



ONEAPI MATH KERNEL LIBRARY (ONEMKL) INTERFACES







LEARNING OBJECTIVES

- Learn about oneMKL library, more specifically oneMKL Interfaces project
- Learn about how to use GEMM APIs from oneMKL with both USM and buffer memory models







RESOURCES

- oneMKL Interfaces: https://github.com/oneapi-src/oneMKL
- oneMKL specification:
 https://spec.oneapi.io/versions/latest/elements/oneMKL/source/index.html#
- Important: What is the difference between the following oneMKL terms: (1) oneAPI Specification for oneMKL (2) oneAPI's oneMKL Interfaces Project (3) Intel(R) oneAPI's oneMKL Product https://github.com/oneapi-src/oneMKL? tab=readme-ov-file#onemkl









#include <oneapi/mkl/blas.hpp>
...

sycl::queue cpu_queue(sycl::cpu_selector_v);
sycl::queue gpu_queue(sycl::gpu_selector_v);

oneapi::mkl::blas::column_major::gemm(cpu_queue, transA, transB, m, oneapi::mkl::blas::column_major::gemm(gpu_queue, transA, transB, m,

- Backend is loaded at run-time based on device-vendor
- \$> icpx -fsycl -I\$ONEMKL/include app.cpp
- \$> icpx -fsycl app.o -L\$ONEMKL/lib lonemkl





COMPILE-TIME DISPATCHING

```
SYCL<sub>TM</sub>
```

- Uses a templated backend selector APIs where the template parameters specify the backends
- Application is linked with the required oneMKL backend wrapper libraries
- \$> clang++ -fsycl I\$ONEMKL/include

app.cpp

- \$> clang++ -fsycl
 - app.o -L\$ONEMKL/]
 - lonemkl_blas_mklo

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```
cl::queue cpu_queue(sycl::cpu_selector_v);
cl::queue gpu_queue(sycl::gpu_selector_v);
eapi::mkl::backend_selector<oneapi::mkl::backend::mklcpu> cpu_selector(cpu_ceapi::mkl::backend_selector<oneapi::mkl::backend::cublas> gpu_selector(gpu_ceapi::mkl::blas::column_major::gemm(cpu_selector, transA, transB, m, ...);
eapi::mkl::blas::column_major::gemm(gpu_selector, transA, transB, m, ...);
```





EXERCISE

- Objectives: Learn to use oneMKL GEMM buffer, USM APIs
- What is provided:
- Boiler plate-code provided (a) to perform GEMM on CPU, (b) Helper function to verify results from oneMKL APIs and CPU
- Please complete the TODO tasks marked in the source_*.cpp.
- Refer to the solutions at solution_*.cpp

