

TDTS08: Lab Report

Lab 5

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1 Introduction

The article we have choosen is *Numerical Parallel Processing Based on GPU with CUDA Architecture* written by *Chengming Zou, Chunfen Xia, Guanghui Zhao* at the *College of Computer Science and Technology Wuhan University of Technology Wuhan, China*, which is number 15 in the list of articles.

We choose this article because we didn't have a lab about multicore processors and GPUs and we wanted to explore this area further, but also because we think this area is very interesting and that we will se a lot of development in this area over the next few years.

2 Overview

The article compares CPUs and GPUs, and looks at how a GPU can be used in high density parallel computing because it has multi-stream processors which can operate independently and concurrently at high speeds.

The article is about the differences between CPUs and GPUs and how GPUs can be used for calculations in a faster way than in the CPU. The major advantages with GPUs is that is it able to compute a lot of calculations in parallel independent of each other, this means that the CPU is able to only handle branches and control instructions that needs to be controlled allowing the hardware of GPUs to be simplified a lot because their controlling unit can be smaller. However, it should be noted that it needs to be made sure that the data sent to the GPU contains as few branches and control instructions as possible leaving them to the CPU.

The main area of applicability is scientific computing, financial risk modeling, image processing.

3 Architecture

The architecture presented in the paper is NVIDIAs CUDA (Compute Unified Device Architecture) architecture, used in NVIDIA GPUs since the G80 which was released in 2006. The CUDA architecture consists of both hardware (graphics card) and software (compiler, libraries and drivers).

The main control flow of the program is executed by the CPU and the GPU is used as a coprocessor. This way the low latency CPU executes the serial instructions and deals with branching and control and the GPU is used for heavy parallel computations. The CPU copies instructions and data from main memory into memory on the graphics card and then starts execution on the GPU. When the computations on the GPU are finished the result is written back into main memory.

The GPU is structured into many smaller *Streaming Multiprocessors* which in turn consists of lots of computational cores (*CUDA cores*). One thread runs

on each CUDA core, however only copies of the same thread may run simultaneously, making CUDA a SIMD architecture. The division into Streaming Multiprocessors and CUDA cores is done to ensure scalability and also to provide a way for the threads to share data between each other.

4 Experiments

Two experiments are performed which correspond to two use cases, scientific computing and image processing/computer vision. The first experiment is to calculate the inverse of a matrix, a very common mathematical operation. The second experiment is to perform binarization of a greyscale image, which means that each pixel is set to either black or white depending on some threshold value.

The results clearly show that parallel computation is faster on GPUs. It was also found that the performance increase of the GPU over the CPU increases as the problem size increases, further strengthening the authors argument.

5 Conclusion

We would like to have a better explanation of how the code is run on the GPU, as we think that this isn't sufficiently explained.

We also believe that a higher level of linguistics could be desired from a report written by a team of researchers. Not only should it have been proof-read, there is also other issues on the matter such as no separation between mathematical formulas and no italic format on the formulas. This is also a issue with the code parts of the report as it is very hard to distinguish what is code and what is text sometimes. We think that the code parts could, and probably should have been placed in an appendix which could have been cited.