**Assignment 3**

**Question 1:**

This program is designed to find the minimum distance between two points among a set of points scattered in a 2D space. Using CUDA and a GPU we distribute calculating the minimum distance in a very large number of threads. Without using a GPU kernel if the program is executed on 1 process on a CPU it will take a very long time as it will exhaustively check all the combination of particle pairs and the time complexity will be O(n2). As GPU kernels parallelise this computation using a very large number of threads, the time complexity is effectively reduced.

**The efficiency of approaches.**

The serial part running on CPU took 30 seconds for 98304 particles. Whereas for the same number of particles GPU kernel with one thread per particle took 183.46662 ms and GPU kernel with one thread per pair of particles took 351.84 ms.

Even for N = 1048576 GPU Kernel 2 took 26 seconds while GPU Kernel 1 took only 3.8 seconds. Beyond this number the operation to calculate number of blocks will cause integer overflow and the program will not run as desired.

Execution times for CPU and GPU with different number of threads.

|  |  |  |  |
| --- | --- | --- | --- |
| **No. of particles** | **CPU (ms)** | **GPU k1 (ms)** | **GPU k2 (ms)** |
| 16384 | 29350 | 183.467 | 351.843 |
| 32768 | 13010 | 92.124 | 329.875 |
| 65536 | 3210 | 13.475 | 103.584 |
| 98304 | 820 | 15.136 | 34.444 |

The following graph visualizes the relationship between number of particles and time taken by CPU and GPU with different number of threads.

A graph with a line going up

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**Screenshots:A black rectangle with white text

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