

VIENNA UNIVERSITY OF TECHNOLOGY

360.252 COMPUTATIONAL SCIENCE ON MANY CORE ARCHITECTURES

INSTITUTE FOR MICROELECTRONICS

Exercise 5

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Abstract

Here documented the results of exercise 5, that was quite fun actually!

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1 Performance Modeling: Parameter Identification (5/5 Points)

1.1 Task 1a - PCI Express latency for `cudaMemcpy()` in μs (1 Point)

In order to find the latencies for the K40 Tesla and the RTX 3060 GPU's, the assumption is made that timings one is able to measure with `timer.hpp` and `<iostream>` the following quantities: a latency ℓ , a constant time for `cudaMemcpy()`ing one `double` called T_{double} , two timings one measures T_1 and T_2 and an arbitrary positive integer N to `cudaMemcpy()` a vector of doubles of length N .

$$\begin{aligned}\ell + T_{\text{double}} &= T_1 \\ \ell + N \cdot T_{\text{double}} &= T_2 \\ \rightarrow \ell &= \frac{T_2 - T_1 \cdot N}{1 - N}\end{aligned}$$

With this model assumption one can obtain the latency ℓ for both devices. The calculation of the above equation can be seen in the listing below in line 28.

C++ Cuda Code Obtaining the latency

```

1  int N = 1e7;
2  double *x = (double *)malloc(sizeof(double));
3  double *x_N = (double *)malloc(sizeof(double) * N);
4  *x = 1;
5  std::fill(x_N, x_N + N, 1);
6  double *cuda_x, *cuda_x_N;
7  cudaMalloc(&cuda_x, sizeof(double));
8  cudaMalloc(&cuda_x_N, sizeof(double) * N);
9
10 std::vector<double> timings_double(100, 0.0);
11 std::vector<double> timings_N_doubles(100, 0.0);
12
13 for (size_t i=0; i<=100; ++i){
14     timer.reset();
15     cudaMemcpy(cuda_x, x, sizeof(double), cudaMemcpyHostToDevice);
16     cudaDeviceSynchronize();
17     timings_double[i] = timer.get();
18 }
19 double timing_double = findMedian(timings_double, 100);
20
21 for (size_t i=0; i<=100; ++i){
22     timer.reset();
23     cudaMemcpy(cuda_x_N, x_N, sizeof(double)*N, cudaMemcpyHostToDevice);
24     timings_N_doubles[i] = timer.get();
25     cudaDeviceSynchronize();
26 }
27 double timing_N_doubles = findMedian(timings_N_doubles, 100);
28 double latency = (timing_N_doubles - timing_double*N)/(1-N);

```

PCI Express gen3 Latency on RTX3060: 3.99926 μs

PCI Express gen3 Latency on K40 TESLA: 8.9987 μs

1.2 Task 1b - Kernel Launch Latency in μs (1 Point)

Task 1b is relatively straight forward, just launch a high number of empty kernels with `<<<1,1>>>` and find the median time!

C++ Cuda Code for Kernel Launch Latency

```
1  __global__ void cuda_5_1b()
2  {
3  // Kennt's ihr eh Spiegeldondi? – Mahatma Ghandi, ca. 1940 – idea of an empty Kernel..
4  }
5  int main() {
6
7  Timer timer;
8  std::vector<double> timings(100, 0.0);
9
10 for (size_t i=0; i<100; ++i){
11     timer.reset();
12     cuda_5_1b<<<1, 1>>>();
13     cudaDeviceSynchronize();
14     timings[i] = timer.get();
15     cudaDeviceSynchronize();
16 }
17 double latency = findMedian(timings, 100);
18 std::cout << "Kernel Launch Latency: " << latency << std::endl;
```

Kernel Launch Latency on RTX3060: 10 μs

Kernel Launch Latency on K40 TESLA: 5 μs

1.3 Task 1c - Practical Peak Memory Bandwidth in GB/s (1 Point)

The Numbers for the obtained Peak Memory Bandwidth are in the legend of Figure 1 and the relevant code chunks in the listing below.

C++ Cuda Code for Peak Memory Bandwidth

```

1  __global__ void cuda_5_1c(double *x, double *y, double *z, int N)
2  {
3      unsigned int total_threads = blockDim.x * gridDim.x;
4      unsigned int global_tid = blockIdx.x * blockDim.x + threadIdx.x;
5      for (unsigned int i = global_tid; i < N; i += total_threads) {
6          z[i] = x[i] + y[i];
7      }
8  }
9  }
10
11 for(int j=0; j < median_int; j++){
12     cudaDeviceSynchronize();
13     timer.reset();
14     cuda_5_1c<<<((N_vec[i]+255)/256), 256>>>(gpu_x, gpu_y, gpu_z, N_vec[i]);
15     cudaDeviceSynchronize();
16     timings.push_back(timer.get());
17 }
18
19 peak_bw.push_back((3*N_vec[i]*sizeof(double)*pow(10,-9))/findMedian(timings, median_int));
20 timings.clear();
21 std::cout << N_vec[i] << ", " << peak_bw[i] << std::endl;

```

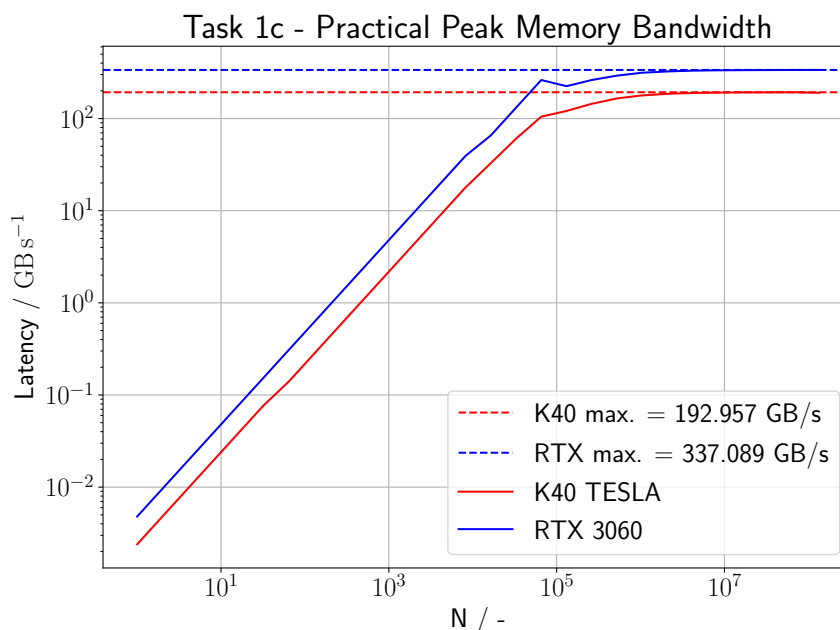


Figure 1: Results for Task 1c

1.4 Task 1d - Maximum Number of `atomicAdd()` / s

The Numbers for the obtained `atomicAdd()`'s per second are in the legend of Figure 2 and the relevant code chunks in the listing below.

C++ Cuda Code for Maximum number of `atomicAdd()`

```

1  __global__ void cuda_5_1d(double *atomic_add_result)
2  {
3      atomicAdd(atomic_add_result, threadIdx.x);
4  }
5
6      for (size_t i=0; i<N_max; ++i){
7
8          for(int j=0; j < median_int; j++){
9              cudaDeviceSynchronize();
10             timer.reset();
11             cuda_5_1d<<<(int)N_vec[i], 1>>>(x_gpu);
12             cudaDeviceSynchronize();
13             timings.push_back(timer.get());
14         }
15
16         median_timings.push_back(findMedian(timings, median_int));
17         timings.clear();
18         std::cout << N_vec[i] << ", " << N_vec[i]/median_timings[i] << std::endl;
19     }
20
21     return EXIT_SUCCESS;
22 }
```

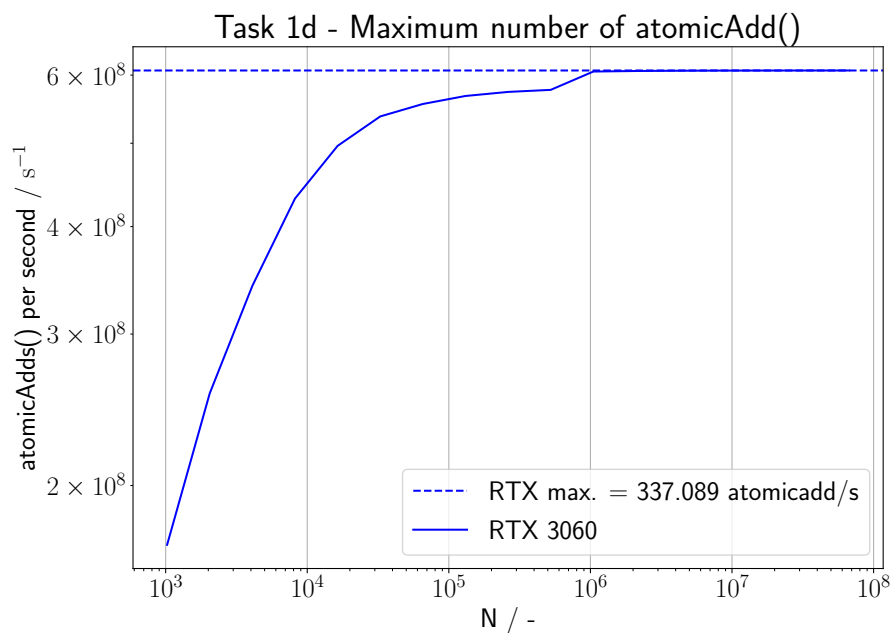


Figure 2: Results for Task 1d

1.5 Task 1e - Peak FLOP's (i.e. $\alpha + \beta \cdot \gamma$) for double's as GFLOPs/s (1 Point)

The Numbers obtained for the Peak Floating Point Rate for both GPU's are in the legend of figure 3 and the relevant code chunks in the listing below.

C++ Cuda Code Maximal Floating Point Rate

```

1  __global__ void cuda_5_1c(double *x, double *y, double *z, int N)
2  {
3      float a = x[blockIdx.x*blockDim.x + threadIdx.x];
4      float b = y[blockIdx.x*blockDim.x + threadIdx.x];
5      float c;
6      for (int i = 0; i < 8*3000; i++) {
7          c += a * b;
8      }
9      z[blockIdx.x*blockDim.x + threadIdx.x] += c;
10 }
11
12 for (size_t i=0; i<N_max-N_min; ++i){
13     for(int j=0; j < median_int; j++){
14         cudaDeviceSynchronize();
15         timer.reset();
16         cuda_5_1c<<<((N_vec[i]+255)/256), 256>>>(gpu_x, gpu_y, gpu_z, N_vec[i]);
17         cudaDeviceSynchronize();
18         timings.push_back(timer.get());
19     }
20     peak_flops.push_back((2*8*3000*N_vec[i]* pow(10, -9))/findMedian(timings, median_int));
21     timings.clear();
22     std::cout << N_vec[i] << ", " << peak_flops[i] << std::endl;

```

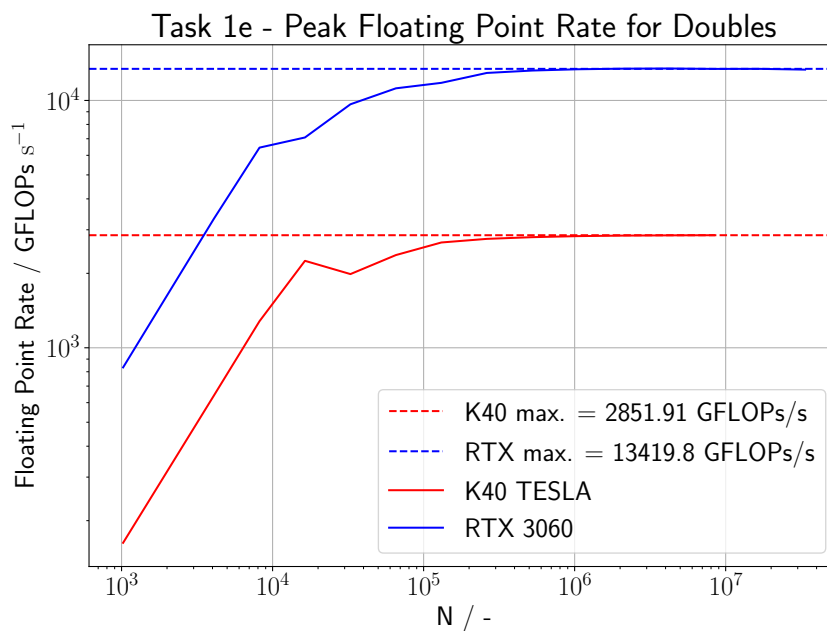


Figure 3

2 Conjugate Gradients (0/5 Points)

2.1 Task 2a - A CUDA Kernel for the Matrix-Vector Product (1 Point)

C++ Cuda Code for 1a Kernel

```
1 double a = 123;
```

2.2 Task 2b - CUDA Kernels for Vector Operations (2 Points)

C++ Cuda Code for 1a Kernel

1 `double a = 123;`

2.3 Task 2c - Convergence Behaviour of CUDA Conjugate Gradient (1 Point)

C++ Cuda Code for 1a Kernel

1 `double a = 123;`

2.4 Task 2d - Which Parts are worthwhile optimizing? (1 Point)

C++ Cuda Code for 1a Kernel

1 `double a = 123;`