

# Memory-aware Array: Array Subclass in GPUDData class

In this lesson, we will learn how to subclass ndarray to use it in the GPUDData class.

## WE'LL COVER THE FOLLOWING ^

- Computing extents
- Keeping track of pending data
  - GPUDData Class Implementation

As explained in the [Subclassing ndarray](#) documentation, subclassing `ndarray` is complicated by the fact that new instances of `ndarray` classes can come about in three different ways:

- Explicit constructor call
- View casting
- New from template

However, our case is simpler because we're only interested in the view casting. We thus only need to define the `__new__` method that will be called at each instance creation. As such, the `GPUDData` class will be equipped with two properties:

- `extents`: This represents the full extent of the view relatively to the base array. It is stored as a byte offset and a byte size.
- `pending_data`: This represents the contiguous *dirty* area as (byte offset, byte size) relatively to the extents property.

```
import numpy as np
"""
Memory tracked numpy array.
"""
class GPUDData(np.ndarray):
    def __new__(cls, *args, **kwargs):
        return np.ndarray.__new__(cls, *args, **kwargs)
```



```
def __init__(self, *args, **kwargs):
    pass

def __array_finalize__(self, obj):
    if not isinstance(obj, GPUData):
        self._extents = 0, self.size*self.itemsize
        self.__class__.__init__(self)
        self._pending_data = self._extents
    else:
        self._extents = obj._extents
```

## Computing extents #

Each time a partial view of the array is requested, we need to compute the extents of this partial view while we have access to the base array.

```
def __getitem__(self, key):
    """ FIXME: Need to take care of case where key is a list or array """
    Z = np.ndarray.__getitem__(self, key)
    if not hasattr(Z, 'shape') or Z.shape == ():
        return Z
    Z._extents = self._compute_extents(Z)
    return Z

def _compute_extents(self, Z):
    """
    Compute extents (start, stop) in the base array.
    """
    if self.base is not None:
        base = self.base.__array_interface__['data'][0]
        view = Z.__array_interface__['data'][0]
        offset = view - base
        shape = np.array(Z.shape) - 1
        strides = np.array(Z.strides)
        size = (shape*strides).sum() + Z.itemsize
        return offset, offset+size
    else:
        return 0, self.size*self.itemsize
```

## Keeping track of pending data #

One extra difficulty is that we don't want all the views to keep track of the dirty area but only the base array. This is the reason why we don't instantiate the `self._pending_data` in the second case of the `__array_finalize__` method. This will be handled when we need to update some data as during a `__setitem__` call for example:

```
def __setitem__(self, key, value):
    """ FIXME: Need to take care of case where key is a list or array """
    Z = np.ndarray.__getitem__(self, key)
    if Z.shape == ():
```

```

key = np.mod(np.array(key)+self.shape, self.shape)
offset = self._extents[0]+(key * self.strides).sum()
size = Z.itemsize

self._add_pending_data(offset, offset+size)
key = tuple(key)
else:
    Z._extents = self._compute_extents(Z)
    self._add_pending_data(Z._extents[0], Z._extents[1])
np.ndarray.__setitem__(self, key, value)

def _add_pending_data(self, start, stop):
    """
    Add pending data, taking care of previous pending data such that it
    is always a contiguous area.
    """
    base = self.base
    if isinstance(base, GPUData):
        base._add_pending_data(start, stop)
    else:
        if self._pending_data is None:
            self._pending_data = start, stop
        else:
            start = min(self._pending_data[0], start)
            stop = max(self._pending_data[1], stop)
            self._pending_data = start, stop

```

## GPUData Class Implementation #

**GPU data** is the base class for any data that needs to co-exist on both CPU and GPU memory. It keeps track of the smallest contiguous area that needs to be uploaded to GPU to keep the CPU and GPU data synced. This allows to update the data in one operation. Even though this might be sub-optimal in a few cases, it provides a greater usage flexibility and most of the time, it will be faster.

This is done transparently and user can use a GPU buffer as a regular numpy array. The `pending_data` property indicates the region (offset/nbytes) of the base array that needs to be uploaded. Here is the complete implementation of the GPUData class after combining all the codes from above:

```

# -----
# Copyright (c) 2009-2016 Nicolas P. Rougier. All rights reserved.
# Distributed under the (new) BSD License.
# -----

import numpy as np

class GPUData(np.ndarray):

```



```

"""
Memory tracked numpy array.
"""

def __new__(cls, *args, **kwargs):
    return np.ndarray.__new__(cls, *args, **kwargs)

def __init__(self, *args, **kwargs):
    pass

def __array_finalize__(self, obj):
    if not isinstance(obj, GPUData):
        self._extents = 0, self.size*self.itemsize
        self.__class__.__init__(self)
        self._pending_data = self._extents
    else:
        self._extents = obj._extents

@property
def pending_data(self):
    """ Pending data region as (byte offset, byte size) """

    if isinstance(self.base, GPUData):
        return self.base.pending_data

    if self._pending_data:
        return self._pending_data
        # start, stop = self._pending_data
        # WARN: semantic is offset, nbytes
        # extents semantic is start, stop
        # return start, stop-stop
        return start, stop
    else:
        return None

@property
def stride(self):
    """ Item stride in the base array. """

    if self.base is None:
        return self.ravel().strides[0]
    else:
        return self.base.ravel().strides[0]

@property
def offset(self):
    """ Byte offset in the base array. """

    return self._extents[0]

def _add_pending_data(self, start, stop):
    """
    Add pending data, taking care of previous pending data such that it
    is always a contiguous area.
    """
    base = self.base
    if isinstance(base, GPUData):
        base._add_pending_data(start, stop)
    else:
        if self.pending_data is None:

```

```

        self._pending_data = start, stop
    else:
        start = min(self._pending_data[0], start)
        stop = max(self._pending_data[1], stop)
        self._pending_data = start, stop

def _compute_extents(self, Z):
    """
    Compute extents (start, stop) in the base array.
    """

    if self.base is not None:
        base = self.base.__array_interface__['data'][0]
        view = Z.__array_interface__['data'][0]
        offset = view - base
        shape = np.array(Z.shape) - 1
        strides = np.array(Z.strides)
        size = (shape*strides).sum() + Z.itemsize
        return offset, offset+size
    else:
        return 0, self.size*self.itemsize

def __getitem__(self, key):
    """ FIXME: Need to take care of case where key is a list or array """

    Z = np.ndarray.__getitem__(self, key)
    if not hasattr(Z, 'shape') or Z.shape == ():
        return Z
    Z._extents = self._compute_extents(Z)
    return Z

def __setitem__(self, key, value):
    """ FIXME: Need to take care of case where key is a list or array """

    Z = np.ndarray.__getitem__(self, key)
    if Z.shape == ():
        # WARN: Be careful with negative indices !
        key = np.mod(np.array(key)+self.shape, self.shape)
        offset = self._extents[0]+(key * self.strides).sum()
        size = Z.itemsize
        self._add_pending_data(offset, offset+size)
        key = tuple(key)
    else:
        Z._extents = self._compute_extents(Z)
        self._add_pending_data(Z._extents[0], Z._extents[1])
    np.ndarray.__setitem__(self, key, value)

def __getslice__(self, start, stop):
    return self.__getitem__(slice(start, stop))

def __setslice__(self, start, stop, value):
    return self.__setitem__(slice(start, stop), value)

def __iadd__(self, other):
    self._add_pending_data(self._extents[0], self._extents[1])
    return np.ndarray.__iadd__(self, other)

def __isub__(self, other):
    self._add_pending_data(self._extents[0], self._extents[1])
    return np.ndarray.__isub__(self, other)

```

```
def __imul__(self, other):
    self._add_pending_data(self._extents[0], self._extents[1])
    return np.ndarray.__imul__(self, other)

def __idiv__(self, other):
    self._add_pending_data(self._extents[0], self._extents[1])
    return np.ndarray.__idiv__(self, other)
```

```
data = np.zeros((5,5)).view(GPUData)
print ("data:\n",data)
print ("data.pending_data:",data.pending_data)
```



Next, we will look at a few important library that can be used along with NumPy for multiple purposes.