

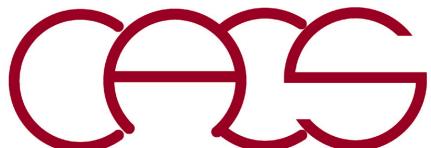
CUDA Programming

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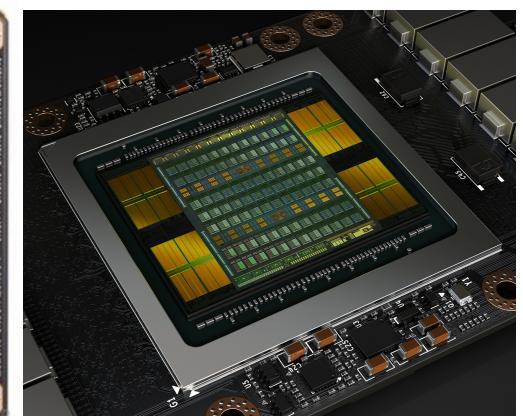
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Goal: Multithreading on graphics processing units (GPUs);
heterogenous device concept



Graphics Processing Unit (GPU)

- **GPU:** A specialized processor that offloads 3D graphics rendering from the central processing unit (CPU).
- **GPGPU:** General-purpose computing on GPU, by using a GPU to perform computation traditionally handled by the CPU; GPU is considered as a multithreaded, massively data parallel co-processor (accelerator).
- NVIDIA Quadro & Tesla GPUs are capable of general-purpose computing with the use of Compute Unified Device Architecture (CUDA).



Tesla V100 (5120 CUDA cores)

CUDA

- **Compute Unified Device Architecture**
- **Integrated host (CPU) + device (GPU) application programming interface based on C language developed at NVIDIA**
- **CUDA homepage**
http://www.nvidia.com/object/cuda_home.html
- **Widely used in the deep-learning community**
<https://www.deeplearningbook.org/contents/applications.html>

Using CUDA on Discovery

- **Add the following commands in .bashrc in your home directory**

```
module purge
module load usc
module load cuda/10.1.243
```

- **Compilation**

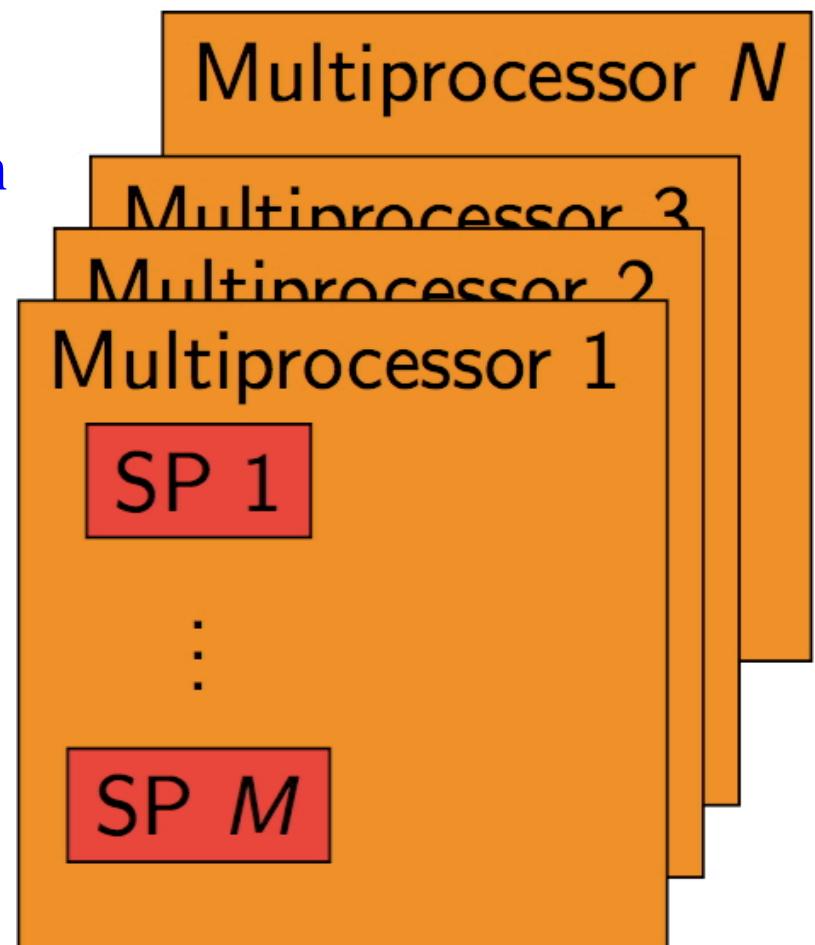
```
nvcc -o pi pi.cu
```

- **Submit a Slurm script**

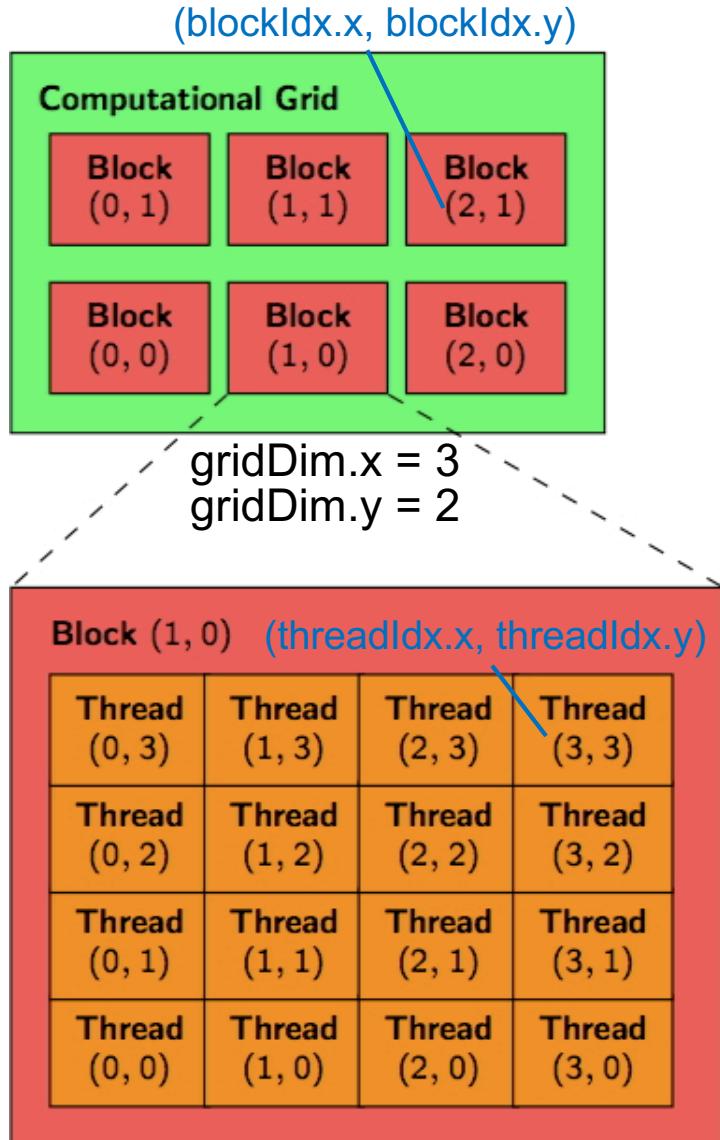
```
#!/bin/bash
#SBATCH --nodes=1
#SBATCH --ntasks-per-node=1
#SBATCH --gres=gpu:1
#SBATCH --time=00:00:59
#SBATCH --output=pi.out
#SBATCH -A anakano_429
./pi
```

Example of NVIDIA Tesla at CARC

- Host (CPU)
 - > Dual octacore ($2 \times 8 = 16$) Intel Xeon
 - > Clock rate: 2.4 GHz
 - > Memory: 64 GB
- Device (GPU): Dual NVIDIA Tesla K20m
 - > Number of streaming multiprocessors (SMs) per GPU: 13
 - > Number of cores (or streaming processors, SPs) per SM: 192
 - > Total number of cores: $13 \times 192 = 2496$
 - > Clock rate: 706 MHz
 - > Global memory: 5 GB
 - > Shared memory per SM: 48 KB



Grid, Blocks & Threads



- Computational grid = a 1 or 2D grid of thread blocks (*cf.* SMs); each block = a 1, 2 or 3D array of ≤ 512 threads (*cf.* SPs); the application specifies the grid & block dimensions
 - **gridDim** provides dimension of grid; 1 or 2 element struct: “*.x*” & “*.y*”
 - **blockDim** provides dimension of block; 1, 2 or 3 element struct: “*.x*”, “*.y*” & “*.z*”
- All threads within a block execute the same kernel (SPMD) & cooperate via shared memory, atomic operations & barrier synchronization
- Each block has a unique block ID
 - **blockIdx** is 1 or 2 element struct
- Each thread has a unique ID within the block
 - **threadIdx** is a struct with up to 3 elements: “*.x*”, “*.y*” (in 2 or 3D) & “*.z*” (in 3D) for the innermost, intermediate & outermost index
- Each thread uses the block & thread IDs to decide what data to work on (*i.e.*, SPMD)

cf. vproc[3], vthrd[3], vid[3], vtd[3] in hmd.c

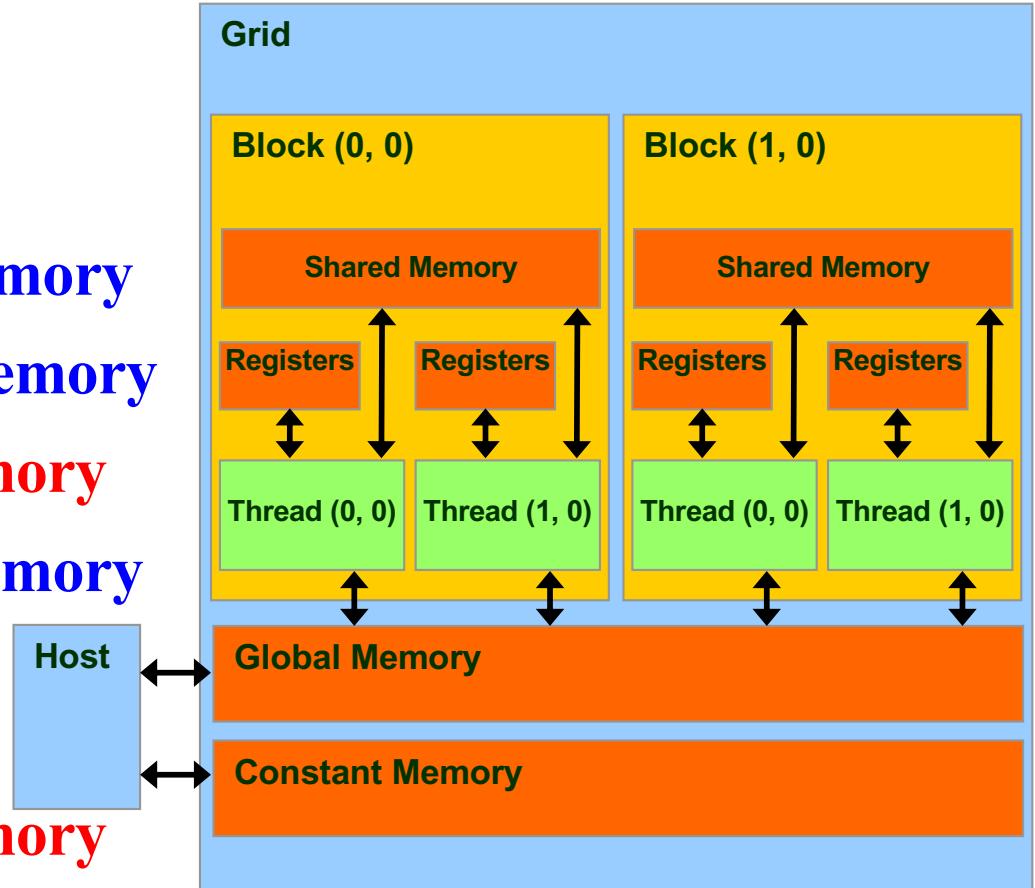
Hierarchical Device Memory

Each thread can:

- Read/write **per-thread registers**
- Read/write **per-thread local memory**
- Read/write **per-block shared memory**
- Read/write **per-grid global memory**
- Read only **per-grid constant memory**

Host code can:

- Read/write **per-grid global memory**
- Read/write **per-grid constant memory**



We will only use global device memory in assignment

Device Memory Allocation

cudaMalloc()

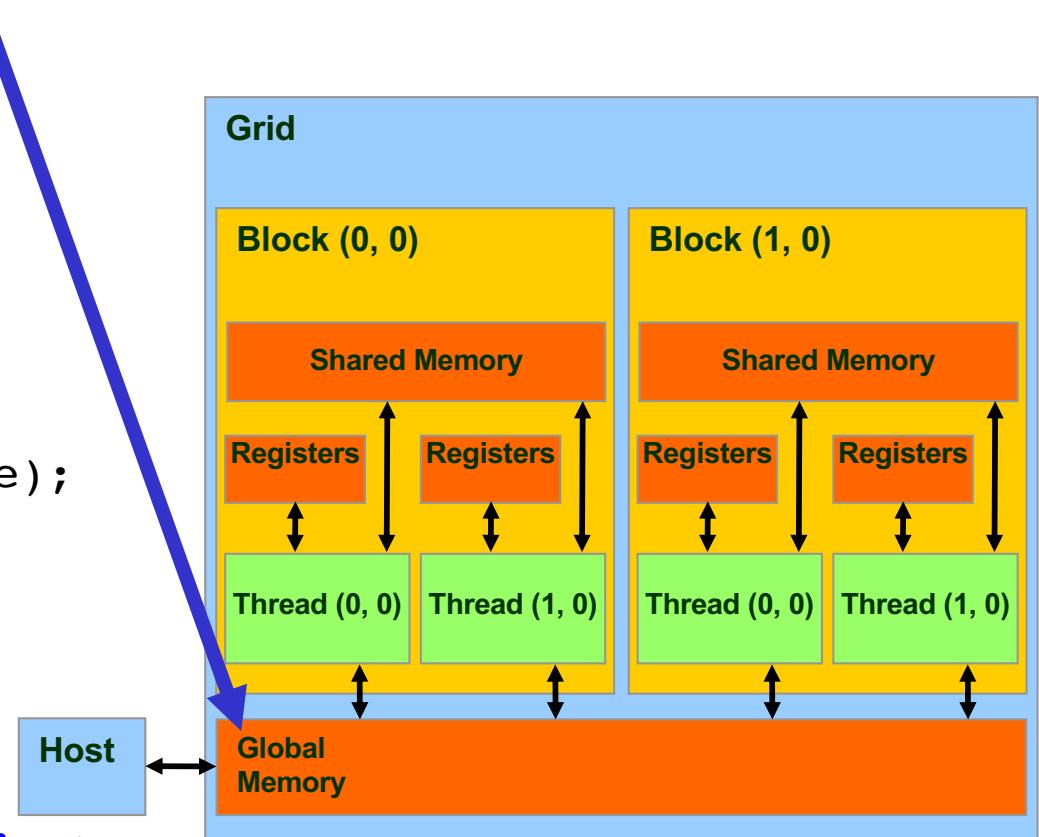
- Allocates object in the device global memory
- Requires two parameters:
 - Address of a pointer to the allocated object
 - Size of allocated object

```
cudaMalloc( void ** )&sumDev, size);
```

cudaFree()

- Frees object from device global memory
- Parameter: Pointer to freed object

```
cudaFree( sumDev );
```

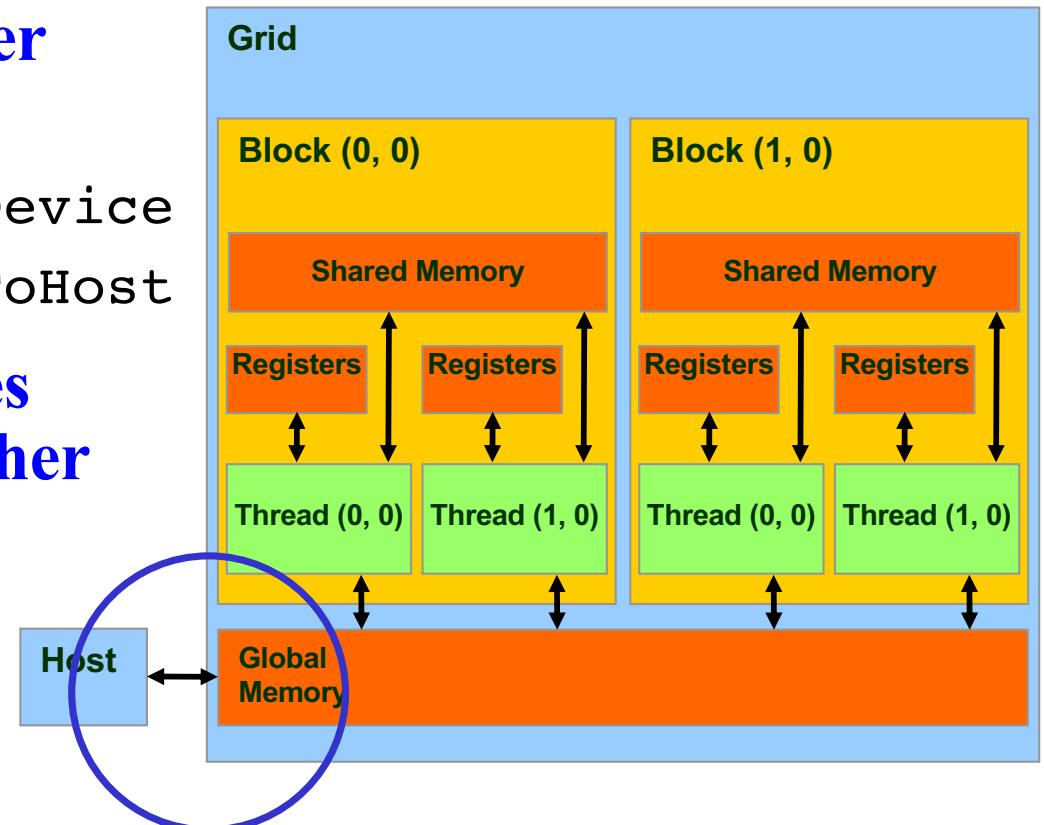


Host-Device Data Transfer

cudaMemcpy(dest, src, size, cmd)



- **Arguments**
 - dest = pointer to array to receive data
 - src = pointer to array to source data
 - size = # of bytes to transfer
 - cmd = transfer direction
 - > cudaMemcpyHostToDevice
 - > cudaMemcpyDeviceToHost
- **Transfer specified # of bytes from one memory to the other in direction specified**



cudaMemcpy(sumHost, sumDev, size, cudaMemcpyDeviceToHost);

Kernel Program for Device

- Set of threads triggered by invocation of a single kernel

- Definition

__global__

Two underscores

```
void kernel_fun(argument_list)
```

Kernel that can be called from a host function

- Invocation

```
kernel_fun <<<execution configuration>>> (operands)
```

- Range specifies set of values for thread grid

```
host_fun() {
```

```
    ...
```

```
    dim3 dimGrid(4, 2, 1)
```

```
    dim3 dimBlock(2, 2, 2)
```

4x2 grid (3rd dimension not used)

```
    ...
```

```
}
```

2x2x2 block

3-element struct accessed by `dimGrid.x`, `dimGrid.y`, `dimGrid.z`

Built-in Variables

- `dim3 gridDim;`

Dimensions of the grid in blocks (gridDim.z unused)

- `dim3 blockDim;`

Dimensions of the block in threads

cf. vproc[3] & vthrd[3] in hmd.c

- `dim3 blockIdx;`

Block index within the grid

- `dim3 threadIdx;`

Thread index within the block

cf. vid[3] & vtd[3] in hmd.c

Calculate Pi with CUDA: pi.cu (1)

```
// Using CUDA device to calculate pi
#include <stdio.h>
#include <cuda.h>

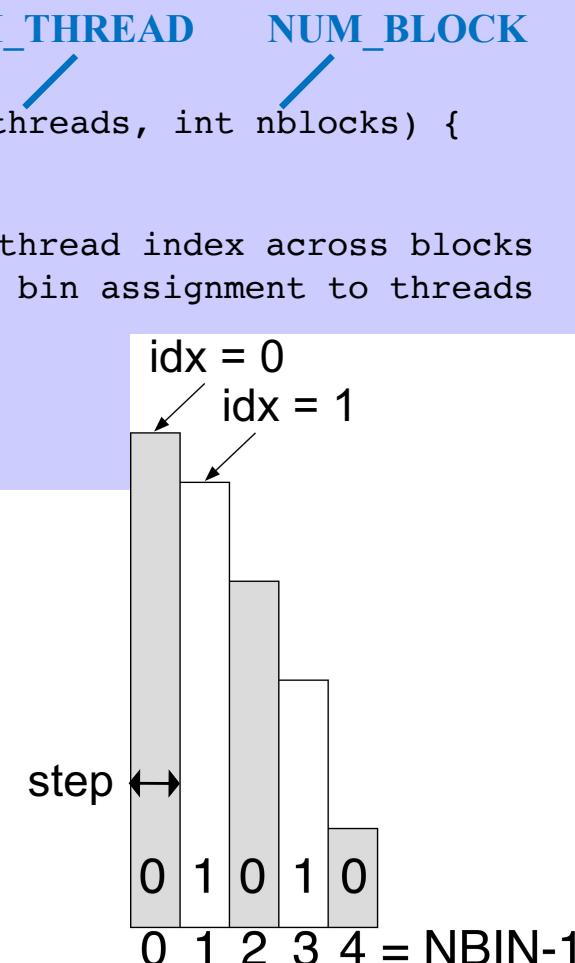
#define NBIN 10000000 // Number of bins
#define NUM_BLOCK 13 // Number of thread blocks
#define NUM_THREAD 192 // Number of threads per block
int tid;
float pi = 0;

// Kernel that executes on the CUDA device
__global__ void cal_pi(float *sum, int nbin, float step, int nthreads, int nbblocks) {
    int i;
    float x;
    int idx = blockIdx.x*blockDim.x+threadIdx.x; // Sequential thread index across blocks
    for (i=idx; i< nbin; i+=nthreads*nbblocks) { // Interleaved bin assignment to threads
        x = (i+0.5)*step;
        sum[idx] += 4.0/(1.0+x*x); // Data privatization
    }
}
```

blockIdx.x:	0	1	2
threadIdx.x:	0 1 2 ... 191	0 ... 191	0 ...
idx:	0 1 2 ... 191	192 ... 383	384 ...

gridDim.x|y = 13|1
blockDim.x|y|z = 192|1|1

Total number of threads = $13 \times 192 = 2,496$



Calculate Pi with CUDA: pi.cu (2)

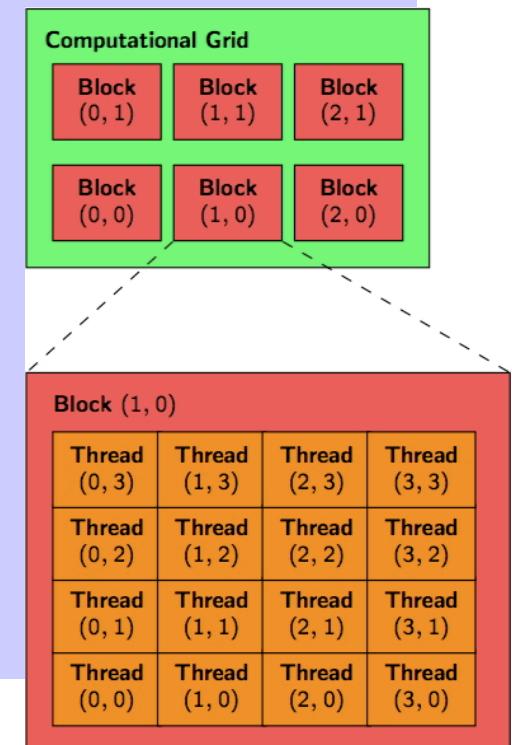
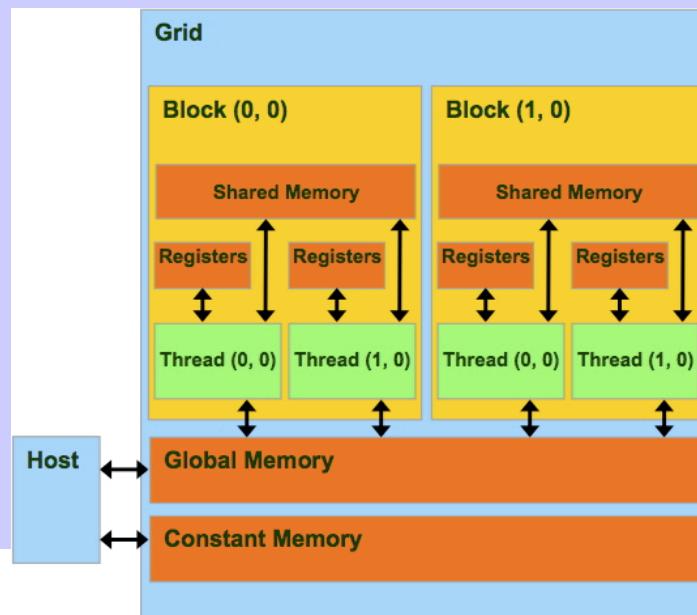
```
// Main routine that executes on the host
int main(void) {
    dim3 dimGrid(NUM_BLOCK,1,1); // Grid dimensions
    dim3 dimBlock(NUM_THREAD,1,1); // Block dimensions
    float *sumHost, *sumDev; // Pointer to host & device arrays

    float step = 1.0/NBIN; // Step size
    size_t size = NUM_BLOCK*NUM_THREAD*sizeof(float); // Array memory size
    sumHost = (float *)malloc(size); // Allocate array on host
    cudaMalloc((void **) &sumDev, size); // Allocate array on device
    // Initialize array in device to 0
    cudaMemset(sumDev, 0, size);
    // Do calculation on device by calling CUDA kernel
    cal_pi <<dimGrid, dimBlock>> (sumDev, NBIN, step, NUM_THREAD, NUM_BLOCK);
    // Retrieve result from device and store it in host array
    cudaMemcpy(sumHost, sumDev, size, cudaMemcpyDeviceToHost);
    for(tid=0; tid<NUM_THREAD*NUM_BLOCK; tid++)
        pi += sumHost[tid];
    pi *= step;

    // Print results
    printf("PI = %f\n",pi);

    // Cleanup
    free(sumHost);
    cudaFree(sumDev);

    return 0;
}
```



Summary: CUDA Computing

copy: host → device
input

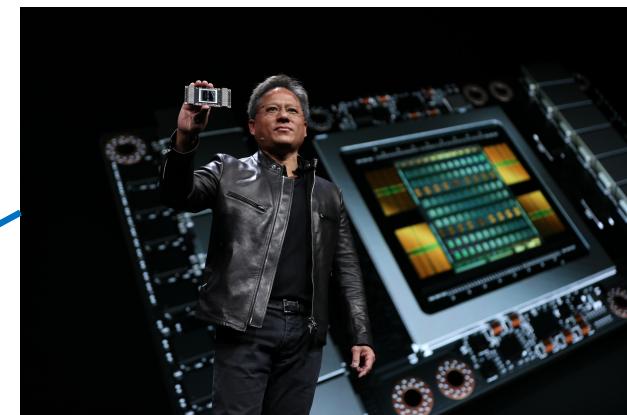
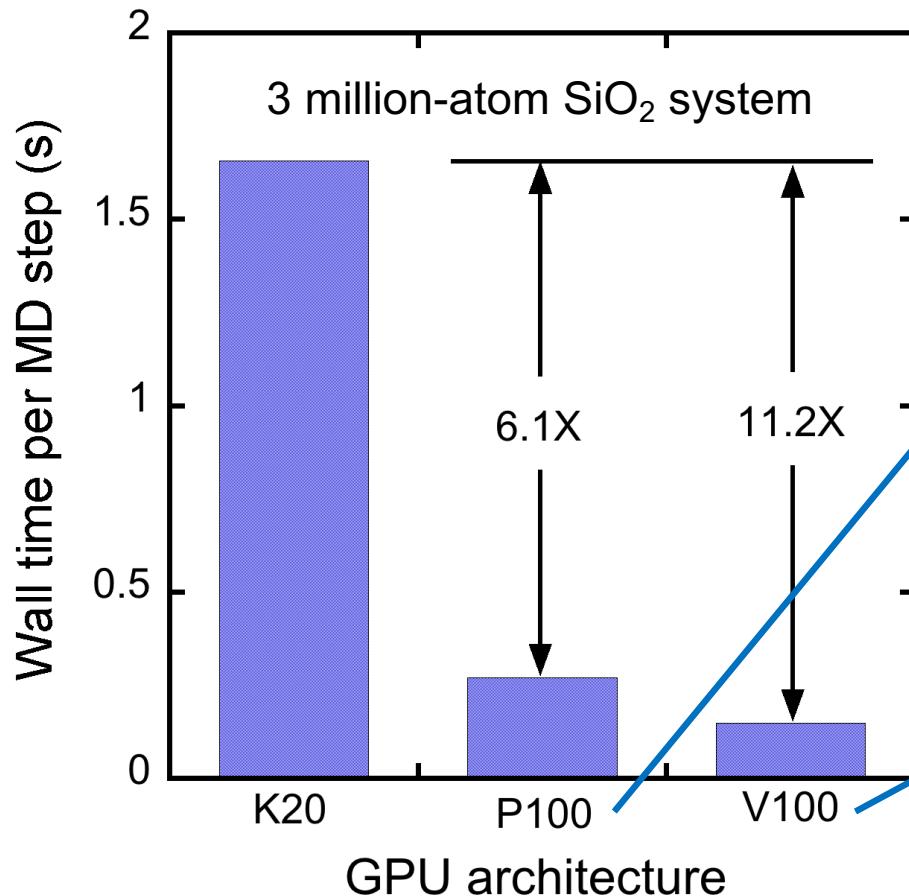
Multithreading
(SPMD^{*}):
big loop

copy: host ← device
output

- * Single program multiple data we have learned is called **single instruction multiple thread (SIMT)** in GPU terminology

New Generations of GPUs

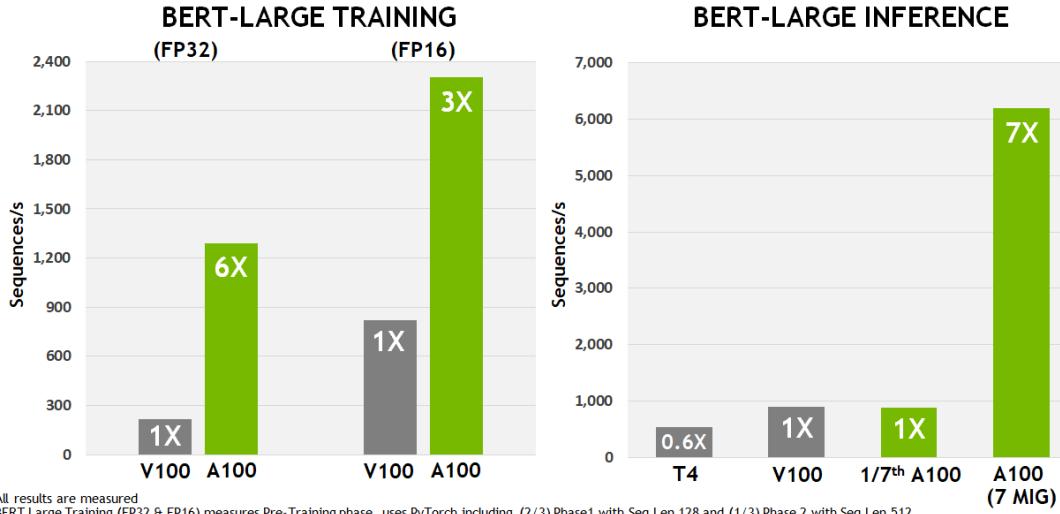
- Running time per molecular dynamics (MD) step on Kepler (K20), Pascal (P100) & Volta (V100) GPUs



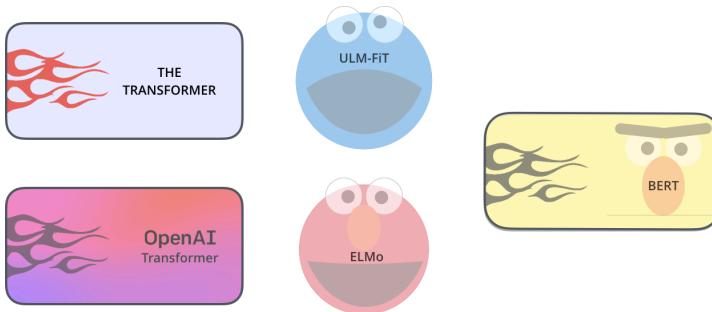
New Generations of GPUs (2)

- A100 will come to CARC in Spring 2021

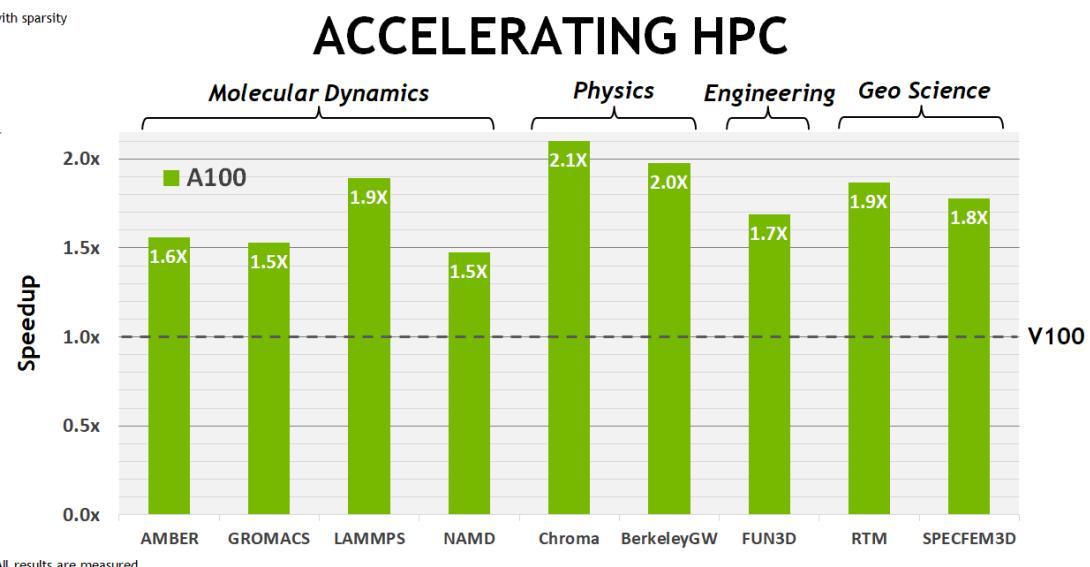
UNIFIED AI ACCELERATION



BERT: Bidirectional Encoder Representations from Transformers used in natural language processing (NLP)



cf. [Pytorch GPU engine](#)



Warp & Control Divergence

- Threads in a block are subdivided into warps (e.g. consisting of 32 threads)
- Warps are executed in SIMD (single-instruction multiple-data) fashion, *i.e.*, multiple threads concurrently perform the same operation
- CUDA provides warp-level primitives for efficient warp-level programming
- Single instruction multiple thread (SIMT) execution model penalizes control divergence, where different threads execute different instructions
- Warp voting: All threads (e.g. particles) within a warp vote on which computation to perform, with an overhead of unnecessary computations, for example:

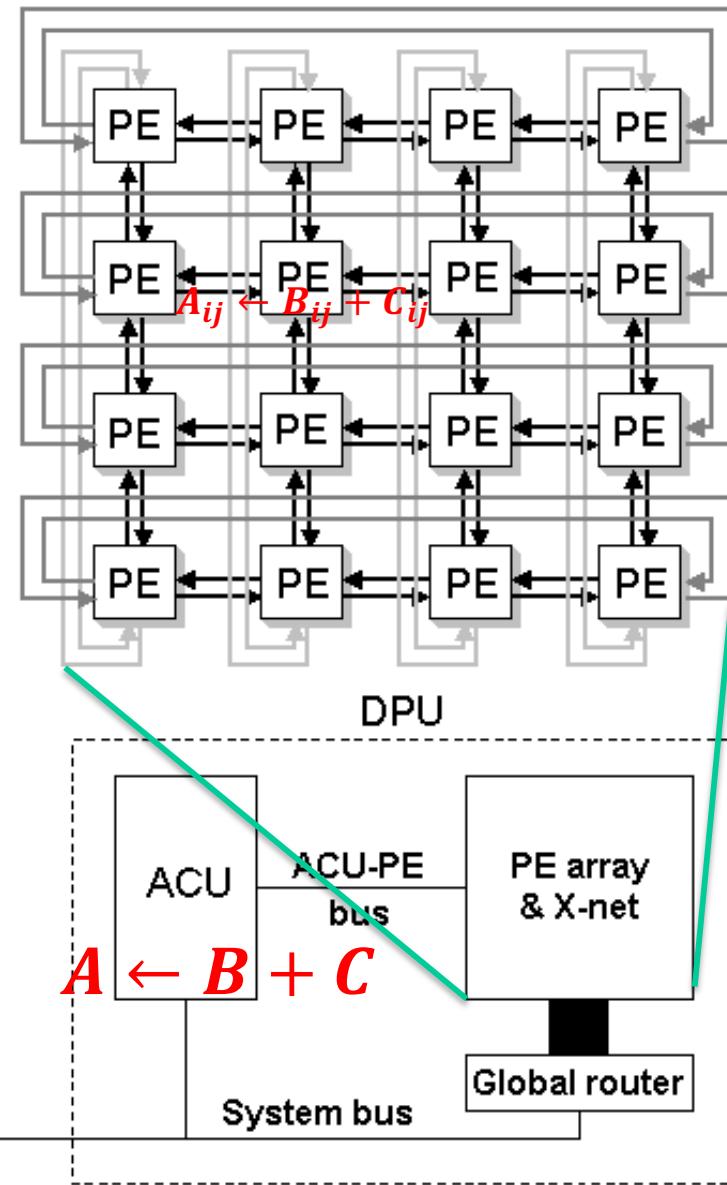
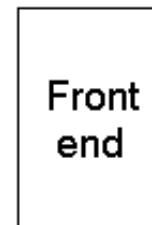
if (any thread in a warp wants to compute) all threads do

Massive SIMD Data-Parallel Accelerator



**SIMD: single-instruction multiple data
Quantum dynamics on 8,192-processor
(128×64) MasPar 1208B**

Nakano,
Comput. Phys. Commun.
83, 181 ('94)



See lecture on [pre-Beowulf parallel computing](#)

CSCI 596 Final Projects on GPU

- L. Peng *et al.*, “Parallel lattice Boltzmann flow simulation on emerging multi-core platforms,” *Proc. Euro-Par, 763* (’08)
- P. E. Small *et al.*, “Acceleration of dynamic n -tuple computations in many-body molecular dynamics,” *Proc. IEEE HPC Asia* (’18)
- Sasan Tavakkol’s final project became a poster in GPU Technology Conference (see nice videos 1 & 2)
- C. Rizzo *et al.*, “PAR2: parallel random walk particle tracking method for solute transport in porous media,” *Comput. Phys. Commun. 239, 265* (’19)

Final Project on GPU-MD?

- J. C. Phillips *et al.*, “Scalable molecular dynamics on CPU and GPU architectures with NAMD,” *J. Chem. Phys* 153, 044130 (’20)

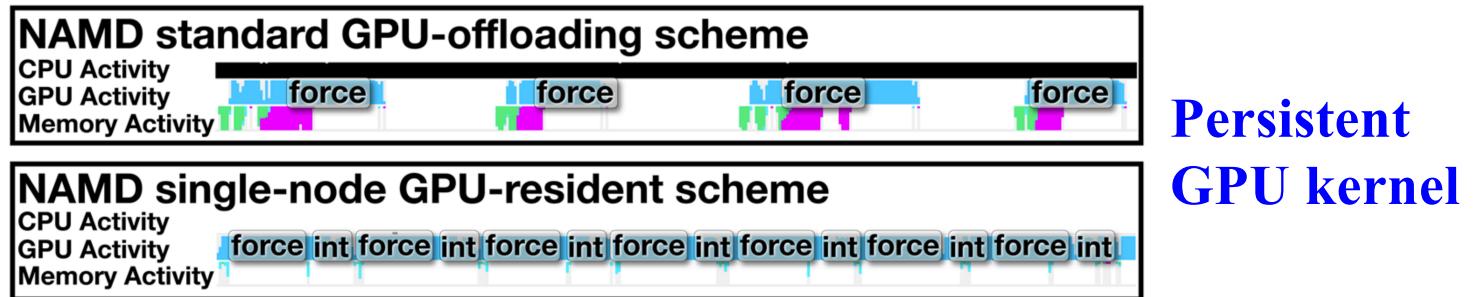
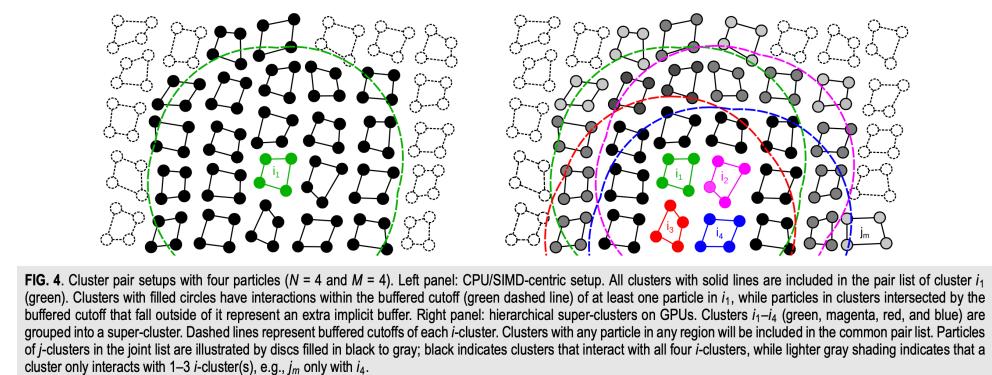
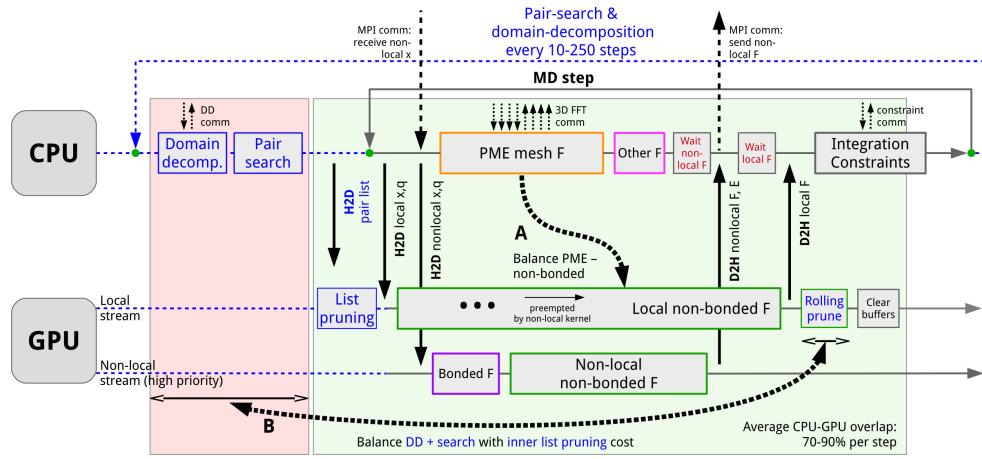


FIG. 5. Standard GPU offload approach compared against new GPU-resident execution scheme for a single-node NAMD simulation of apolipoprotein 1 (ApoA1) in water, consisting of 92 224 atoms. The light blue line tracks GPU activity, while the black strip tracks CPU activity. GPU force calculations are labeled “force,” and GPU integration calculations are labeled “int.”

- S. Pall *et al.*, “Heterogeneous parallelization and acceleration of molecular dynamics simulations in GROMACS,” *J. Chem. Phys.* 153, 134110 (’20)

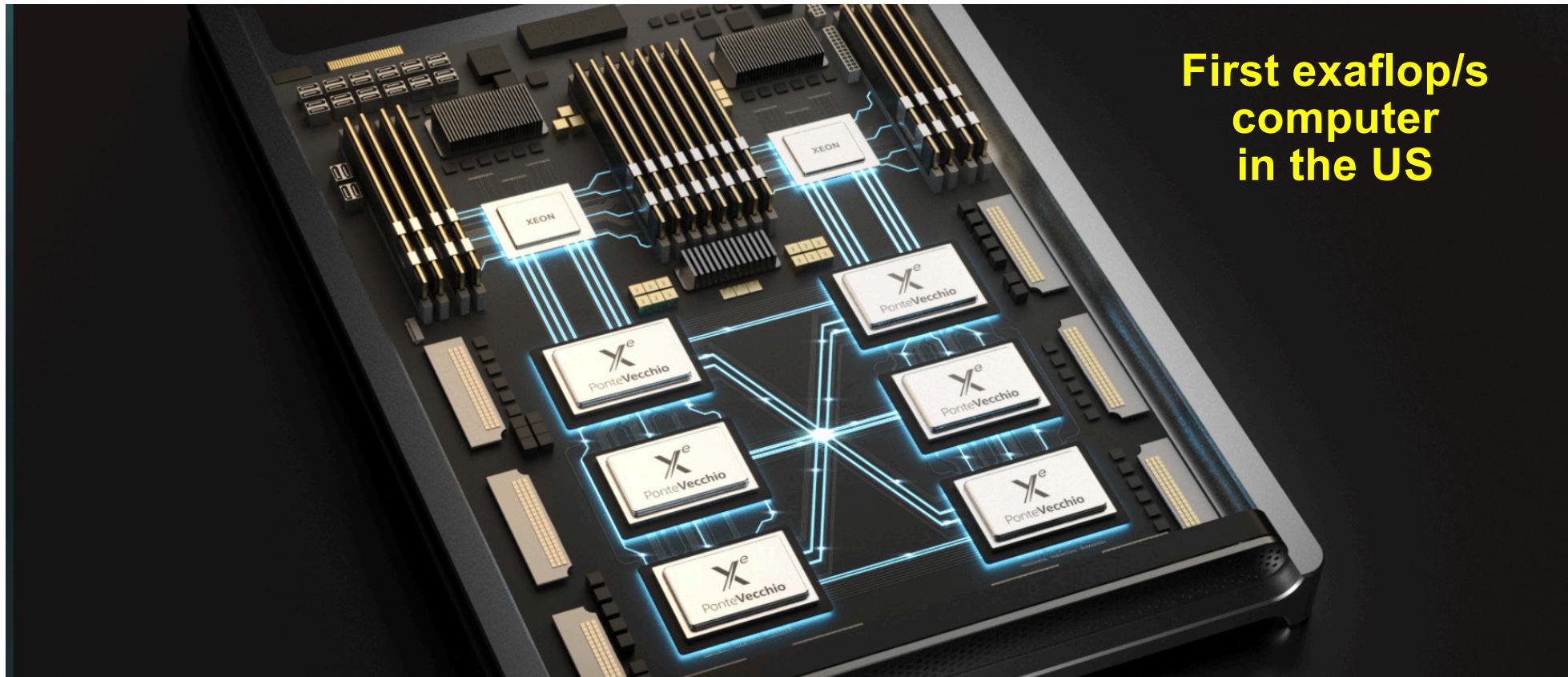


Thread blocking

Where to Go from Here

- CUDA is a proprietary language for NVIDIA GPUs
- Several open languages are available
 - > High-level, directive-based languages
OpenACC: <https://www.openacc.org>
 - > Low-level, comprehensive languages
OpenMP 4.5 and later: <https://www.openmp.org/specifications>
 - > Low-level, comprehensive languages
OpenCL: <https://www.khronos.org/opencl>
 - DPC++: <https://software.intel.com/content/www/us/en/develop/tools/oneapi.html>

Aurora: Heterogeneous Future



First exaflop/s
computer
in the US

Aurora's compute nodes will be equipped with two Intel Xeon Scalable processors and six general-purpose GPUs based on Intel's X^e architecture.

Image: Intel Corporation

GPU Architecture

X^e arch-based "Ponte Vecchio"
GPU Tile-based, chiplets, HBM
stack, Foveros 3D integration, 7nm

On-Node Interconnect

CPU-GPU: PCIe
GPU-GPU: X^e Link



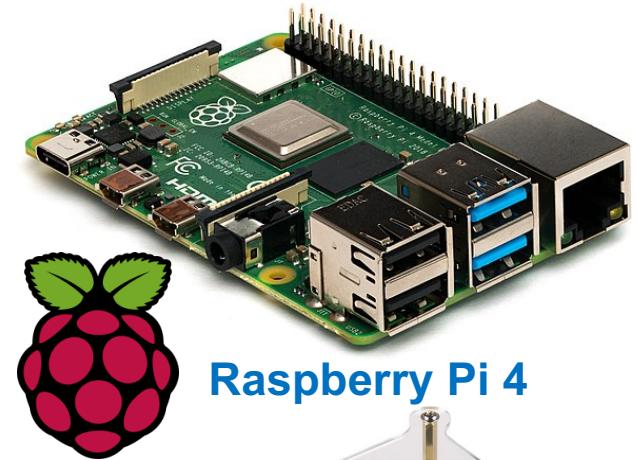
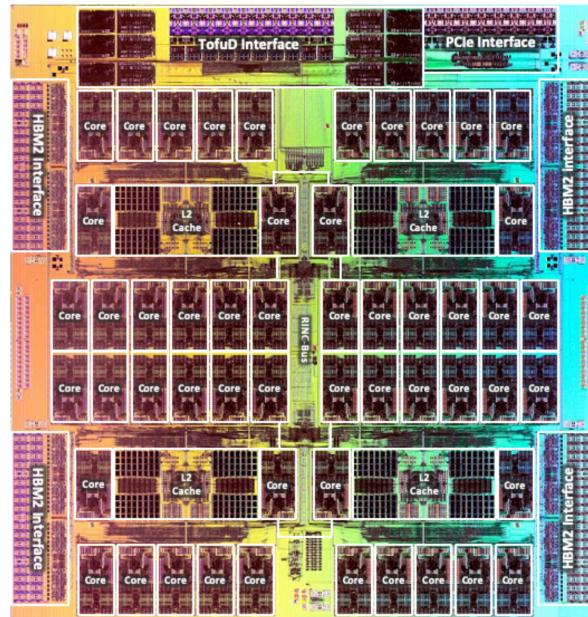
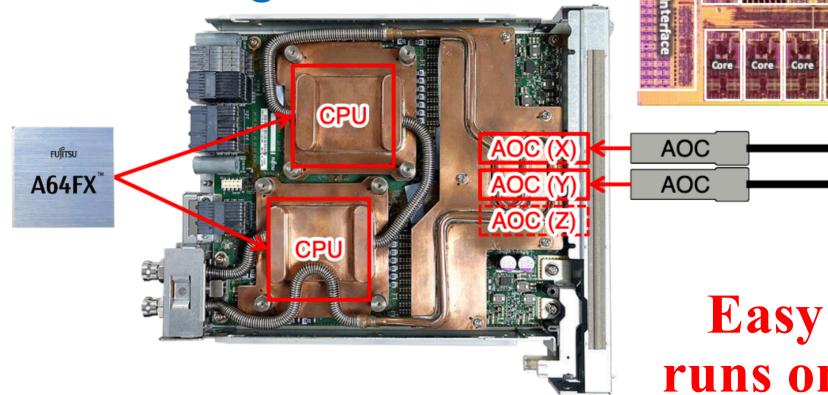
Homogeneous Alternative: ARM

- **ARM:** Advanced RISC (Reduced Instruction Set Computer) Machine
- **Big ARM:** The world's fastest supercomputer, Fugaku (416 petaflop/s) consists of 7.3 million ARM A64FX (2.2. GHz) cores
- **Little ARM:** Do-it-yourself Raspberry Pi 4 cluster can be build with 1.5 GHz quadcore ARM Cortex-A72 processors

48-core A64FX processor



Water-cooled 2-socket
Fugaku board



Raspberry Pi 4



Easy to use: Any language that
runs on commonplace CPU + MPI