

Kernel Tuning Toolkit

0.6

Generated by Doxygen 1.8.13

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Chapter 1

KTT - Kernel Tuning Toolkit

KTT is a C++ tuning library for OpenCL and CUDA kernels. Project is currently in late beta stage with all of the baseline functionality available.

Main features

- Ability to define kernel tuning parameters like thread count, vector data types and loop unroll factors in order to optimize computation for particular device
- Support for iterative kernel launches and composite kernels
- Ability to automatically ensure correctness of tuned computation with reference kernel or C++ function
- Ability to run kernels with low overhead after finding optimal configuration during kernel tuning
- Support for multiple compute APIs, switching between CUDA and OpenCL requires only minor changes in C++ code (eg. changing the kernel source file), no library recompilation is needed
- Large number of customization options, including ability to specify custom tolerance threshold for floating-point argument validation, ability to change kernel compiler flags and more

Getting started

- Documentation for KTT API can be found [here](#).
- Newest version of KTT library can be found [here](#).
- Prebuilt binaries are currently available only for some platforms. Other platforms require manual build.
- Prebuilt binaries for Nvidia include both CUDA and OpenCL support, binaries for AMD and Intel include only OpenCL support.

Examples

Examples showcasing KTT functionality are located inside examples folder. List of currently available examples:

- `compute_api_info` (OpenCL / CUDA): basic example showing how to retrieve detailed information about compute API platforms and devices through KTT API
- `simple` (OpenCL / CUDA): basic example showing how to run simple kernel with KTT framework, utilizes reference class, no actual autotuning is done
- `coulomb_sum_2d` (OpenCL): advanced example which utilizes large number of tuning parameters, thread modifiers and constraints
- `coulomb_sum_3d_iterative` (OpenCL): 3D version of previous example, utilizes tuning manipulator to iteratively launch 2D kernel
- `coulomb_sum_3d` (OpenCL): alternative to iterative version, utilizes several tuning parameters and reference kernel
- `nbody` (OpenCL): advanced example which utilizes tuning parameters, multiple constraints and validation of multiple arguments with reference kernel
- `reduction` (OpenCL): advanced example which utilizes reference class, tuning manipulator and several tuning parameters

Building KTT

- KTT can be built as a dynamic (shared) library using command line build tool Premake. Currently supported operating systems are Linux and Windows.
- The prerequisites to build KTT are:
 - C++14 compiler, for example Clang 3.5, GCC 5.0, MSVC 19.0 (Visual Studio 2015) or newer
 - OpenCL or CUDA library, supported SDKs are AMD APP SDK 3.0, Intel SDK for OpenCL and NVIDIA CUDA Toolkit 7.5 or newer
 - **Premake 5** (alpha 12 or newer)
- Build under Linux (inside KTT root folder):
 - ensure that path to vendor SDK is correctly set in the environment variables
 - run `./premake5 gmake` to generate makefile
 - run `cd build` to get inside build directory
 - afterwards run `make config={configuration}_{architecture}` to build the project (eg. `make config=release_x86_64`)
- Build under Windows (inside KTT root folder):
 - ensure that path to vendor SDK is correctly set in the environment variables, this should be done automatically during SDK installation
 - run `premake5.exe vs2015` (or `premake5.exe vs2017`) to generate Visual Studio project files
 - open generated solution file and build the project inside Visual Studio
- Following build options are available:
 - `--outdir=path` specifies custom build directory, default build directory is `build`
 - `--platform=vendor` specifies SDK used for building KTT, useful when multiple SDKs are installed
 - `--no-examples` disables compilation of examples
 - `--tests` enables compilation of unit tests
 - `--no-cuda` disables inclusion of CUDA API during compilation, only affects Nvidia platform
 - `--vulkan` enables inclusion of Vulkan API during compilation, note that Vulkan is not fully supported yet

Original project

KTT is based on [CLTune project](#). Some parts of KTT API are similar to CLTune API, however internal structure was almost completely rewritten from scratch. Portions of code for following features were ported from CLTune:

- PSO and annealing searcher
- Generation of kernel configurations
- Tuning parameter constraints

Chapter 2

Namespace Documentation

2.1 ktt Namespace Reference

All classes, methods and type aliases related to KTT library are located inside ktt namespace.

Classes

- class [ArgumentOutputDescriptor](#)
Class which can be used to retrieve kernel argument data when calling certain KTT API methods.
- class [DeviceInfo](#)
Class which holds information about a compute API device.
- class [DimensionVector](#)
Class which holds information about either global or local thread size of a single kernel.
- class [PlatformInfo](#)
Class which holds information about a compute API platform.
- class [ReferenceClass](#)
Class which can be used to compute reference output for selected kernel arguments inside regular C++ method. In order to use this functionality, new class which publicly inherits from reference class has to be defined.
- class [Tuner](#)
Class which serves as the main part of public API for KTT library.
- class [TuningManipulator](#)
Class which can be used to customize kernel launch in order to run some part of computation on CPU, utilize iterative kernel launches, kernel compositions and more. In order to use this functionality, new class which publicly inherits from tuning manipulator class has to be defined.

Typedefs

- using [ArgumentId](#) = size_t
Data type for referencing kernel arguments in KTT.
- using [KernelId](#) = size_t
Data type for referencing kernels in KTT.
- using [ParameterPair](#) = std::tuple< std::string, size_t >
Data type for holding single value for one kernel parameter. Parameter name and the value can be accessed by using std::get function.

Enumerations

- enum [ArgumentAccessType](#) { [ArgumentAccessType::ReadOnly](#), [ArgumentAccessType::WriteOnly](#), [ArgumentAccessType::ReadWrite](#) }
Enum for access type of kernel arguments. Specifies whether kernel argument is used for input or output by compute API kernel function.
- enum [ArgumentDataType](#) { [ArgumentDataType::Char](#), [ArgumentDataType::UnsignedChar](#), [ArgumentDataType::Short](#), [ArgumentDataType::UnsignedShort](#), [ArgumentDataType::Int](#), [ArgumentDataType::UnsignedInt](#), [ArgumentDataType::Long](#), [ArgumentDataType::UnsignedLong](#), [ArgumentDataType::Half](#), [ArgumentDataType::Float](#), [ArgumentDataType::Double](#), [ArgumentDataType::Custom](#) }
Enum for data type of kernel arguments. Specifies the data type of elements inside single kernel argument.
- enum [ArgumentMemoryLocation](#) { [ArgumentMemoryLocation::Device](#), [ArgumentMemoryLocation::Host](#), [ArgumentMemoryLocation::HostZeroCopy](#) }
Enum for memory location of kernel arguments. Specifies the memory from which the argument data will be accessed by compute API functions and kernels.
- enum [ArgumentUploadType](#) { [ArgumentUploadType::Scalar](#), [ArgumentUploadType::Vector](#), [ArgumentUploadType::Local](#) }
Enum for upload type of kernel arguments. Specifies which compute API function should be used internally by KTT library to make the argument accessible to kernel functions.
- enum [ComputeApi](#) { [ComputeApi::Opencl](#), [ComputeApi::Cuda](#), [ComputeApi::Vulkan](#) }
Enum for compute API used by KTT library. It is utilized during tuner creation.
- enum [DeviceType](#) { [DeviceType::CPU](#), [DeviceType::GPU](#), [DeviceType::Accelerator](#), [DeviceType::Default](#), [DeviceType::Custom](#) }
Enum for type of a device. It is based on device types supported by OpenCL API.
- enum [Dimension](#) { [Dimension::X](#), [Dimension::Y](#), [Dimension::Z](#) }
Enum for dimensions. Dimensions are utilized during specification of parameters which modify kernel thread sizes.
- enum [DimensionVectorType](#) { [DimensionVectorType::Global](#), [DimensionVectorType::Local](#) }
Enum for dimension vector type. Specifies whether a single dimension vector holds global or local kernel thread dimensions.
- enum [GlobalSizeType](#) { [GlobalSizeType::Opencl](#), [GlobalSizeType::Cuda](#), [GlobalSizeType::Vulkan](#) }
Enum for format of global thread size. Specifies the format of global thread size specified by user during kernel addition.
- enum [PrintFormat](#) { [PrintFormat::Verbose](#), [PrintFormat::CSV](#) }
Enum for format of printed results. Specifies the format used during printing of tuning results.
- enum [SearchMethod](#) { [SearchMethod::FullSearch](#), [SearchMethod::RandomSearch](#), [SearchMethod::PSO](#), [SearchMethod::Annealing](#) }
Enum for search method used to explore configuration space during kernel tuning.
- enum [ThreadModifierAction](#) { [ThreadModifierAction::Add](#), [ThreadModifierAction::Subtract](#), [ThreadModifierAction::Multiply](#), [ThreadModifierAction::Divide](#) }
Enum for modifier action for kernel parameters which modify thread size.
- enum [ThreadModifierType](#) { [ThreadModifierType::None](#), [ThreadModifierType::Global](#), [ThreadModifierType::Local](#) }
Enum for modifier type for kernel parameters. Specifies whether kernel parameter value affects corresponding kernel thread size.
- enum [TimeUnit](#) { [TimeUnit::Nanoseconds](#), [TimeUnit::Microseconds](#), [TimeUnit::Milliseconds](#), [TimeUnit::Seconds](#) }
Enum for time unit used during printing of kernel results.
- enum [ValidationMethod](#) { [ValidationMethod::AbsoluteDifference](#), [ValidationMethod::SideBySideComparison](#) }
Enum for validation method used during validation of floating-point output arguments.

Functions

- KTT_API std::ostream & [operator<<](#) (std::ostream &outputTarget, const [DeviceInfo](#) &deviceInfo)
Output operator for device info class.
- KTT_API std::ostream & [operator<<](#) (std::ostream &outputTarget, const [DimensionVector](#) &dimensionVector)
Output operator for dimension vector class.
- KTT_API std::ostream & [operator<<](#) (std::ostream &outputTarget, const [PlatformInfo](#) &platformInfo)
Output operator for platform info class.

2.1.1 Detailed Description

All classes, methods and type aliases related to KTT library are located inside ktt namespace.

2.1.2 Enumeration Type Documentation

2.1.2.1 ArgumentAccessType

```
enum ktt::ArgumentAccessType [strong]
```

Enum for access type of kernel arguments. Specifies whether kernel argument is used for input or output by compute API kernel function.

Enumerator

ReadOnly	Specifies that kernel argument is read-only. Attempting to modify the argument may result in error.
WriteOnly	Specifies that kernel argument is write-only. Attempting to read the argument may result in error.
ReadWrite	Specifies that kernel argument can be both read and modified.

2.1.2.2 ArgumentDataType

```
enum ktt::ArgumentDataType [strong]
```

Enum for data type of kernel arguments. Specifies the data type of elements inside single kernel argument.

Enumerator

Char	8-bit signed integer type.
UnsignedChar	8-bit unsigned integer type.
Short	16-bit signed integer type.
UnsignedShort	16-bit unsigned integer type.
Int	32-bit signed integer type.
UnsignedInt	32-bit unsigned integer type.

Enumerator

Long	64-bit signed integer type.
UnsignedLong	64-bit unsigned integer type.
Half	16-bit floating-point type.
Float	32-bit floating-point type.
Double	64-bit floating-point type.
Custom	Custom data type, usually defined by user. Custom data type has to be trivially copyable. It can be for example struct or class.

2.1.2.3 ArgumentMemoryLocation

```
enum ktt::ArgumentMemoryLocation [strong]
```

Enum for memory location of kernel arguments. Specifies the memory from which the argument data will be accessed by compute API functions and kernels.

Enumerator

Device	Argument data will be accessed from device memory. This is recommended setting for devices with dedicated memory, eg. discrete GPUs.
Host	Argument data will be accessed from host memory. This is recommended setting for CPUs and devices without dedicated memory, eg. integrated GPUs.
HostZeroCopy	Argument data will be accessed from host memory without explicitly creating additional compute API buffer. This flag cannot be used for writable arguments during regular kernel tuning. It can be used for any arguments during kernel tuning by step and kernel running. Note that even when this flag is used, extra buffer copy is still sometimes created internally by compute API. This behaviour depends on particular API and device.

2.1.2.4 ArgumentUploadType

```
enum ktt::ArgumentUploadType [strong]
```

Enum for upload type of kernel arguments. Specifies which compute API function should be used internally by KTT library to make the argument accessible to kernel functions.

Enumerator

Scalar	Argument will be uploaded as a scalar. Scalar arguments are uploaded into kernel as a local copy.
Vector	Argument will be uploaded as a vector.
Local	Argument will be located in local memory. Kernel arguments cannot be directly transferred into local memory from host memory. Assigning local memory argument to kernel from KTT API simply means that the compute API will allocate enough local memory to hold number of elements specified for the argument.

2.1.2.5 ComputeApi

```
enum ktt::ComputeApi [strong]
```

Enum for compute API used by KTT library. It is utilized during tuner creation.

Enumerator

Opengl	Tuner will use OpenCL as compute API.
Cuda	Tuner will use CUDA as compute API.
Vulkan	Tuner will use Vulkan as compute API. Vulkan API is not supported by KTT library yet.

2.1.2.6 DeviceType

```
enum ktt::DeviceType [strong]
```

Enum for type of a device. It is based on device types supported by OpenCL API.

Enumerator

CPU	Device type corresponding to CPU device type in OpenCL.
GPU	Device type corresponding to GPU device type in OpenCL. All available devices in CUDA API will also have this device type.
Accelerator	Device type corresponding to accelerator device type in OpenCL.
Default	Device type corresponding to default device type in OpenCL.
Custom	Device type corresponding to custom device type in OpenCL.

2.1.2.7 Dimension

```
enum ktt::Dimension [strong]
```

Enum for dimensions. Dimensions are utilized during specification of parameters which modify kernel thread sizes.

Enumerator

X	Kernel parameter will modify thread size in dimension X.
Y	Kernel parameter will modify thread size in dimension Y.
Z	Kernel parameter will modify thread size in dimension Z.

2.1.2.8 DimensionVectorType

```
enum ktt::DimensionVectorType [strong]
```

Enum for dimension vector type. Specifies whether a single dimension vector holds global or local kernel thread dimensions.

Enumerator

Global	Dimension vector holds global kernel thread dimensions.
Local	Dimension vector holds local kernel thread dimensions.

2.1.2.9 GlobalSizeType

```
enum ktt::GlobalSizeType [strong]
```

Enum for format of global thread size. Specifies the format of global thread size specified by user during kernel addition.

Enumerator

Opengl	Global thread size uses OpenCL format for NDRange dimensions specification.
Cuda	Global thread size uses CUDA format for grid dimensions specification.
Vulkan	Currently unspecified format.

2.1.2.10 PrintFormat

```
enum ktt::PrintFormat [strong]
```

Enum for format of printed results. Specifies the format used during printing of tuning results.

Enumerator

Verbose	Format suitable for printing to console or log file.
CSV	Format suitable for printing into CSV file, allows easier data analysis and vizualization.

2.1.2.11 SearchMethod

```
enum ktt::SearchMethod [strong]
```

Enum for search method used to explore configuration space during kernel tuning.

Enumerator

FullSearch	All kernel configurations will be explored. No additional search parameters are needed.
RandomSearch	Explores random fraction of kernel configurations. The fraction size is controlled with parameter.
PSO	Explores fraction of kernel configurations using particle swarm optimization method. The fraction size is controlled with parameter. Additional parameters specify swarm size and swarm influences.
Annealing	Explores fraction of kernel configurations using simulated annealing method. The fraction size is controlled with parameter. Additional parameter specifies maximum temperature.

2.1.2.12 ThreadModifierAction

```
enum ktt::ThreadModifierAction [strong]
```

Enum for modifier action for kernel parameters which modify thread size.

Enumerator

Add	Kernel parameter will add its value to corresponding kernel thread size.
Subtract	Kernel parameter will subtract its value from corresponding kernel thread size.
Multiply	Kernel parameter will multiply corresponding kernel thread size by its value.
Divide	Kernel parameter will divide corresponding kernel thread size by its value.

2.1.2.13 ThreadModifierType

```
enum ktt::ThreadModifierType [strong]
```

Enum for modifier type for kernel parameters. Specifies whether kernel parameter value affects corresponding kernel thread size.

Enumerator

None	Parameter value does not affect any thread sizes of corresponding kernel.
Global	Parameter value affects global thread size of corresponding kernel.
Local	Parameter value affects local thread size of corresponding kernel.

2.1.2.14 TimeUnit

```
enum ktt::TimeUnit [strong]
```

Enum for time unit used during printing of kernel results.

Enumerator

Nanoseconds	Timings inside kernel results will be printed in nanoseconds.
Microseconds	Timings inside kernel results will be printed in microseconds.
Milliseconds	Timings inside kernel results will be printed in milliseconds.
Seconds	Timings inside kernel results will be printed in seconds.

2.1.2.15 ValidationMethod

```
enum ktt::ValidationMethod [strong]
```

Enum for validation method used during validation of floating-point output arguments.

Enumerator

AbsoluteDifference	Calculates sum of all differences between individual element comparisons, then compares this sum to specified threshold.
SideBySideComparison	Calculates difference each time when comparing individual elements, then compares this difference to specified threshold.

2.1.3 Function Documentation**2.1.3.1 operator<<() [1/3]**

```
std::ostream & ktt::operator<< (
    std::ostream & outputTarget,
    const PlatformInfo & platformInfo )
```

Output operator for platform info class.

Parameters

<i>outputTarget</i>	Location where information about platform is printed.
<i>platformInfo</i>	Platform info object that is printed.

Returns

Output target to support chain of output operations.

2.1.3.2 operator<<() [2/3]

```
std::ostream & ktt::operator<< (
    std::ostream & outputTarget,
    const DimensionVector & dimensionVector )
```

Output operator for dimension vector class.

Parameters

<i>outputTarget</i>	Location where information about dimension vector is printed.
<i>dimensionVector</i>	Dimension vector object that is printed.

Returns

Output target to support chain of output operations.

2.1.3.3 operator<<() [3/3]

```
std::ostream & ktt::operator<< (
    std::ostream & outputTarget,
    const DeviceInfo & deviceInfo )
```

Output operator for device info class.

Parameters

<i>outputTarget</i>	Location where information about device is printed.
<i>deviceInfo</i>	Device info object that is printed.

Returns

Output target to support chain of output operations.

Chapter 3

Class Documentation

3.1 ktt::ArgumentOutputDescriptor Class Reference

Class which can be used to retrieve kernel argument data when calling certain KTT API methods.

```
#include <argument_output_descriptor.h>
```

Public Member Functions

- [ArgumentOutputDescriptor](#) (const [ArgumentId](#) id, void *outputDestination)
Constructor, which creates new output descriptor object for specified kernel argument.
- [ArgumentOutputDescriptor](#) (const [ArgumentId](#) id, void *outputDestination, const size_t outputSizeInBytes)
Constructor, which creates new output descriptor object for specified kernel argument.
- [ArgumentId](#) [getArgumentId](#) () const
Getter for id of argument tied to output descriptor.
- void * [getOutputDestination](#) () const
Getter for pointer to destination buffer tied to output descriptor.
- size_t [getOutputSizeInBytes](#) () const
Getter for data size retrieved with output descriptor.

3.1.1 Detailed Description

Class which can be used to retrieve kernel argument data when calling certain KTT API methods.

3.1.2 Constructor & Destructor Documentation

3.1.2.1 ArgumentOutputDescriptor() [1/2]

```
ktt::ArgumentOutputDescriptor::ArgumentOutputDescriptor (
    const ArgumentId id,
    void * outputDestination ) [explicit]
```

Constructor, which creates new output descriptor object for specified kernel argument.

Parameters

<i>id</i>	Id of vector argument which is retrieved.
<i>outputDestination</i>	Pointer to destination where vector argument data will be copied. Destination buffer size needs to be equal or greater than argument size.

3.1.2.2 `ArgumentOutputDescriptor()` [2/2]

```

ktt::ArgumentOutputDescriptor::ArgumentOutputDescriptor (
    const ArgumentId id,
    void * outputDestination,
    const size_t outputSizeInBytes ) [explicit]

```

Constructor, which creates new output descriptor object for specified kernel argument.

Parameters

<i>id</i>	Id of vector argument which is retrieved.
<i>outputDestination</i>	Pointer to destination where vector argument data will be copied. Destination buffer size needs to be equal or greater than specified output size.
<i>outputSizeInBytes</i>	Size of output in bytes which will be copied to specified destination, starting with first byte in argument.

3.1.3 Member Function Documentation

3.1.3.1 `getArgumentId()`

```
ArgumentId ktt::ArgumentOutputDescriptor::getArgumentId ( ) const
```

Getter for id of argument tied to output descriptor.

Returns

Id of argument tied to output descriptor.

3.1.3.2 `getOutputDestination()`

```
void * ktt::ArgumentOutputDescriptor::getOutputDestination ( ) const
```

Getter for pointer to destination buffer tied to output descriptor.

Returns

Pointer to destination buffer tied to output descriptor.

3.1.3.3 getOutputSizeInBytes()

```
size_t ktt::ArgumentOutputDescriptor::getOutputSizeInBytes ( ) const
```

Getter for data size retrieved with output descriptor.

Returns

Data size retrieved with output descriptor. Returns 0 if entire argument is retrieved.

The documentation for this class was generated from the following file:

- [source/api/argument_output_descriptor.h](#)

3.2 ktt::DeviceInfo Class Reference

Class which holds information about a compute API device.

```
#include <device_info.h>
```

Public Member Functions

- [DeviceInfo](#) (const size_t id, const std::string &name)
Constructor, which creates new device info object.
- size_t [getId](#) () const
Getter for id of device assigned by KTT library.
- std::string [getName](#) () const
Getter for name of device retrieved from compute API.
- std::string [getVendor](#) () const
Getter for name of device vendor retrieved from compute API.
- std::string [getExtensions](#) () const
Getter for list of supported device extensions retrieved from compute API.
- [DeviceType](#) [getDeviceType](#) () const
Getter for type of device. See DeviceType for more information.
- uint64_t [getGlobalMemorySize](#) () const
Getter for global memory size of device retrieved from compute API.
- uint64_t [getLocalMemorySize](#) () const
Getter for local memory (shared memory in CUDA) size of device retrieved from compute API.
- uint64_t [getMaxConstantBufferSize](#) () const
Getter for constant memory size of device retrieved from compute API.
- uint32_t [getMaxComputeUnits](#) () const
Getter for maximum parallel compute units (multiprocessors in CUDA) count of device retrieved from compute API.
- size_t [getMaxWorkGroupSize](#) () const
Getter for maximum work-group (thread block in CUDA) size of device retrieved from compute API.
- void [setVendor](#) (const std::string &vendor)
Setter for name of device vendor.
- void [setExtensions](#) (const std::string &extensions)
Setter for list of supported device extensions.
- void [setDeviceType](#) (const [DeviceType](#) &deviceType)

Setter for type of device.

- void [setGlobalMemorySize](#) (const uint64_t globalMemorySize)

Setter for global memory size of device.

- void [setLocalMemorySize](#) (const uint64_t localMemorySize)

Setter for local memory size of device.

- void [setMaxConstantBufferSize](#) (const uint64_t maxConstantBufferSize)

Setter for constant memory size of device.

- void [setMaxComputeUnits](#) (const uint32_t maxComputeUnits)

Setter for maximum compute units count of device.

- void [setMaxWorkGroupSize](#) (const size_t maxWorkGroupSize)

Setter for maximum work-group size of device.

Friends

- KTT_API friend std::ostream & **operator**<< (std::ostream &, const [DeviceInfo](#) &)

3.2.1 Detailed Description

Class which holds information about a compute API device.

3.2.2 Constructor & Destructor Documentation

3.2.2.1 DeviceInfo()

```
ktt::DeviceInfo::DeviceInfo (
    const size_t id,
    const std::string & name ) [explicit]
```

Constructor, which creates new device info object.

Parameters

<i>id</i>	Id of device assigned by KTT library.
<i>name</i>	Name of device retrieved from compute API.

3.2.3 Member Function Documentation

3.2.3.1 getDeviceType()

```
DeviceType ktt::DeviceInfo::getDeviceType ( ) const
```

Getter for type of device. See [DeviceType](#) for more information.

Returns

Type of device.

3.2.3.2 getExtensions()

```
std::string ktt::DeviceInfo::getExtensions ( ) const
```

Getter for list of supported device extensions retrieved from compute API.

Returns

List of supported device extensions retrieved from compute API.

3.2.3.3 getGlobalMemorySize()

```
uint64_t ktt::DeviceInfo::getGlobalMemorySize ( ) const
```

Getter for global memory size of device retrieved from compute API.

Returns

Global memory size of device retrieved from compute API.

3.2.3.4 getId()

```
size_t ktt::DeviceInfo::getId ( ) const
```

Getter for id of device assigned by KTT library.

Returns

Id of device assigned by KTT library.

3.2.3.5 getLocalMemorySize()

```
uint64_t ktt::DeviceInfo::getLocalMemorySize ( ) const
```

Getter for local memory (shared memory in CUDA) size of device retrieved from compute API.

Returns

Local memory size of device retrieved from compute API.

3.2.3.6 getMaxComputeUnits()

```
uint32_t ktt::DeviceInfo::getMaxComputeUnits ( ) const
```

Getter for maximum parallel compute units (multiprocessors in CUDA) count of device retrieved from compute API.

Returns

Maximum parallel compute units count of device retrieved from compute API.

3.2.3.7 getMaxConstantBufferSize()

```
uint64_t ktt::DeviceInfo::getMaxConstantBufferSize ( ) const
```

Getter for constant memory size of device retrieved from compute API.

Returns

Constant memory size of device retrieved from compute API.

3.2.3.8 getMaxWorkGroupSize()

```
size_t ktt::DeviceInfo::getMaxWorkGroupSize ( ) const
```

Getter for maximum work-group (thread block in CUDA) size of device retrieved from compute API.

Returns

Maximum work-group size of device retrieved from compute API.

3.2.3.9 getName()

```
std::string ktt::DeviceInfo::getName ( ) const
```

Getter for name of device retrieved from compute API.

Returns

Name of device retrieved from compute API.

3.2.3.10 getVendor()

```
std::string ktt::DeviceInfo::getVendor ( ) const
```

Getter for name of device vendor retrieved from compute API.

Returns

Name of device vendor retrieved from compute API.

3.2.3.11 setDeviceType()

```
void ktt::DeviceInfo::setDeviceType (
    const DeviceType & deviceType )
```

Setter for type of device.

Parameters

<i>deviceType</i>	Type of device.
-------------------	-----------------

3.2.3.12 setExtensions()

```
void ktt::DeviceInfo::setExtensions (
    const std::string & extensions )
```

Setter for list of supported device extensions.

Parameters

<i>extensions</i>	List of supported device extensions.
-------------------	--------------------------------------

3.2.3.13 setGlobalMemorySize()

```
void ktt::DeviceInfo::setGlobalMemorySize (
    const uint64_t globalMemorySize )
```

Setter for global memory size of device.

Parameters

<i>globalMemorySize</i>	Global memory size of device.
-------------------------	-------------------------------

3.2.3.14 setLocalMemorySize()

```
void ktt::DeviceInfo::setLocalMemorySize (
    const uint64_t localMemorySize )
```

Setter for local memory size of device.

Parameters

<i>localMemorySize</i>	Local memory size of device.
------------------------	------------------------------

3.2.3.15 setMaxComputeUnits()

```
void ktt::DeviceInfo::setMaxComputeUnits (
    const uint32_t maxComputeUnits )
```

Setter for maximum compute units count of device.

Parameters

<i>maxComputeUnits</i>	Maximum compute units count of device.
------------------------	--

3.2.3.16 setMaxConstantBufferSize()

```
void ktt::DeviceInfo::setMaxConstantBufferSize (
    const uint64_t maxConstantBufferSize )
```

Setter for constant memory size of device.

Parameters

<i>maxConstantBufferSize</i>	Constant memory size of device.
------------------------------	---------------------------------

3.2.3.17 setMaxWorkGroupSize()

```
void ktt::DeviceInfo::setMaxWorkGroupSize (
    const size_t maxWorkGroupSize )
```

Setter for maximum work-group size of device.

Parameters

<i>maxWorkGroupSize</i>	Maximum work-group size of device.
-------------------------	------------------------------------

3.2.3.18 setVendor()

```
void ktt::DeviceInfo::setVendor (
    const std::string & vendor )
```

Setter for name of device vendor.

Parameters

<i>vendor</i>	Name of device vendor.
---------------	------------------------

The documentation for this class was generated from the following file:

- [source/api/device_info.h](#)

3.3 ktt::DimensionVector Class Reference

Class which holds information about either global or local thread size of a single kernel.

```
#include <dimension_vector.h>
```

Public Member Functions

- [DimensionVector](#) ()
Default constructor, creates dimension vector with thread sizes in all dimensions set to 1.
- [DimensionVector](#) (const size_t sizeX)
Constructor which creates dimension vector with specified thread size in dimension x and thread sizes in other dimensions set to 1.
- [DimensionVector](#) (const size_t sizeX, const size_t sizeY)
Constructor which creates dimension vector with specified thread sizes in dimensions x and y and thread size in dimension z set to 1.
- [DimensionVector](#) (const size_t sizeX, const size_t sizeY, const size_t sizeZ)
Constructor which creates dimension vector with specified thread sizes in all dimensions.
- [DimensionVector](#) (const std::vector< size_t > &vector)
Constructor which creates dimension vector with thread sizes based on up to first three elements of provided vector. If size of vector is less than 3, remaining thread sizes are set to 1.
- void [setSizeX](#) (const size_t sizeX)
Setter for thread size in dimension x.
- void [setSizeY](#) (const size_t sizeY)
Setter for thread size in dimension y.
- void [setSizeZ](#) (const size_t sizeZ)

- Setter for thread size in dimension z.*

 - void **multiply** (const **DimensionVector** &factor)

Multiplies thread sizes by values provided by specified dimension vector.
- void **divide** (const **DimensionVector** &divisor)

Divides thread sizes by values provided by specified dimension vector.
- void **modifyByValue** (const size_t value, const **ThreadModifierAction** &modifierAction, const **Dimension** modifierDimension)

Modifies thread size in single dimension based on provided value and action.
- size_t **getSizeX** () const

Getter for thread size in dimension x.
- size_t **getSizeY** () const

Getter for thread size in dimension y.
- size_t **getSizeZ** () const

Getter for thread size in dimension z.
- size_t **getTotalSize** () const

Getter for total thread size. Total thread size is calculated by multiplying thread sizes in each dimension.
- std::vector< size_t > **getVector** () const

Converts dimension vector to STL vector. Resulting vector will always contain 3 elements.
- bool **operator==** (const **DimensionVector** &other) const

Comparison operator for dimension vector. Compares thread sizes in all 3 dimensions.
- bool **operator!=** (const **DimensionVector** &other) const

Comparison operator for dimension vector. Compares thread sizes in all 3 dimensions.

Friends

- KTT_API friend std::ostream & **operator**<< (std::ostream &, const **DimensionVector** &)

3.3.1 Detailed Description

Class which holds information about either global or local thread size of a single kernel.

3.3.2 Constructor & Destructor Documentation

3.3.2.1 **DimensionVector**() [1/4]

```
ktt::DimensionVector::DimensionVector (
    const size_t sizeX ) [explicit]
```

Constructor which creates dimension vector with specified thread size in dimension x and thread sizes in other dimensions set to 1.

Parameters

sizeX	Thread size in dimension x.
--------------	-----------------------------

3.3.2.2 DimensionVector() [2/4]

```
ktt::DimensionVector::DimensionVector (
    const size_t sizeX,
    const size_t sizeY ) [explicit]
```

Constructor which creates dimension vector with specified thread sizes in dimensions x and y and thread size in dimension z set to 1.

Parameters

<i>sizeX</i>	Thread size in dimension x.
<i>sizeY</i>	Thread size in dimension y.

3.3.2.3 DimensionVector() [3/4]

```
ktt::DimensionVector::DimensionVector (
    const size_t sizeX,
    const size_t sizeY,
    const size_t sizeZ ) [explicit]
```

Constructor which creates dimension vector with specified thread sizes in all dimensions.

Parameters

<i>sizeX</i>	Thread size in dimension x.
<i>sizeY</i>	Thread size in dimension y.
<i>sizeZ</i>	Thread size in dimension z.

3.3.2.4 DimensionVector() [4/4]

```
ktt::DimensionVector::DimensionVector (
    const std::vector< size_t > & vector ) [explicit]
```

Constructor which creates dimension vector with thread sizes based on up to first three elements of provided vector. If size of vector is less than 3, remaining thread sizes are set to 1.

Parameters

<i>vector</i>	Source vector for dimension vector thread sizes.
---------------	--

3.3.3 Member Function Documentation

3.3.3.1 divide()

```
void ktt::DimensionVector::divide (
    const DimensionVector & divisor )
```

Divides thread sizes by values provided by specified dimension vector.

Parameters

<i>divisor</i>	Source of values for thread size division.
----------------	--

3.3.3.2 getSizeX()

```
size_t ktt::DimensionVector::getSizeX ( ) const
```

Getter for thread size in dimension x.

Returns

Thread size in dimension x.

3.3.3.3 getSizeY()

```
size_t ktt::DimensionVector::getSizeY ( ) const
```

Getter for thread size in dimension y.

Returns

Thread size in dimension y.

3.3.3.4 getSizeZ()

```
size_t ktt::DimensionVector::getSizeZ ( ) const
```

Getter for thread size in dimension z.

Returns

Thread size in dimension z.

3.3.3.5 getTotalSize()

```
size_t ktt::DimensionVector::getTotalSize ( ) const
```

Getter for total thread size. Total thread size is calculated by multiplying thread sizes in each dimension.

Returns

Total thread size.

3.3.3.6 getVector()

```
std::vector< size_t > ktt::DimensionVector::getVector ( ) const
```

Converts dimension vector to STL vector. Resulting vector will always contain 3 elements.

Returns

Converted STL vector.

3.3.3.7 modifyByValue()

```
void ktt::DimensionVector::modifyByValue (
    const size_t value,
    const ThreadModifierAction & modifierAction,
    const Dimension modifierDimension )
```

Modifies thread size in single dimension based on provided value and action.

Parameters

<i>value</i>	Value which will modifies thread size in single dimension based on specified action.
<i>modifierAction</i>	Specifies which operation should be performed with thread size and specified value.
<i>modifierDimension</i>	Specifies which dimension will be affected by the action.

3.3.3.8 multiply()

```
void ktt::DimensionVector::multiply (
    const DimensionVector & factor )
```

Multiplies thread sizes by values provided by specified dimension vector.

Parameters

<i>factor</i>	Source of values for thread size multiplication.
---------------	--

3.3.3.9 operator!=()

```
bool ktt::DimensionVector::operator!= (
    const DimensionVector & other ) const
```

Comparison operator for dimension vector. Compares thread sizes in all 3 dimensions.

Returns

True if dimension vectors are not equal. False otherwise.

3.3.3.10 operator==()

```
bool ktt::DimensionVector::operator== (
    const DimensionVector & other ) const
```

Comparison operator for dimension vector. Compares thread sizes in all 3 dimensions.

Returns

True if dimension vectors are equal. False otherwise.

3.3.3.11 setSizeX()

```
void ktt::DimensionVector::setSizeX (
    const size_t sizeX )
```

Setter for thread size in dimension x.

Parameters

<i>sizeX</i>	Thread size in dimension x.
--------------	-----------------------------

3.3.3.12 setSizeY()

```
void ktt::DimensionVector::setSizeY (
```

```
const size_t sizeY )
```

Setter for thread size in dimension y.

Parameters

<code>sizeY</code>	Thread size in dimension y.
--------------------	-----------------------------

3.3.3.13 setSizeZ()

```
void ktt::DimensionVector::setSizeZ (
    const size_t sizeZ )
```

Setter for thread size in dimension z.

Parameters

<code>sizeZ</code>	Thread size in dimension z.
--------------------	-----------------------------

The documentation for this class was generated from the following file:

- [source/api/dimension_vector.h](#)

3.4 ktt::PlatformInfo Class Reference

Class which holds information about a compute API platform.

```
#include <platform_info.h>
```

Public Member Functions

- [PlatformInfo](#) (const size_t id, const std::string &name)
Constructor, which creates new platform info object.
- size_t [getId](#) () const
Getter for id of platform assigned by KTT library.
- std::string [getName](#) () const
Getter for name of platform retrieved from compute API.
- std::string [getVendor](#) () const
Getter for name of platform vendor retrieved from compute API.
- std::string [getVersion](#) () const
Getter for platform version retrieved from compute API.
- std::string [getExtensions](#) () const
Getter for list of supported platform extensions retrieved from compute API.
- void [setVendor](#) (const std::string &vendor)
Setter for name of platform vendor.
- void [setVersion](#) (const std::string &version)
Setter for platform version.
- void [setExtensions](#) (const std::string &extensions)
Setter for list of supported platform extensions.

Friends

- KTT_API friend `std::ostream & operator<< (std::ostream &, const PlatformInfo &)`

3.4.1 Detailed Description

Class which holds information about a compute API platform.

3.4.2 Constructor & Destructor Documentation

3.4.2.1 PlatformInfo()

```
ktt::PlatformInfo::PlatformInfo (
    const size_t id,
    const std::string & name ) [explicit]
```

Constructor, which creates new platform info object.

Parameters

<i>id</i>	Id of platform assigned by KTT library.
<i>name</i>	Name of platform retrieved from compute API.

3.4.3 Member Function Documentation

3.4.3.1 getExtensions()

```
std::string ktt::PlatformInfo::getExtensions ( ) const
```

Getter for list of supported platform extensions retrieved from compute API.

Returns

List of supported platform extensions retrieved from compute API.

3.4.3.2 getId()

```
size_t ktt::PlatformInfo::getId ( ) const
```

Getter for id of platform assigned by KTT library.

Returns

Id of platform assigned by KTT library.

3.4.3.3 getName()

```
std::string ktt::PlatformInfo::getName ( ) const
```

Getter for name of platform retrieved from compute API.

Returns

Name of platform retrieved from compute API.

3.4.3.4 getVendor()

```
std::string ktt::PlatformInfo::getVendor ( ) const
```

Getter for name of platform vendor retrieved from compute API.

Returns

Name of platform vendor retrieved from compute API.

3.4.3.5 getVersion()

```
std::string ktt::PlatformInfo::getVersion ( ) const
```

Getter for platform version retrieved from compute API.

Returns

Platform version retrieved from compute API.

3.4.3.6 setExtensions()

```
void ktt::PlatformInfo::setExtensions (
    const std::string & extensions )
```

Setter for list of supported platform extensions.

Parameters

<i>extensions</i>	List of supported platform extensions.
-------------------	--

3.4.3.7 setVendor()

```
void ktt::PlatformInfo::setVendor (
    const std::string & vendor )
```

Setter for name of platform vendor.

Parameters

<i>vendor</i>	Name of platform vendor.
---------------	--------------------------

3.4.3.8 setVersion()

```
void ktt::PlatformInfo::setVersion (
    const std::string & version )
```

Setter for platform version.

Parameters

<i>version</i>	Platform version.
----------------	-------------------

The documentation for this class was generated from the following file:

- [source/api/platform_info.h](#)

3.5 ktt::ReferenceClass Class Reference

Class which can be used to compute reference output for selected kernel arguments inside regular C++ method. In order to use this functionality, new class which publicly inherits from reference class has to be defined.

```
#include <reference_class.h>
```

Public Member Functions

- virtual [~ReferenceClass](#) ()=default

Reference class destructor. Inheriting class can override destructor with custom implementation. Default implementation is provided by KTT library.

- virtual void `computeResult()`=0

Computes reference output for all kernel arguments validated by the class and stores it for later retrieval by tuner. Inheriting class must provide implementation for this method.

- virtual void * `getData` (const `ArgumentId` id)=0

Returns pointer to buffer containing reference output for specified kernel argument. This method will be called only after running `computeResult()` method. It can be called multiple times for same kernel argument. Inheriting class must provide implementation for this method.

- virtual size_t `getNumberOfElements` (const `ArgumentId` id) const

Returns number of validated elements returned by `getData()` method for specified kernel argument. This method will be called only after running `computeResult()` method. It can be called multiple times for same kernel argument. Inheriting class can override this method, which is useful in conjunction with `Tuner::setValidationRange()` method. If number of validated elements equals zero, all elements in corresponding kernel argument will be validated.

3.5.1 Detailed Description

Class which can be used to compute reference output for selected kernel arguments inside regular C++ method. In order to use this functionality, new class which publicly inherits from reference class has to be defined.

3.5.2 Member Function Documentation

3.5.2.1 `getData()`

```
void * ktt::ReferenceClass::getData (
    const ArgumentId id ) [pure virtual]
```

Returns pointer to buffer containing reference output for specified kernel argument. This method will be called only after running `computeResult()` method. It can be called multiple times for same kernel argument. Inheriting class must provide implementation for this method.

Parameters

<i>id</i>	Id of kernel argument for which reference output is retrieved. This can be used by inheriting class to support validation of multiple kernel arguments.
-----------	---

Returns

Pointer to buffer containing reference output for specified kernel argument.

3.5.2.2 `getNumberOfElements()`

```
size_t ktt::ReferenceClass::getNumberOfElements (
    const ArgumentId id ) const [inline], [virtual]
```

Returns number of validated elements returned by [getData\(\)](#) method for specified kernel argument. This method will be called only after running [computeResult\(\)](#) method. It can be called multiple times for same kernel argument. Inheriting class can override this method, which is useful in conjunction with [Tuner::setValidationRange\(\)](#) method. If number of validated elements equals zero, all elements in corresponding kernel argument will be validated.

Parameters

<i>id</i>	Id of kernel argument for which number of validated elements is retrieved. This can be used by inheriting class to support validation of multiple kernel arguments.
-----------	---

The documentation for this class was generated from the following file:

- [source/api/reference_class.h](#)

3.6 ktt::Tuner Class Reference

Class which serves as the main part of public API for KTT library.

```
#include <tuner_api.h>
```

Public Member Functions

- [Tuner](#) (const size_t platformIndex, const size_t deviceIndex)
Constructor, which creates new tuner object for specified platform and device. [Tuner](#) uses OpenCL as compute API. Indices for available platforms and devices can be retrieved by calling [printComputeApiInfo\(\)](#) method.
- [Tuner](#) (const size_t platformIndex, const size_t deviceIndex, const [ComputeApi](#) &computeApi)
Constructor, which creates new tuner object for specified platform, device and compute API. Indices for available platforms and devices can be retrieved by calling [printComputeApiInfo\(\)](#) method. If specified compute API is CUDA, platform index is ignored.
- [~Tuner](#) ()
[Tuner](#) destructor.
- [KernelId addKernel](#) (const std::string &source, const std::string &kernelName, const [DimensionVector](#) &globalSize, const [DimensionVector](#) &localSize)
Adds new kernel to tuner from source inside string. Requires specification of kernel name and default global and local thread sizes.
- [KernelId addKernelFromFile](#) (const std::string &filePath, const std::string &kernelName, const [DimensionVector](#) &globalSize, const [DimensionVector](#) &localSize)
Adds new kernel to tuner from file. Requires specification of kernel name and default global and local thread sizes.
- void [setKernelArguments](#) (const [KernelId](#) id, const std::vector< [ArgumentId](#) > &argumentIds)
Sets kernel arguments for specified kernel by providing corresponding argument ids.
- void [addParameter](#) (const [KernelId](#) id, const std::string ¶meterName, const std::vector< size_t > ¶meterValues)
Adds new integer parameter for specified kernel, providing parameter name and list of allowed values. When the corresponding kernel is launched, parameters will be added to kernel source code as preprocessor definitions. During the tuning process, tuner will generate configurations for combinations of kernel parameters and their values.
- void [addParameter](#) (const [KernelId](#) id, const std::string ¶meterName, const std::vector< double > ¶meterValues)
- void [addParameter](#) (const [KernelId](#) id, const std::string ¶meterName, const std::vector< size_t > ¶meterValues, const [ThreadModifierType](#) &modifierType, const [ThreadModifierAction](#) &modifierAction, const [Dimension](#) &modifierDimension)

Adds new integer parameter for specified kernel, providing parameter name and list of allowed values. When the corresponding kernel is launched, parameters will be added to kernel source code as preprocessor definitions. During the tuning process, tuner will generate configurations for combinations of kernel parameters and their values.

- void [addConstraint](#) (const [KernelId](#) id, const std::function< bool(std::vector< size_t >) >> &constraintFunction, const std::vector< std::string > ¶meterNames)
Adds new constraint for specified kernel. Constraints are used to prevent generating of invalid configurations (eg. conflicting parameter values).
- void [setTuningManipulator](#) (const [KernelId](#) id, std::unique_ptr< [TuningManipulator](#) > manipulator)
Sets tuning manipulator for specified kernel. Tuning manipulator enables customization of kernel execution. This is useful in several cases, eg. running part of the computation in C++ code, utilizing iterative kernel launches or composite kernels. See [TuningManipulator](#) for more information.
- [KernelId](#) [addComposition](#) (const std::string &compositionName, const std::vector< [KernelId](#) > &kernelIds, std::unique_ptr< [TuningManipulator](#) > manipulator)
Creates a kernel composition using specified kernels. Following methods can be used with kernel compositions and will call the corresponding method for all kernels inside the composition: [setKernelArguments\(\)](#), [addParameter\(\)](#) (both versions), [addConstraint\(\)](#).
- void [addCompositionKernelParameter](#) (const [KernelId](#) compositionId, const [KernelId](#) kernelId, const std::string ¶meterName, const std::vector< size_t > ¶meterValues, const [ThreadModifierType](#) &modifierType, const [ThreadModifierAction](#) &modifierAction, const [Dimension](#) &modifierDimension)
Calls [addParameter\(\)](#) method (version with thread modifier) for a single kernel inside specified kernel composition. Does not affect standalone kernels or other compositions.
- void [setCompositionKernelArguments](#) (const [KernelId](#) compositionId, const [KernelId](#) kernelId, const std::vector< [ArgumentId](#) > &argumentIds)
Calls [setKernelArguments\(\)](#) method for a single kernel inside specified kernel composition. Does not affect standalone kernels or other compositions.
- template<typename T >
[ArgumentId](#) [addArgumentVector](#) (const std::vector< T > &data, const [ArgumentAccessType](#) &accessType)
Adds new vector argument to tuner. Makes copy of argument data, so the source data vector remains unaffected by tuner operations. Argument data will be accessed from device memory during its usage by compute API.
- template<typename T >
[ArgumentId](#) [addArgumentVector](#) (std::vector< T > &data, const [ArgumentAccessType](#) &accessType, const [ArgumentMemoryLocation](#) &memoryLocation, const bool copyData)
Adds new vector argument to tuner. Allows choice for argument memory location and whether argument data is copied to tuner.
- template<typename T >
[ArgumentId](#) [addArgumentScalar](#) (const T &data)
Adds new scalar argument to tuner. All scalar arguments are read-only.
- template<typename T >
[ArgumentId](#) [addArgumentLocal](#) (const size_t localMemoryElementsCount)
Adds new local memory (shared memory in CUDA) argument to tuner. All local memory arguments are read-only and cannot be initialized from host memory. In case of CUDA API usage, local memory arguments cannot be directly set as kernel function arguments. Setting a local memory argument to kernel in CUDA means that corresponding amount of memory will be allocated for kernel to use. In that case, all local memory argument ids should be specified at the end of the vector when calling [setKernelArguments\(\)](#) method.
- void [tuneKernel](#) (const [KernelId](#) id)
Starts the tuning process for specified kernel. Creates configuration space based on combinations of provided kernel parameters and constraints. The configurations will be launched in order that depends on specified [SearchMethod](#).
- void [tuneKernelByStep](#) (const [KernelId](#) id, const std::vector< [ArgumentOutputDescriptor](#) > &output)
Performs one step of the tuning process for specified kernel. When this method is called inside tuner for the first time, creates configuration space based on combinations of provided kernel parameters and constraints. Each time this method is called, launches single kernel configuration. If all configurations were already tested, runs kernel using the best configuration. Output data can be retrieved by providing output descriptors.
- void [runKernel](#) (const [KernelId](#) id, const std::vector< [ParameterPair](#) > &configuration, const std::vector< [ArgumentOutputDescriptor](#) > &output)
Runs specified kernel using provided configuration. Does not perform result validation.
- void [setSearchMethod](#) (const [SearchMethod](#) &method, const std::vector< double > &arguments)

Specifies search method which will be used during kernel tuning. Number of required search arguments depends on the search method. Default search method is full search, which requires no search arguments.

- void [setPrintingTimeUnit](#) (const [TimeUnit](#) &unit)
Sets time unit used during printing of results inside [printResult\(\)](#) methods. Default time unit is microseconds.
- void [setInvalidResultPrinting](#) (const bool flag)
Toggles printing of results from failed kernel runs. Invalid results will be separated from valid results during printing. Printing of invalid results is disabled by default.
- void [printResult](#) (const [KernelId](#) id, std::ostream &outputTarget, const [PrintFormat](#) &format) const
Prints tuning results for specified kernel to specified output stream. Valid results will be printed only if methods [tuneKernel\(\)](#) or [tuneKernelByStep\(\)](#) were already called for corresponding kernel.
- void [printResult](#) (const [KernelId](#) id, const std::string &filePath, const [PrintFormat](#) &format) const
Prints tuning results for specified kernel to specified file. Valid results will be printed only if methods [tuneKernel\(\)](#) or [tuneKernelByStep\(\)](#) were already called for corresponding kernel.
- std::vector< [ParameterPair](#) > [getBestConfiguration](#) (const [KernelId](#) id) const
Returns the best configuration found for specified kernel. Valid configuration will be returned only if methods [tuneKernel\(\)](#) or [tuneKernelByStep\(\)](#) were already called for corresponding kernel.
- void [setReferenceKernel](#) (const [KernelId](#) id, const [KernelId](#) referenceId, const std::vector< [ParameterPair](#) > &referenceConfiguration, const std::vector< [ArgumentId](#) > &validatedArgumentIds)
Sets reference kernel for specified kernel. Reference kernel output will be compared to tuned kernel output in order to ensure correctness of computation. Reference kernel uses only single configuration which cannot be composite and cannot use tuning manipulator.
- void [setReferenceClass](#) (const [KernelId](#) id, std::unique_ptr< [ReferenceClass](#) > referenceClass, const std::vector< [ArgumentId](#) > &validatedArgumentIds)
Sets reference class for specified kernel. Reference class output will be compared to tuned kernel output in order to ensure correctness of computation.
- void [setValidationMethod](#) (const [ValidationMethod](#) &method, const double toleranceThreshold)
Sets validation method and tolerance threshold for floating-point argument validation. Default validation method is side by side comparison. Default tolerance threshold is 1e-4.
- void [setValidationRange](#) (const [ArgumentId](#) id, const size_t range)
Sets validation range for specified argument to specified validation range. Only elements within validation range, starting with the first element, will be validated. All elements are validated by default.
- void [setArgumentComparator](#) (const [ArgumentId](#) id, const std::function< bool(const void *, const void *)> &comparator)
Sets argument comparator for specified argument with custom data type. Arguments with custom data type cannot be compared using built-in comparison operators and require user to provide comparator. Comparator cannot be set for built-in data types.
- void [setCompilerOptions](#) (const std::string &options)
Sets compute API compiler options to specified options. There are no default options for OpenCL back-end. Default option for CUDA back-end is "--gpu-architecture=compute_30".
- void [printComputeApiInfo](#) (std::ostream &outputTarget) const
Prints basic information about available platforms and devices to specified output stream. Also prints indices assigned to them by KTT library.
- std::vector< [PlatformInfo](#) > [getPlatformInfo](#) () const
Retrieves detailed information about all available platforms (eg. platform name, vendor). See [PlatformInfo](#) for more information.
- std::vector< [DeviceInfo](#) > [getDeviceInfo](#) (const size_t platformIndex) const
Retrieves detailed information about all available devices (eg. device name, memory capacity) on specified platform. See [DeviceInfo](#) for more information.
- [DeviceInfo](#) [getCurrentDeviceInfo](#) () const
Retrieves detailed information about device (eg. device name, memory capacity) used by the tuner. See [DeviceInfo](#) for more information.
- void [setAutomaticGlobalSizeCorrection](#) (const bool flag)
Toggles automatic correction for global size, which ensures that global size in each dimension is always a multiple of local size in corresponding dimension. Performs a roundup to the nearest higher multiple. Automatic global size correction is disabled by default.

- void [setGlobalSizeType](#) (const [GlobalSizeType](#) &type)
Sets global size specification type to specified compute API style. In OpenCL, NDrange size is specified as number of work-items in a work-group multiplied by number of work-groups. In CUDA, grid size is specified as number of threads in a block divided by number of blocks. This method makes it possible to use OpenCL style in CUDA and vice versa. Default global size type is the one corresponding to compute API of the tuner.
- void [setLoggingTarget](#) (std::ostream &outputTarget)
Sets the target for info messages logging to specified output stream. Default logging target is `std::clog`.
- void [setLoggingTarget](#) (const std::string &filePath)
Sets the target for info messages logging to specified file. Default logging target is `std::clog`.

3.6.1 Detailed Description

Class which serves as the main part of public API for KTT library.

3.6.2 Constructor & Destructor Documentation

3.6.2.1 [Tuner\(\)](#) [1/2]

```
ktt::Tuner::Tuner (
    const size_t platformIndex,
    const size_t deviceIndex ) [explicit]
```

Constructor, which creates new tuner object for specified platform and device. [Tuner](#) uses OpenCL as compute API. Indices for available platforms and devices can be retrieved by calling [printComputeApiInfo\(\)](#) method.

Parameters

<i>platformIndex</i>	Index for platform used by created tuner.
<i>deviceIndex</i>	Index for device used by created tuner.

3.6.2.2 [Tuner\(\)](#) [2/2]

```
ktt::Tuner::Tuner (
    const size_t platformIndex,
    const size_t deviceIndex,
    const ComputeApi & computeApi ) [explicit]
```

Constructor, which creates new tuner object for specified platform, device and compute API. Indices for available platforms and devices can be retrieved by calling [printComputeApiInfo\(\)](#) method. If specified compute API is CUDA, platform index is ignored.

Parameters

<i>platformIndex</i>	Index for platform used by created tuner.
<i>deviceIndex</i>	Index for device used by created tuner.
<i>computeApi</i>	Compute API used by created tuner.

3.6.3 Member Function Documentation

3.6.3.1 addArgumentLocal()

```
template<typename T >
template< typename T > ArgumentId ktt::Tuner::addArgumentLocal (
    const size_t localMemoryElementsCount ) [inline]
```

Adds new local memory (shared memory in CUDA) argument to tuner. All local memory arguments are read-only and cannot be initialized from host memory. In case of CUDA API usage, local memory arguments cannot be directly set as kernel function arguments. Setting a local memory argument to kernel in CUDA means that corresponding amount of memory will be allocated for kernel to use. In that case, all local memory argument ids should be specified at the end of the vector when calling [setKernelArguments\(\)](#) method.

Parameters

<i>localMemoryElementsCount</i>	Specifies how many elements of provided data type the argument contains.
---------------------------------	--

Returns

Id assigned to kernel argument by tuner. The id can be used in other API methods.

3.6.3.2 addArgumentScalar()

```
template<typename T >
template< typename T > ArgumentId ktt::Tuner::addArgumentScalar (
    const T & data ) [inline]
```

Adds new scalar argument to tuner. All scalar arguments are read-only.

Parameters

<i>data</i>	Argument data provided as single scalar value. The data type must be trivially copyable. Bool data type is currently not supported.
-------------	---

Returns

Id assigned to kernel argument by tuner. The id can be used in other API methods.

3.6.3.3 addArgumentVector() [1/2]

```
template<typename T >
template< typename T > ArgumentId ktt::Tuner::addArgumentVector (
```



```
const std::vector< T > & data,
const ArgumentAccessType & accessType ) [inline]
```

Adds new vector argument to tuner. Makes copy of argument data, so the source data vector remains unaffected by tuner operations. Argument data will be accessed from device memory during its usage by compute API.

Parameters

<i>data</i>	Argument data provided in std::vector. Provided data type must be trivially copyable. Bool data type is currently not supported.
<i>accessType</i>	Access type of argument specifies whether argument is used for input or output. See ArgumentAccessType for more information.

Returns

Id assigned to kernel argument by tuner. The id can be used in other API methods.

3.6.3.4 addArgumentVector() [2/2]

```
template<typename T >
template< typename T > ArgumentId ktt::Tuner::addArgumentVector (
    std::vector< T > & data,
    const ArgumentAccessType & accessType,
    const ArgumentMemoryLocation & memoryLocation,
    const bool copyData ) [inline]
```

Adds new vector argument to tuner. Allows choice for argument memory location and whether argument data is copied to tuner.

Parameters

<i>data</i>	Argument data provided in std::vector. Provided data type must be trivially copyable. Bool data type is currently not supported.
<i>accessType</i>	Access type of argument specifies whether argument is used for input or output. See ArgumentAccessType for more information.
<i>memoryLocation</i>	Memory location of argument specifies whether argument will be accessed from device or host memory during its usage by compute API. See ArgumentMemoryLocation for more information.
<i>copyData</i>	Flag which specifies whether the argument is copied inside tuner. If set to false, tuner will store reference of source data vector and will access it directly during kernel launch operations. This results in lower memory overhead, but relies on a user to keep data in source vector valid.

Returns

Id assigned to kernel argument by tuner. The id can be used in other API methods.

3.6.3.5 addComposition()

```
KernelId ktt::Tuner::addComposition (
    const std::string & compositionName,
    const std::vector< KernelId > & kernelIds,
    std::unique_ptr< TuningManipulator > manipulator )
```

Creates a kernel composition using specified kernels. Following methods can be used with kernel compositions and will call the corresponding method for all kernels inside the composition: [setKernelArguments\(\)](#), [addParameter\(\)](#) (both versions), [addConstraint\(\)](#).

Kernel compositions do not inherit any parameters or constraints from the original kernels. Setting kernel arguments and adding parameters or constraints to kernels inside given composition will not affect the original kernels or other compositions. Tuning manipulator is required in order to launch kernel composition with tuner. See [Tuning Manipulator](#) for more information.

Parameters

<i>compositionName</i>	Name of kernel composition. The name is used during output printing.
<i>kernelIds</i>	Ids of kernels which will be included in the composition.
<i>manipulator</i>	Tuning manipulator for the composition.

Returns

Id assigned to kernel composition by tuner. The id can be used in other API methods.

3.6.3.6 addCompositionKernelParameter()

```
void ktt::Tuner::addCompositionKernelParameter (
    const KernelId compositionId,
    const KernelId kernelId,
    const std::string & parameterName,
    const std::vector< size_t > & parameterValues,
    const ThreadModifierType & modifierType,
    const ThreadModifierAction & modifierAction,
    const Dimension & modifierDimension )
```

Calls [addParameter\(\)](#) method (version with thread modifier) for a single kernel inside specified kernel composition. Does not affect standalone kernels or other compositions.

Parameters

<i>compositionId</i>	Id of composition which includes the specified kernel.
<i>kernelId</i>	Id of kernel inside the composition for which the parameter is added.
<i>parameterName</i>	Name of a parameter. Parameter names for single kernel must be unique.
<i>parameterValues</i>	Vector of allowed values for the parameter.
<i>modifierType</i>	Type of thread modifier. See ThreadModifierType for more information.
<i>modifierAction</i>	Action of thread modifier. See ThreadModifierAction for more information.
<i>modifierDimension</i>	Dimension which will be affected by thread modifier. See Dimension for more information.

3.6.3.7 addConstraint()

```
void ktt::Tuner::addConstraint (
    const KernelId id,
    const std::function< bool(std::vector< size_t >)> & constraintFunction,
    const std::vector< std::string > & parameterNames )
```

Adds new constraint for specified kernel. Constraints are used to prevent generating of invalid configurations (eg. conflicting parameter values).

Parameters

<i>id</i>	Id of kernel for which the constraint is added.
<i>constraintFunction</i>	Function which returns true if provided combination of parameter values is valid. Returns false otherwise.
<i>parameterNames</i>	Names of kernel parameters which will be affected by the constraint function. The order of parameter names will correspond to the order of parameter values inside constraint function vector argument.

3.6.3.8 addKernel()

```
KernelId ktt::Tuner::addKernel (
    const std::string & source,
    const std::string & kernelName,
    const DimensionVector & globalSize,
    const DimensionVector & localSize )
```

Adds new kernel to tuner from source inside string. Requires specification of kernel name and default global and local thread sizes.

Parameters

<i>source</i>	Kernel source code written in corresponding compute API language.
<i>kernelName</i>	Name of kernel function inside kernel source code.
<i>globalSize</i>	Dimensions for base kernel global size (eg. grid size in CUDA).
<i>localSize</i>	Dimensions for base kernel local size (eg. block size in CUDA).

Returns

Id assigned to kernel by tuner. The id can be used in other API methods.

3.6.3.9 addKernelFromFile()

```
KernelId ktt::Tuner::addKernelFromFile (
    const std::string & filePath,
```

```
const std::string & kernelName,
const DimensionVector & globalSize,
const DimensionVector & localSize )
```

Adds new kernel to tuner from file. Requires specification of kernel name and default global and local thread sizes.

Parameters

<i>filePath</i>	Path to file with kernel source code written in corresponding compute API language.
<i>kernelName</i>	Name of kernel function inside kernel source code.
<i>globalSize</i>	Dimensions for base kernel global size (eg. grid size in CUDA).
<i>localSize</i>	Dimensions for base kernel local size (eg. block size in CUDA).

Returns

Id assigned to kernel by tuner. The id can be used in other API methods.

3.6.3.10 addParameter() [1/2]

```
void ktt::Tuner::addParameter (
    const KernelId id,
    const std::string & parameterName,
    const std::vector< size_t > & parameterValues )
```

Adds new integer parameter for specified kernel, providing parameter name and list of allowed values. When the corresponding kernel is launched, parameters will be added to kernel source code as preprocessor definitions. During the tuning process, tuner will generate configurations for combinations of kernel parameters and their values.

Adds new floating-point parameter for specified kernel, providing parameter name and list of allowed values. When the corresponding kernel is launched, parameters will be added to kernel source code as preprocessor definitions. During the tuning process, tuner will generate configurations for combinations of kernel parameters and their values.

Parameters

<i>id</i>	Id of kernel for which the parameter is added.
<i>parameterName</i>	Name of a parameter. Parameter names for single kernel must be unique.
<i>parameterValues</i>	Vector of allowed values for the parameter.

3.6.3.11 addParameter() [2/2]

```
void ktt::Tuner::addParameter (
    const KernelId id,
    const std::string & parameterName,
    const std::vector< size_t > & parameterValues,
    const ThreadModifierType & modifierType,
```

```
const ThreadModifierAction & modifierAction,
const Dimension & modifierDimension )
```

Adds new integer parameter for specified kernel, providing parameter name and list of allowed values. When the corresponding kernel is launched, parameters will be added to kernel source code as preprocessor definitions. During the tuning process, tuner will generate configurations for combinations of kernel parameters and their values.

This version of method allows the parameter to act as thread size modifier. Parameter value modifies number of threads in either global or local space in specified dimension. Form of modification depends on thread modifier action argument. If there are multiple thread modifiers present for same space and dimension, actions are applied in the order of parameters' addition.

Parameters

<i>id</i>	Id of kernel for which the parameter is added.
<i>parameterName</i>	Name of a parameter. Parameter names for single kernel must be unique.
<i>parameterValues</i>	Vector of allowed values for the parameter.
<i>modifierType</i>	Type of thread modifier. See ThreadModifierType for more information.
<i>modifierAction</i>	Action of thread modifier. See ThreadModifierAction for more information.
<i>modifierDimension</i>	Dimension which will be affected by thread modifier. See Dimension for more information.

3.6.3.12 getBestConfiguration()

```
std::vector< ParameterPair > ktt::Tuner::getBestConfiguration (
    const KernelId id ) const
```

Returns the best configuration found for specified kernel. Valid configuration will be returned only if methods [tuneKernel\(\)](#) or [tuneKernelByStep\(\)](#) were already called for corresponding kernel.

Parameters

<i>id</i>	Id of kernel for which the best configuration is returned.
-----------	--

Returns

Best configuration found for specified kernel. See [ParameterPair](#) for more information.

3.6.3.13 getCurrentDeviceInfo()

```
DeviceInfo ktt::Tuner::getCurrentDeviceInfo ( ) const
```

Retrieves detailed information about device (eg. device name, memory capacity) used by the tuner. See [DeviceInfo](#) for more information.

Returns

Information about device used by the tuner.

3.6.3.14 `getDeviceInfo()`

```
std::vector< DeviceInfo > ktt::Tuner::getDeviceInfo (
    const size_t platformIndex ) const
```

Retrieves detailed information about all available devices (eg. device name, memory capacity) on specified platform. See [DeviceInfo](#) for more information.

Parameters

<i>platformIndex</i>	Index of platform for which the device information is retrieved.
----------------------	--

Returns

Information about all available devices on specified platform.

3.6.3.15 `getPlatformInfo()`

```
std::vector< PlatformInfo > ktt::Tuner::getPlatformInfo ( ) const
```

Retrieves detailed information about all available platforms (eg. platform name, vendor). See [PlatformInfo](#) for more information.

Returns

Information about all available platforms.

3.6.3.16 `printComputeApiInfo()`

```
void ktt::Tuner::printComputeApiInfo (
    std::ostream & outputTarget ) const
```

Prints basic information about available platforms and devices to specified output stream. Also prints indices assigned to them by KTT library.

Parameters

<i>outputTarget</i>	Location where the information is printed.
---------------------	--

3.6.3.17 `printResult()` ^[1/2]

```
void ktt::Tuner::printResult (
    const KernelId id,
```

```
std::ostream & outputTarget,
const PrintFormat & format ) const
```

Prints tuning results for specified kernel to specified output stream. Valid results will be printed only if methods [tuneKernel\(\)](#) or [tuneKernelByStep\(\)](#) were already called for corresponding kernel.

Parameters

<i>id</i>	Id of kernel for which the results are printed.
<i>outputTarget</i>	Location where the results are printed.
<i>format</i>	Format in which the results are printed. See PrintFormat for more information.

3.6.3.18 printResult() [2/2]

```
void ktt::Tuner::printResult (
    const KernelId id,
    const std::string & filePath,
    const PrintFormat & format ) const
```

Prints tuning results for specified kernel to specified file. Valid results will be printed only if methods [tuneKernel\(\)](#) or [tuneKernelByStep\(\)](#) were already called for corresponding kernel.

Parameters

<i>id</i>	Id of kernel for which the results are printed.
<i>filePath</i>	Path to file where the results are printed.
<i>format</i>	Format in which the results are printed. See PrintFormat for more information.

3.6.3.19 runKernel()

```
void ktt::Tuner::runKernel (
    const KernelId id,
    const std::vector< ParameterPair > & configuration,
    const std::vector< ArgumentOutputDescriptor > & output )
```

Runs specified kernel using provided configuration. Does not perform result validation.

Parameters

<i>id</i>	Id of kernel which is run.
<i>configuration</i>	Configuration under which the kernel will be launched. See ParameterPair for more information.
<i>output</i>	User-provided memory locations for kernel arguments which should be retrieved. See ArgumentOutputDescriptor for more information.

3.6.3.20 setArgumentComparator()

```
void ktt::Tuner::setArgumentComparator (
    const ArgumentId id,
    const std::function< bool(const void *, const void *)> & comparator )
```

Sets argument comparator for specified argument with custom data type. Arguments with custom data type cannot be compared using built-in comparison operators and require user to provide comparator. Comparator cannot be set for built-in data types.

Parameters

<i>id</i>	Id of argument for which the comparator is set.
<i>comparator</i>	Function which receives two elements with data type matching the data type of specified kernel argument and returns true if the elements are equal. Returns false otherwise.

3.6.3.21 setAutomaticGlobalSizeCorrection()

```
void ktt::Tuner::setAutomaticGlobalSizeCorrection (
    const bool flag )
```

Toggles automatic correction for global size, which ensures that global size in each dimension is always a multiple of local size in corresponding dimension. Performs a roundup to the nearest higher multiple. Automatic global size correction is disabled by default.

Parameters

<i>flag</i>	If true, automatic global size correction is enabled. It is disabled otherwise.
-------------	---

3.6.3.22 setCompilerOptions()

```
void ktt::Tuner::setCompilerOptions (
    const std::string & options )
```

Sets compute API compiler options to specified options. There are no default options for OpenCL back-end. Default option for CUDA back-end is "--gpu-architecture=compute_30".

Parameters

<i>options</i>	Compute API compiler options. If multiple options are used, they need to be separated by a single space character.
----------------	--

3.6.3.23 setCompositionKernelArguments()

```
void ktt::Tuner::setCompositionKernelArguments (
    const KernelId compositionId,
    const KernelId kernelId,
    const std::vector< ArgumentId > & argumentIds )
```

Calls [setKernelArguments\(\)](#) method for a single kernel inside specified kernel composition. Does not affect standalone kernels or other compositions.

Parameters

<i>compositionId</i>	Id of composition which includes the specified kernel.
<i>kernelId</i>	Id of kernel inside the composition for which the arguments are set.
<i>argumentIds</i>	Ids of arguments to be used by specified kernel inside the composition. Order of ids must match the order of kernel arguments specified in kernel function. Argument ids for single kernel must be unique.

3.6.3.24 setGlobalSizeType()

```
void ktt::Tuner::setGlobalSizeType (
    const GlobalSizeType & type )
```

Sets global size specification type to specified compute API style. In OpenCL, NDRange size is specified as number of work-items in a work-group multiplied by number of work-groups. In CUDA, grid size is specified as number of threads in a block divided by number of blocks. This method makes it possible to use OpenCL style in CUDA and vice versa. Default global size type is the one corresponding to compute API of the tuner.

Parameters

<i>type</i>	Global size type which is set for tuner. See GlobalSizeType for more information.
-------------	---

3.6.3.25 setInvalidResultPrinting()

```
void ktt::Tuner::setInvalidResultPrinting (
    const bool flag )
```

Toggles printing of results from failed kernel runs. Invalid results will be separated from valid results during printing. Printing of invalid results is disabled by default.

Parameters

<i>flag</i>	If true, printing of invalid results is enabled. It is disabled otherwise.
-------------	--

3.6.3.26 setKernelArguments()

```
void ktt::Tuner::setKernelArguments (
    const KernelId id,
    const std::vector< ArgumentId > & argumentIds )
```

Sets kernel arguments for specified kernel by providing corresponding argument ids.

Parameters

<i>id</i>	Id of kernel for which the arguments are set.
<i>argumentIds</i>	Ids of arguments to be used by specified kernel. Order of ids must match the order of kernel arguments specified in kernel function. Argument ids for single kernel must be unique.

3.6.3.27 setLoggingTarget() [1/2]

```
void ktt::Tuner::setLoggingTarget (
    std::ostream & outputTarget )
```

Sets the target for info messages logging to specified output stream. Default logging target is `std::clog`.

Parameters

<i>outputTarget</i>	Location where tuner info messages are printed.
---------------------	---

3.6.3.28 setLoggingTarget() [2/2]

```
void ktt::Tuner::setLoggingTarget (
    const std::string & filePath )
```

Sets the target for info messages logging to specified file. Default logging target is `std::clog`.

Parameters

<i>filePath</i>	Path to file where tuner info messages are printed.
-----------------	---

3.6.3.29 setPrintingTimeUnit()

```
void ktt::Tuner::setPrintingTimeUnit (
    const TimeUnit & unit )
```

Sets time unit used during printing of results inside [printResult\(\)](#) methods. Default time unit is microseconds.

Parameters

<i>unit</i>	Time unit which will be used inside printResult() methods. See TimeUnit for more information.
-------------	---

3.6.3.30 setReferenceClass()

```
void ktt::Tuner::setReferenceClass (
    const KernelId id,
    std::unique_ptr< ReferenceClass > referenceClass,
    const std::vector< ArgumentId > & validatedArgumentIds )
```

Sets reference class for specified kernel. Reference class output will be compared to tuned kernel output in order to ensure correctness of computation.

Parameters

<i>id</i>	Id of kernel for which reference class is set.
<i>referenceClass</i>	Reference class which produces reference output for specified kernel. See ReferenceClass for more information.
<i>validatedArgumentIds</i>	Ids of kernel arguments which will be validated. The validated arguments must be vector arguments and cannot be read-only.

3.6.3.31 setReferenceKernel()

```
void ktt::Tuner::setReferenceKernel (
    const KernelId id,
    const KernelId referenceId,
    const std::vector< ParameterPair > & referenceConfiguration,
    const std::vector< ArgumentId > & validatedArgumentIds )
```

Sets reference kernel for specified kernel. Reference kernel output will be compared to tuned kernel output in order to ensure correctness of computation. Reference kernel uses only single configuration which cannot be composite and cannot use tuning manipulator.

Parameters

<i>id</i>	Id of kernel for which reference kernel is set.
<i>referenceId</i>	Id of reference kernel. This can be the same as validated kernel. This can be useful in cases where kernel has a configuration which is known to produce correct results.
<i>referenceConfiguration</i>	Configuration under which the reference kernel will be launched to produce reference output.
<i>validatedArgumentIds</i>	Ids of kernel arguments which will be validated. The validated arguments must be vector arguments and cannot be read-only.

3.6.3.32 setSearchMethod()

```
void ktt::Tuner::setSearchMethod (
    const SearchMethod & method,
    const std::vector< double > & arguments )
```

Specifies search method which will be used during kernel tuning. Number of required search arguments depends on the search method. Default search method is full search, which requires no search arguments.

Parameters

<i>method</i>	Search method which will be used during kernel tuning. See SearchMethod for more information.
<i>arguments</i>	Arguments necessary for specified search method to work. Following arguments are required for corresponding search method, the order of arguments is important: <ul style="list-style-type: none"> • RandomSearch - fraction • PSO - fraction, swarm size, global influence, local influence, random influence • Annealing - fraction, maximum temperature

Fraction argument specifies the number of configurations which will be explored, eg. when fraction is set to 0.5, 50% of all configurations will be explored.

3.6.3.33 setTuningManipulator()

```
void ktt::Tuner::setTuningManipulator (
    const KernelId id,
    std::unique_ptr< TuningManipulator > manipulator )
```

Sets tuning manipulator for specified kernel. Tuning manipulator enables customization of kernel execution. This is useful in several cases, eg. running part of the computation in C++ code, utilizing iterative kernel launches or composite kernels. See [TuningManipulator](#) for more information.

Parameters

<i>id</i>	Id of kernel for which the tuning manipulator is set.
<i>manipulator</i>	Tuning manipulator for specified kernel.

3.6.3.34 setValidationMethod()

```
void ktt::Tuner::setValidationMethod (
    const ValidationMethod & method,
    const double toleranceThreshold )
```

Sets validation method and tolerance threshold for floating-point argument validation. Default validation method is side by side comparison. Default tolerance threshold is 1e-4.

Parameters

<i>method</i>	Validation method which will be used for floating-point argument validation. See ValidationMethod for more information.
<i>toleranceThreshold</i>	Output validation threshold. If difference between tuned kernel output and reference output is within tolerance threshold, the tuned kernel output will be considered correct.

3.6.3.35 setValidationRange()

```
void ktt::Tuner::setValidationRange (
    const ArgumentId id,
    const size_t range )
```

Sets validation range for specified argument to specified validation range. Only elements within validation range, starting with the first element, will be validated. All elements are validated by default.

Parameters

<i>id</i>	Id of argument for which the validation range is set.
<i>range</i>	Range inside which the argument elements will be validated, starting from the first element.

3.6.3.36 tuneKernel()

```
void ktt::Tuner::tuneKernel (
    const KernelId id )
```

Starts the tuning process for specified kernel. Creates configuration space based on combinations of provided kernel parameters and constraints. The configurations will be launched in order that depends on specified [Search↔Method](#).

Parameters

<i>id</i>	Id of kernel for which the tuning begins.
-----------	---

3.6.3.37 tuneKernelByStep()

```
void ktt::Tuner::tuneKernelByStep (
    const KernelId id,
    const std::vector< ArgumentOutputDescriptor > & output )
```

Performs one step of the tuning process for specified kernel. When this method is called inside tuner for the first time, creates configuration space based on combinations of provided kernel parameters and constraints. Each time this method is called, launches single kernel configuration. If all configurations were already tested, runs kernel using the best configuration. Output data can be retrieved by providing output descriptors.

Parameters

<i>id</i>	Id of kernel for which the tuning by step begins.
<i>output</i>	User-provided memory locations for kernel arguments which should be retrieved. See ArgumentOutputDescriptor for more information.

The documentation for this class was generated from the following file:

- [source/tuner_api.h](#)

3.7 ktt::TuningManipulator Class Reference

Class which can be used to customize kernel launch in order to run some part of computation on CPU, utilize iterative kernel launches, kernel compositions and more. In order to use this functionality, new class which publicly inherits from tuning manipulator class has to be defined.

```
#include <tuning_manipulator.h>
```

Public Member Functions

- virtual [~TuningManipulator](#) ()
Tuning manipulator destructor. Inheriting class can override destructor with custom implementation. Default implementation is provided by KTT library.
- virtual void [launchComputation](#) (const [KernelId](#) id)=0
This method is responsible for directly running the computation and ensuring that correct results are computed. It may utilize any other method inside the tuning manipulator as well as any user-defined methods. Any other tuning manipulator methods run from this method only affect current invocation of [launchComputation\(\)](#) method. Inheriting class must provide implementation for this method.
- virtual bool [enableArgumentPreload](#) () const
Controls whether arguments for all kernels that are part of manipulator will be automatically uploaded to corresponding compute API buffers before any kernel is run in the current invocation of [launchComputation\(\)](#) method. Argument preload is turned on by default.
- void [runKernel](#) (const [KernelId](#) id)
Runs kernel with specified id using thread sizes based on the current configuration.
- void [runKernel](#) (const [KernelId](#) id, const [DimensionVector](#) &globalSize, const [DimensionVector](#) &localSize)
Runs kernel with specified id using specified thread sizes.
- [DimensionVector](#) [getCurrentGlobalSize](#) (const [KernelId](#) id) const
Returns global thread size of specified kernel based on the current configuration.
- [DimensionVector](#) [getCurrentLocalSize](#) (const [KernelId](#) id) const
Returns local thread size of specified kernel based on the current configuration.
- std::vector< [ParameterPair](#) > [getCurrentConfiguration](#) () const
Returns configuration used inside current invocation of [launchComputation\(\)](#) method.
- void [updateArgumentScalar](#) (const [ArgumentId](#) id, const void *argumentData)
Updates specified scalar argument.
- void [updateArgumentLocal](#) (const [ArgumentId](#) id, const size_t numberOfElements)
Updates specified local memory argument.
- void [updateArgumentVector](#) (const [ArgumentId](#) id, const void *argumentData)
Updates specified vector argument. Does not modify argument size.

- void [updateArgumentVector](#) (const [ArgumentId](#) id, const void *argumentData, const size_t numberOfElements)
Updates specified vector argument. Possibly also modifies argument size.
- void [getArgumentVector](#) (const [ArgumentId](#) id, void *destination) const
Retrieves specified vector argument.
- void [getArgumentVector](#) (const [ArgumentId](#) id, void *destination, const size_t numberOfElements) const
Retrieves part of specified vector argument.
- void [changeKernelArguments](#) (const [KernelId](#) id, const std::vector< [ArgumentId](#) > &argumentIds)
Changes kernel arguments for specified kernel by providing corresponding argument ids.
- void [swapKernelArguments](#) (const [KernelId](#) id, const [ArgumentId](#) argumentIdFirst, const [ArgumentId](#) argumentIdSecond)
Swaps positions of specified kernel arguments for specified kernel.
- void [createArgumentBuffer](#) (const [ArgumentId](#) id)
Transfers specified kernel argument to a buffer from which it can be accessed by compute API. This method should be utilized only if argument preload is disabled. See [enableArgumentPreload\(\)](#) for more information.
- void [destroyArgumentBuffer](#) (const [ArgumentId](#) id)
Destroys compute API buffer for specified kernel argument. This method should be utilized only if argument preload is disabled. See [enableArgumentPreload\(\)](#) for more information.

Static Public Member Functions

- static size_t [getParameterValue](#) (const std::string ¶meterName, const std::vector< [ParameterPair](#) > ¶meterPairs)
Returns value of specified parameter from provided vector of parameters.

Friends

- class **TuningRunner**

3.7.1 Detailed Description

Class which can be used to customize kernel launch in order to run some part of computation on CPU, utilize iterative kernel launches, kernel compositions and more. In order to use this functionality, new class which publicly inherits from tuning manipulator class has to be defined.

3.7.2 Member Function Documentation

3.7.2.1 [changeKernelArguments\(\)](#)

```
void ktt::TuningManipulator::changeKernelArguments (
    const KernelId id,
    const std::vector< ArgumentId > & argumentIds )
```

Changes kernel arguments for specified kernel by providing corresponding argument ids.

Parameters

<i>id</i>	Id of kernel for which the arguments are changed.
<i>argumentIds</i>	Ids of arguments to be used by specified kernel. Order of ids must match the order of kernel arguments specified in kernel function. Argument ids for single kernel must be unique.

3.7.2.2 createArgumentBuffer()

```
void ktt::TuningManipulator::createArgumentBuffer (
    const ArgumentId id )
```

Transfers specified kernel argument to a buffer from which it can be accessed by compute API. This method should be utilized only if argument preload is disabled. See [enableArgumentPreload\(\)](#) for more information.

Parameters

<i>id</i>	Id of argument for which the buffer is created.
-----------	---

3.7.2.3 destroyArgumentBuffer()

```
void ktt::TuningManipulator::destroyArgumentBuffer (
    const ArgumentId id )
```

Destroys compute API buffer for specified kernel argument. This method should be utilized only if argument preload is disabled. See [enableArgumentPreload\(\)](#) for more information.

Parameters

<i>id</i>	Id of argument for which the buffer is destroyed.
-----------	---

3.7.2.4 enableArgumentPreload()

```
bool ktt::TuningManipulator::enableArgumentPreload ( ) const [virtual]
```

Controls whether arguments for all kernels that are part of manipulator will be automatically uploaded to corresponding compute API buffers before any kernel is run in the current invocation of [launchComputation\(\)](#) method. Argument preload is turned on by default.

Turning this behavior off is useful when utilizing kernel compositions where different kernels use different arguments which would not all fit into available memory. Buffer creation and deletion can be then controlled by using [createArgumentBuffer\(\)](#) and [destroyArgumentBuffer\(\)](#) methods for corresponding arguments. Any leftover arguments after [launchComputation\(\)](#) method finishes will still be automatically cleaned up. Inheriting class can override this method.

Returns

Flag which controls whether the argument preload is enabled or not.

3.7.2.5 getArgumentVector() [1/2]

```
void ktt::TuningManipulator::getArgumentVector (
    const ArgumentId id,
    void * destination ) const
```

Retrieves specified vector argument.

Parameters

<i>id</i>	Id of vector argument which is retrieved.
<i>destination</i>	Pointer to destination where vector argument data will be copied. Destination buffer size needs to be equal or greater than argument size.

3.7.2.6 getArgumentVector() [2/2]

```
void ktt::TuningManipulator::getArgumentVector (
    const ArgumentId id,
    void * destination,
    const size_t numberOfElements ) const
```

Retrieves part of specified vector argument.

Parameters

<i>id</i>	Id of vector argument which is retrieved.
<i>destination</i>	Pointer to destination where vector argument data will be copied. Destination buffer size needs to be equal or greater than size of specified number of elements.
<i>numberOfElements</i>	Number of elements which will be copied to specified destination, starting with first element.

3.7.2.7 getCurrentConfiguration()

```
std::vector< ParameterPair > ktt::TuningManipulator::getCurrentConfiguration ( ) const
```

Returns configuration used inside current invocation of [launchComputation\(\)](#) method.

Returns

Current configuration. See [ParameterPair](#) for more information.

3.7.2.8 `getCurrentGlobalSize()`

```
DimensionVector ktt::TuningManipulator::getCurrentGlobalSize (
    const KernelId id ) const
```

Returns global thread size of specified kernel based on the current configuration.

Parameters

<i>id</i>	Id of kernel for which the global size is retrieved. It must either match the id used to launch kernel from tuner API or be included inside composition which was launched from tuner API.
-----------	--

Returns

Global thread size of specified kernel.

3.7.2.9 `getCurrentLocalSize()`

```
DimensionVector ktt::TuningManipulator::getCurrentLocalSize (
    const KernelId id ) const
```

Returns local thread size of specified kernel based on the current configuration.

Parameters

<i>id</i>	Id of kernel for which the local size is retrieved. It must either match the id used to launch kernel from tuner API or be included inside composition which was launched from tuner API.
-----------	---

Returns

Local thread size of specified kernel.

3.7.2.10 `getParameterValue()`

```
static size_t ktt::TuningManipulator::getParameterValue (
    const std::string & parameterName,
    const std::vector< ParameterPair > & parameterPairs ) [static]
```

Returns value of specified parameter from provided vector of parameters.

Returns

Value of specified parameter.

3.7.2.11 launchComputation()

```
void ktt::TuningManipulator::launchComputation (
    const KernelId id ) [pure virtual]
```

This method is responsible for directly running the computation and ensuring that correct results are computed. It may utilize any other method inside the tuning manipulator as well as any user-defined methods. Any other tuning manipulator methods run from this method only affect current invocation of [launchComputation\(\)](#) method. Inheriting class must provide implementation for this method.

When tuning manipulator is used, total execution duration is calculated from two components. First component is the sum of execution times of all kernel launches inside this method. Second component is the execution time of the method itself, minus the execution times of kernel launches. Initial buffer transfer times are not included in the total duration, same as in the case of kernel tuning without manipulator. Other buffer update and retrieval times are included in the second component.

Parameters

<i>id</i>	Id of a kernel or kernel composition which was used to launch kernel from tuner API.
-----------	--

3.7.2.12 runKernel() [1/2]

```
void ktt::TuningManipulator::runKernel (
    const KernelId id )
```

Runs kernel with specified id using thread sizes based on the current configuration.

Parameters

<i>id</i>	Id of kernel which is run. It must either match the id used to launch kernel from tuner API or be included inside composition which was launched from tuner API.
-----------	--

3.7.2.13 runKernel() [2/2]

```
void ktt::TuningManipulator::runKernel (
    const KernelId id,
    const DimensionVector & globalSize,
    const DimensionVector & localSize )
```

Runs kernel with specified id using specified thread sizes.

Parameters

<i>id</i>	Id of kernel which is run. It must either match the id used to launch kernel from tuner API or be included inside composition which was launched from tuner API.
<i>globalSize</i>	Dimensions for global size with which the kernel is run.
<i>localSize</i>	Dimensions for local size with which the kernel is run.

3.7.2.14 swapKernelArguments()

```
void ktt::TuningManipulator::swapKernelArguments (
    const KernelId id,
    const ArgumentId argumentIdFirst,
    const ArgumentId argumentIdSecond )
```

Swaps positions of specified kernel arguments for specified kernel.

Parameters

<i>id</i>	Id of kernel for which the arguments are swapped.
<i>argumentIdFirst</i>	Id of the first argument which is swapped.
<i>argumentIdSecond</i>	Id of the second argument which is swapped.

3.7.2.15 updateArgumentLocal()

```
void ktt::TuningManipulator::updateArgumentLocal (
    const ArgumentId id,
    const size_t numberOfElements )
```

Updates specified local memory argument.

Parameters

<i>id</i>	Id of local memory argument which is updated.
<i>numberOfElements</i>	Number of local memory elements inside updated argument. Data types for old and new data match.

3.7.2.16 updateArgumentScalar()

```
void ktt::TuningManipulator::updateArgumentScalar (
    const ArgumentId id,
    const void * argumentData )
```

Updates specified scalar argument.

Parameters

<i>id</i>	Id of scalar argument which is updated.
<i>argumentData</i>	Pointer to new data for scalar argument. Data types for old and new data have to match.

3.7.2.17 updateArgumentVector() [1/2]

```
void ktt::TuningManipulator::updateArgumentVector (
    const ArgumentId id,
    const void * argumentData )
```

Updates specified vector argument. Does not modify argument size.

Parameters

<i>id</i>	Id of vector argument which is updated.
<i>argumentData</i>	Pointer to new data for vector argument. Number of elements and data types for old and new data have to match.

3.7.2.18 updateArgumentVector() [2/2]

```
void ktt::TuningManipulator::updateArgumentVector (
    const ArgumentId id,
    const void * argumentData,
    const size_t numberOfElements )
```

Updates specified vector argument. Possibly also modifies argument size.

Parameters

<i>id</i>	Id of vector argument which is updated.
<i>argumentData</i>	Pointer to new data for vector argument. Data types for old and new data have to match.
<i>numberOfElements</i>	Number of elements inside updated vector argument.

The documentation for this class was generated from the following file:

- [source/api/tuning_manipulator.h](#)

Chapter 4

File Documentation

4.1 source/api/argument_output_descriptor.h File Reference

Functionality related to retrieving kernel output with KTT API.

```
#include "ktt_platform.h"
#include "ktt_types.h"
```

Classes

- class [ktt::ArgumentOutputDescriptor](#)

Class which can be used to retrieve kernel argument data when calling certain KTT API methods.

Namespaces

- [ktt](#)

All classes, methods and type aliases related to KTT library are located inside ktt namespace.

4.1.1 Detailed Description

Functionality related to retrieving kernel output with KTT API.

4.2 source/api/device_info.h File Reference

Functionality related to retrieving information about compute API devices.

```
#include <cstdint>
#include <iostream>
#include <string>
#include "ktt_platform.h"
#include "enum/device_type.h"
```

Classes

- class [ktt::DeviceInfo](#)
Class which holds information about a compute API device.

Namespaces

- [ktt](#)
All classes, methods and type aliases related to KTT library are located inside ktt namespace.

Functions

- KTT_API std::ostream & [ktt::operator<<](#) (std::ostream &outputTarget, const DeviceInfo &deviceInfo)
Output operator for device info class.

4.2.1 Detailed Description

Functionality related to retrieving information about compute API devices.

4.3 source/api/dimension_vector.h File Reference

Functionality related to specifying thread sizes of a kernel.

```
#include <iostream>
#include <vector>
#include "ktt_platform.h"
#include "enum/dimension.h"
#include "enum/thread_modifier_action.h"
```

Classes

- class [ktt::DimensionVector](#)
Class which holds information about either global or local thread size of a single kernel.

Namespaces

- [ktt](#)
All classes, methods and type aliases related to KTT library are located inside ktt namespace.

Functions

- KTT_API std::ostream & [ktt::operator<<](#) (std::ostream &outputTarget, const DimensionVector &dimensionVector)
Output operator for dimension vector class.

4.3.1 Detailed Description

Functionality related to specifying thread sizes of a kernel.

4.4 source/api/platform_info.h File Reference

Functionality related to retrieving information about compute API platforms.

```
#include <iostream>
#include <string>
#include "ktt_platform.h"
```

Classes

- class [ktt::PlatformInfo](#)
Class which holds information about a compute API platform.

Namespaces

- [ktt](#)
All classes, methods and type aliases related to KTT library are located inside ktt namespace.

Functions

- KTT_API std::ostream & [ktt::operator<<](#) (std::ostream &outputTarget, const PlatformInfo &platformInfo)
Output operator for platform info class.

4.4.1 Detailed Description

Functionality related to retrieving information about compute API platforms.

4.5 source/api/reference_class.h File Reference

Functionality related to validating kernel output with reference class.

```
#include "ktt_types.h"
```

Classes

- class [ktt::ReferenceClass](#)
Class which can be used to compute reference output for selected kernel arguments inside regular C++ method. In order to use this functionality, new class which publicly inherits from reference class has to be defined.

Namespaces

- [ktt](#)

All classes, methods and type aliases related to KTT library are located inside ktt namespace.

4.5.1 Detailed Description

Functionality related to validating kernel output with reference class.

4.6 `source/api/tuning_manipulator.h` File Reference

Functionality related to customizing kernel runs with tuning manipulator.

```
#include <cstddef>
#include <utility>
#include <vector>
#include "ktt_platform.h"
#include "ktt_types.h"
#include "api/dimension_vector.h"
```

Classes

- class [ktt::TuningManipulator](#)

Class which can be used to customize kernel launch in order to run some part of computation on CPU, utilize iterative kernel launches, kernel compositions and more. In order to use this functionality, new class which publicly inherits from tuning manipulator class has to be defined.

Namespaces

- [ktt](#)

All classes, methods and type aliases related to KTT library are located inside ktt namespace.

4.6.1 Detailed Description

Functionality related to customizing kernel runs with tuning manipulator.

4.7 `source/enum/argument_access_type.h` File Reference

Definition of enum for access type of kernel arguments.

Namespaces

- [ktt](#)

All classes, methods and type aliases related to KTT library are located inside ktt namespace.

Enumerations

- enum [ktt::ArgumentAccessType](#) { [ktt::ArgumentAccessType::ReadOnly](#), [ktt::ArgumentAccessType::WriteOnly](#), [ktt::ArgumentAccessType::ReadWrite](#) }
Enum for access type of kernel arguments. Specifies whether kernel argument is used for input or output by compute API kernel function.

4.7.1 Detailed Description

Definition of enum for access type of kernel arguments.

4.8 source/enum/argument_data_type.h File Reference

Definition of enum for data type of kernel arguments.

Namespaces

- [ktt](#)
All classes, methods and type aliases related to KTT library are located inside ktt namespace.

Enumerations

- enum [ktt::ArgumentDataType](#) { [ktt::ArgumentDataType::Char](#), [ktt::ArgumentDataType::UnsignedChar](#), [ktt::ArgumentDataType::Short](#), [ktt::ArgumentDataType::UnsignedShort](#), [ktt::ArgumentDataType::Int](#), [ktt::ArgumentDataType::UnsignedInt](#), [ktt::ArgumentDataType::Long](#), [ktt::ArgumentDataType::UnsignedLong](#), [ktt::ArgumentDataType::Half](#), [ktt::ArgumentDataType::Float](#), [ktt::ArgumentDataType::Double](#), [ktt::ArgumentDataType::Custom](#) }
Enum for data type of kernel arguments. Specifies the data type of elements inside single kernel argument.

4.8.1 Detailed Description

Definition of enum for data type of kernel arguments.

4.9 source/enum/argument_memory_location.h File Reference

Definition of enum for memory location of kernel arguments.

Namespaces

- [ktt](#)
All classes, methods and type aliases related to KTT library are located inside ktt namespace.

Enumerations

- enum [ktt::ArgumentMemoryLocation](#) { [ktt::ArgumentMemoryLocation::Device](#), [ktt::ArgumentMemoryLocation::Host](#), [ktt::ArgumentMemoryLocation::HostZeroCopy](#) }
Enum for memory location of kernel arguments. Specifies the memory from which the argument data will be accessed by compute API functions and kernels.

4.9.1 Detailed Description

Definition of enum for memory location of kernel arguments.

4.10 source/enum/argument_upload_type.h File Reference

Definition of enum for upload type of kernel arguments.

Namespaces

- [ktt](#)
All classes, methods and type aliases related to KTT library are located inside ktt namespace.

Enumerations

- enum [ktt::ArgumentUploadType](#) { [ktt::ArgumentUploadType::Scalar](#), [ktt::ArgumentUploadType::Vector](#), [ktt::ArgumentUploadType::Local](#) }
Enum for upload type of kernel arguments. Specifies which compute API function should be used internally by KTT library to make the argument accessible to kernel functions.

4.10.1 Detailed Description

Definition of enum for upload type of kernel arguments.

4.11 source/enum/compute_api.h File Reference

Definition of enum for compute APIs supported by KTT library.

Namespaces

- [ktt](#)
All classes, methods and type aliases related to KTT library are located inside ktt namespace.

Enumerations

- enum [ktt::ComputeApi](#) { [ktt::ComputeApi::Opencl](#), [ktt::ComputeApi::Cuda](#), [ktt::ComputeApi::Vulkan](#) }
Enum for compute API used by KTT library. It is utilized during tuner creation.

4.11.1 Detailed Description

Definition of enum for compute APIs supported by KTT library.

4.12 source/enum/device_type.h File Reference

Definition of enum for type of a device.

Namespaces

- [ktt](#)

All classes, methods and type aliases related to KTT library are located inside ktt namespace.

Enumerations

- enum [ktt::DeviceType](#) {
[ktt::DeviceType::CPU](#), [ktt::DeviceType::GPU](#), [ktt::DeviceType::Accelerator](#), [ktt::DeviceType::Default](#),
[ktt::DeviceType::Custom](#) }

Enum for type of a device. It is based on device types supported by OpenCL API.

4.12.1 Detailed Description

Definition of enum for type of a device.

4.13 source/enum/dimension.h File Reference

Definition of enum for dimension.

Namespaces

- [ktt](#)

All classes, methods and type aliases related to KTT library are located inside ktt namespace.

Enumerations

- enum [ktt::Dimension](#) { [ktt::Dimension::X](#), [ktt::Dimension::Y](#), [ktt::Dimension::Z](#) }

Enum for dimensions. Dimensions are utilized during specification of parameters which modify kernel thread sizes.

4.13.1 Detailed Description

Definition of enum for dimension.

4.14 source/enum/dimension_vector_type.h File Reference

Definition of enum for dimension vector type.

Namespaces

- [ktt](#)

All classes, methods and type aliases related to KTT library are located inside ktt namespace.

Enumerations

- enum [ktt::DimensionVectorType](#) { [ktt::DimensionVectorType::Global](#), [ktt::DimensionVectorType::Local](#) }

Enum for dimension vector type. Specifies whether a single dimension vector holds global or local kernel thread dimensions.

4.14.1 Detailed Description

Definition of enum for dimension vector type.

4.15 source/enum/global_size_type.h File Reference

Definition of enum for format of global thread size.

Namespaces

- [ktt](#)

All classes, methods and type aliases related to KTT library are located inside ktt namespace.

Enumerations

- enum [ktt::GlobalSizeType](#) { [ktt::GlobalSizeType::Opencl](#), [ktt::GlobalSizeType::Cuda](#), [ktt::GlobalSizeType::↔ Vulkan](#) }

Enum for format of global thread size. Specifies the format of global thread size specified by user during kernel addition.

4.15.1 Detailed Description

Definition of enum for format of global thread size.

4.16 source/enum/print_format.h File Reference

Definition of enum for format of printed results.

Namespaces

- [ktt](#)

All classes, methods and type aliases related to KTT library are located inside ktt namespace.

Enumerations

- enum [ktt::PrintFormat](#) { [ktt::PrintFormat::Verbose](#), [ktt::PrintFormat::CSV](#) }

Enum for format of printed results. Specifies the format used during printing of tuning results.

4.16.1 Detailed Description

Definition of enum for format of printed results.

4.17 source/enum/search_method.h File Reference

Definition of enum for search method used to explore configuration space during kernel tuning.

Namespaces

- [ktt](#)

All classes, methods and type aliases related to KTT library are located inside ktt namespace.

Enumerations

- enum [ktt::SearchMethod](#) { [ktt::SearchMethod::FullSearch](#), [ktt::SearchMethod::RandomSearch](#), [ktt::SearchMethod::PSO](#), [ktt::SearchMethod::Annealing](#) }

Enum for search method used to explore configuration space during kernel tuning.

4.17.1 Detailed Description

Definition of enum for search method used to explore configuration space during kernel tuning.

4.18 source/enum/thread_modifier_action.h File Reference

Definition of enum for modifier action for kernel parameters.

Namespaces

- [ktt](#)

All classes, methods and type aliases related to KTT library are located inside ktt namespace.

Enumerations

- enum [ktt::ThreadModifierAction](#) { [ktt::ThreadModifierAction::Add](#), [ktt::ThreadModifierAction::Subtract](#), [ktt::ThreadModifierAction::Multiply](#), [ktt::ThreadModifierAction::Divide](#) }

Enum for modifier action for kernel parameters which modify thread size.

4.18.1 Detailed Description

Definition of enum for modifier action for kernel parameters.

4.19 source/enum/thread_modifier_type.h File Reference

Definition of enum for modifier type for kernel parameters.

Namespaces

- [ktt](#)

All classes, methods and type aliases related to KTT library are located inside ktt namespace.

Enumerations

- enum [ktt::ThreadModifierType](#) { [ktt::ThreadModifierType::None](#), [ktt::ThreadModifierType::Global](#), [ktt::ThreadModifierType::Local](#) }

Enum for modifier type for kernel parameters. Specifies whether kernel parameter value affects corresponding kernel thread size.

4.19.1 Detailed Description

Definition of enum for modifier type for kernel parameters.

4.20 source/enum/time_unit.h File Reference

Definition of enum for time unit used during printing of kernel results.

Namespaces

- [ktt](#)

All classes, methods and type aliases related to KTT library are located inside ktt namespace.

Enumerations

- enum [ktt::TimeUnit](#) { [ktt::TimeUnit::Nanoseconds](#), [ktt::TimeUnit::Microseconds](#), [ktt::TimeUnit::Milliseconds](#), [ktt::TimeUnit::Seconds](#) }

Enum for time unit used during printing of kernel results.

4.20.1 Detailed Description

Definition of enum for time unit used during printing of kernel results.

4.21 source/enum/validation_method.h File Reference

Definition of enum for validation method used during validation of floating-point output arguments.

Namespaces

- [ktt](#)

All classes, methods and type aliases related to KTT library are located inside ktt namespace.

Enumerations

- enum [ktt::ValidationMethod](#) { [ktt::ValidationMethod::AbsoluteDifference](#), [ktt::ValidationMethod::SideBySideComparison](#) }

Enum for validation method used during validation of floating-point output arguments.

4.21.1 Detailed Description

Definition of enum for validation method used during validation of floating-point output arguments.

4.22 source/ktt_platform.h File Reference

Preprocessor definitions which ensure compatibility for multiple compilers.

4.22.1 Detailed Description

Preprocessor definitions which ensure compatibility for multiple compilers.

4.23 source/ktt_types.h File Reference

Definitions for KTT type aliases.

```
#include <cstddef>
#include <string>
#include <tuple>
```

Namespaces

- [ktt](#)

All classes, methods and type aliases related to KTT library are located inside ktt namespace.

Typedefs

- using [ktt::ArgumentId](#) = size_t
Data type for referencing kernel arguments in KTT.
- using [ktt::KernelId](#) = size_t
Data type for referencing kernels in KTT.
- using [ktt::ParameterPair](#) = std::tuple< std::string, size_t >
Data type for holding single value for one kernel parameter. Parameter name and the value can be accessed by using std::get function.

4.23.1 Detailed Description

Definitions for KTT type aliases.

4.24 source/tuner_api.h File Reference

Public API for KTT library.

```
#include <functional>
#include <iostream>
#include <memory>
#include <ostream>
#include <string>
#include <typeinfo>
#include <type_traits>
#include <vector>
#include "ktt_platform.h"
#include "ktt_types.h"
#include "enum/argument_access_type.h"
#include "enum/argument_data_type.h"
#include "enum/argument_memory_location.h"
#include "enum/argument_upload_type.h"
#include "enum/compute_api.h"
#include "enum/dimension.h"
#include "enum/global_size_type.h"
#include "enum/print_format.h"
#include "enum/time_unit.h"
#include "enum/search_method.h"
#include "enum/thread_modifier_action.h"
#include "enum/thread_modifier_type.h"
#include "enum/validation_method.h"
#include "api/argument_output_descriptor.h"
#include "api/device_info.h"
#include "api/dimension_vector.h"
#include "api/platform_info.h"
#include "api/reference_class.h"
#include "api/tuning_manipulator.h"
#include "half.hpp"
```

Classes

- class [ktt::Tuner](#)

Class which serves as the main part of public API for KTT library.

Namespaces

- [ktt](#)

All classes, methods and type aliases related to KTT library are located inside ktt namespace.

4.24.1 Detailed Description

Public API for KTT library.

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