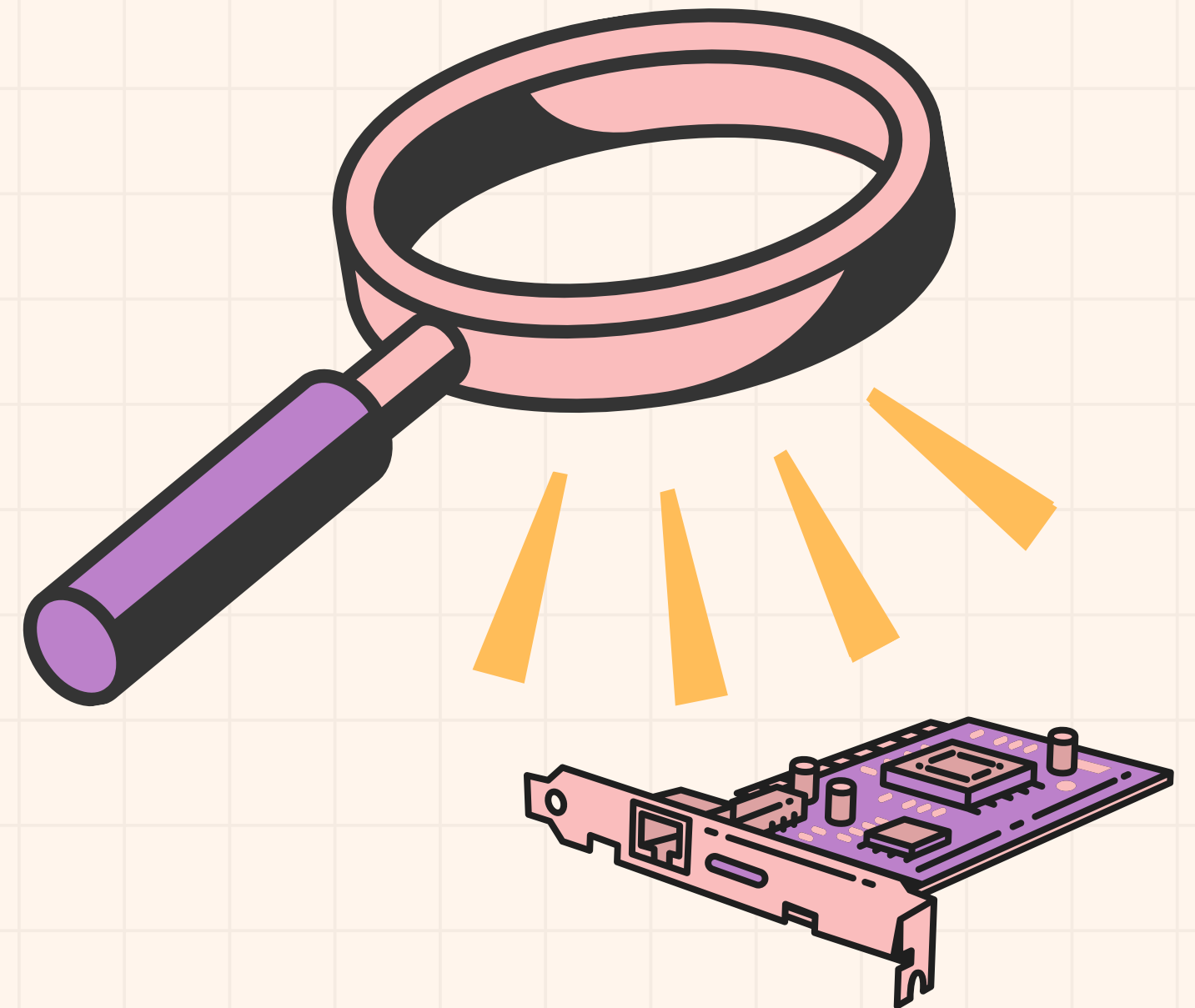
## MEMORY COALESCION

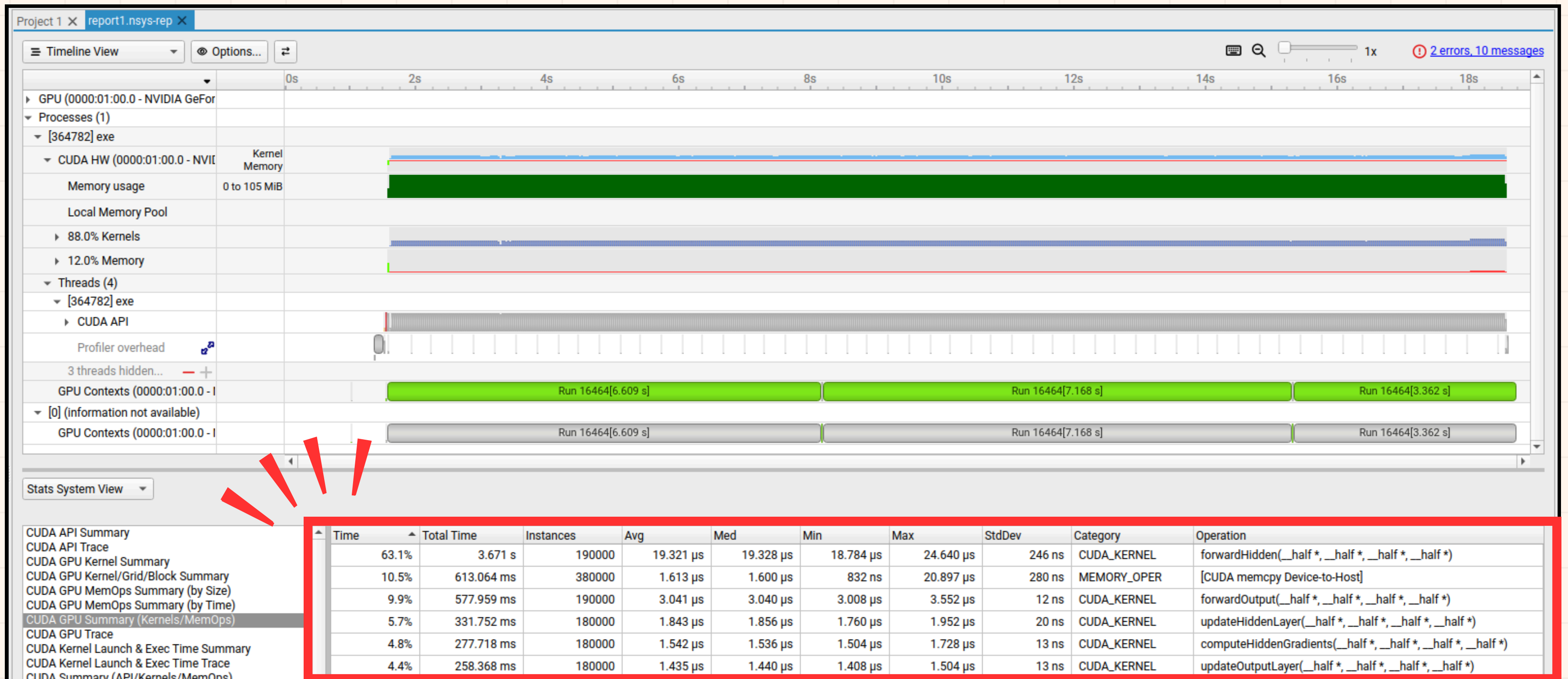
The weight matrix is transposed to ensure memory coalescing during access by parallel threads. This improves global memory access efficiency, reducing latency during matrix multiplications.

# FP 16

## HALF PRECISION

- Uses half type to store inputs, weights, and activations.
- Functions like `__float2half()` and `__half2float()` are used to convert between 32-bit and 16-bit values.
- Reduces memory usage and enables faster computation on supported GPUs.
- Ideal for deep learning workloads where precision trade-offs are acceptable.

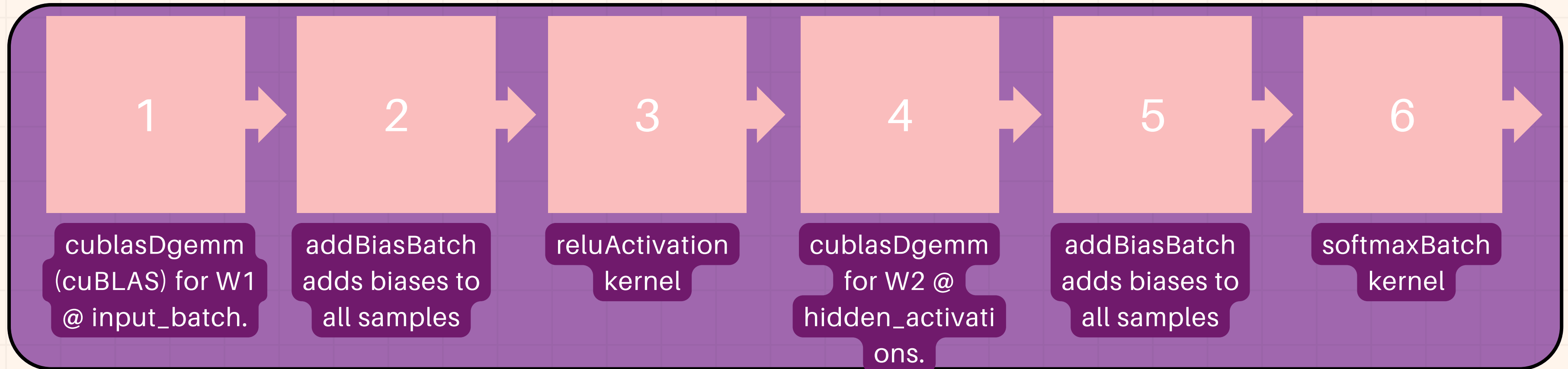




# ACCELERATION PLAN

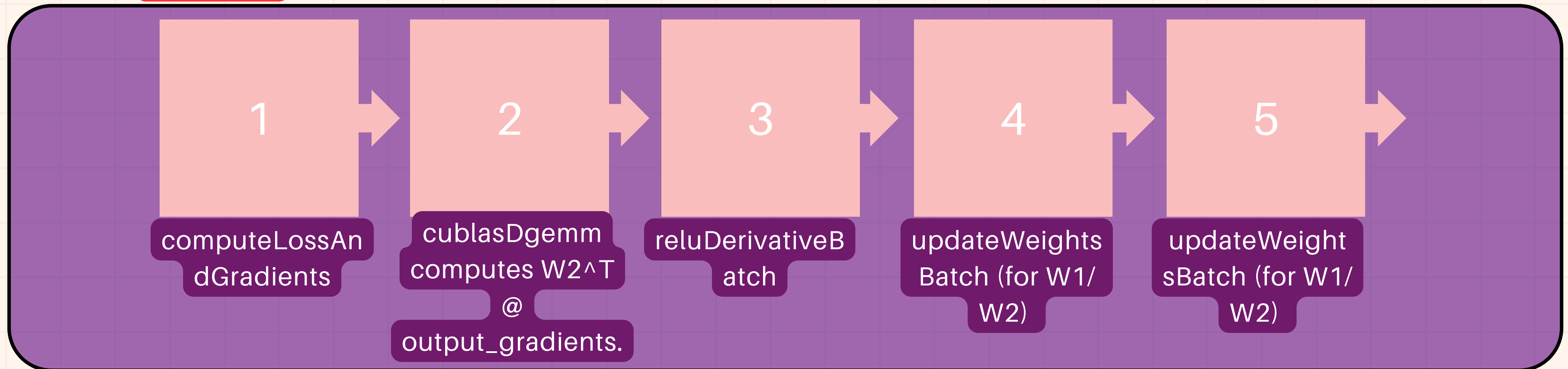
- BATCH PROCESSING
- TENSOR CORES

# FORWARD PROPAGATION



\*requires atomic operations

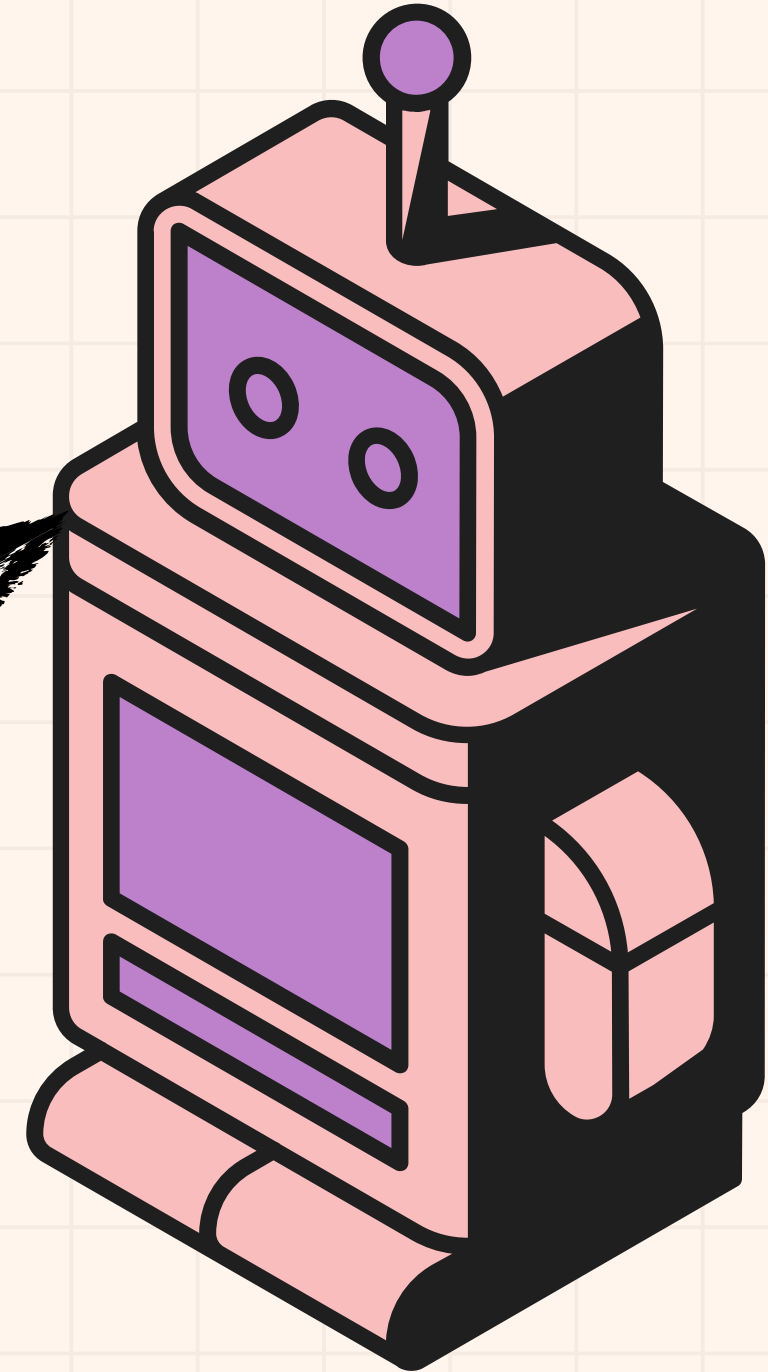
# BACKWARD PROPAGATION

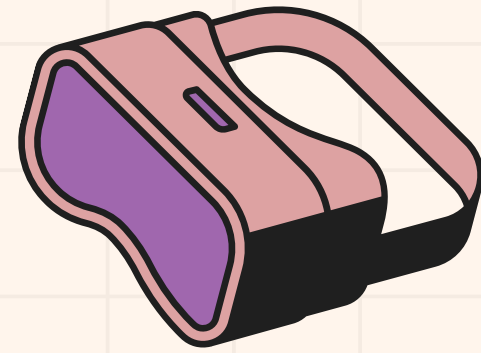






**CONCLUSION**





# THANK YOU

