

Arquitecturas Especializadas

Práctica 3. Programación con directivas

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Objetivos

- Familiarizarse con la programación por medio de directivas con OpenACC
- Evaluar las mejoras/speedup

OpenACC (I)

- Uso del compilador de PGI que soporta OpenACC
- GPU: nVIDIA Tesla M2070
 - Conocer características de la GPU

/opt/cuda-6.5/samples/1_Utilities/deviceQuery/deviceQuery

- Wiki: <http://en.wikipedia.org/wiki/CUDA>

- Ejecución en gpuser@urbion.dacya.ucm.es
- Compilación en gpuser@speedy.dacya.ucm.es
 - Compilador de PGI

pgcc -Minfo -acc hello.c -o hello.pgi.exe

- Preparados makefiles:
 - CPU: **make host → bin.host.exe**
 - GPU: **make pgi → bin.pgi.exe**

Ejemplo 0

```
#ifndef _OPENACC
#include <openacc.h>
#endif

int main() {

#ifdef _OPENACC
    acc_init(acc_device_r
    printf(" Compiling wi
#endif
```

```
// Compute on the GPU if OpenACC support - host if not
```

```
#pragma acc kernels copyout(b[0:N])
```

```
for (int i = 0; i < N; i++) {
    b[i] = i;
}
```

```
...
```

```
#ifdef _OPENACC
    acc_shutdown(acc_device_not_host);
#endif
```

```
return 0;
```

```
}
```

24, Loop not fused: function call before adjacent loop

Generated vector sse code for the loop

28, Generating copy(b[:])

Generating Tesla code

29, Loop is parallelizable

Accelerator kernel generated

29, #pragma acc loop gang, vector(128) /* blockIdx.x threadIdx.x */

32, Loop not vectorized/parallelized: potential early exits

Ejemplo 1

■ Operación AXPY

```
#ifdef _OPENACC
#include <openacc.h>
#endif

int main() {

#ifdef _OPENACC
    acc_init(acc_device_not_host);
    printf(" Compiling with OpenACC support \n");
#endif

    ....

    for(i=0; i<n; i++)
        y_acc[i] = a*x_acc[i] + y_acc[i];

    ...

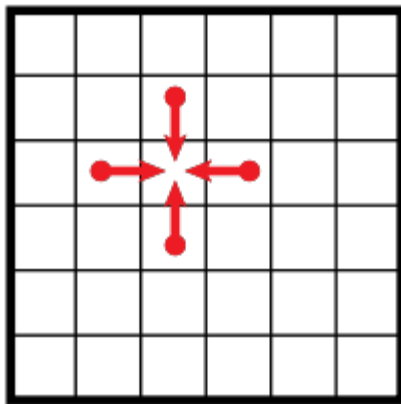
#ifdef _OPENACC
    acc_shutdown(acc_device_not_host);
#endif

    return 0;
}
```

Ejemplo 2

Jacobi

Dependencias



```
while ( error > tol && iter < iter_max ) {
    error = 0.0;
    for( int j = 1; j < n-1; j++){
        for( int i = 1; i < m-1; i++ ){
            Anew[j][i] = 0.25 * ( A[j][i+1] + A[j][i-1]
                                + A[j-1][i] + A[j+1][i]);
            error = fmax( error, fabs(Anew[j][i] - A[j][i]));
        }
    }
    for( int j = 1; j < n-1; j++){
        for( int i = 1; i < m-1; i++ )
        {
            A[j][i] = Anew[j][i];
        }
    }

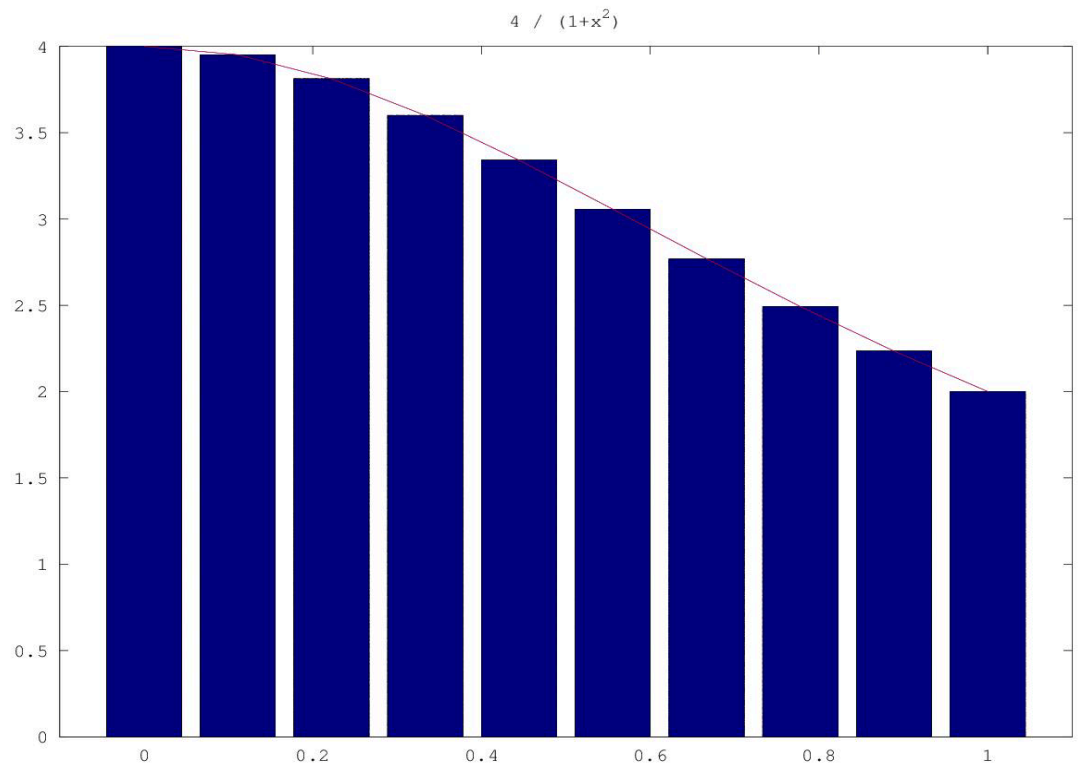
    if(iter % 100 == 0) printf("%5d, %0.6f\n", iter, error);

    iter++;
}
```

Ejemplo 3

■ Cálculo de PI

$$\Pi = \int_0^1 \frac{4}{1+x^2} dx$$

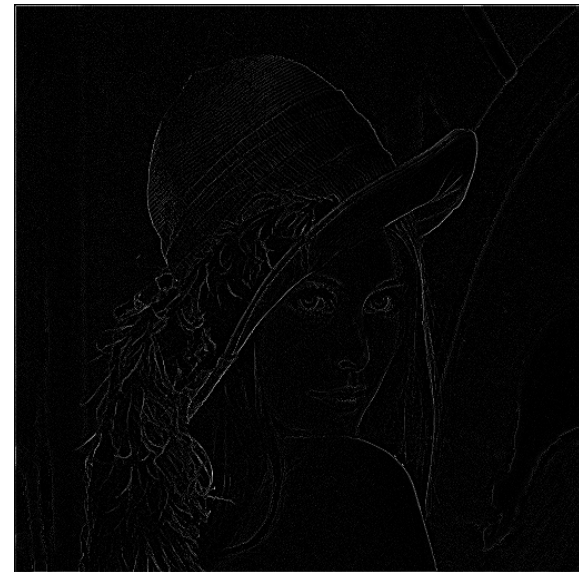
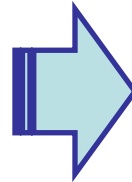


Ejemplo 4

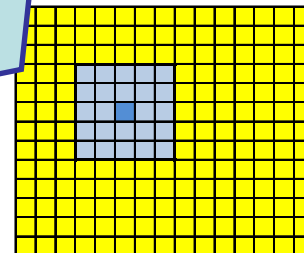
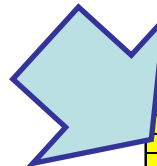
■ Detección bordes → convolucion

■ `./imgprocess input_image.bmp output_image.bmp [c,g]`

- c: código ejecutado en CPU
- g: código ejecutado en GPU



■ Filtrado: convolución 2D



$$filt = \begin{bmatrix} 0 & -1 & 0 \\ -1 & 4 & -1 \\ 0 & -1 & 0 \end{bmatrix}$$