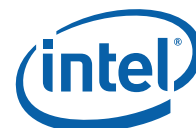


Bitonic Sorting

Intel® OpenCL SDK Sample Documentation

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About Bitonic Sorting

Bitonic Sorting sample illustrates implementing calculation kernels using OpenCL™ C99 and parallelizing kernels by running several work-groups in parallel.

Path

Location	Executable
<INSTALL_DIR>samples\BitonicSort	Win32\Release\BitonicSort.exe – 32-bit executable x64\Release\BitonicSort.exe – 64-bit executable Win32\Debug\BitonicSort.exe – 32-bit debug executable x64\Debug\BitonicSort.exe – 64-bit debug executable

Introduction

This sample demonstrates how to sort arbitrary input array of integer values with OpenCL using Single Instruction Multiple Data (SIMD) bitonic sorting networks. This implementation is very general, so it permits you to add *<key/value>* sorting with relatively low effort.

Motivation

Sorting algorithms are among most widely used building blocks. Bitonic sorting algorithm implemented in this sample is based on properties of bitonic sequence and principles of so-called sorting networks. It enables efficient SIMD-style parallelism through OpenCL vector data types.



Algorithm

For an array of length $2N \times 4$, this algorithm completes N stages of sorting. The first stage has one pass. As a result, the kernel forms bitonic sequences of size 4 using SIMD sorting network inside each item of the input array.

For each successive stage, the number of passes is incremented by one and the sequence size is doubled by merging two neighboring items.

For general reference on bitonic sorting networks, see [\[1\]](#). For reference on sorting networks using SIMD data types, see [\[2\]](#).

OpenCL™ Implementation

Code Highlights

Bitonic sort OpenCL™ kernel of `BitonicSort.cl` file performs the specified stage of each pass. Every input array item or item pair (depending on the pass number) corresponds to a unique global ID that the kernel uses for their identification. The full sorting sequence consists of repetitive kernel calls performed in `ExecuteSortKernel()` function of `BitonicSort.cpp` file.

Limitations

For the sake of simplicity, the current version of the sample requires input array of size of 4×2^N 32-bit integer items, where N is a positive integer.



Understanding OpenCL Performance Characteristics

Benefits of Using Vector Data Types

This sample implements the bitonic sort algorithm using vector data types. Explicit usage of these types, such as `int4` or `float4`, enables the following optimizations:

- You can work with quads instead of single integers. This removes unnecessary branches, saves memory bandwidth, and optimizes CPU cache usage.
- You can use sorting network inside a single vector item during the last pass on every stage. This permits merging two last passes together to save an extra kernel invocation per stage, thus decreasing execution overhead.

Beside the maximum possible 4x speedup brought by SIMD register usage, these optimizations bring additional 25% speedup to the explicitly vectorized version. As a result, you get approximately 5x speedup in total.

Work-group Size Considerations

Valid work-group sizes on Intel platforms range from 1 to 1024 elements. To achieve peak performance, use work-groups of 64-128 elements.

Reference (Native) Implementation

Reference implementation is done in `ExecuteSortReference()` routine of `BitonicSort.cpp` file. This is single-threaded code that performs exactly the same bitonic sort sequence as OpenCL code, but uses pure scalar C nested loop.

Project Structure

This sample project has the following structure:

- `BitonicSort.cpp` - the host code, with OpenCL initialization and processing functions
- `BitonicSort.cl` - OpenCL sorting kernel source code
- `BitonicSort.vcproj` - Microsoft* Visual Studio* 2008 project file containing all the required dependencies.



Controlling the Sample

The sample executable is a console application. To set the sorting direction and input array size, use command line arguments. If the command line is empty, the sample uses the default values:

- Sorting direction is ascending.
- Input array size is $1048576(2^{20})$ items.

-h command line argument prints help information;

-s <arraySize> command line argument setups input/output array size;

-d command line argument sets descending sorting direction instead of default ascending.

References

[1] H. W. Lang. Bitonic Sort. <http://www.iti.fh-flensburg.de/lang/algorithmen/sortieren/bitonic/bitonicen.htm>.

[2] Jatin Chhugani, Anthony D. Nguyen, Victor W. Lee, William Macy, Mostafa Hagog, Yen-Kuang Chen, Akram Baransi, Sanjeev Kumar, Pradeep Dubey: Efficient implementation of sorting on multi-core SIMD CPU architecture. PVLDB 1(2): 1313-1324 (2008)
<http://portal.acm.org/citation.cfm?id=1454159.1454171&coll=GUIDE&dl=GUIDE&CFID=105910684&CFTOKEN=82233064>