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## COMPANY BLOG

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# Handling OpenCL with CMake 3.1 and higher

POSTED BY VINCENT HINDRIKSEN ON 25 SEPTEMBER 2015 WITH 2 COMMENTS

There has been quite some “find OpenCL” code for CMake around. If you haven’t heard of CMake, it’s the most useful cross-platform tool to make cross-platform software.



Put this into CMakeLists.txt, changing the names for the executable.

*#Minimal OpenCL CMakeLists.txt by StreamHPC*

```
cmake_minimum_required (VERSION 3.1)
project(GreatProject)
# Handle OpenCL
find_package(OpenCL REQUIRED)
include_directories(${OpenCL_INCLUDE_DIRS})
link_directories(${OpenCL_LIBRARY})
add_executable (main main.cpp)
target_include_directories (main PUBLIC ${CMAKE_CURRENT_SOURCE_DIR})
target_link_libraries (main ${OpenCL_LIBRARY})
```

Then do the usual:

- make a build-directory
- cd build
- cmake .. (specifying the right Generator)

Adding your own CMake snippets and you're one happy dev!

## Cmake 3.7

CMake 3.7 makes it even easier! You can do the following:

```
find_package(OpenCL REQUIRED)
add_executable(test_tgt main.c)
target_link_libraries(test_tgt OpenCL::OpenCL)
```

This automatically sets up the include paths and target library to link against. No need to use the `${OpenCL_INCLUDE_DIRS}` and `${OpenCL_LIBRARIES}` any more.

(Thanks [Matthäus G. Chajdas](#) for improving this!)

## Getting CMake 3.1 or higher

- Ubuntu/Debian: Get the [PPA](#) .

- Other Linux: Get the latest [tar.gz](#) and compile.
- Windows/OSX: Download the latest [exe/dmg](#) from the CMake homepage.

If you have more tips to share, put them in the comments.



## Related Posts



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... you read different types of manuals how to compile OpenCL software on Linux, then you can get dizzy of all the LD-parameters. ...



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## How to install OpenCL on Windows

... your Windows machine ready for OpenCL is rather straightforward. In short, you only need the latest drivers for your OpenCL device(s) ...



OpenCL is a low-level API for heterogeneous architecture. Using OpenCL, developers can write programming language to harness the power of NVIDIA GPU's to create compelling computing applications and is supported on processors from NVIDIA to provide the drivers, tools and training for GPU accelerated applications.

## NVIDIA ended their industry-leading support for OpenCL in 2012

... for the samples in one zip-file, scroll down. The removed OpenCL-PDFs are also available for download. This sentence "NVIDIA's ...

General



WRITTEN BY VINCENT HINDRIKSEN

Mr. Vincent Hindriksen M.Sc is the founder of StreamComputing, a collective of performance engineering experts.

Do you need expertise in performance engineering? We have several experts available (HPC, GPGPU, OpenCL, HSA, CUDA, MPI, OpenMP) and solve any kind of performance problem. Contact me via phone or mail to discuss further: +31 854865760 or [vincent@streamcomputing.eu](mailto:vincent@streamcomputing.eu)

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OR SIGN UP WITH DISQUS Name **Ruben Dario Guerrero Mancilla** • 2 months ago

Hi,

When I use the script above, it is true that the project compiles, but when I execute the resulting binary I get the error:

Failed to load kernel.

What modifications are needed in order to produce the right binary?

^ | ▾ • Reply • Share >

**streamcomputing** Mod → Ruben Dario Guerrero Mancilla • 2 months ago

It seems that the kernel-file is not there. Easiest option is to copy kernel-files to the build directory during the build, as explained here:

<https://stackoverflow.com/q...>

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**Achwaq Khalid** — Nice job ☐ ☐ ☐

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**jack** — or use CUDA with `atomicAdd(float*,float)` if you need good performance. implementation via

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## OpenCL basics: Multiple OpenCL devices with the ICD.

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**streamcomputing** — Correct. It is explained in more detail at <https://www.khronos.org/reg...> which is

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