





Introduction to GPUs in HPC

Sebastian Keller, Javier Otero, Prashanth Kanduri and Ben Cumming, CSCS





2D and 3D Launch Configurations

Launch Configuration

- So far we have used one-dimensional launch configurations:
 - Threads in blocks indexed using threadIdx.x.
 - Blocks in a grid indexed using blockIdx.x.
- Many kernels map naturally onto 2D and 3D indexing:
 - e.g. Matrix-matrix operations;
 - e.g. Stencils.





Full Launch Configuration

Kernel launch dimensions can be specified with dim3 structs

```
kernel<<<dim3 grid_dim, dim3 block_dim>>>(...);
```

- dim3.x, dim3.y and dim3.z specify the launch dimensions;
- Can be constructed with 1, 2 or 3 dimensions;
- Unspecified dim3 dimensions are set to 1.

```
launch configuration examples
// 1D: 128x1x1 for 128 threads
dim3 a(128);
// 2D: 16x8x1 for 128 threads
dim3 b(16, 8);
// 3D: 16x8x4 for 512 threads
dim3 c(16, 8, 4);
```



The threadIdx, blockDim, blockIdx and gridDim can be treated like 3D points via the .x, .y and .z members.

```
matrix addition example
__global__
void MatAdd(float *A. float *B. float *C. int n) {
    int i = blockIdx.x * blockDim.x + threadIdx.x;
    int j = blockIdx.y * blockDim.y + threadIdx.y;
    if(i<n && j<n) {
        auto pos = i + j*n;
C[pos] = A[pos] + B[pos];
int main() {
    dim3 threadsPerBlock(16. 16):
    dim3 numBlocks(n / threadsPerBlock.x, n / threadsPerBlock.y);
    MatAdd <<< numBlocks. threadsPerBlock>>> (A. B. C):
```



Exercise: Launch Configuration

- Write the 2D diffusion stencil in diffusion/diffusion2d.cu
- Set up 2D launch configuration in the main loop
- Draw a picture of the solution to validate it
 - a plotting script is provided for visualizing the results
 - use a small domain for visualization

```
# Build and run after writing code
srun diffusion2d 8 1000000
# Do the plotting
module load daint-gpu
module load PyExtensions/3.6.5.7-CrayGNU-19.10
python plotting.py -s
```



