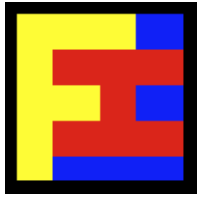


FOUNTAINHEAD

Programming GPUs with CUDA Thrust

~ A Rapid Development Framework for GPU ~

Baruch College MFE “Big Data in Finance” Course
4th February 2015



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What is “Thrust?”

Library modeled on the Standard Template Library (STL) of C++

Provides a layer of abstraction on top of CUDA

Improves programmer productivity (both skilled & unskilled)

Retains high-performance

Production ready



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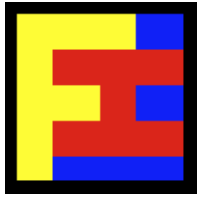
What does it contain?

Vectors

Iterators

Algorithms

(Tip: The header files reveal all.)



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Start using Thrust

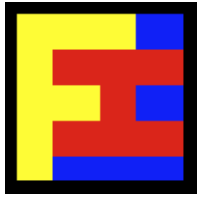
Uses existing CUDA tool chain

If you are set up to develop with CUDA, you can develop with Thrust

Download Thrust code

#include in .cu files

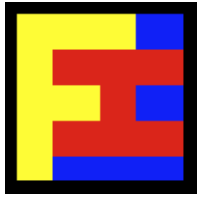
No separate build, or library to link with



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Thrust code example

```
int main(void)
{
    thrust::host_vector<int> h_vec(1 << 24);
    thrust::generate(h_vec.begin(), h_vec.end(), rand);
    thrust::device_vector<int> d_vec=h_vec;
    thrust::sort(d_vec.begin(), d_vec.end());
    thrust::copy(d_vec.begin(),
                d_vec.end(),
                h_vec.begin());
    return 0;
}
```



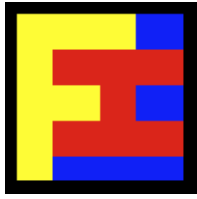
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Code example key points

More compact than CUDA runtime or driver API code

Code on host and device is similar

Parallelism and housekeeping hidden from the programmer



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Thrust functionality

Iterators and static dispatching

Transformations

Reductions

Prefix-sums (scan operations)

Reordering

Sorting



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Thrust functionality (cont.)

Fancy iterators

`constant_iterator`

`counting_iterator`

`transform_iterator`

`permutation_iterator`

`zip_iterator`



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Code organization: includes

Functionality split across a large number of header files

Well named

Reading the source is informative (getting into the mind of the author)



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Thrust namespace members

Typedefs

Functions

(Remember, only two containers:

`host_vector`

and

`device_vector`)