Lab05: Numba

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Outline

- GPU Introduction
 - What is GPU?
 - GPU vs CPU
 - GPU On Your Computer
 - NVIDIA GPU Architecture
- What is CUDA?
- Heterogeneous Programming
- Tools to check GPU(s) and the % of utilization
- CMake
- Example
- Exercise

Writing a kernel function using cuda

- Uses @cuda.jit decorator to indicate that it's a kernel function
- cuda.grid(N) will calculate the index in N-dim space for you
 - Use cuda.threadldx.x, cuda.blockldx.x
 is also OK

```
from numba import cuda
@cuda.jit
def add kernel(x, y, out):
   block size = cuda.blockDim.x
    grid size = cuda.gridDim.x
    start = cuda.grid(1)
    stride = block size * grid size
    for i in range(start, x.shape[0], stride):
        out[i] = x[i] + y[i]
```

Invoking kernel function

- Allocate memory on device
- Move data to device

```
import numpy as np

n = 1000000
x = np.arange(n).astype(np.float32) / 1000.0
y = 2 * x

d_x = cuda.to_device(x)
d_y = cuda.to_device(y)
d_out = cuda.device_array(n, dtype=np.float32)
```

Invoking kernel function

- Invoke kernel function
 - block/thread in 2 or 3-D
 uses tuple instead of just an integer
- Synchronize the threads
 - copy_to_host implicitly does that
 - therefore it is not necessary in this code

```
threads_per_block = 256
blocks_per_grid = 30

add_kernel[blocks_per_grid, threads_per_block](
    d_x, d_y, d_out
)

cuda.synchronize()
out = d_out.copy_to_host()
print(out[:20])
```

In numba, this code works also

 without explicitly moving data between host and device

```
import numpy as np

n = 100000
x = np.arange(n).astype(np.float32) / 1000.0
y = 2 * x
out = np.empty_like(x)

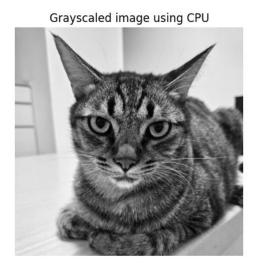
threads_per_block = 128
blocks_per_grid = 30

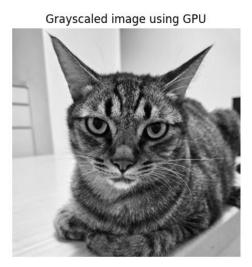
add_kernel[blocks_per_grid, threads_per_block](x, y, out)
```

Exercise: Grayscale the image!

Please refer to the instructions in the jupyter notebook file







Exercise: Image Convolution

Please refer to the instructions in the jupyter notebook file

