

BAB V

KESIMPULAN DAN SARAN

V.1. Kesimpulan

Berdasarkan dari hasil pengujian dan analisis dapat disimpulkan :

1. Telah berhasil dikembangkan *code* program untuk simulasi perambatan gelombang suara dengan metode *Staggered Grid Finite Difference Time Domain* 2 dimensi menggunakan arsitektur CUDA GPU.
2. Dengan menggunakan CUDA GPU dapat mempercepat proses komputasi hingga 9 sampai 10 kali lebih cepat bila dibandingkan dengan menggunakan komputasi tradisional menggunakan CPU, Faktor penyusunan algoritma pada kernel juga mempengaruhi waktu komputasi pada CUDA GPU.

V.2. Saran

1. Aplikasi masih dapat dikembangkan dan dijadikan sebagai bahan penelitian lebih lanjut, pengembangan tersebut diantaranya adalah pengembangan menggunakan skema 3 dimensi ataupun untuk dikembangkan pada bidang lain selain simulasi perambatan gelombang suara.
2. Masih dapat dikembangkan algoritma yang lebih efisien agar mendapatkan proses komputasi yang lebih efisien sehingga diperoleh waktu komputasi yang lebih cepat.

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