Lab4

GEMM size M = 512, N = 512, K = 512

Work-Group size = 4 \* 4, tile\_X = 2, tile\_Y = 2

Performance Flops = 268435456.000000,

GPU Computation Time = 6.586529 (ms);

CPU Computaiton Time = 18.840590 (ms);

GEMM size M = 512, N = 512, K = 512

Work-Group size = 1 \* 1, tile\_X = 2, tile\_Y = 2

Performance Flops = 268435456.000000,

GPU Computation Time = 48.585706 (ms);

CPU Computaiton Time = 18.850021 (ms);

GEMM size M = 512, N = 512, K = 512

Work-Group size = 2 \* 2, tile\_X = 2, tile\_Y = 2

Performance Flops = 268435456.000000,

GPU Computation Time = 15.140779 (ms);

CPU Computaiton Time = 18.790845 (ms);

GEMM size M = 512, N = 512, K = 512

Work-Group size = 8 \* 8, tile\_X = 2, tile\_Y = 2

Performance Flops = 268435456.000000,

GPU Computation Time = 3.835656 (ms);

CPU Computaiton Time = 18.858250 (ms);

GEMM size M = 512, N = 512, K = 512

Work-Group size = 16 \* 16, tile\_X = 2, tile\_Y = 2

Performance Flops = 268435456.000000,

GPU Computation Time = 3.295022 (ms);

CPU Computaiton Time = 18.861739 (ms);

Lab3

GEMM size M = 512, N = 512, K = 512

Work-Group size = 4 \* 4, tile\_X = 1, tile\_Y = 1

Performance Flops = 268435456.000000,

GPU Computation Time = 14.591524 (ms);

CPU Computaiton Time = 19.230038 (ms);

GEMM size M = 512, N = 512, K = 512

Work-Group size = 4 \* 4, tile\_X = 2, tile\_Y = 1

Performance Flops = 268435456.000000,

GPU Computation Time = 7.383585 (ms);

CPU Computaiton Time = 18.859409 (ms);

GEMM size M = 512, N = 512, K = 512

Work-Group size = 4 \* 4, tile\_X = 4, tile\_Y = 1

Performance Flops = 268435456.000000,

GPU Computation Time = 4.977628 (ms);

CPU Computaiton Time = 18.845422 (ms);

GEMM size M = 512, N = 512, K = 512

Work-Group size = 4 \* 4, tile\_X = 8, tile\_Y = 1

Performance Flops = 268435456.000000,

GPU Computation Time = 3.997272 (ms);

CPU Computaiton Time = 18.848880 (ms);

GEMM size M = 512, N = 512, K = 512

Work-Group size = 4 \* 4, tile\_X = 16, tile\_Y = 1

Performance Flops = 268435456.000000,

GPU Computation Time = 3.810727 (ms);

CPU Computaiton Time = 18.820239 (ms);

GEMM size M = 512, N = 512, K = 512

Work-Group size = 4 \* 4, tile\_X = 32, tile\_Y = 1

Performance Flops = 268435456.000000,

GPU Computation Time = 3.482503 (ms);

CPU Computaiton Time = 18.825000 (ms);

GEMM size M = 512, N = 512, K = 512

Work-Group size = 4 \* 4, tile\_X = 64, tile\_Y = 1

Performance Flops = 268435456.000000,

GPU Computation Time = 6.452036 (ms);

CPU Computaiton Time = 18.852730 (ms);

GEMM size M = 512, N = 512, K = 512

Work-Group size = 4 \* 4, tile\_X = 128, tile\_Y = 1

Performance Flops = 268435456.000000,

GPU Computation Time = 31.057607 (ms);

CPU Computaiton Time = 18.841328 (ms);

GEMM size M = 512, N = 512, K = 512

Work-Group size = 4 \* 4, tile\_X = 2, tile\_Y = 2

Performance Flops = 268435456.000000,

GPU Computation Time = 6.586633 (ms);

CPU Computaiton Time = 18.853338 (ms);

GEMM size M = 512, N = 512, K = 512

Work-Group size = 4 \* 4, tile\_X = 4, tile\_Y = 2

Performance Flops = 268435456.000000,

GPU Computation Time = 3.843352 (ms);

CPU Computaiton Time = 18.814331 (ms);

GEMM size M = 512, N = 512, K = 512

Work-Group size = 4 \* 4, tile\_X = 8, tile\_Y = 2

Performance Flops = 268435456.000000,

GPU Computation Time = 2.714619 (ms);

CPU Computaiton Time = 18.844374 (ms);