Project 2 Plan

1. Compile and run original program
2. Use Gprof (or some other profiling tool) to identify important functions
3. Identify loops that you will parallelize and run on the GPU based on 2.
4. Parallelize loops for GPU
5. Compare running time of original and parallelized version
6. Performance tuning of parallelized version
   • Replacing inefficient parallel algorithm, increasing locality, reducing communication costs, improving load balancing, avoiding conditionals, taking advantage of vectorization and ILP