

VIENNA UNIVERSITY OF TECHNOLOGY

360.252 COMPUTATIONAL SCIENCE ON MANY CORE ARCHITECTURES

INSTITUTE FOR MICROELECTRONICS

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## Exercise 3

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## Abstract

Here documented the results of exercise 2.

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# 1 Basic Cuda Tasks

## 1.1 Task a

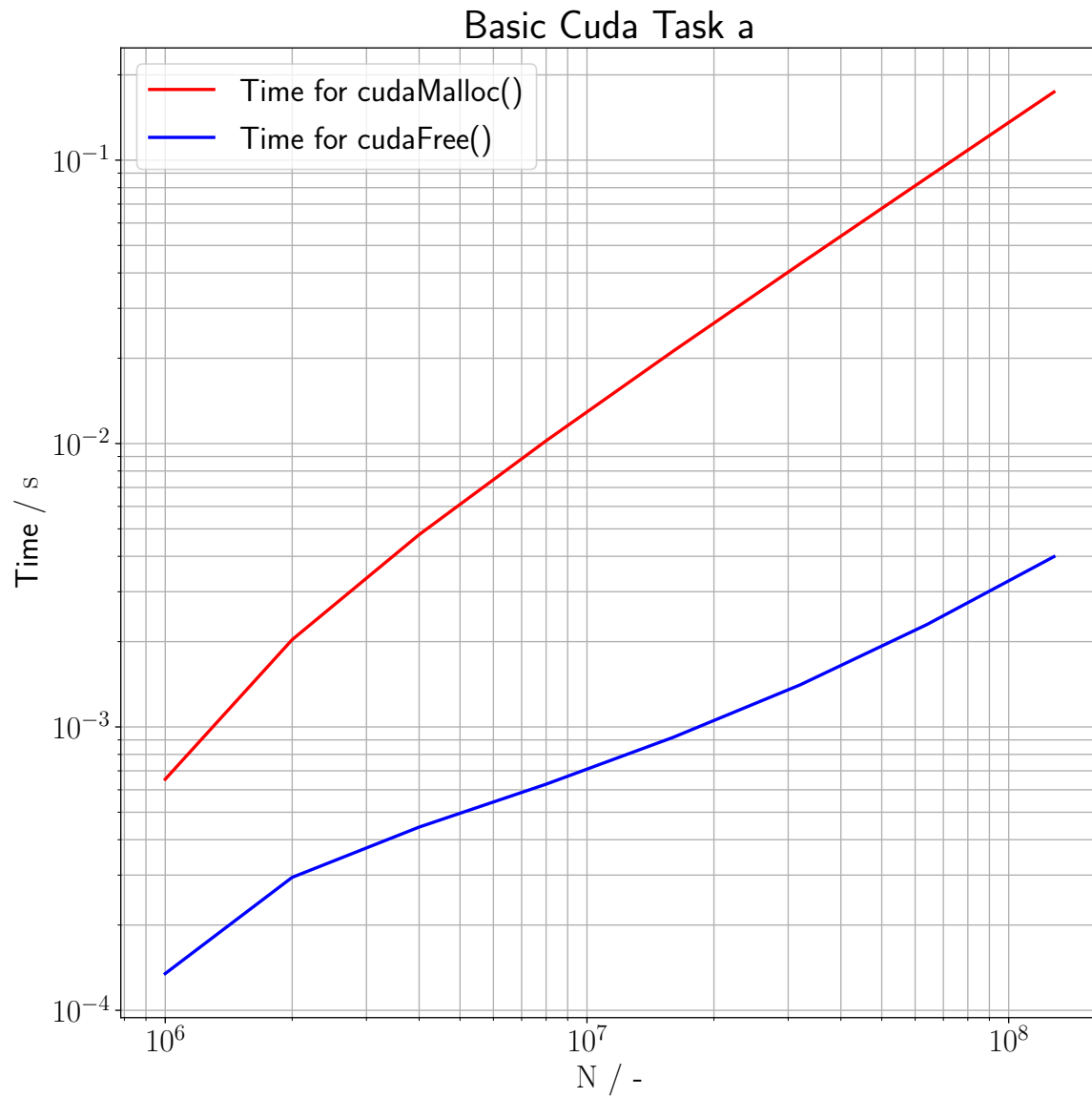


Figure 1: Plot for task 1a - see code in appendix A

## 1.2 Task b

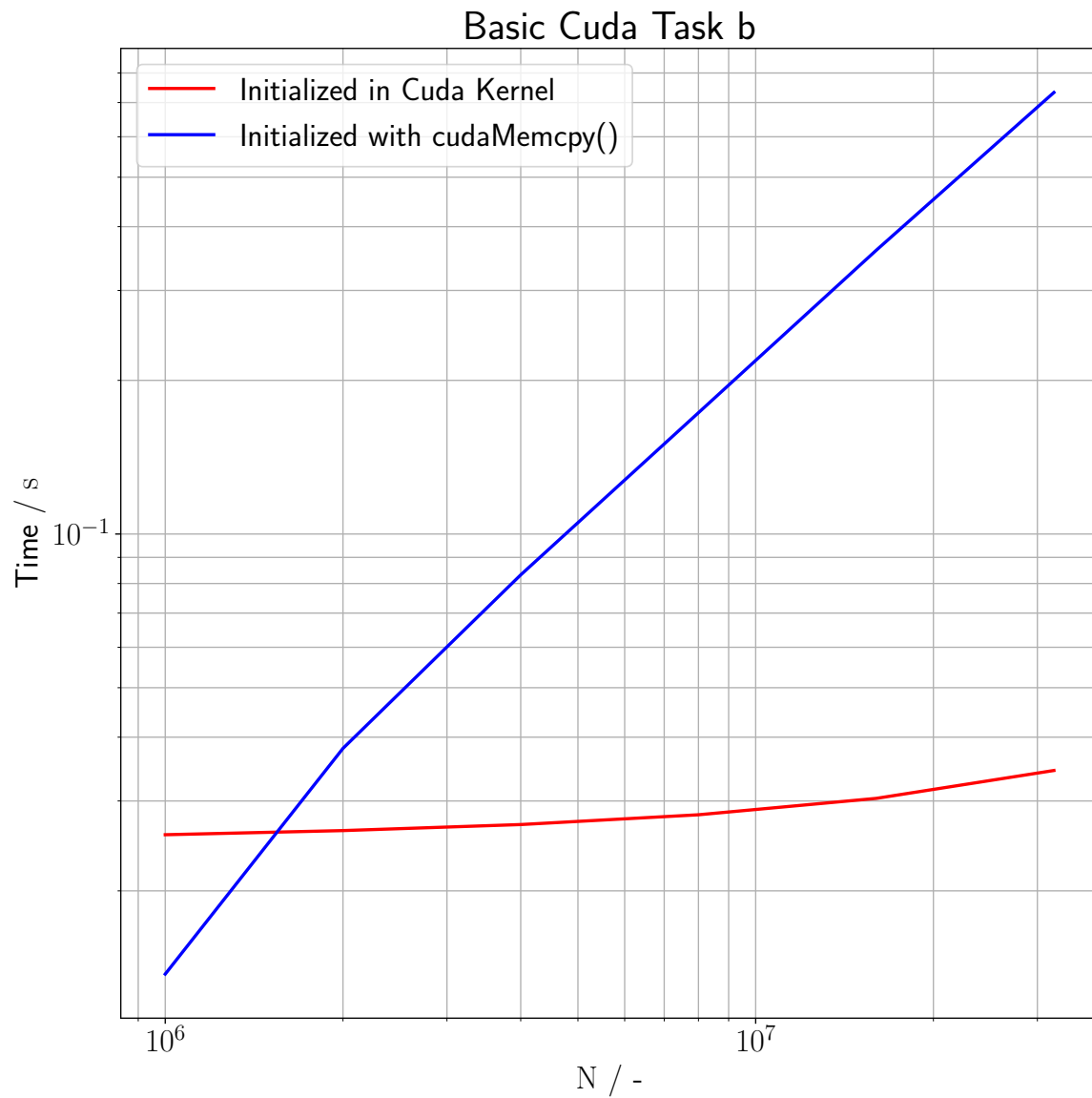


Figure 2: Plot for task 1b - see code in appendix B

### 1.3 Task c

See Implementation in appendix C.

### 1.4 Task d

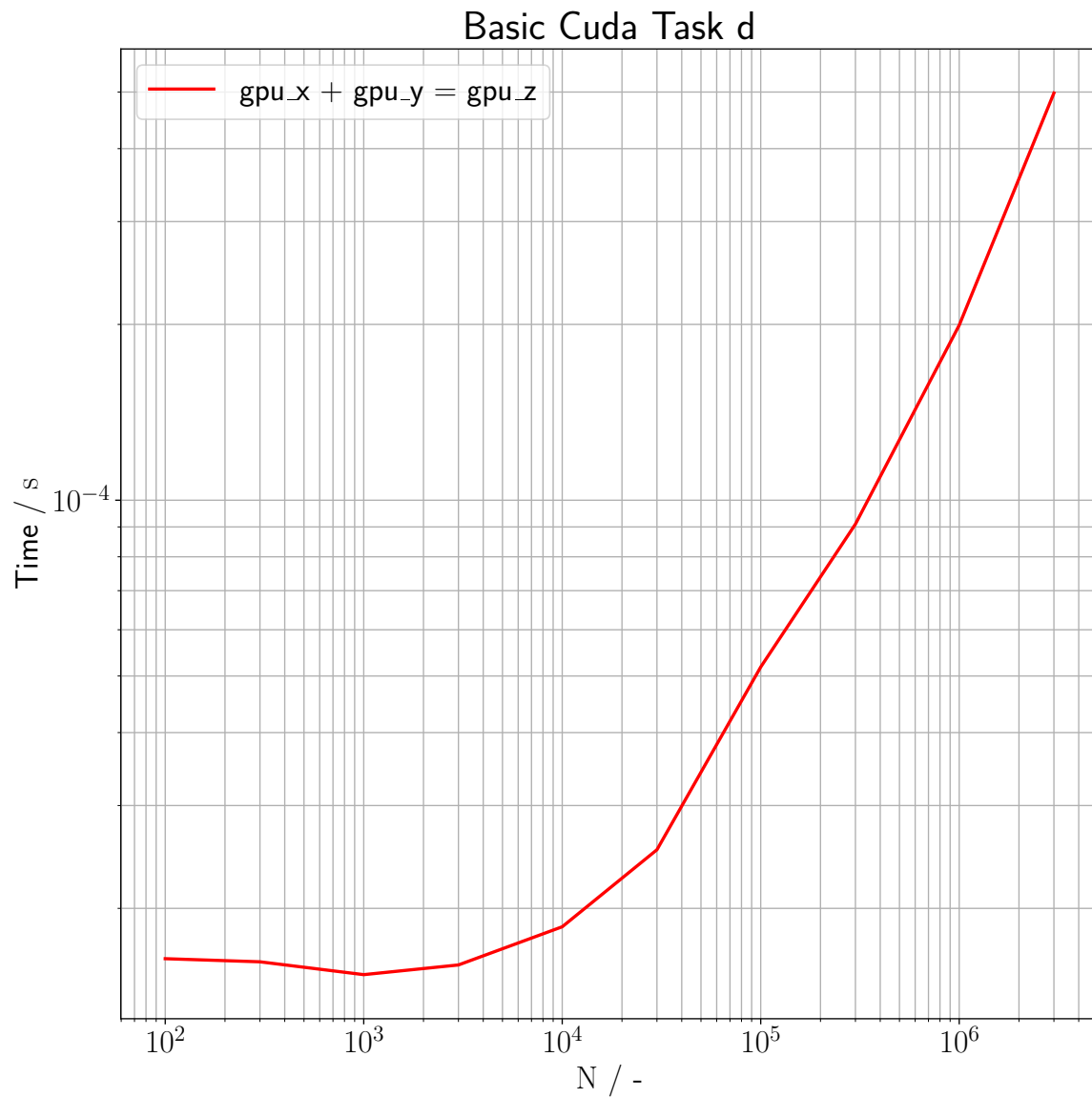


Figure 3: Plot for task 1d - See code in appendix C

Until  $N = 10^4$ , the runtime stays approximately the same, after that, a significant increase in runtime can be observed.

## 1.5 Task e

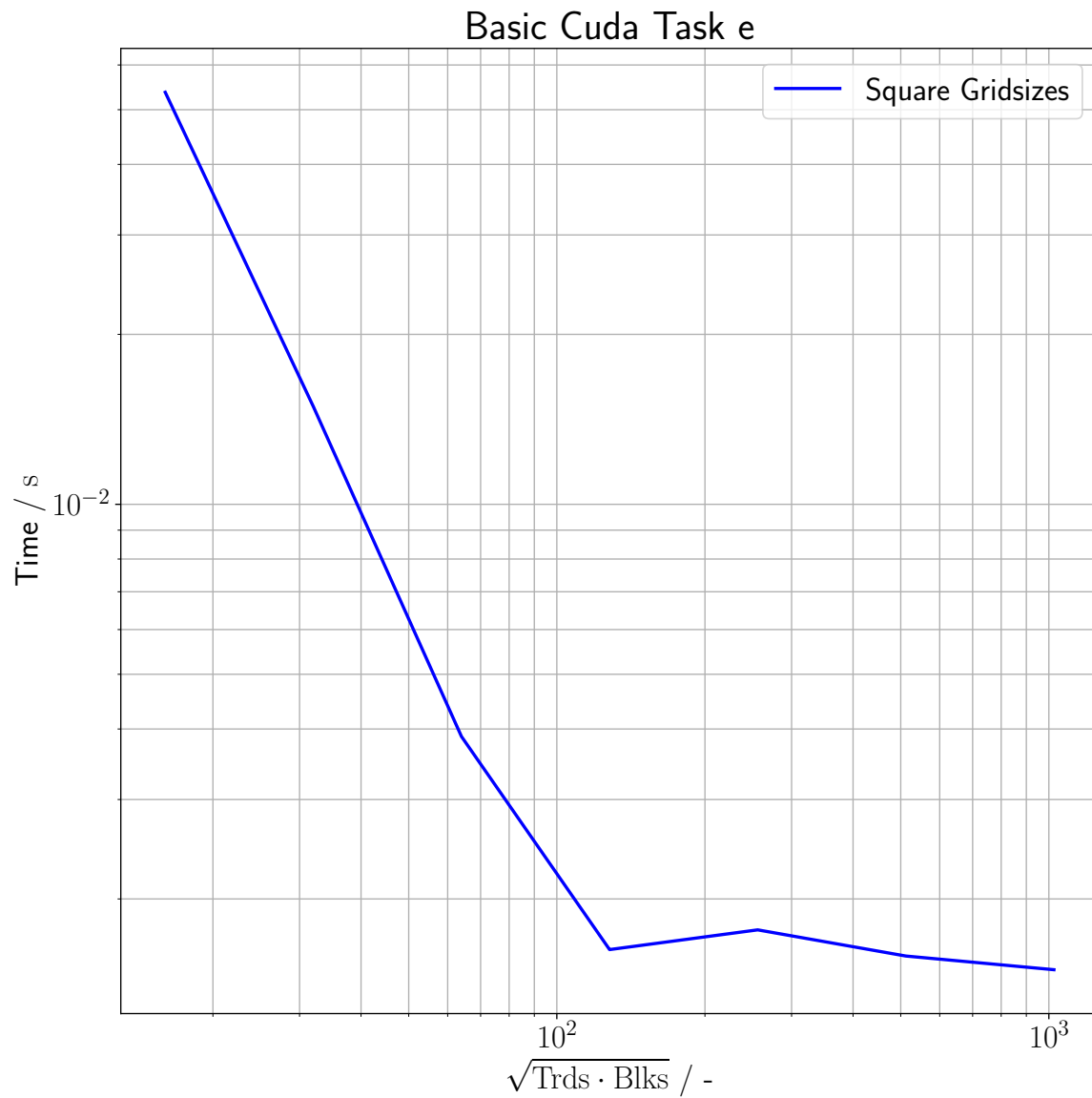


Figure 4: Plot for Task 1e - See code in appendix C

For  $\sqrt{\text{Trds} \cdot \text{Blks}} < 128$ , there is a significant performance decline.

## 2 Dot Product with Cuda

### 2.1 Task a and b

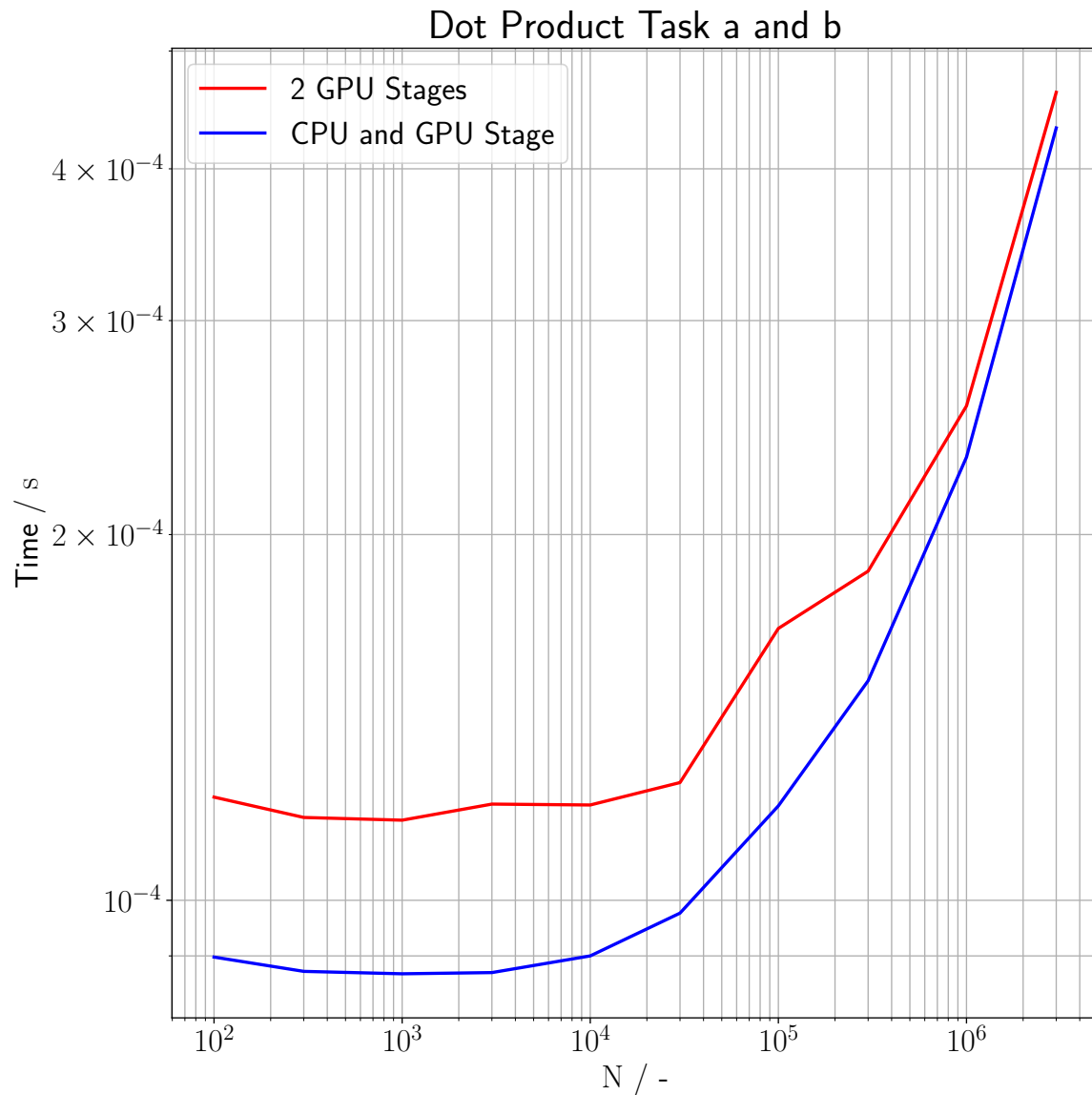


Figure 5: Plots for the Dot Product Task - See code in appendix D and E

Computational tasks which benefit from parallel reduction operations are faster on the given CPU.



## A CPP CUDA Code - Basic Cuda - Task 1a

C++ Listing

```
1  #include <stdio.h>
2  #include "timer.hpp"
3  int main(void)
4  {
5      int k=0, i=8;
6      int N_values[i] = {1000000, 2000000, 4000000, 8000000, 16000000, 32000000, 64000000, 128000000};
7      double *gpu_x;
8      float t_malloc=0, t_free=0;
9      Timer timer;
10     printf("\nsize, malloc, free\n");
11     while(k < i) {
12         int N = N_values[k];
13         for (int n=0; n<5; n++) {
14             timer.reset();
15             cudaMalloc(&gpu_x, N*sizeof(double));
16             cudaDeviceSynchronize();
17             t_malloc += timer.get();
18             timer.reset();
19             cudaFree(gpu_x);
20             cudaDeviceSynchronize();
21             t_free += timer.get();
22         }
23         printf("%d,%g,%g\n", N, 0.2*t_malloc, 0.2*t_free);
24         k++;
25     }
26     return EXIT_SUCCESS;
27 }
```

## B CPP CUDA Code - Basic Cuda - Task 1b

C++ Listing

```

1  #include <stdio.h>
2  #include "timer.hpp"
3
4  __global__ void initVec(double *vec1, double *vec2, int N) {
5      unsigned int total_threads = blockDim.x * gridDim.x;
6      unsigned int global_tid = blockIdx.x * blockDim.x + threadIdx.x;
7
8      for (unsigned int i = global_tid; i < N; i += total_threads) {
9          vec1[i] = (double)(i);
10         vec2[i] = (double)(N-i-1);
11     }
12 }
13
14 int main(void)
15 {
16     int k=0, i=6;
17     int N_values[i] = { 1000000, 2000000, 4000000, 8000000, 16000000, 32000000 };
18     double *x, *y, *gpu_x, *gpu_y;
19     Timer timer;
20     float option_1=0;
21     k = 0;
22     printf("\nsize,option1\n");
23     while(k < i) {
24         int N = N_values[k];
25         for (int n=0; n<5; n++) {
26             timer.reset();
27             x = (double*)malloc(N*sizeof(double));
28             y = (double*)malloc(N*sizeof(double));
29             cudaMalloc(&gpu_x, N*sizeof(double));
30             cudaMalloc(&gpu_y, N*sizeof(double));
31             initVec<<<256, 256>>>(gpu_x, gpu_y, N);
32             cudaDeviceSynchronize();
33             option_1 += timer.get();
34         }
35         printf("%d,%g\n", N, 0.2*option_1);
36         cudaFree(gpu_x);
37         cudaFree(gpu_y);
38         free(x);
39         free(y);
40         k++;
41     }
42     float option_2=0;
43     k = 0;
44     printf("\nsize,option2\n");
45     while(k < i) {
46         int N = N_values[k];
47         for (int n=0; n<5; n++) {

```

```
48     timer.reset();
49     cudaDeviceSynchronize();
50     x = (double*)malloc(N*sizeof(double));
51     y = (double*)malloc(N*sizeof(double));
52     for (int i = 0; i < N; i++) {
53         x[i] = (double)(i);
54         y[i] = (double)(N-i-1);
55     }
56     cudaMalloc(&gpu_x, N*sizeof(double));
57     cudaMalloc(&gpu_y, N*sizeof(double));
58     cudaMemcpy(gpu_x, x, N*sizeof(double), cudaMemcpyHostToDevice);
59     cudaMemcpy(gpu_y, y, N*sizeof(double), cudaMemcpyHostToDevice);
60     cudaDeviceSynchronize();
61     option_2 += timer.get();
62 }
63 printf ("%d,%g\n", N, 0.2*option_2);
64 cudaMemcpy(x, gpu_x, N*sizeof(double), cudaMemcpyDeviceToHost);
65 cudaMemcpy(y, gpu_y, N*sizeof(double), cudaMemcpyDeviceToHost);
66 cudaFree(gpu_x);
67 cudaFree(gpu_y);
68 free(x);
69 free(y);
70 k++;
71 }
72 return EXIT_SUCCESS;
73 }
```

## C CPP CUDA Code - Basic Cuda - Task 1c, 1d, 1e

C++ Listing

```

1  #include <stdio.h>
2  #include "timer.hpp"
3  __global__ void addVec(double *x, double *y, double *z, int N) {
4      unsigned int total_threads = blockDim.x * gridDim.x;
5      unsigned int global_tid = blockIdx.x * blockDim.x + threadIdx.x;
6      for (unsigned int i = global_tid; i < N; i += total_threads) {
7          z[i] = x[i] + y[i];
8      }
9  }
10 int main(void)
11 {
12     // Task c //
13     double *x, *y, *z, *gpu_x, *gpu_y, *gpu_z;
14     Timer timer;
15     int N = 100;
16     x = (double*)malloc(N*sizeof(double));
17     y = (double*)malloc(N*sizeof(double));
18     z = (double*)malloc(N*sizeof(double));
19     for (int i = 0; i < N; i++) {
20         x[i] = (double)(i);
21         y[i] = (double)(N-i-1);
22     }
23     cudaMalloc(&gpu_x, N*sizeof(double));
24     cudaMalloc(&gpu_y, N*sizeof(double));
25     cudaMalloc(&gpu_z, N*sizeof(double));
26     cudaMemcpy(gpu_x, x, N*sizeof(double), cudaMemcpyHostToDevice);
27     cudaMemcpy(gpu_y, y, N*sizeof(double), cudaMemcpyHostToDevice);
28     addVec<<<256, 256>>>(gpu_x, gpu_y, gpu_z, N);
29     cudaMemcpy(z, gpu_z, N*sizeof(double), cudaMemcpyDeviceToHost);
30     cudaFree(gpu_x);
31     cudaFree(gpu_y);
32     cudaFree(gpu_z);
33     free(x);
34     free(y);
35     free(z);
36
37     // Task d //
38     int k = 0;
39     int N_values[10] = { 100, 300, 1000, 3000, 10000, 30000, 100000, 300000, 1000000, 3000000 };
40     printf("\nsize,time\n");
41     while(k < 10) {
42         float t_kernel=0;
43         int N = N_values[k];
44         x = (double*)malloc(N*sizeof(double));
45         y = (double*)malloc(N*sizeof(double));
46         z = (double*)malloc(N*sizeof(double));
47         for (int i = 0; i < N; i++) {

```

```

48     x[i] = (double)(i);
49     y[i] = (double)(N-i-1);
50 }
51 cudaMalloc(&gpu_x, N*sizeof(double));
52 cudaMalloc(&gpu_y, N*sizeof(double));
53 cudaMalloc(&gpu_z, N*sizeof(double));
54 cudaMemcpy(gpu_x, x, N*sizeof(double), cudaMemcpyHostToDevice);
55 cudaMemcpy(gpu_y, y, N*sizeof(double), cudaMemcpyHostToDevice);
56 timer.reset();
57 for (int n=0; n<5; n++) {
58     addVec<<<256, 256>>>(gpu_x, gpu_y, gpu_z, N);
59     cudaDeviceSynchronize();
60 }
61 t_kernel += timer.get();
62 printf ("%d,%g\n", N, 0.2*t_kernel);
63 cudaMemcpy(z, gpu_z, N*sizeof(double), cudaMemcpyDeviceToHost);
64 cudaFree(gpu_x);
65 cudaFree(gpu_y);
66 cudaFree(gpu_z);
67 free(x);
68 free(y);
69 free(z);
70 k++;
71 }
72 // Task e //
73 N = 10000000;
74 k = 0;
75 int params[7] = { 16, 32, 64, 128, 256, 512, 1024};
76 printf ("\nsqrt(threads),time\n");
77 while(k < 7) {
78     float t_kernel=0;
79     int param = params[k];
80     x = (double*)malloc(N*sizeof(double));
81     y = (double*)malloc(N*sizeof(double));
82     z = (double*)malloc(N*sizeof(double));
83     for (int i = 0; i < N; i++) {
84         x[i] = (double)(i);
85         y[i] = (double)(N-i-1);
86     }
87     cudaMalloc(&gpu_x, N*sizeof(double));
88     cudaMalloc(&gpu_y, N*sizeof(double));
89     cudaMalloc(&gpu_z, N*sizeof(double));
90     cudaMemcpy(gpu_x, x, N*sizeof(double), cudaMemcpyHostToDevice);
91     cudaMemcpy(gpu_y, y, N*sizeof(double), cudaMemcpyHostToDevice);
92     timer.reset();
93     for (int n=0; n<5; n++) {
94         addVec<<<param, param>>>(gpu_x, gpu_y, gpu_z, N);
95         cudaDeviceSynchronize();
96     }
97     t_kernel += timer.get();
98     printf ("%d,%g\n", param, 0.2*t_kernel);

```

```
99     cudaMemcpy(z, gpu_z, N*sizeof(double), cudaMemcpyDeviceToHost);
100     cudaFree(gpu_x);
101     cudaFree(gpu_y);
102     cudaFree(gpu_z);
103     free(x);
104     free(y);
105     free(z);
106     k++;
107 }
108 return EXIT_SUCCESS;
109 }
```

## D CPP CUDA Code - Dot Product - Task 2a

C++ Listing

```

1  #include <stdio.h>
2  #include "timer.hpp"
3
4  const int threads_per_block = 256;
5  double dot_cpu(double *a, double *b, int N) {
6      double product = 0;
7      for (int i = 0; i < N; i++)
8          product = product + a[i] * b[i];
9      return product;
10 }
11 __global__ void dotVec_one(double *x, double *y, double *partial_z, int N) {
12     __shared__ double temp_arr[threads_per_block];
13     double thread_product = 0;
14     unsigned int global_tid = threadIdx.x + blockIdx.x * blockDim.x;
15     unsigned int local_tid = threadIdx.x;
16     unsigned int total_threads = blockDim.x * gridDim.x;
17     for (unsigned int i = global_tid; i < N; i += total_threads) {
18         thread_product += x[i] * y[i];
19     }
20     temp_arr[local_tid] = thread_product;
21     for (unsigned int stride = blockDim.x/2; stride > 0; stride /= 2) {
22         __syncthreads();
23         if (threadIdx.x < stride) {
24             temp_arr[threadIdx.x] += temp_arr[threadIdx.x + stride];
25         }
26     }
27     if (threadIdx.x == 0) {
28         partial_z[blockIdx.x] = temp_arr[0];
29     }
30 }
31 __global__ void dotVec_two(double *partial_z) {
32     for (int stride = blockDim.x/2; stride > 0; stride /= 2) {
33         __syncthreads();
34         if (threadIdx.x < stride)
35             partial_z[threadIdx.x] += partial_z[threadIdx.x + stride];
36     }
37 }
38 int main(void)
39 {
40     // Task a //
41     double *x, *y, *z;
42     double *gpu_x, *gpu_y, *gpu_partial_z;
43     Timer timer;
44     int k = 0;
45     int N_values_d[10] = { 100, 300, 1000, 3000, 10000, 30000, 100000, 300000, 1000000, 3000000 };
46     printf("\nsize,time\n");
47     while(k < 10) {

```

```
48     int N = N_values_d[k];
49     x = (double*)malloc(N*sizeof(double));
50     y = (double*)malloc(N*sizeof(double));
51     z = (double*)malloc(threads_per_block*sizeof(double));
52     for (int i = 0; i < N; i++) {
53         x[i] = 1.0;
54         y[i] = 1.0;
55     }
56     cudaMalloc(&gpu_x, N*sizeof(double));
57     cudaMalloc(&gpu_y, N*sizeof(double));
58     cudaMalloc(&gpu_partial_z, threads_per_block*sizeof(double));
59     cudaMemcpy(gpu_x, x, N*sizeof(double), cudaMemcpyHostToDevice);
60     cudaMemcpy(gpu_y, y, N*sizeof(double), cudaMemcpyHostToDevice);
61     timer.reset();
62     for (int n=0; n<5; n++) {
63         dotVec_one<<<256, threads_per_block>>>(gpu_x, gpu_y, gpu_partial_z, N);
64         cudaDeviceSynchronize();
65         dotVec_two<<<1, threads_per_block>>>(gpu_partial_z);
66         cudaMemcpy(z, gpu_partial_z, threads_per_block*sizeof(double), cudaMemcpyDeviceToHost);
67     }
68     printf ("%g,%g\n", z[0], 0.2*timer.get());
69     cudaFree(gpu_x);
70     cudaFree(gpu_y);
71     cudaFree(gpu_partial_z);
72     free(x);
73     free(y);
74     free(z);
75     k++;
76 }
77 return EXIT_SUCCESS;
78 }
```



## E CPP CUDA Code - Dot Product - Task 2b

C++ Listing

```

1  #include <stdio.h>
2  #include "timer.hpp"
3
4  const int threads_per_block = 256;
5  double dotVec_cpu(double *a, double *b, int N) {
6      double product = 0;
7      for (int i = 0; i < N; i++)
8          product = product + a[i] * b[i];
9      return product;
10 }
11 __global__ void dotVec_gpu(double *x, double *y, double *partial_z, int N) {
12     __shared__ double temp_arr[threads_per_block];
13     double thread_product = 0;
14     unsigned int global_tid = threadIdx.x + blockIdx.x * blockDim.x;
15     unsigned int local_tid = threadIdx.x;
16     unsigned int total_threads = blockDim.x * gridDim.x;
17     for (unsigned int i = global_tid; i < N; i += total_threads) {
18         thread_product += x[i] * y[i];
19     }
20     temp_arr[local_tid] = thread_product;
21     for (unsigned int stride = blockDim.x/2; stride > 0; stride /= 2) {
22         __syncthreads();
23         if (threadIdx.x < stride) {
24             temp_arr[threadIdx.x] += temp_arr[threadIdx.x + stride];
25         }
26     }
27     if (threadIdx.x == 0) {
28         partial_z[blockIdx.x] = temp_arr[0];
29     }
30 }
31
32 int main(void)
33 {
34     // Task b //
35     double *x, *y, z, *partial_z;
36     double *gpu_x, *gpu_y, *gpu_partial_z;
37     Timer timer;
38     int k = 0;
39     int N_values_d[10] = {100, 300, 1000, 3000, 10000, 30000, 100000, 300000, 1000000, 3000000};
40     printf("\nsize,time\n");
41     while(k < 10) {
42         int N = N_values_d[k];
43         x = (double*)malloc(N*sizeof(double));
44         y = (double*)malloc(N*sizeof(double));
45         partial_z = (double*)malloc(256*sizeof(double));
46         for (int i = 0; i < N; i++) {
47             x[i] = 1.0;

```

```
48     y[i] = 1.0;
49 }
50 cudaMalloc(&gpu_x, N*sizeof(double));
51 cudaMalloc(&gpu_y, N*sizeof(double));
52 cudaMalloc(&gpu_partial_z, 256*sizeof(double));
53 cudaMemcpy(gpu_x, x, N*sizeof(double), cudaMemcpyHostToDevice);
54 cudaMemcpy(gpu_y, y, N*sizeof(double), cudaMemcpyHostToDevice);
55 timer.reset();
56 for (int n=0; n<5; n++) {
57     dotVec_gpu<<<256, 256>>>(gpu_x, gpu_y, gpu_partial_z, N);
58     cudaMemcpy(partial_z, gpu_partial_z, 256*sizeof(double), cudaMemcpyDeviceToHost);
59     z = 0;
60     for (int i=0; i<256; i++) {
61         z += partial_z[i];
62     }
63 }
64 printf ("%d,%g\n", N, 0.2*timer.get());
65 cudaFree(gpu_x);
66 cudaFree(gpu_y);
67 cudaFree(gpu_partial_z);
68 free(x);
69 free(y);
70 free(partial_z);
71 k++;
72 }
73 return EXIT_SUCCESS;
74 }
```