

COALESCED GLOBAL MEMORY

LEARNING OBJECTIVES

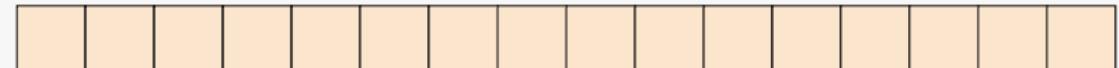
- Learn about coalesced global memory access
- Learn about the performance impact
- Learn about row-major vs column-major
- Learn about SoA vs AoS

COALESCED GLOBAL MEMORY

- Reading from and writing to global memory is generally very expensive.
- It often involves copying data across an off-chip bus.
 - This means you generally want to avoid unnecessary accesses.
- Memory access operations is done in chunks.
 - This means accessing data this is physically close together in memory is more efficient.

COALESCED GLOBAL MEMORY

```
float data[size];
```

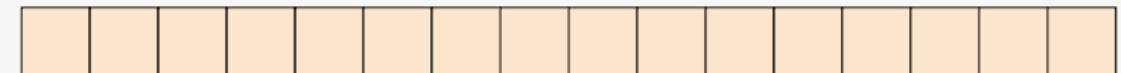


COALESCED GLOBAL MEMORY

```
float data[size];
```

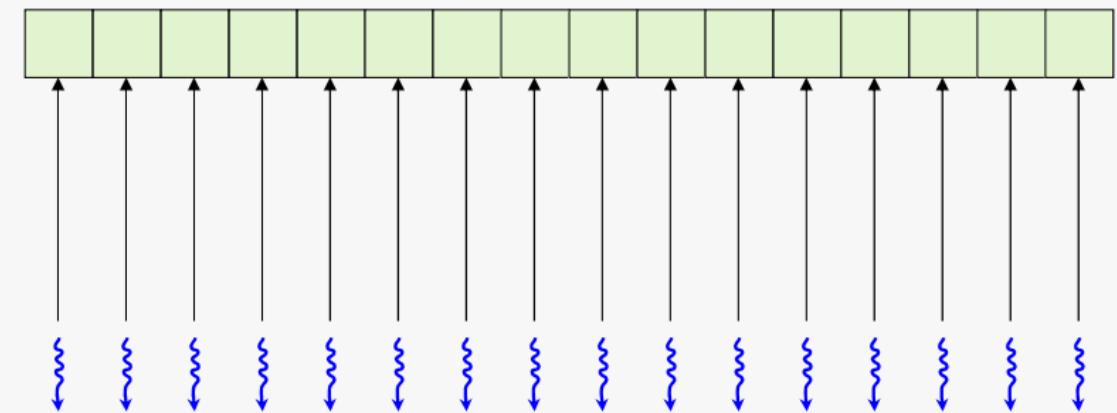
```
...
```

```
f(a[globalId]);
```



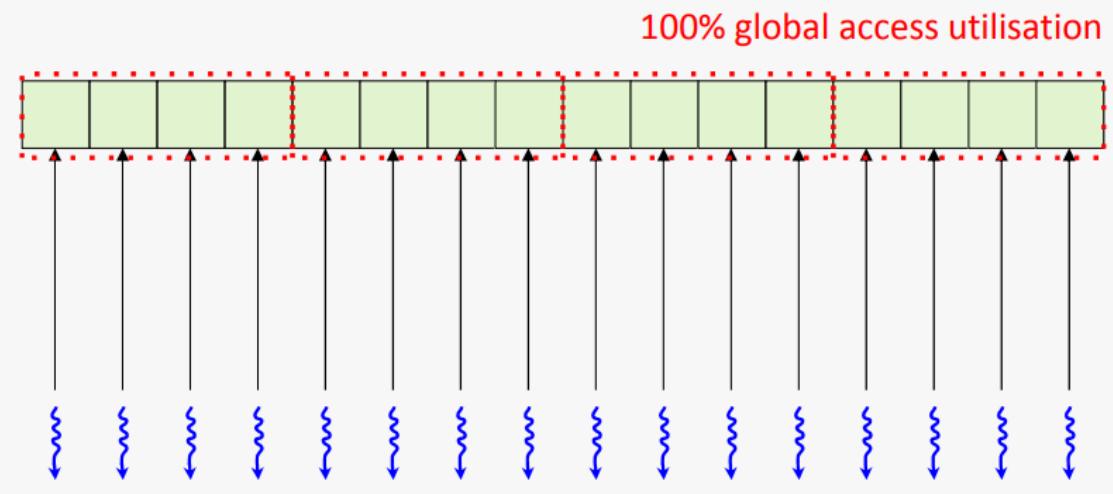
COALESCED GLOBAL MEMORY

```
float data[size];  
...  
f(a[globalId]);
```



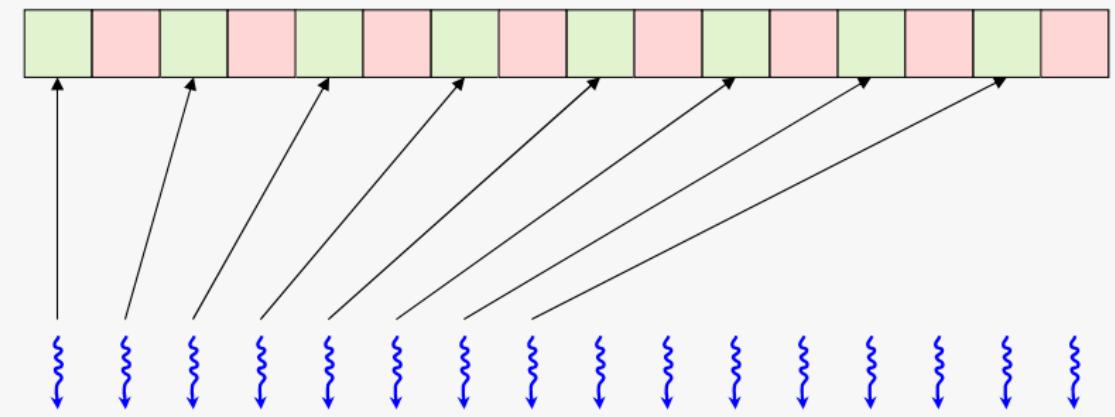
COALESCED GLOBAL MEMORY

```
float data[size];  
...  
f(a[globalId]);
```



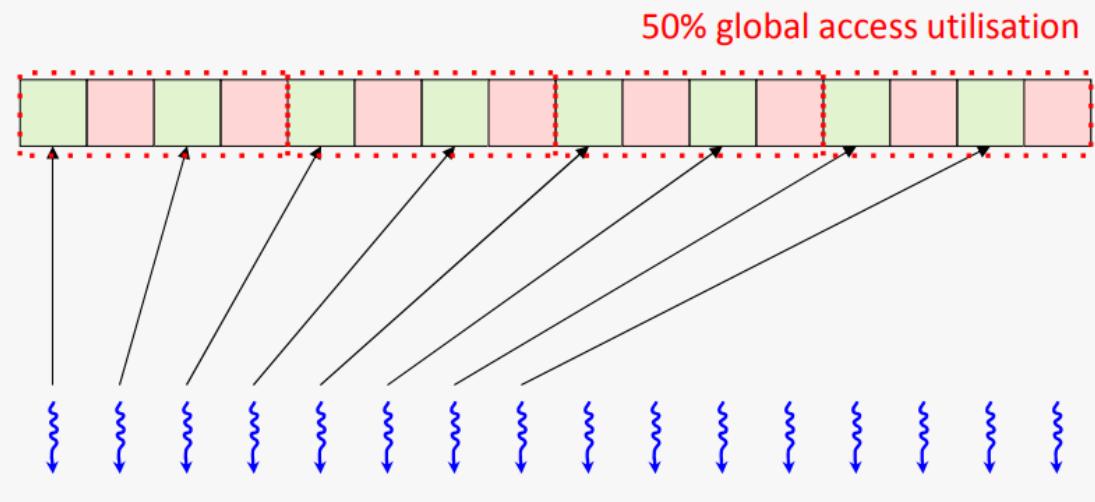
COALESCED GLOBAL MEMORY

```
float data[size];  
  
...  
  
f(a[globalId * 2]);
```



COALESCED GLOBAL MEMORY

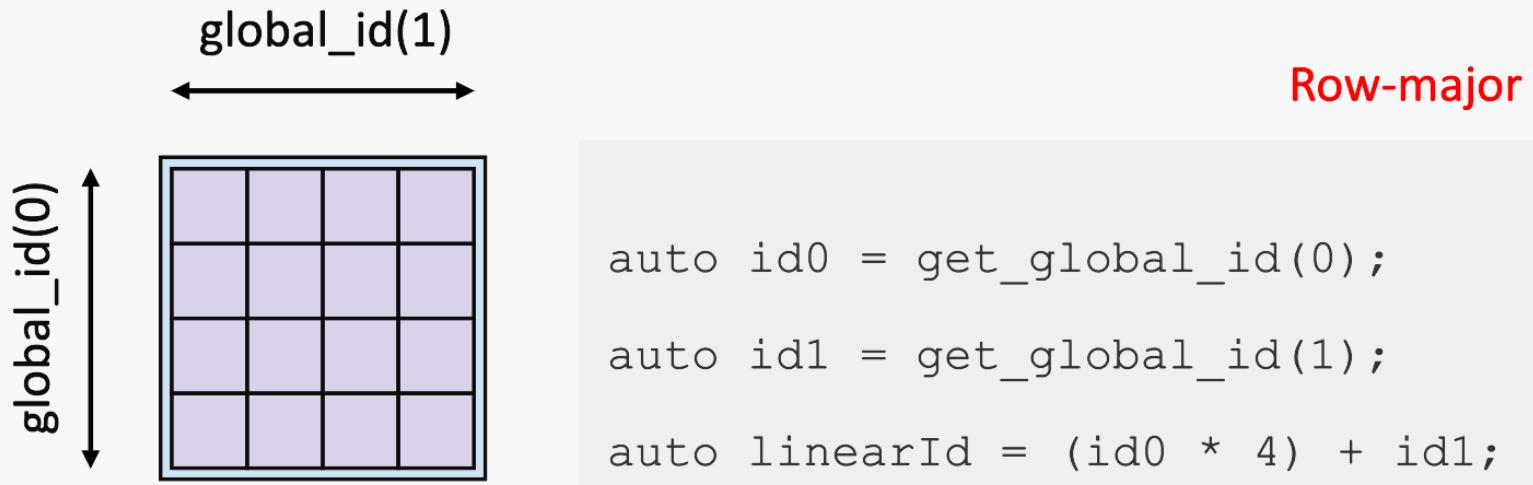
```
float data[size];  
...  
f(a[globalId * 2]);
```

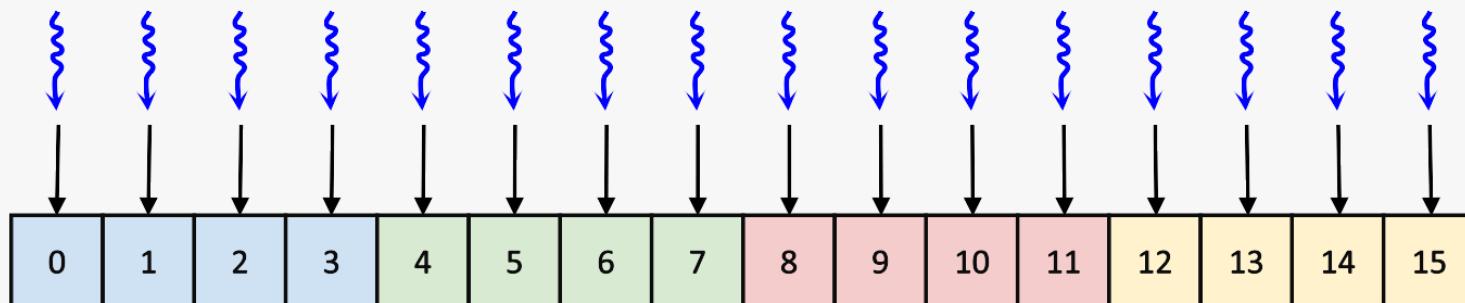
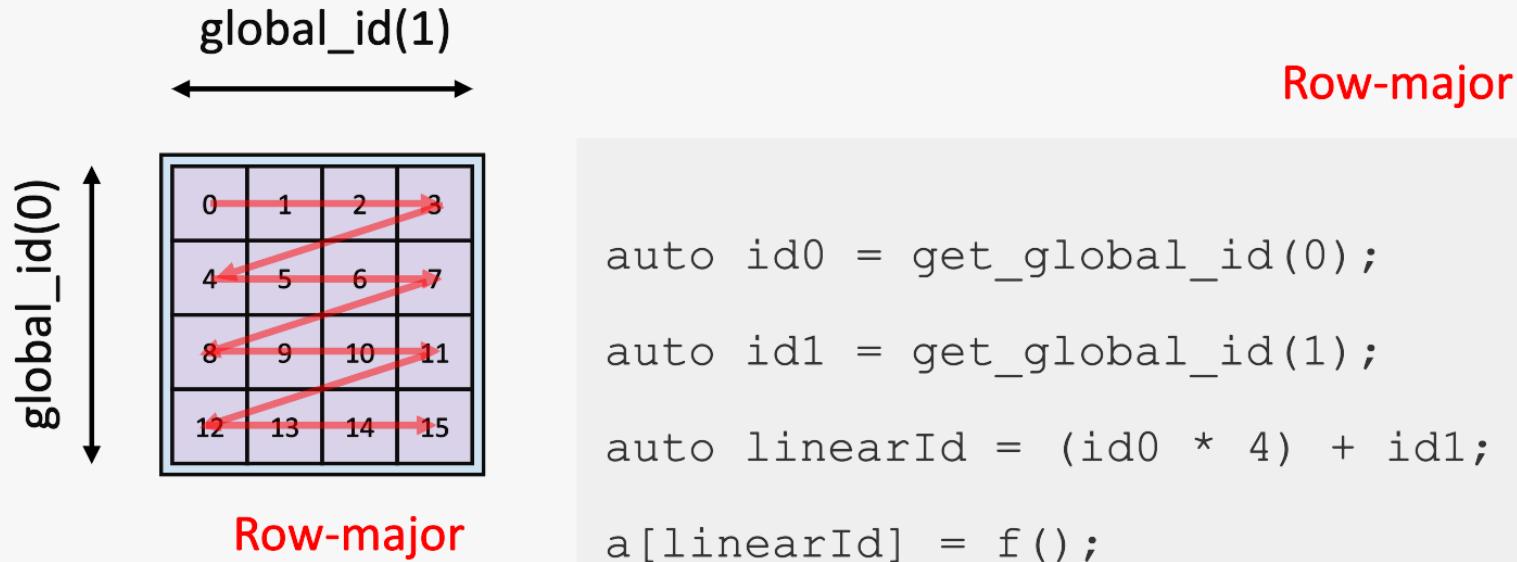


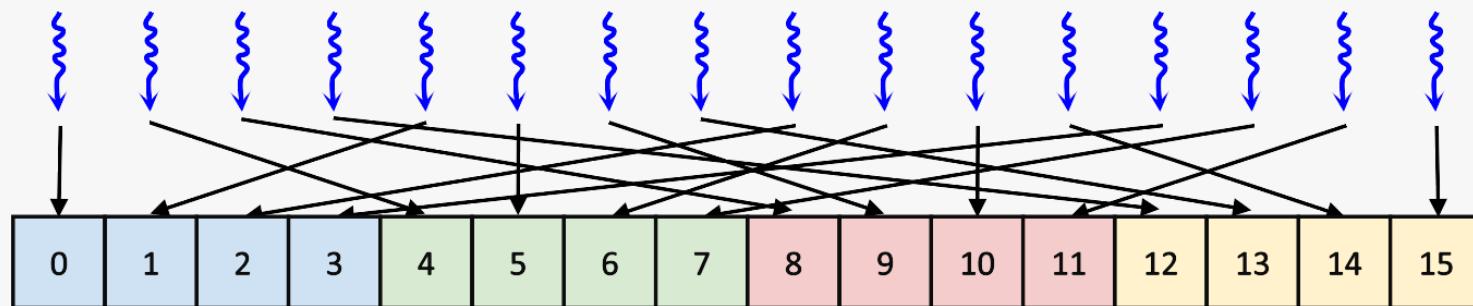
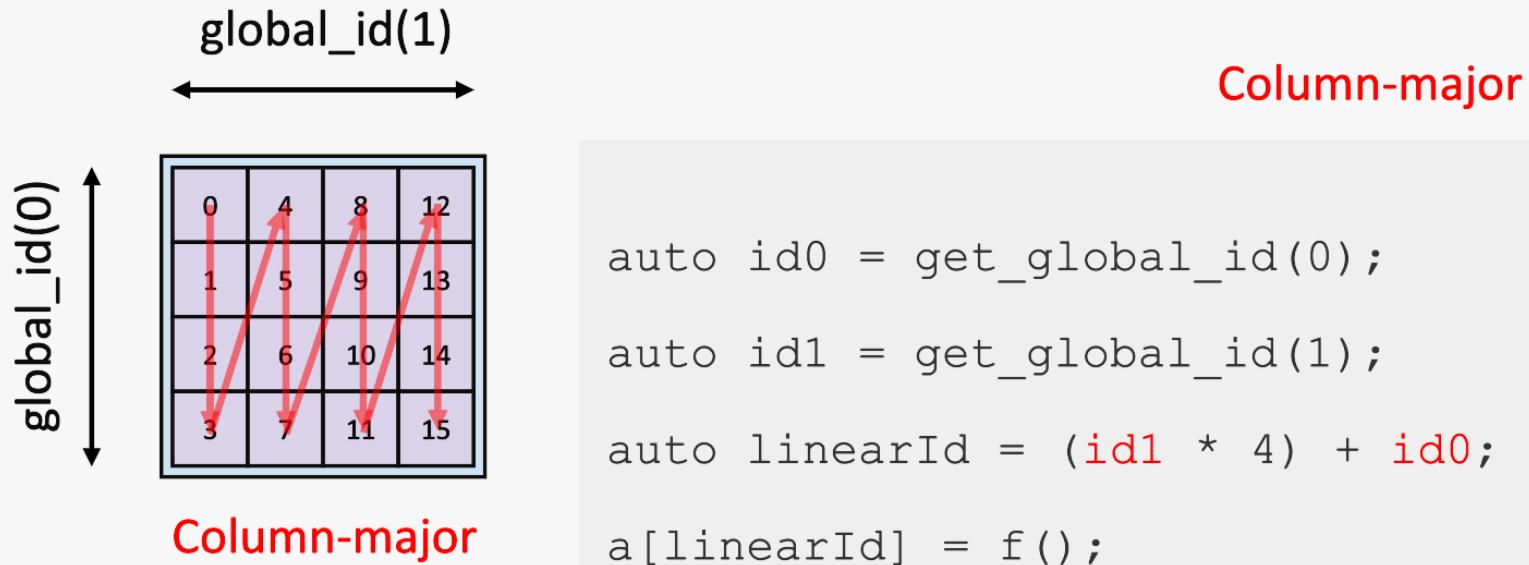
ROW-MAJOR VS COLUMN-MAJOR

- Coalescing global memory access is particularly important when working in multiple dimensions.
- This is because when doing so you have to convert from a position in 2d space to a linear memory space.
- There are two ways to do this; generally referred to as row-major and column-major.

ROW-MAJOR VS COLUMN-MAJOR





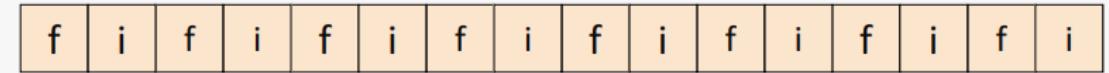


AOS VS SOA

- Another area this is a factor is when composing data structures.
- It's often instinctive to have struct representing a collection of data and then have an array of this - often referred to as Array of Structs (AoS).
- But for data parallel architectures such as a GPU it's more efficient to have sequential elements of the same type stored contiguously in memory - often referred to as Struct of Arrays (SoA).

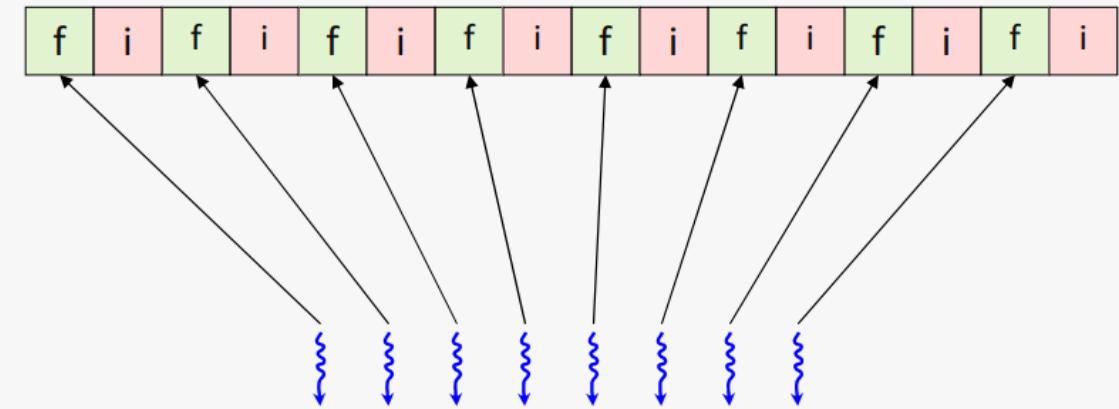
AOS VS SOA

```
struct str {  
    float f;  
    int i;  
};  
  
str data[size];
```



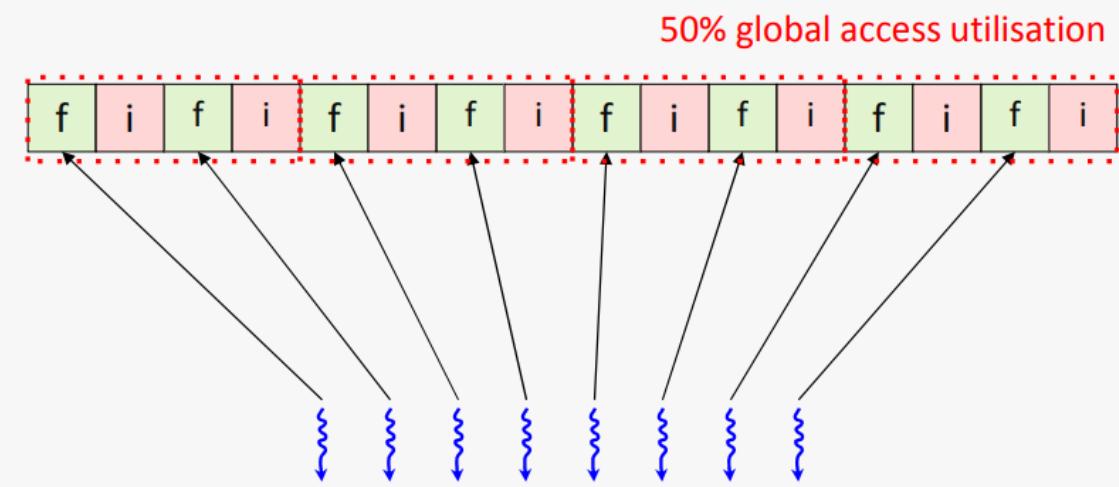
AOS VS SOA

```
struct str {  
    float f;  
    int i;  
};  
  
str data[size];  
  
....  
  
f(a[globalId].f);
```



AOS VS SOA

```
struct str {  
    float f;  
    int i;  
};  
  
str data[size];  
  
...  
  
f(a[globalId].f);
```



AOS VS SOA

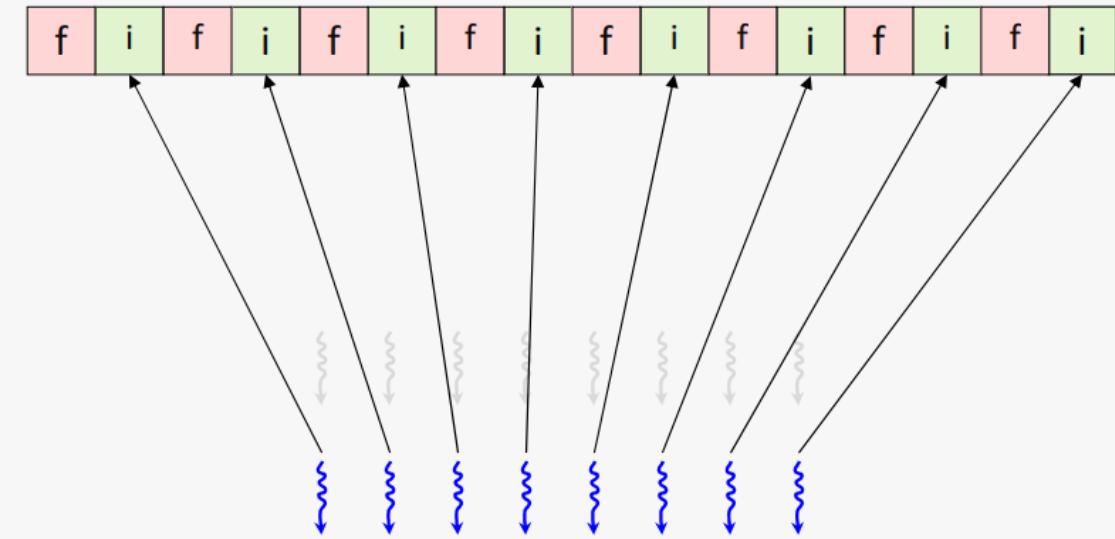
```
struct str {  
    float f;  
    int i;  
};
```

```
str data[size];
```

```
...
```

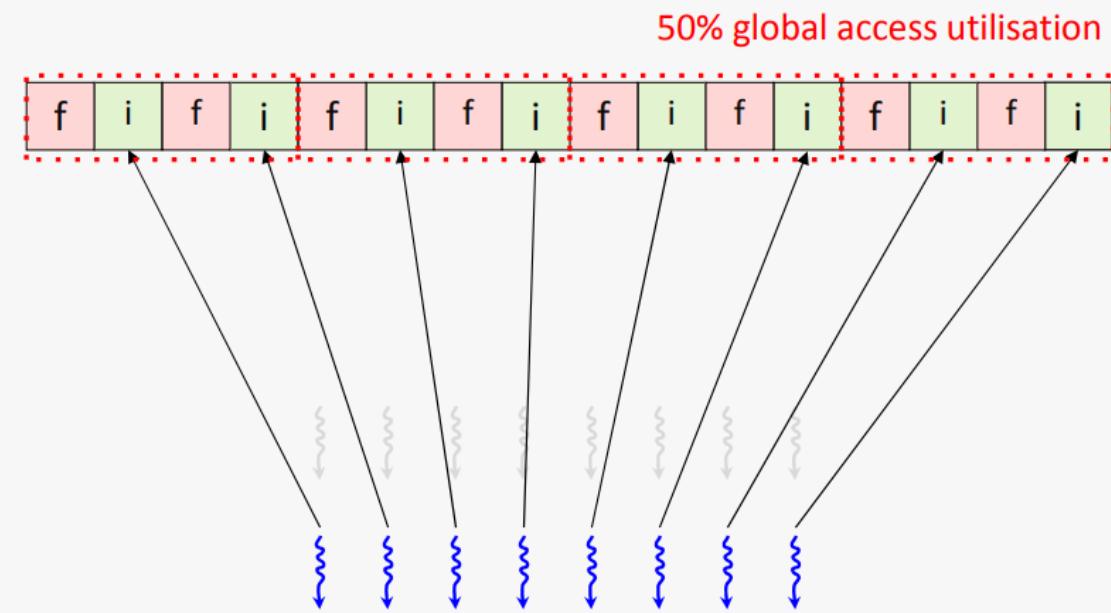
```
f(a[globalId].f);
```

```
f(a[globalId].i);
```



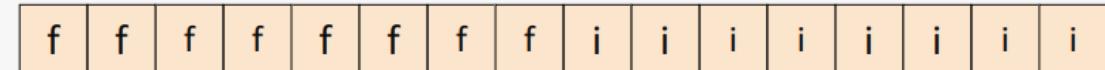
AOS VS SOA

```
struct str {  
    float f;  
    int i;  
};  
  
str data[size];  
  
...  
  
f(a[globalId].f);  
  
f(a[globalId].i);
```



AOS VS SOA

```
struct str {  
    float fs[size];  
    int is[size];  
};  
  
str data;
```



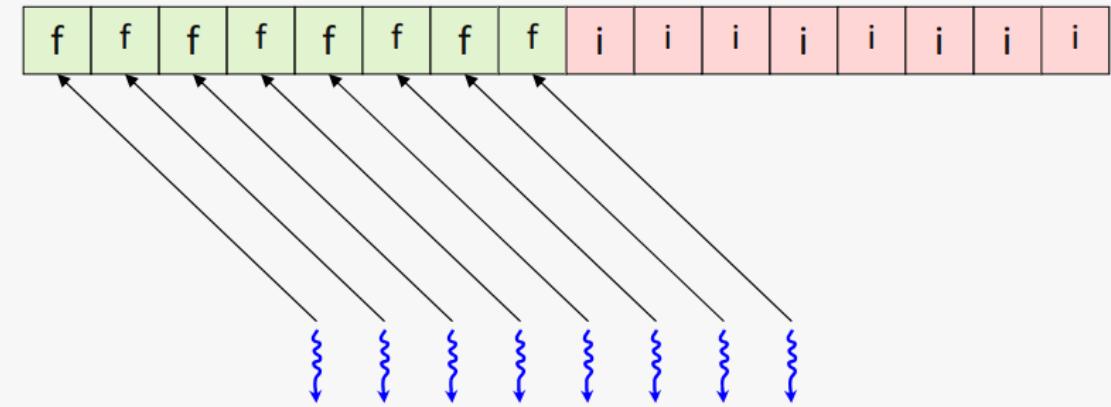
AOS VS SOA

```
struct str {  
    float fs[size];  
    int is[size];  
};
```

```
str data;
```

```
...
```

```
f(a[0].fs[globalId]);
```



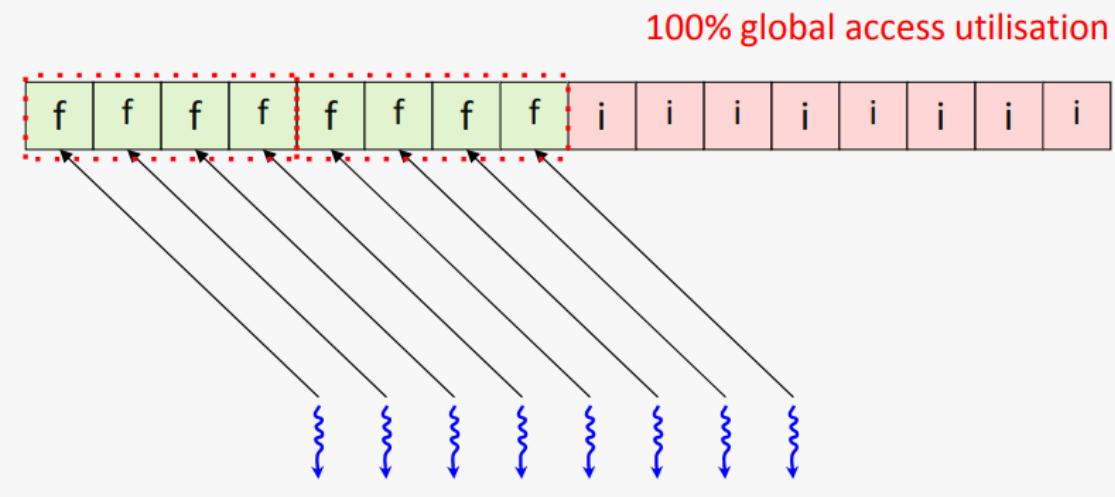
AOS VS SOA

```
struct str {  
    float fs[size];  
    int is[size];  
};
```

```
str data;
```

```
...
```

```
f(a[0].fs[globalId]);
```



AOS VS SOA

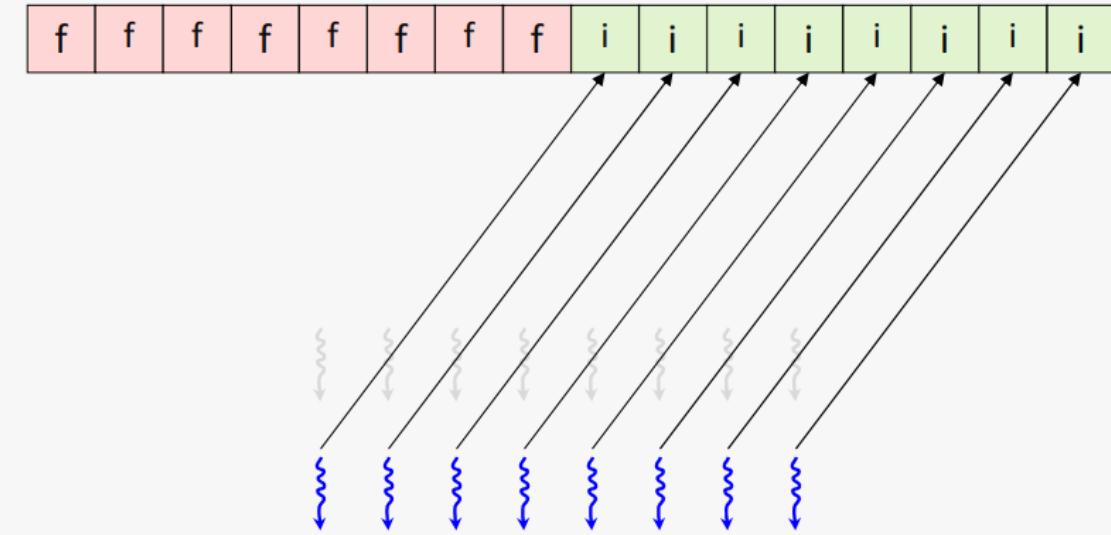
```
struct str {  
    float fs[size];  
    int is[size];  
};
```

```
str data;
```

```
...
```

```
f(a[0].fs[globalId]);
```

```
f(a[0].is[globalId]);
```



AOS VS SOA

```
struct str {  
    float fs[size];  
    int is[size];  
};
```

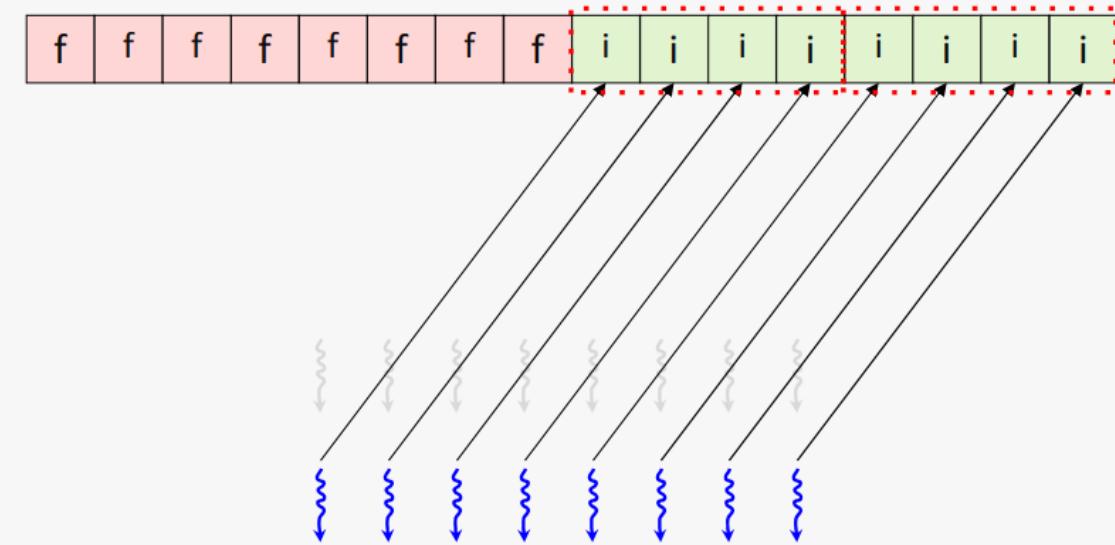
```
str data;
```

```
...
```

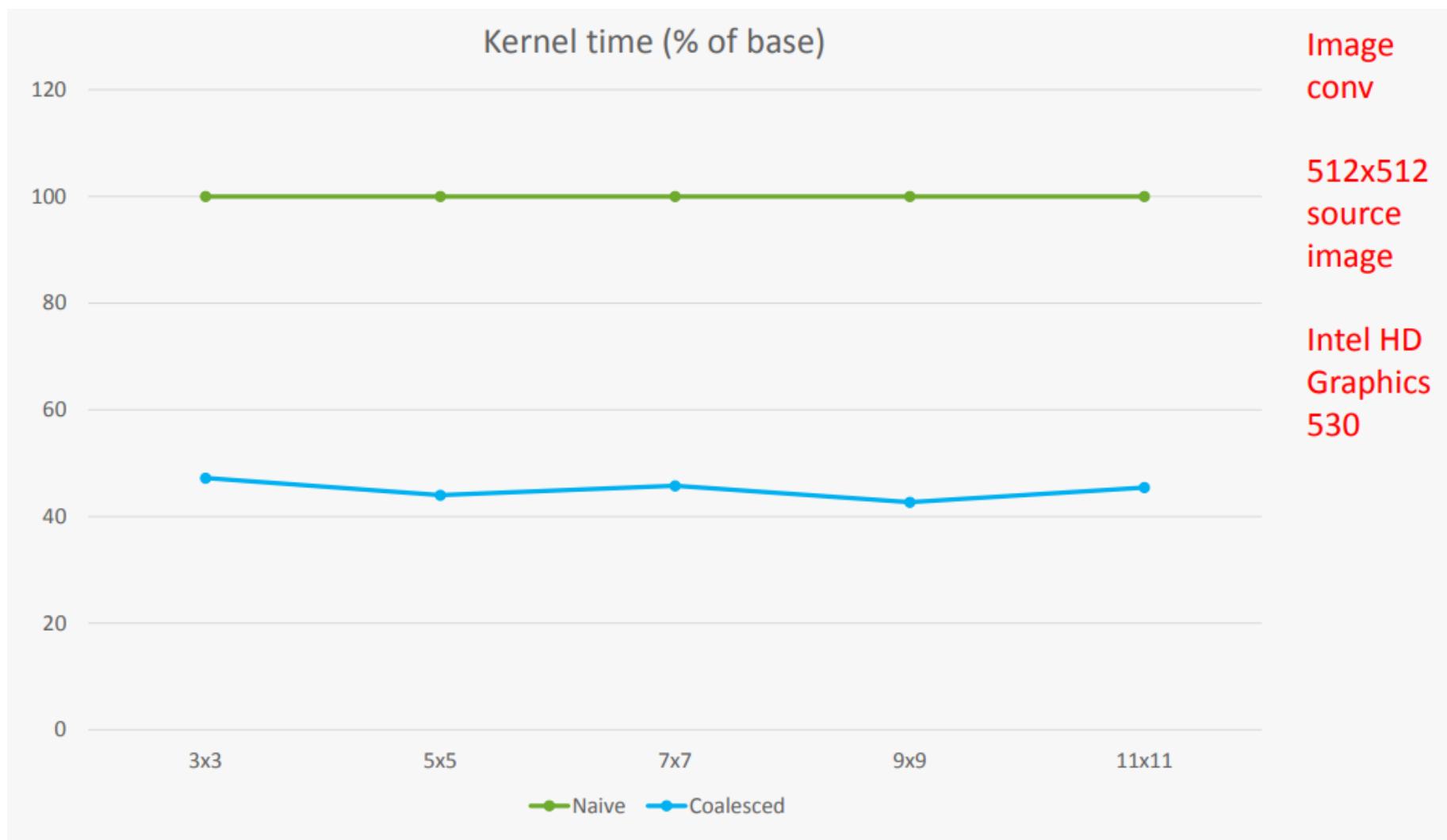
```
f(a[0].fs[globalId]);
```

```
f(a[0].is[globalId]);
```

100% global access utilisation



COALESCED IMAGE CONVOLUTION PERFORMANCE



VEC TYPES

```
auto f4 = sycl::float4{1.0f, 2.0f, 3.0f, 4.0f}; // {1.0f, 2.0f, 3.0f, 4.0f}
```

```
auto f2 = sycl::float2{2.0f, 3.0f}; // {2.0f, 3.0f}
auto f4 = sycl::float4{1.0f, f2, 4.0f}; // {1.0f, 2.0f, 3.0f, 4.0f}
```

```
auto f4 = sycl::float4{0.0f}; // {0.0f, 0.0f, 0.0f, 0.0f}
```

- A vec can be constructed with any combination of scalar and vector values which add up to the correct number of elements.
- A vec can also be constructed from a single scalar in which case it will initialize every element to that value.

VEC OPERATORS

```
auto f4a = sycl::float4{1.0f, 2.0f, 3.0f, 4.0f}; // {1.0f, 2.0f, 3.0f, 4.0f}  
auto f4b = sycl::float4{2.0f}; // {2.0f, 2.0f, 2.0f, 2.0f}  
auto f4r = f4a * f4b; // {2.0f, 4.0f, 6.0f, 8.0f}
```

- The `vec` class provides a number of operators such as `+`, `-`, `*`, `/` and many more, which perform the operation element-wise.

VEC SIZES

```
sycl::int2  
sycl::int3 (N.B sizeof(int3) == sizeof(int4))  
sycl::int4  
sycl::int8  
sycl::int16
```

- Vectors can be made from all char, integer or floating point types.
- Using vector types:
 - Can make code more readable
 - Can give better memory access patterns.

QUESTIONS

EXERCISE

Code_Exercises/Exercise_16_Coalesced_Global_Memory/source

Try inverting the dimensions when calculating the linear address in memory and measure the performance.

