



Arhitecturi Paralele Pipeline

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Address Space Qualifiers

- `__global`
 - ▣ Accesibil de toate work-item-urile.
- `__local`
 - ▣ Accesibil doar de work-item-urile unui work-group.
- `__private`
 - ▣ Accesibil de un singur work-item.
- `__constant`



Synchronization

- void **barrier**(cl_mem_fence_flags *flags*)
- void **work_group_barrier**(cl_mem_fence_flags *flags*)
 - ❑ Toate work-item-urile unui work-group trebuie să aștepte la barieră pentru a trece mai departe.
 - ❑ Dacă bariera în if toate să intre pe aceeași ramură a if-ului.
 - ❑ Dacă bariera în for toate să facă același număr de iterații ale for-ului.



Built in Functions

- **uint get_work_dim()**
 - ▣ Cu câte dimensiuni a fost rulat kernel-ul.
- **size_t get_global_size(uint *dimindx*)**
 - ▣ Mărimea globală pentru dimensiunea *dimindx*.
- **size_t get_global_id(uint *dimindx*)**
 - ▣ Locația în dimensiunea *dimindx*.
- **size_t get_local_size(uint *dimindx*)**
 - ▣ Mărimea work-group-ului pe dimensiunea *dimindx*.
- **size_t get_local_id(uint *dimindx*)**
 - ▣ Locația în work-group pe dimensiunea *dimindx*.



Synchronization

- No mutex
- No semaphore
- Yes atomics... Tons of atomics.
 - ▣ `atomic_add`
 - ▣ `atomic_sub`
 - ▣ `atomic_xchg`
 - ▣ `atomic_inc`
 - ▣ `atomic_min`
 - ▣ `atomic_and`



OpenCL Hardware vs Software



Work Item (Thread) executes on a core

Work Group executes on an **SM**

GTX 1080 (Pascal) **Streaming Multiprocessor** (Compute Unit)



Detalii Work Group

■ Work Group

- ❑ Conține mai mulți **work items** (threads)
 - ❑ Toate **work items** dintr-un **work group** împart Shared memory (`__local`)
 - ❑ Barieră din kernel există doar la nivel de **work group**
 - **Toate** **work items** din **work group** trebuie să apeleze bariera
 - ❑ Atomicele pot funcționa la nivel de **work group**
 - ❑ **Work items** din același **work group** pot rula în **lock step**
- Unul (sau mai mulți – depinde de implementare) **work group** pe **SM**
 - **MAX** un **SM** pe **work group**



Barieră globală

- Default toate comenzile introduse într-un queue sunt executate în ordine și se așteaptă terminarea uneia ca să înceapă alta.
- Dacă avem nevoie de barieră globală, singura metodă e să separăm codul la acea barieră și să executăm porțiunea de după barieră printr-un nou apel `clEnqueueNDRangeKernel` (fie că e același kernel cu alți parametri sau altul)



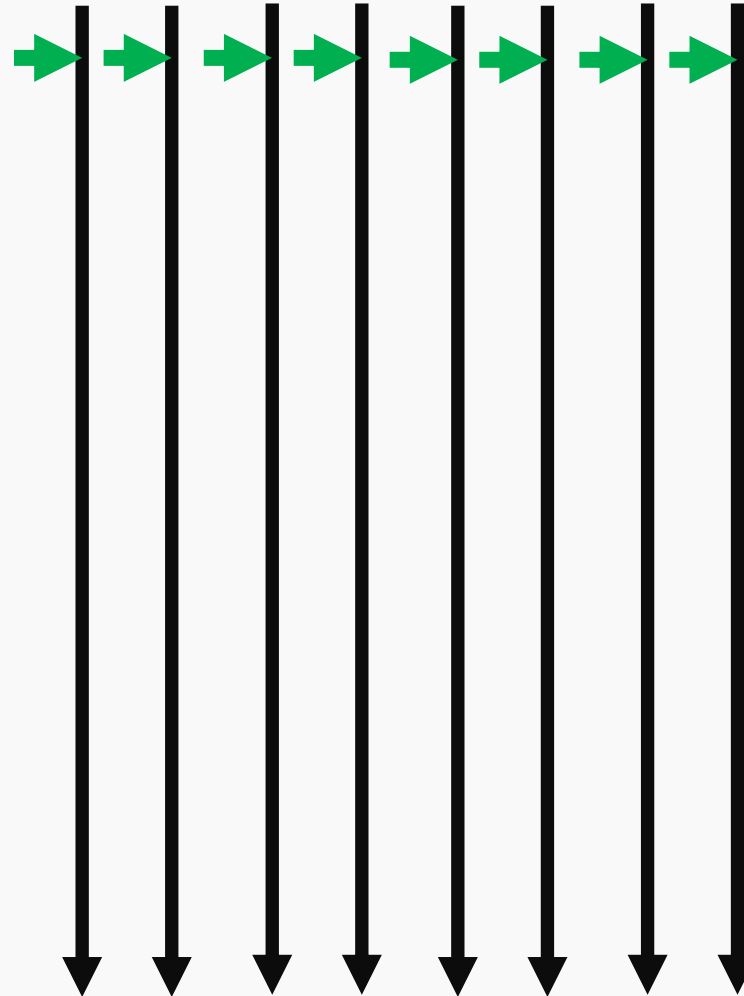
OpenCL Hardware vs Software

- GTX 1080
 - ❑ CUDA cores: 2560
 - ❑ Max **Compute Units** (raportat de OpenCL): 20
 - ❑ CUDA cores per **SM**: 128
 - ❑ Max **Work Group** Size (raportat de OpenCL): 1024
- i7-6800k
 - ❑ Cores: 6 (12 hyper-threaded)
 - ❑ Max **Compute Units** (raportat de OpenCL): 12
 - ❑ AVX2: operații pe vectori de 8 int
 - ❑ Max **Work Group** Size (raportat de OpenCL): 8192

Max **Work Group** Size poate să fie afectat de mărimea kernel-ului.

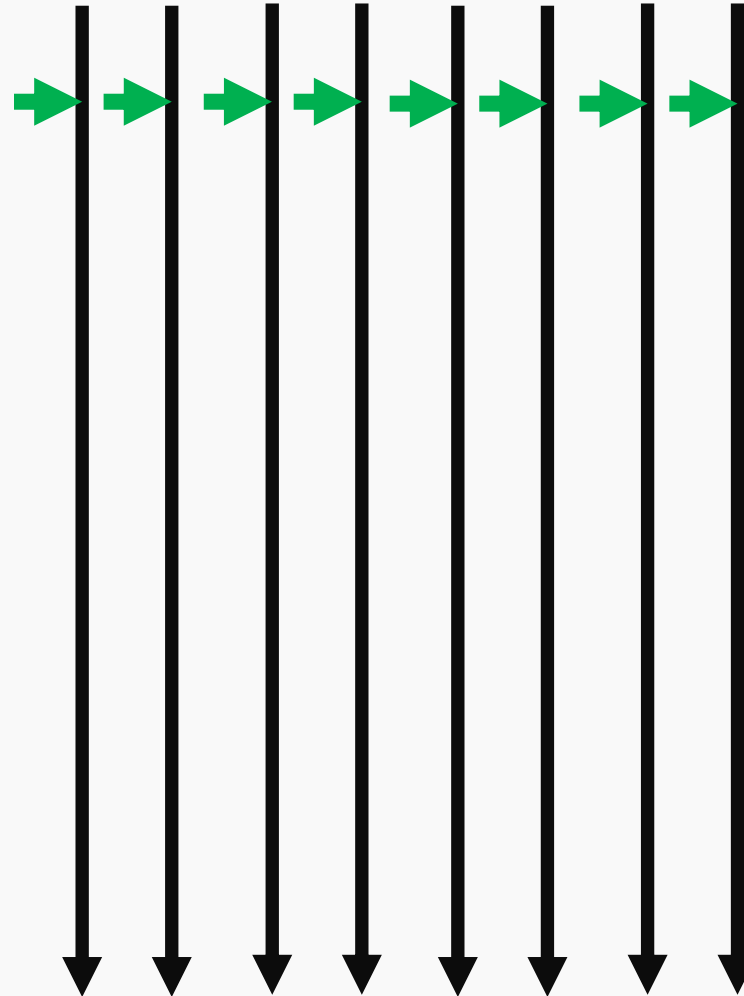


Execuție lock-step



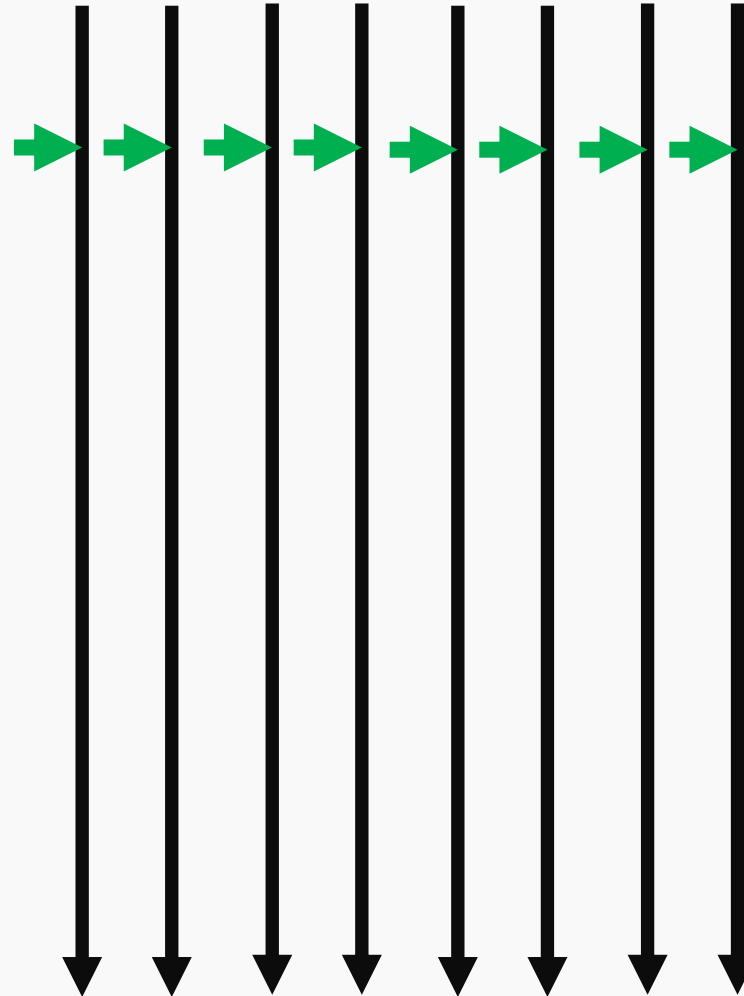


Execuție lock-step



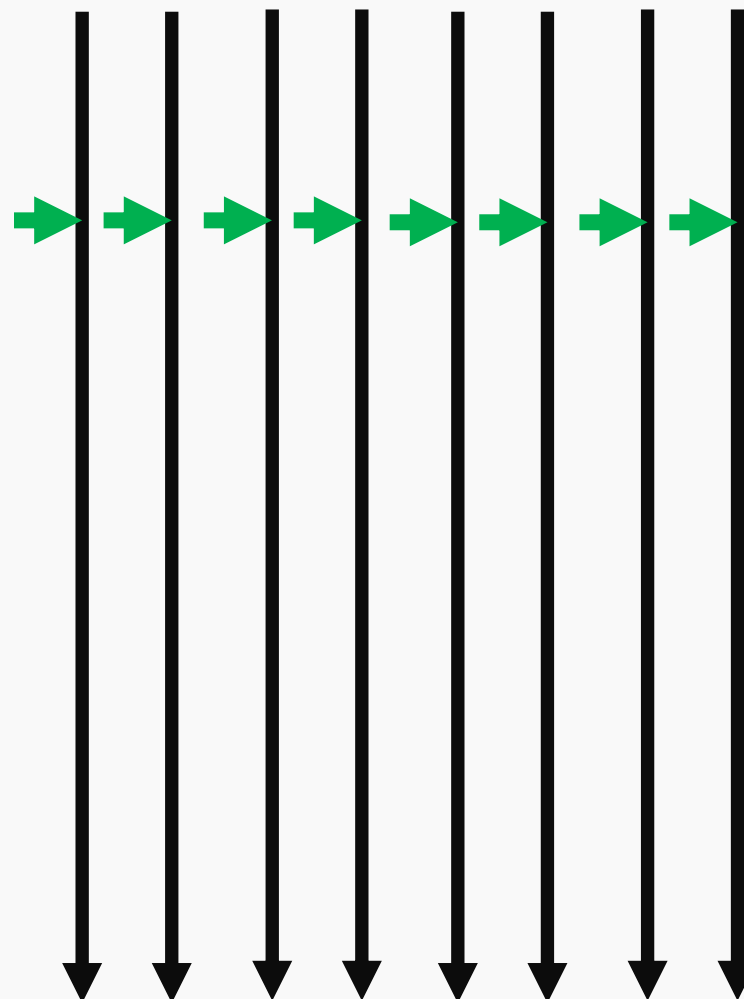


Execuție lock-step





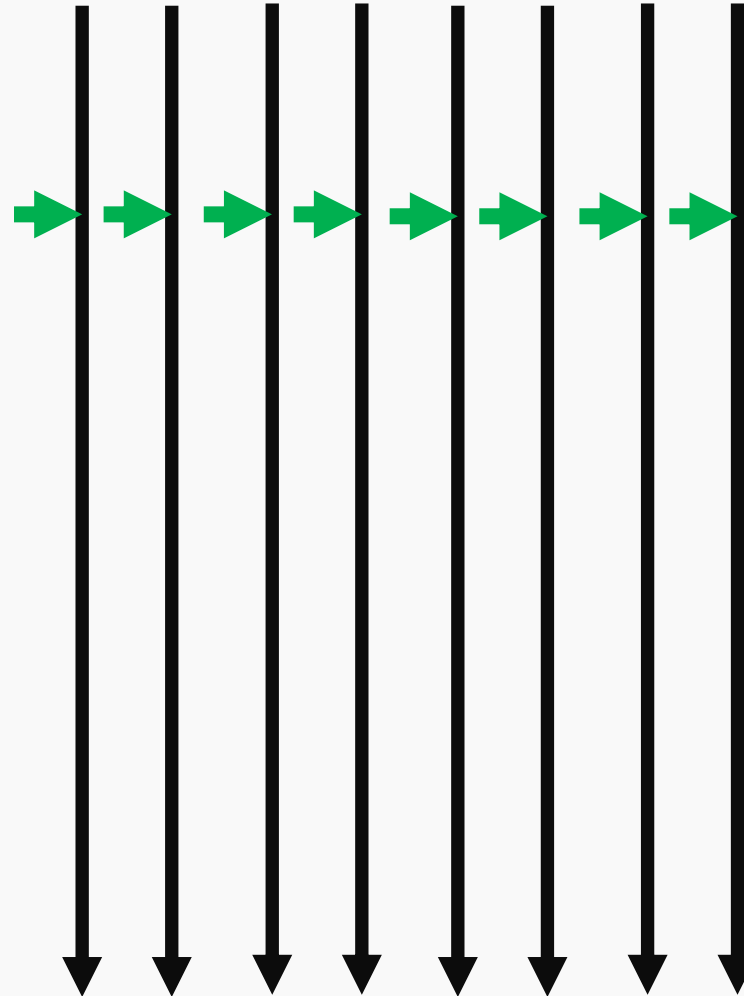
Execuție lock-step





Execuție lock-step

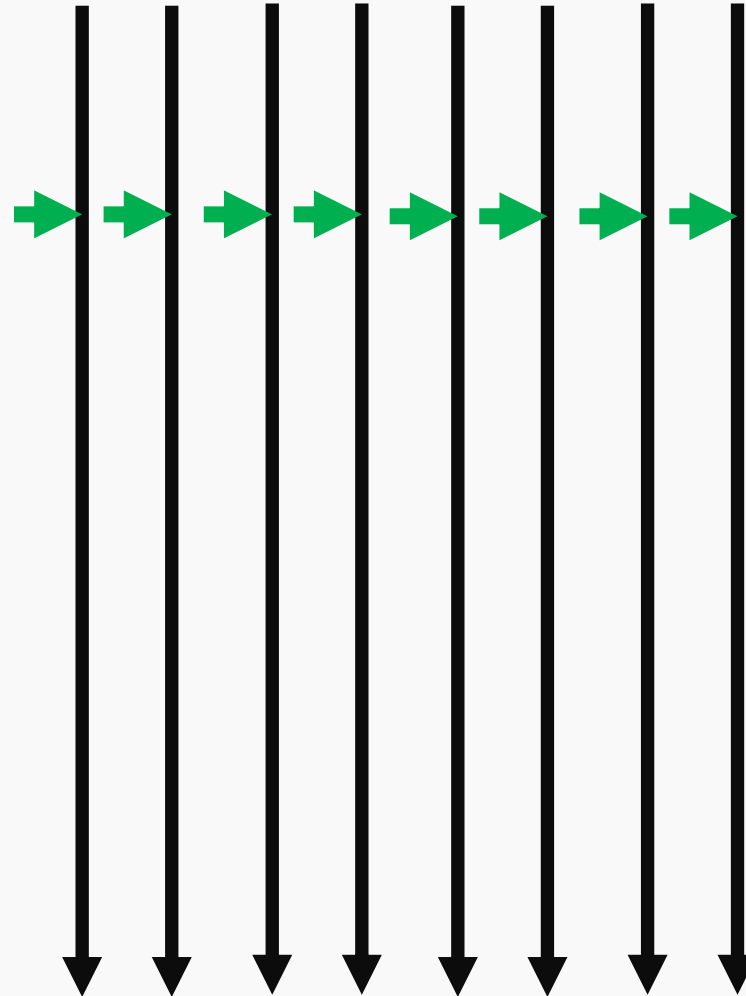
Dar la if?





Execuție lock-step

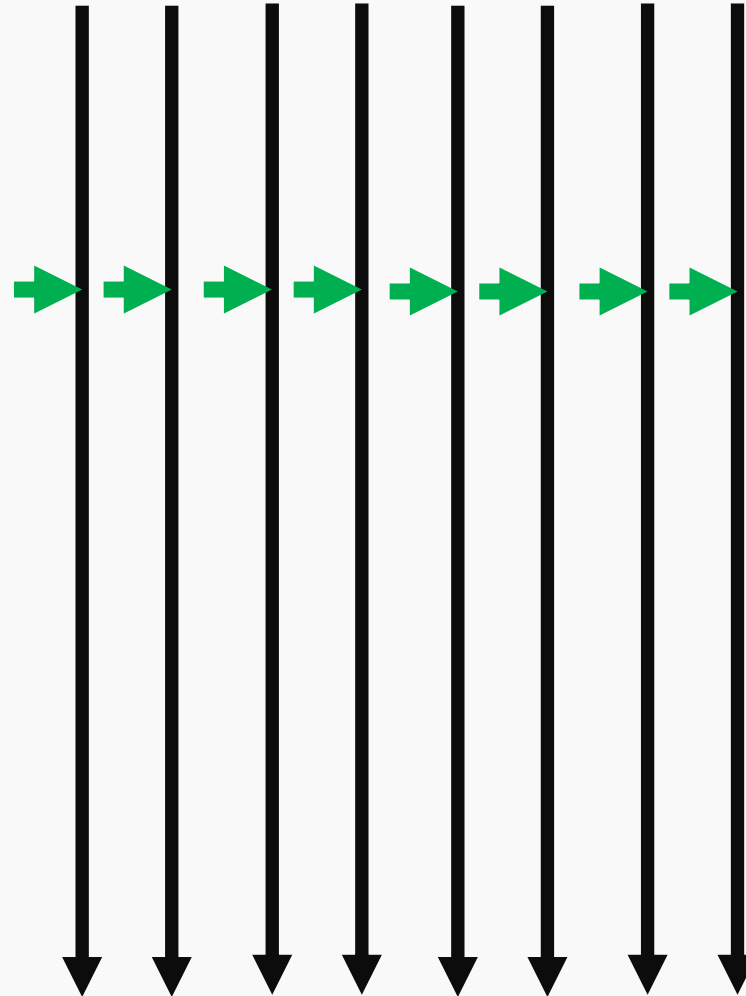
```
if(thread_id%i==1)
    do_something();
else
    do_somethingelse();
```





Execuție lock-step

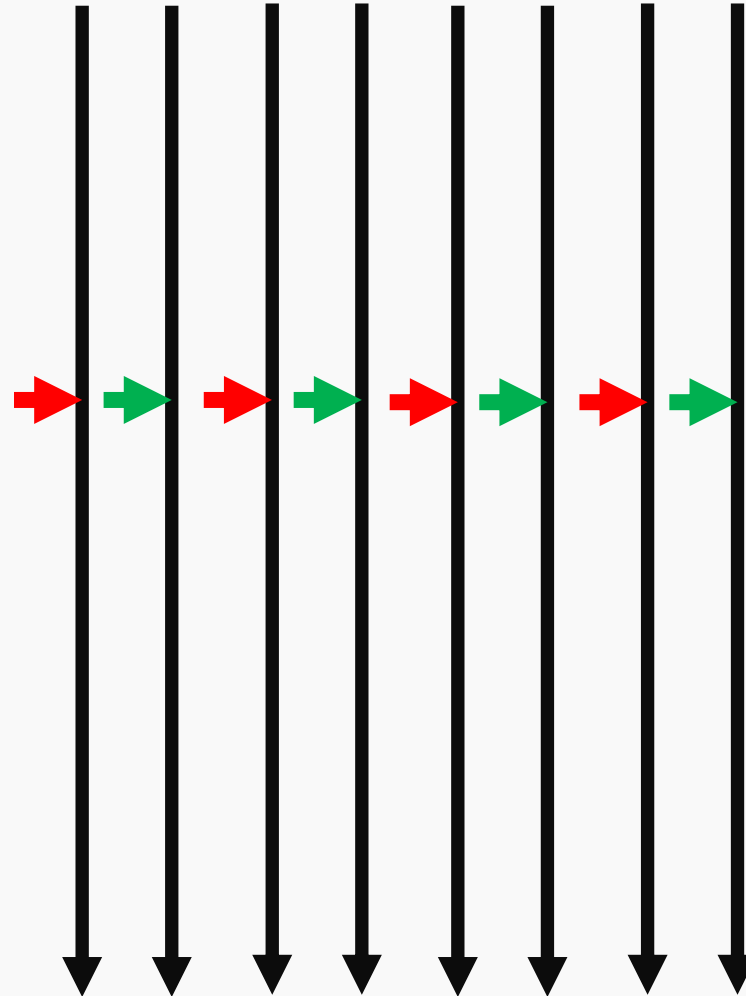
```
if(thread_id%i==1)
    do_something();
else
    do_somethingelse();
```





Execuție lock-step

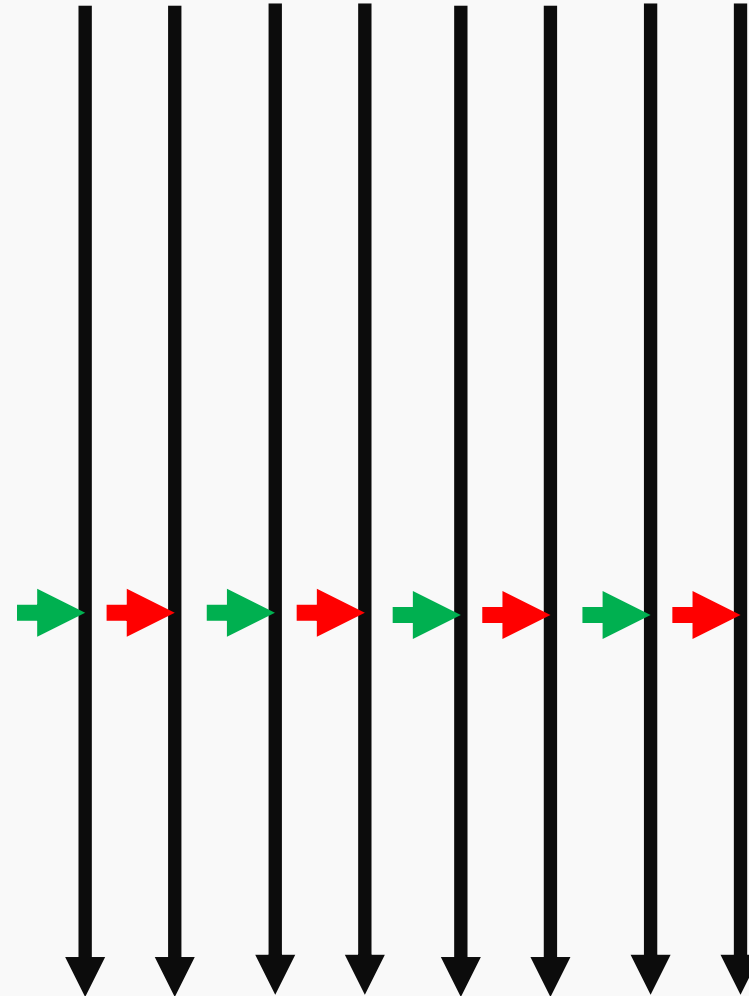
```
if(thread_id%i==1)
    do_something();
else
    do_somethingelse();
```





Execuție lock-step

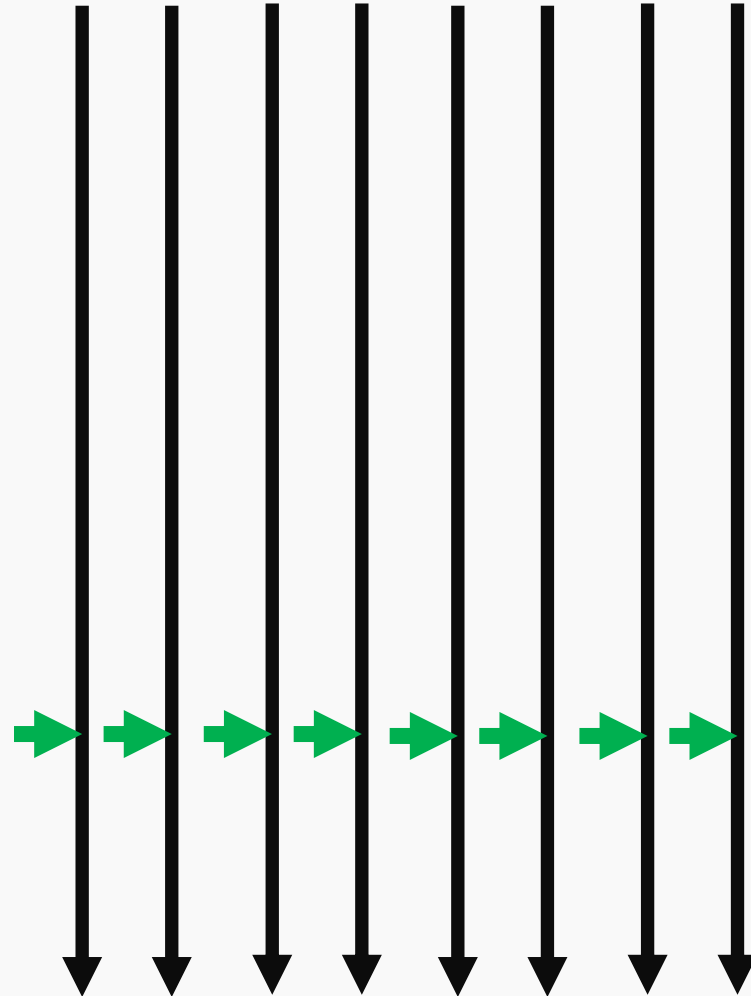
```
if(thread_id%i==1)
    do_something();
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```





Execuție lock-step

```
if(thread_id%i==1)
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else
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```

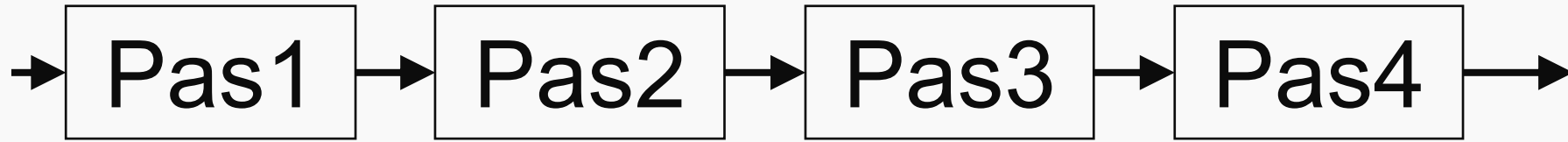






Pipeline

- Pipeline de instrucțiuni CPU
- Pipeline grafic (randare, antialiasing)
- Diferiți algoritmi



Un **pas** poate fi un:

- thread
- proces
- element hardware



Fără Pipeline



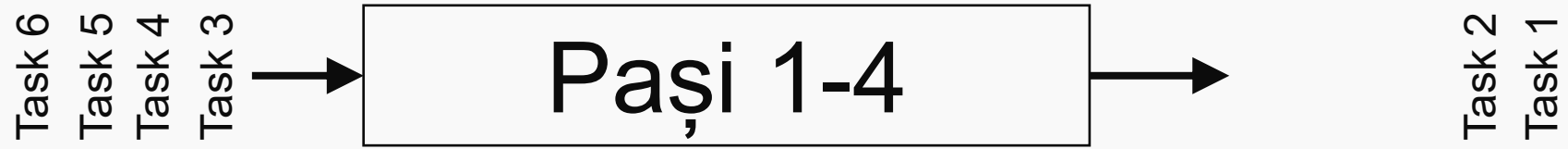


Fără Pipeline





Fără Pipeline





Fără Pipeline





Fără Pipeline





Fără Pipeline



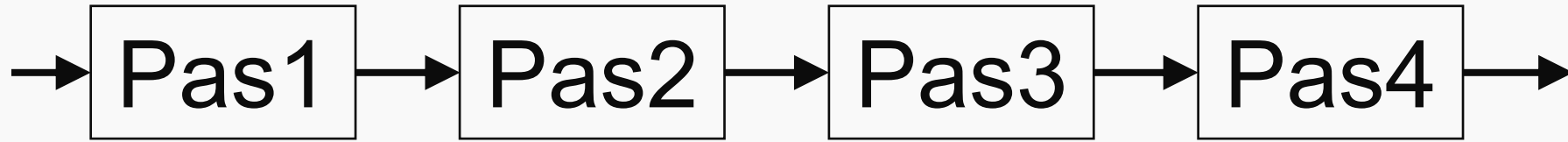
$$total_execution_time = task_execution_time * number_of_tasks$$





Pipeline

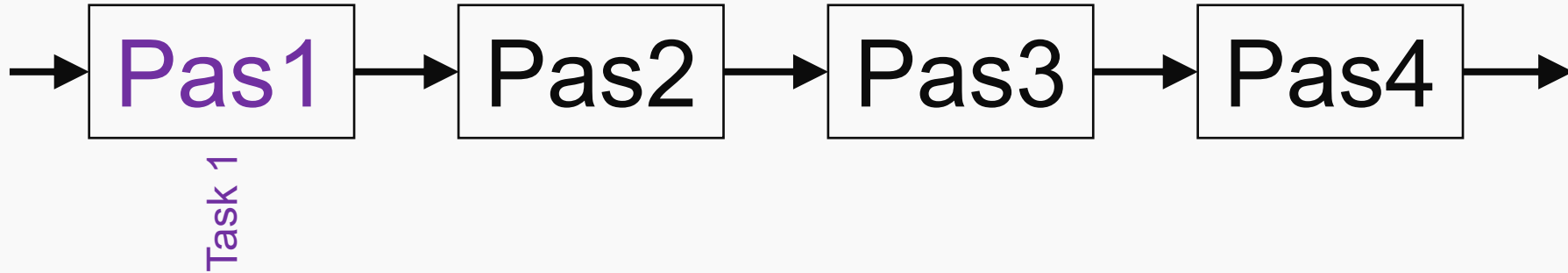
Task 6
Task 5
Task 4
Task 3
Task 2
Task 1





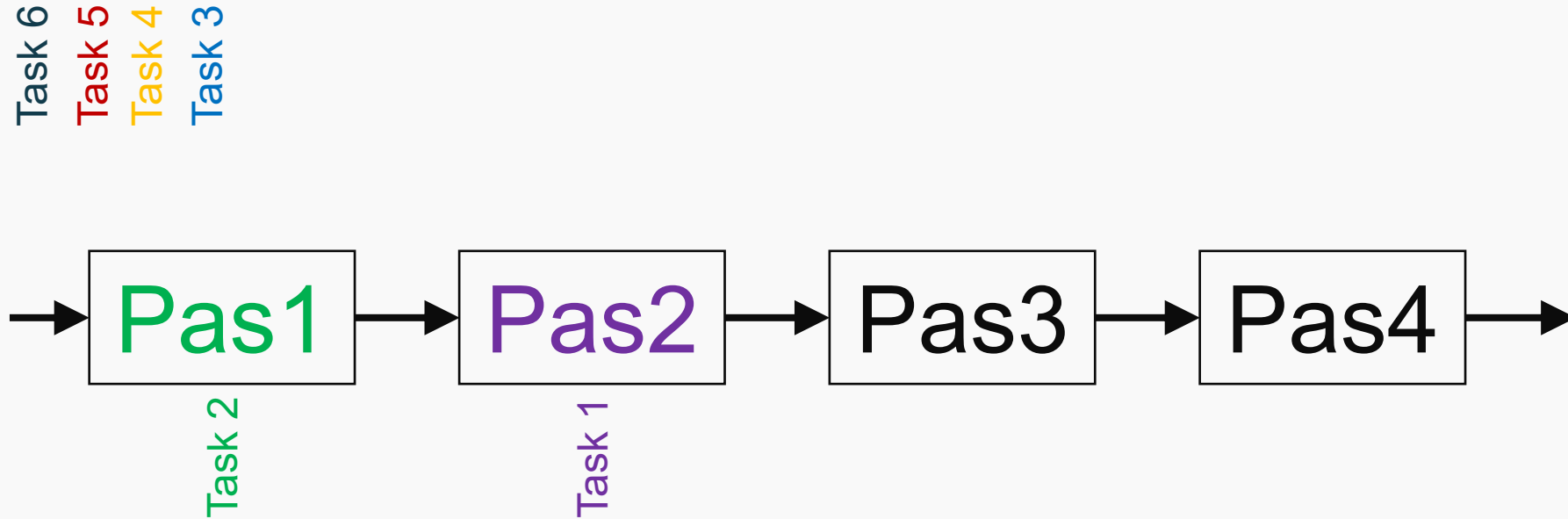
Pipeline

Task 6
Task 5
Task 4
Task 3
Task 2



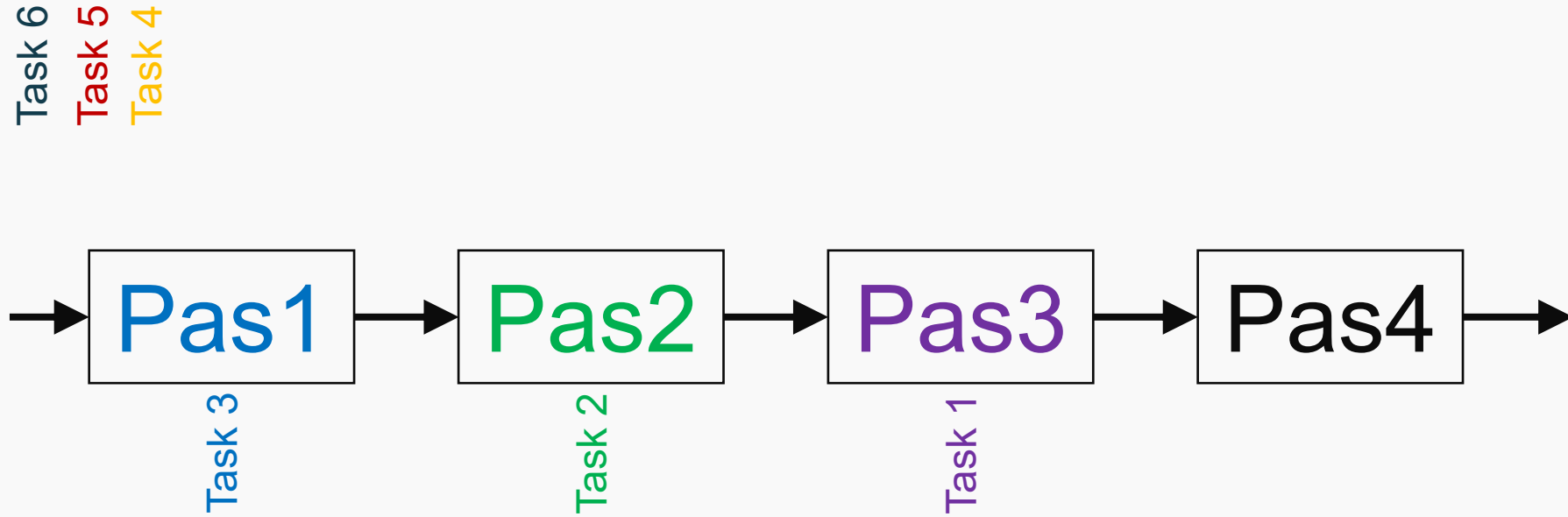


Pipeline



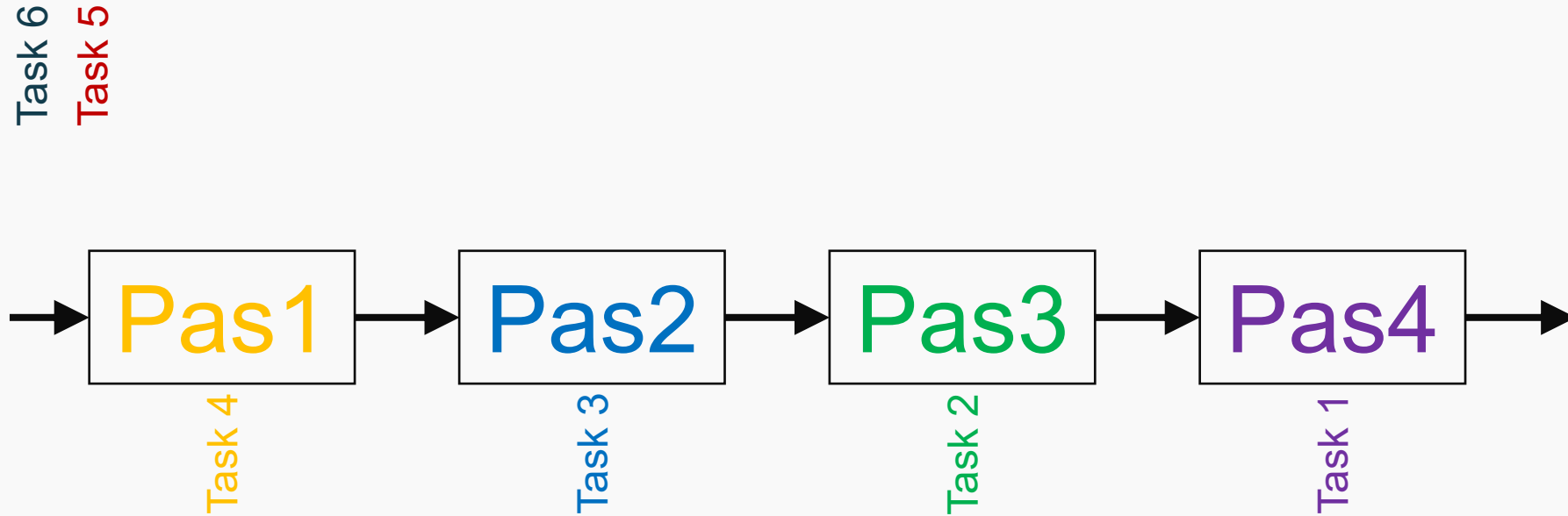


Pipeline



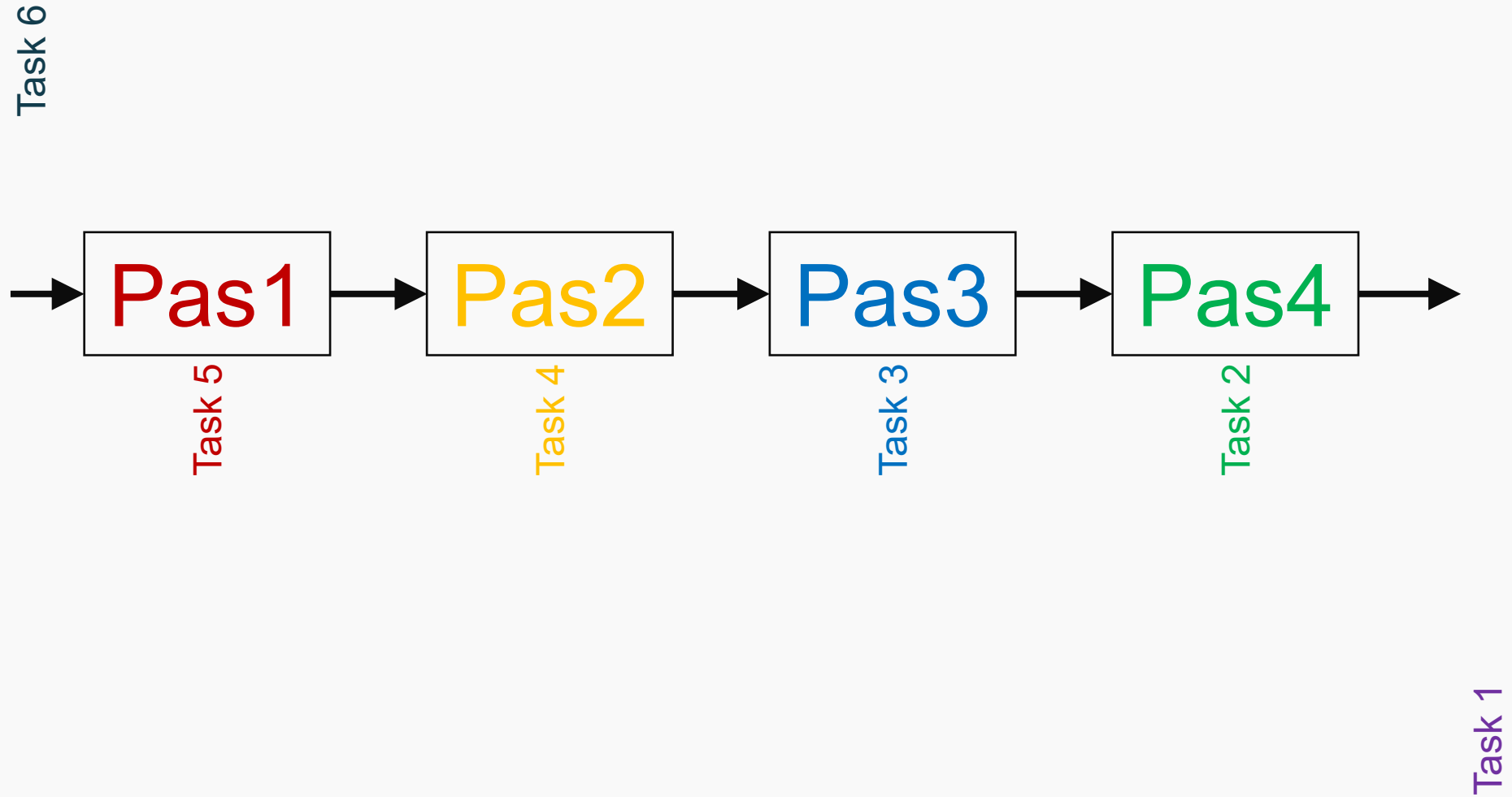


Pipeline



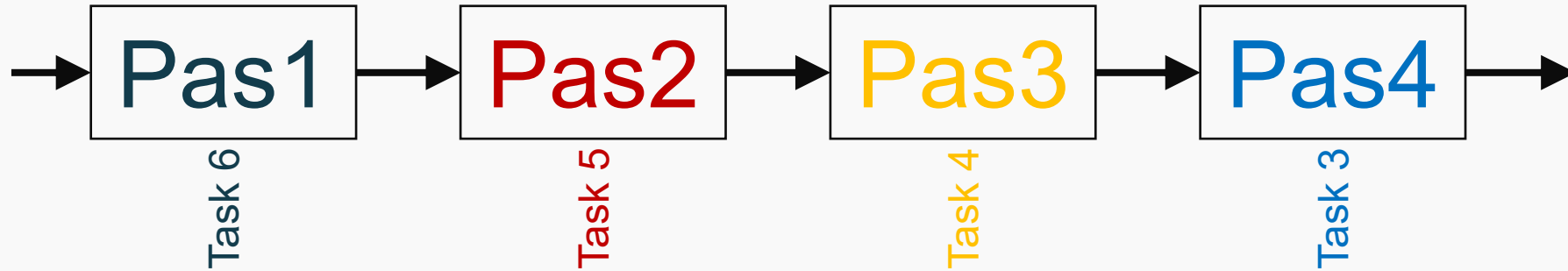


Pipeline





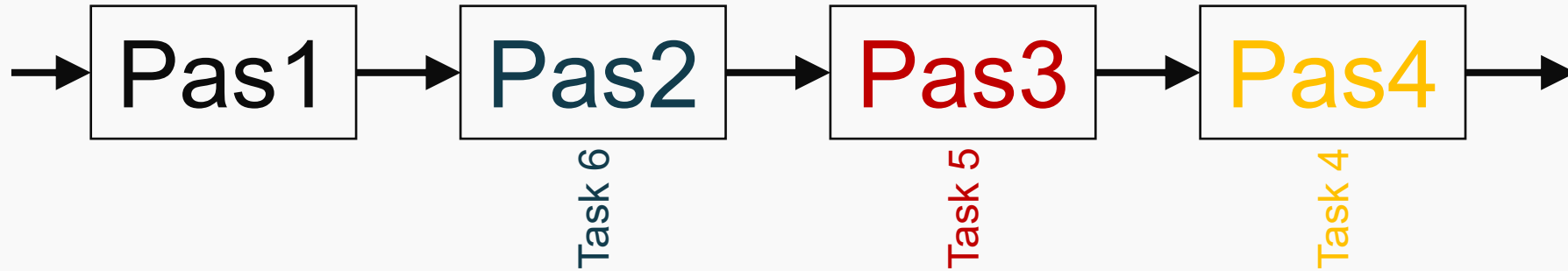
Pipeline



Task 2
Task 1



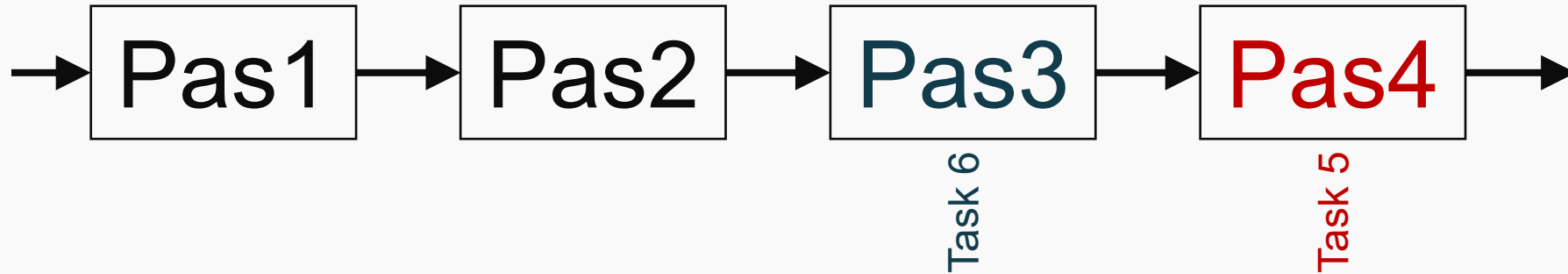
Pipeline



Task 3
Task 2
Task 1



Pipeline

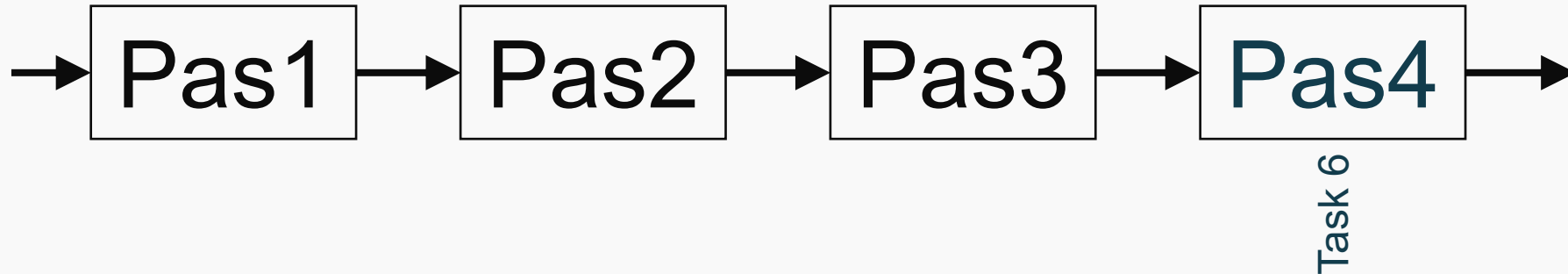


Task 4
Task 3
Task 2
Task 1



Pipeline

Ideal:
$$step_execution_time = \frac{task_execution_time}{number_of_steps}$$



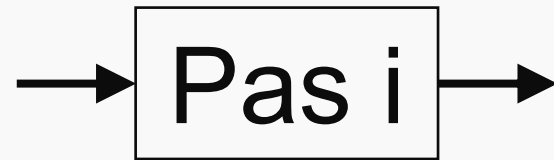
După avem mai mult decât $number_of_steps$ tasks timpul devine:
$$total_execution_time = number_of_tasks * step_execution_time$$

Un task se termină la fiecare “step tick”

Task 5
Task 4
Task 3
Task 2
Task 1



Pipeline – ghid programare



Inițializare

```
for(un număr de pași) {  
    primește date de la Pas(i-1)  
    procesează  
    trimite date la Pas(i+1)  
}
```

Finalizare





Sortare cu pipeline

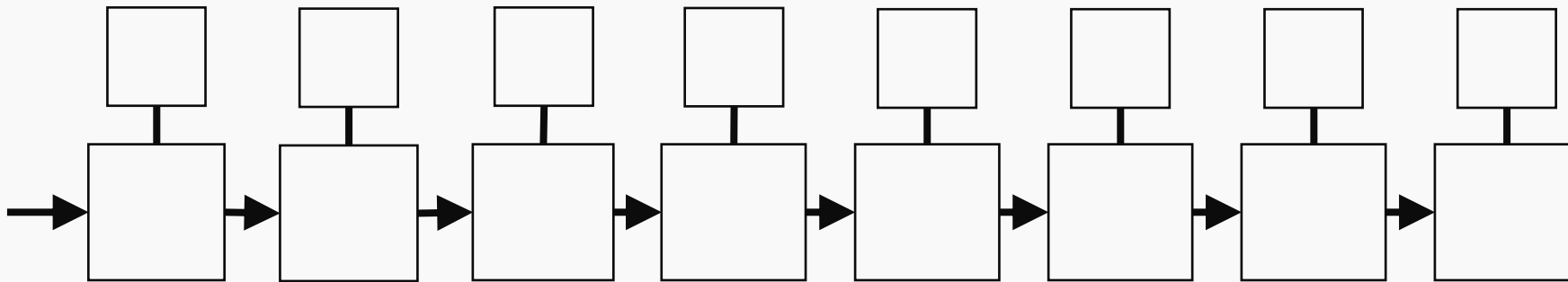
9	4	2	7	6	5	6	1
---	---	---	---	---	---	---	---

1	2	4	5	6	6	7	9
---	---	---	---	---	---	---	---



Sortare cu pipeline

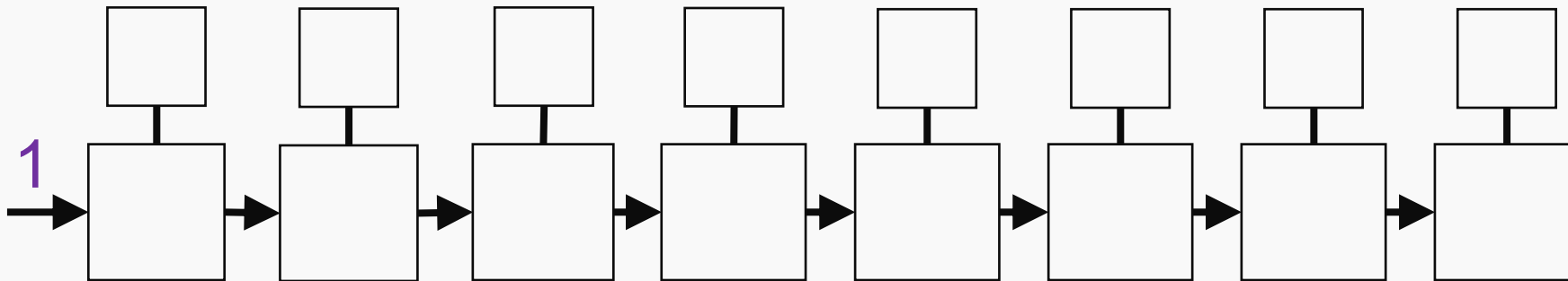
9	4	2	7	6	5	6	1
---	---	---	---	---	---	---	---





Sortare cu pipeline

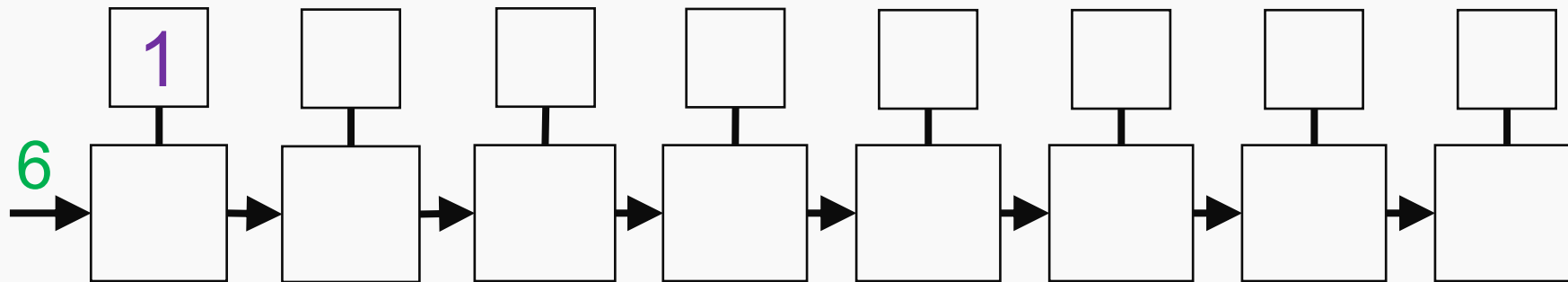
9	4	2	7	6	5	6
---	---	---	---	---	---	---





Sorting with pipeline

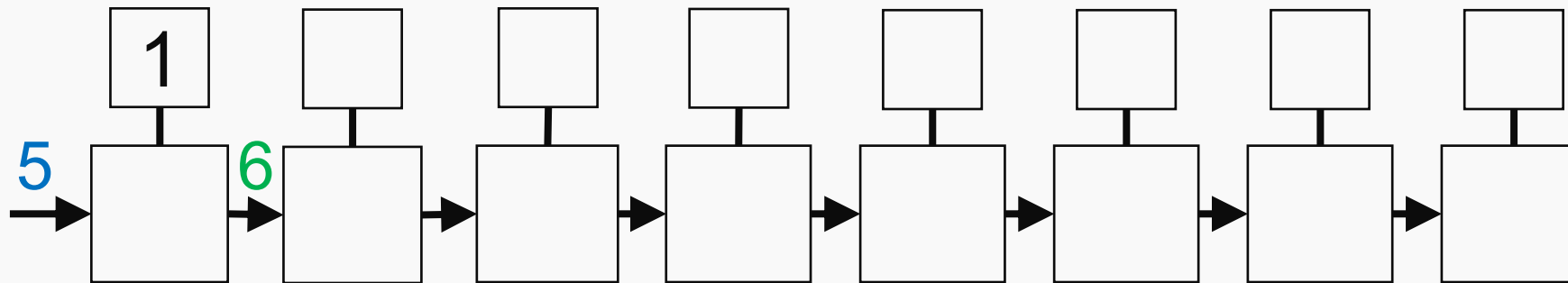
9	4	2	7	6	5
---	---	---	---	---	---





Sortare cu pipeline

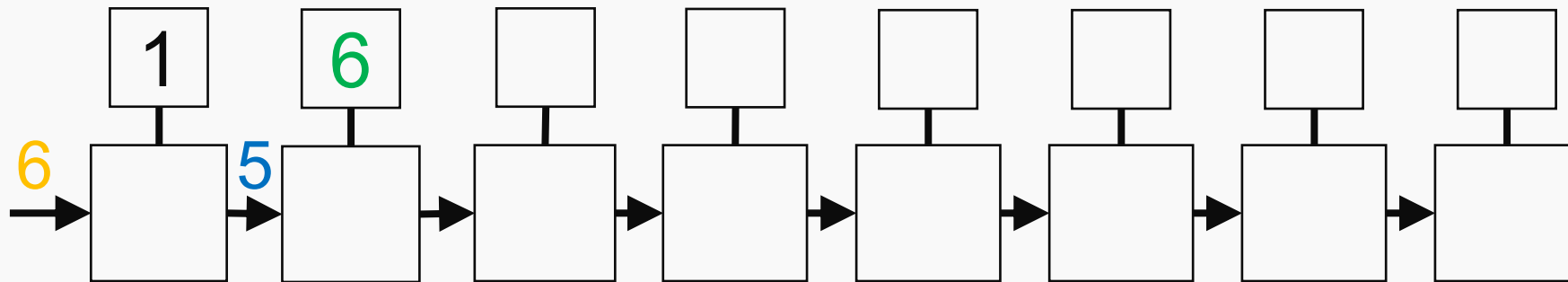
9	4	2	7	6
---	---	---	---	---





Sortare cu pipeline

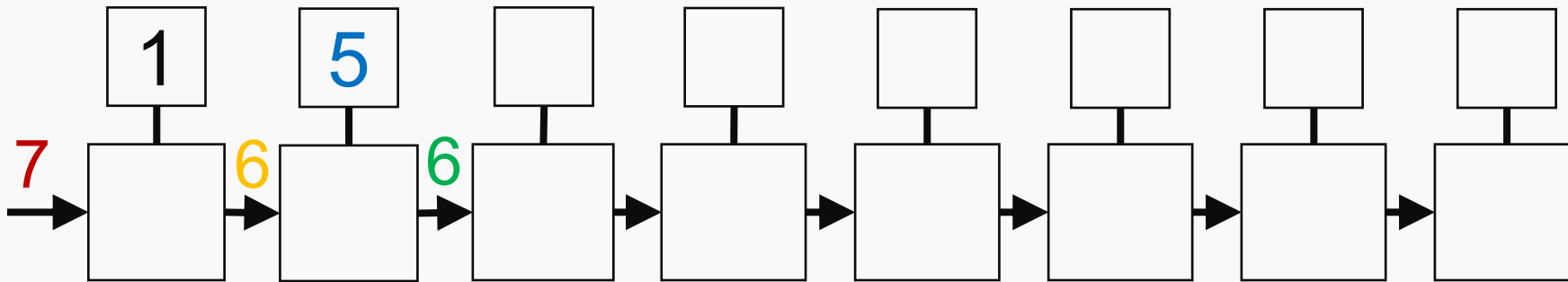
9	4	2	7
---	---	---	---





Sortare cu pipeline

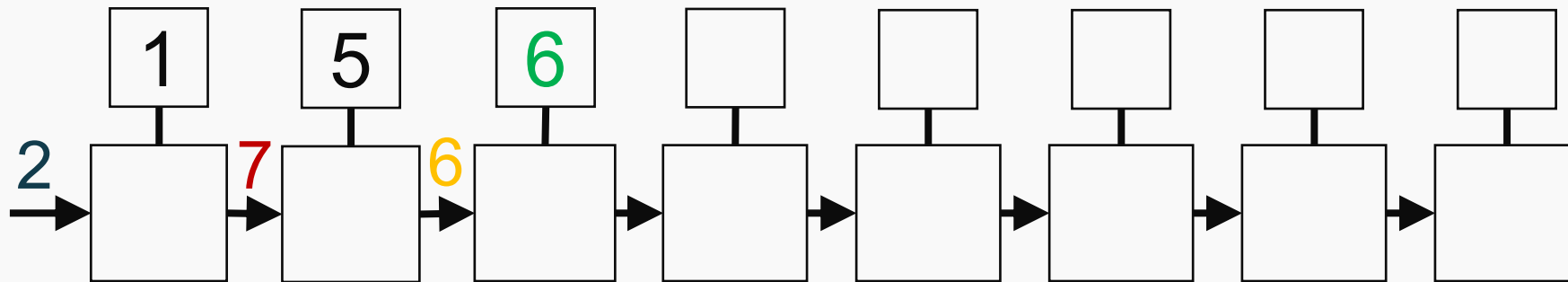
9	4	2
---	---	---





Sortare cu pipeline

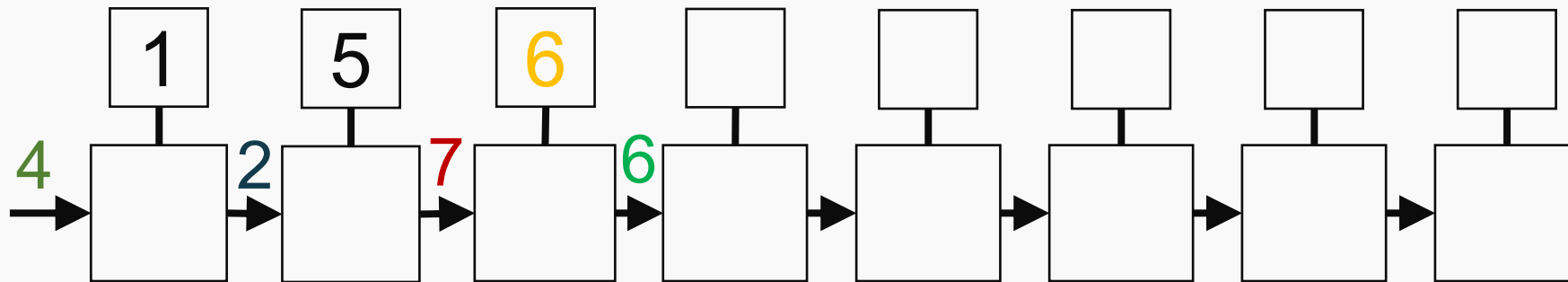
9	4
---	---





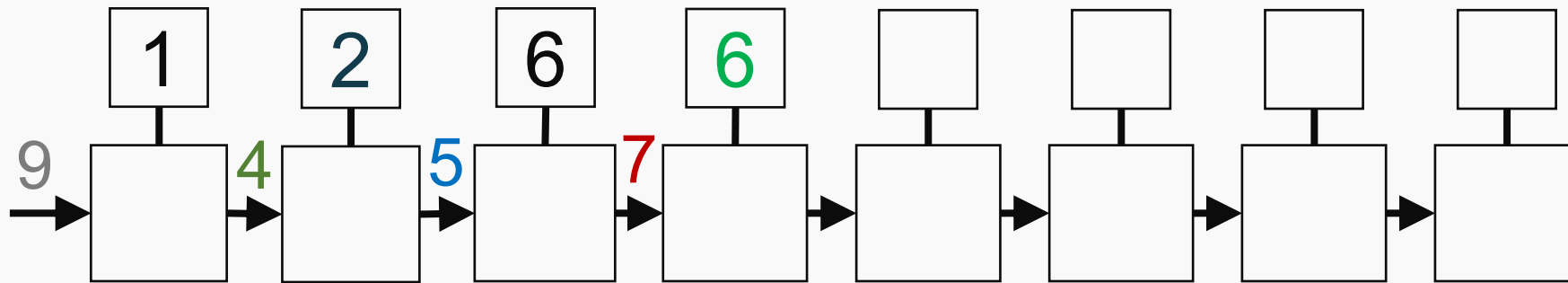
Sortare cu pipeline

9



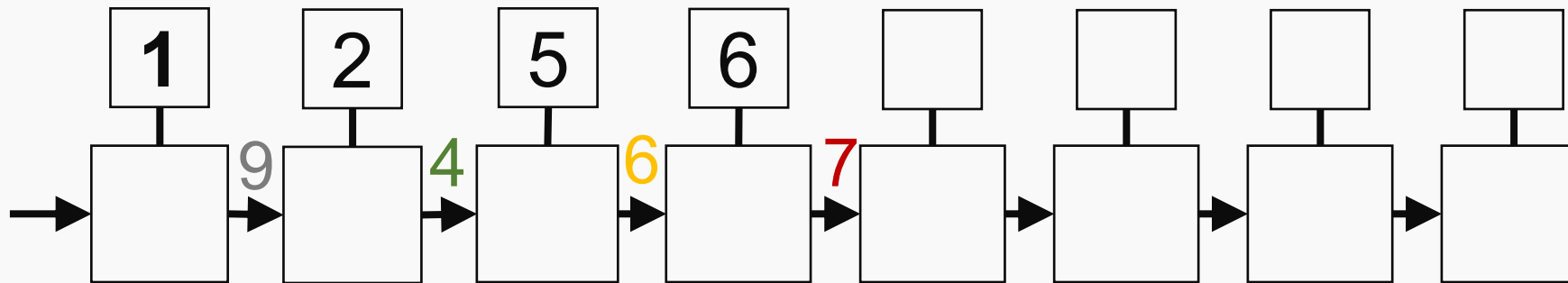


Sortare cu pipeline



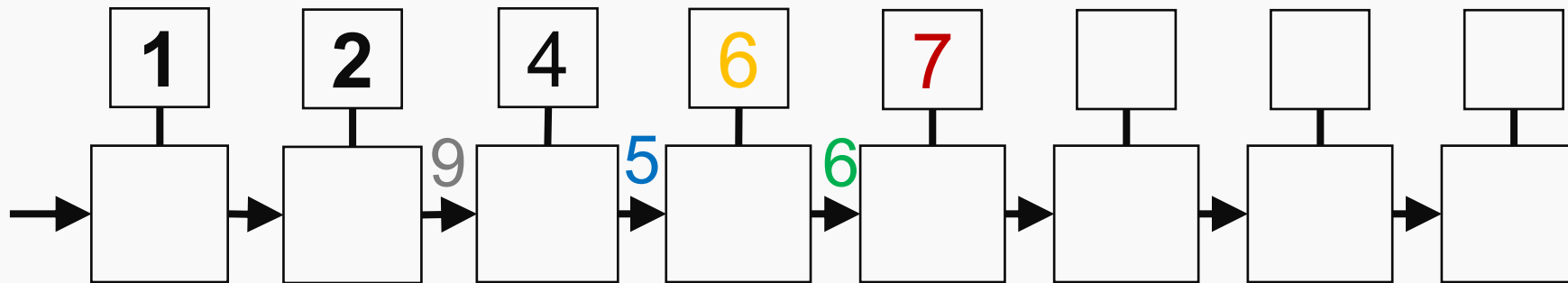


Sortare cu pipeline



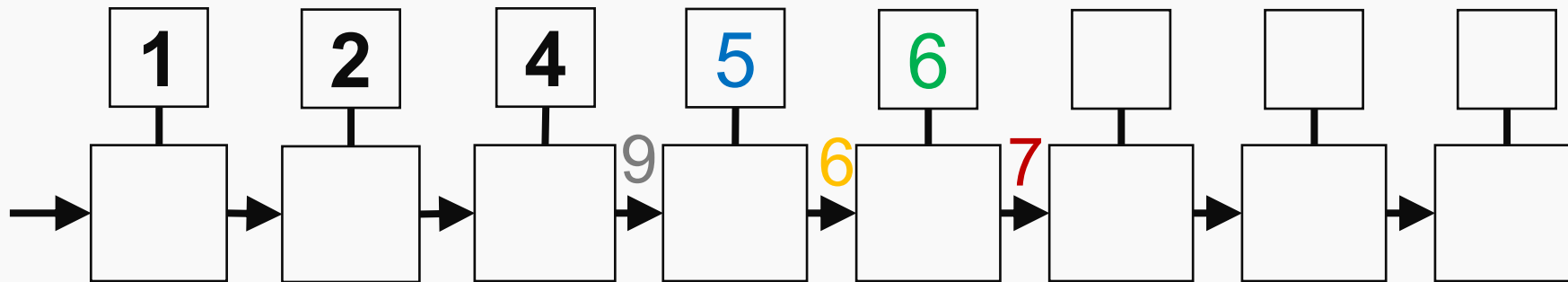


Sortare cu pipeline



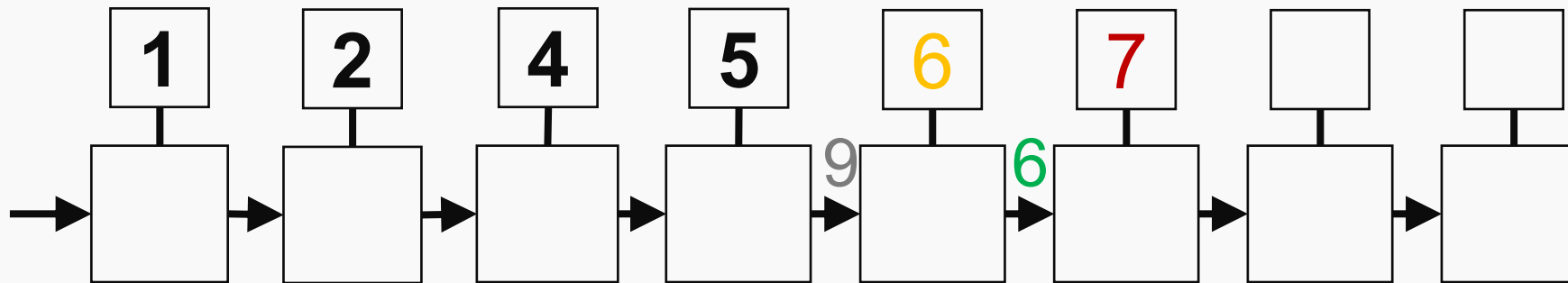


Sortare cu pipeline



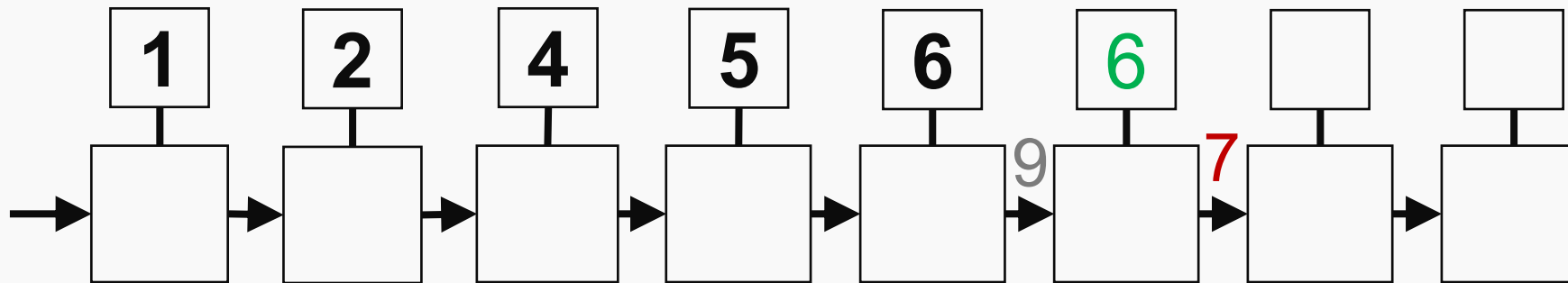


Sortare cu pipeline



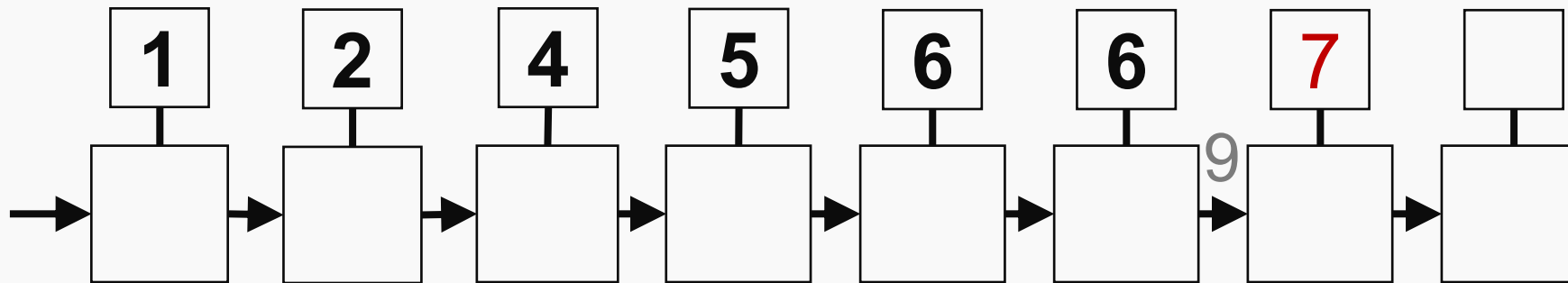


Sortare cu pipeline



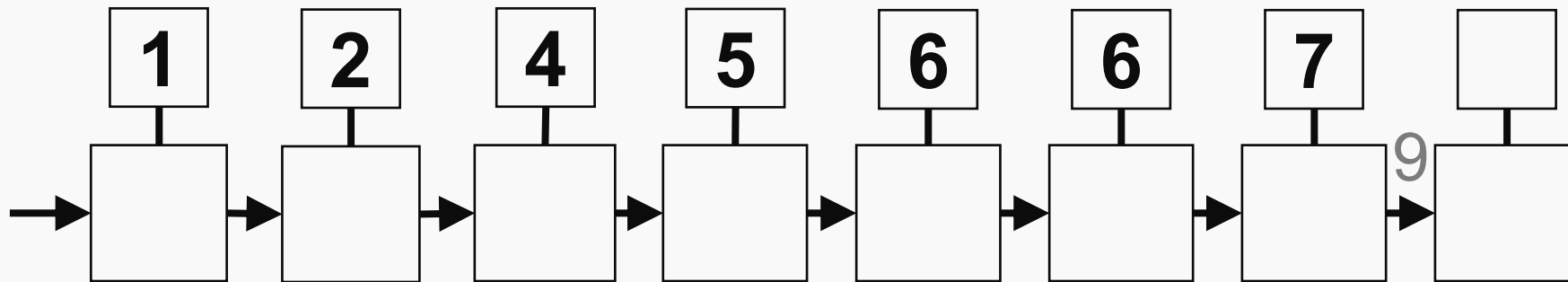


Sortare cu pipeline



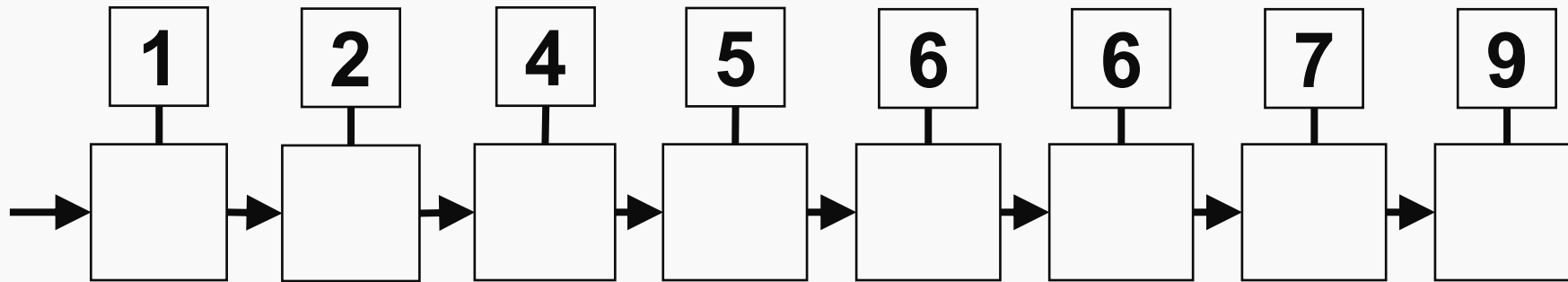


Sortare cu pipeline





Sortare cu pipeline





Sortare cu pipeline - complexitate

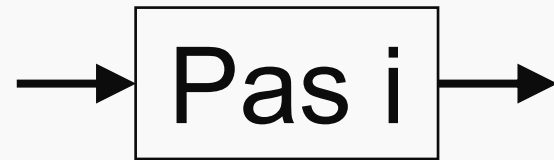
$$O(N)$$

pentru $P=N$

Dar comunicația e foarte lentă



Pipeline – ghid programare



Inițializare

```
for(un număr de pași) {  
    primește date de la Pas(i-1)  
    procesează  
    trimite date la Pas(i+1)  
}
```

Finalizare



Sortare cu Pipeline – ghid programare



noop;

for(fiecare face cu o operație mai puțin decât pasul precedent) {

 primește număr de la Pas(i-1)

 ține local numărul minim între cel primit sau cel
avut

 trimite numărul mai mare la Pas(i+1)

}

Scrie numărul la poziția i





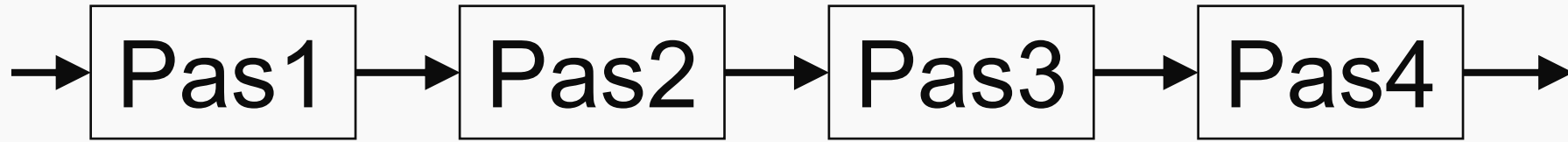
Calcul unui polinom cu pipeline

$$P(x) = \sum_{i=0}^n a_i x^i = a_0 x^0 + a_1 x^1 + a_2 x^2 + \dots + a_{n-1} x^{n-1} + a_n x^n, n \geq 0$$

Se dorește să calculăm valoarea lui P pentru diverși x.
Use case: desenarea graficului aferent polinomului.



Pipeline

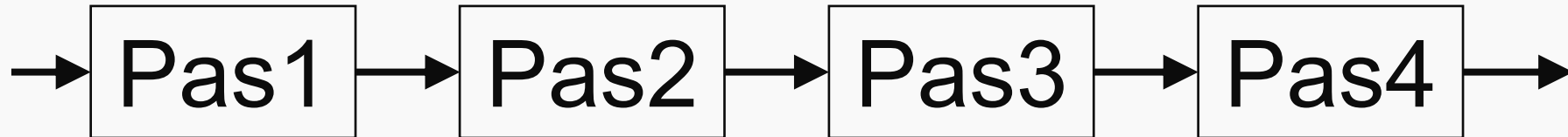




Calcul unui polinom cu pipeline

$$P(x) = 1 + 8x + (-4)x^3 + x^4$$

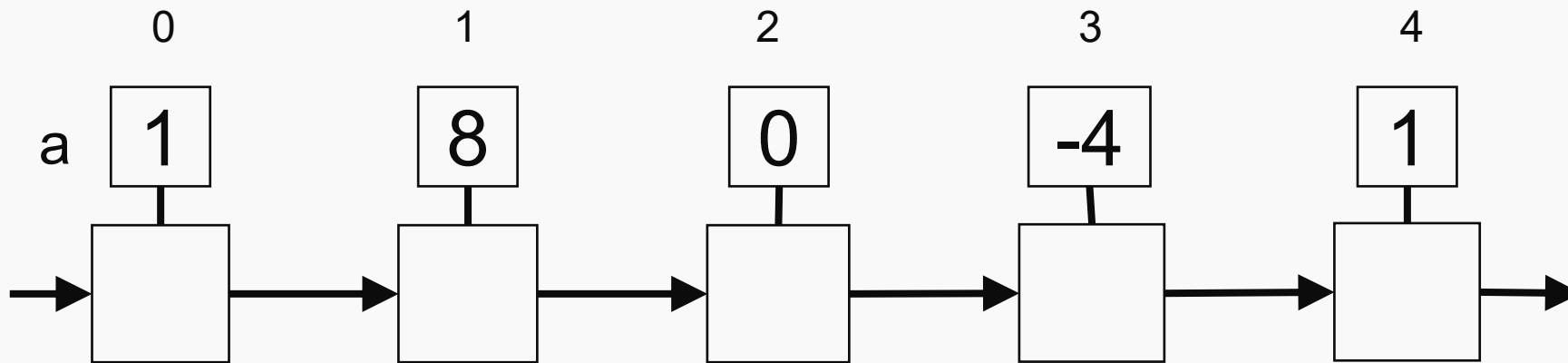
	0	1	2	3	4
a	1	8	0	-4	1





Calcul unui polinom cu pipeline

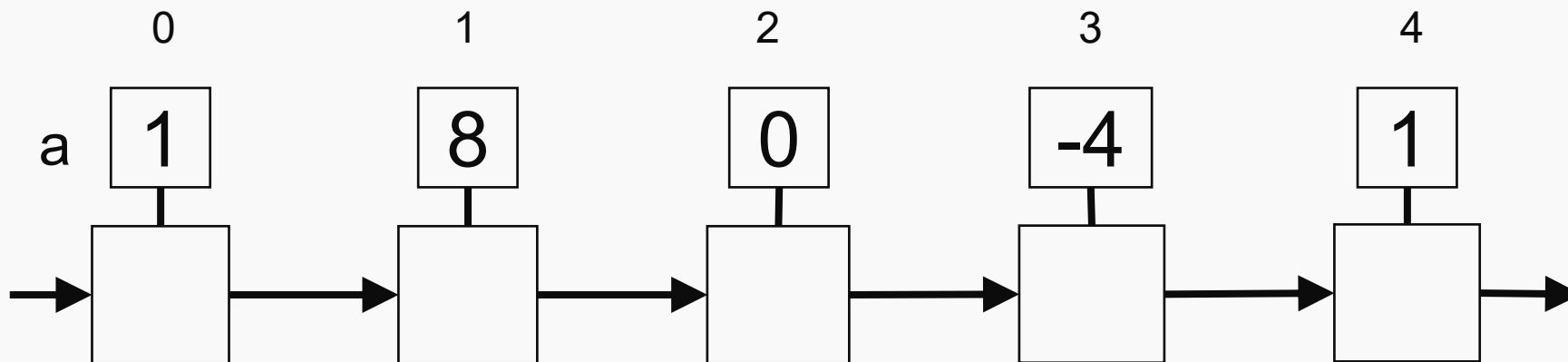
$$P(x) = 1 + 8x + (-4)x^3 + x^4$$





Calcul unui polinom cu pipeline

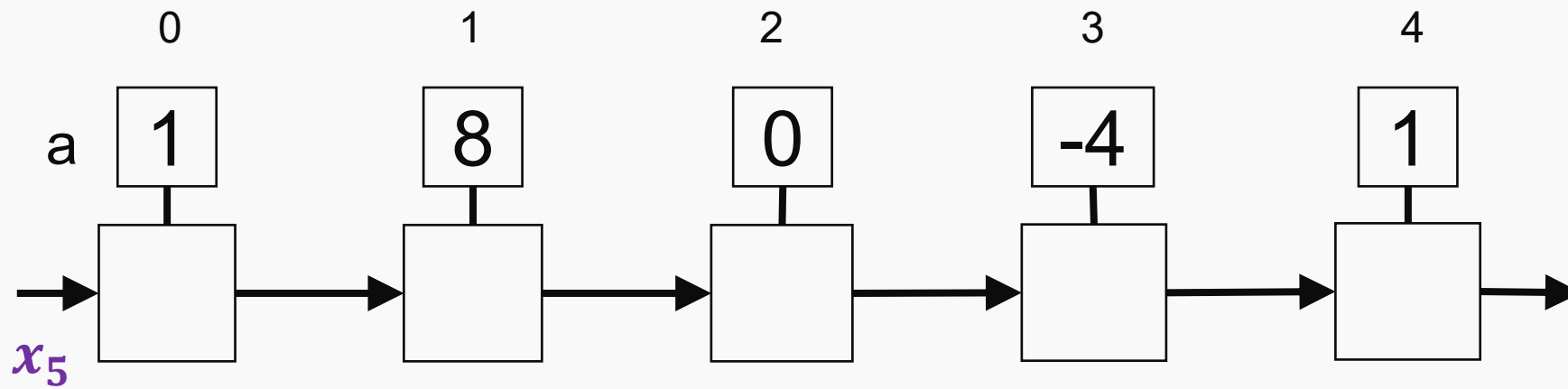
x_1 x_2 x_3 x_4 x_5





Calcul unui polinom cu pipeline

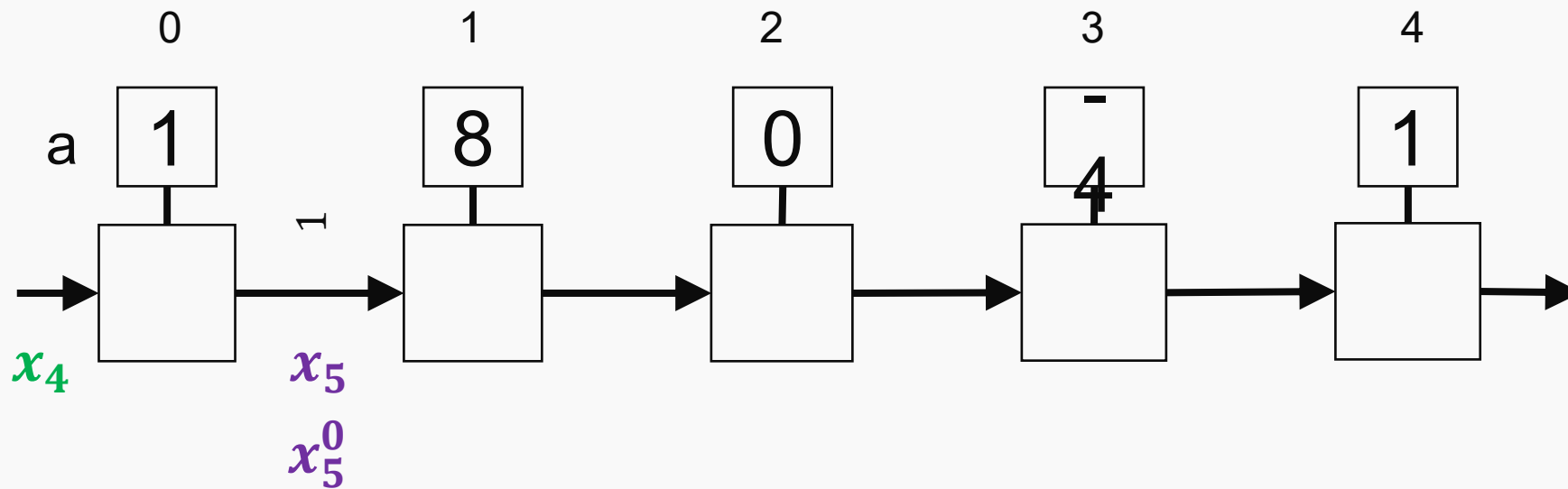
x_1 x_2 x_3 x_4





Calcul unui polinom cu pipeline

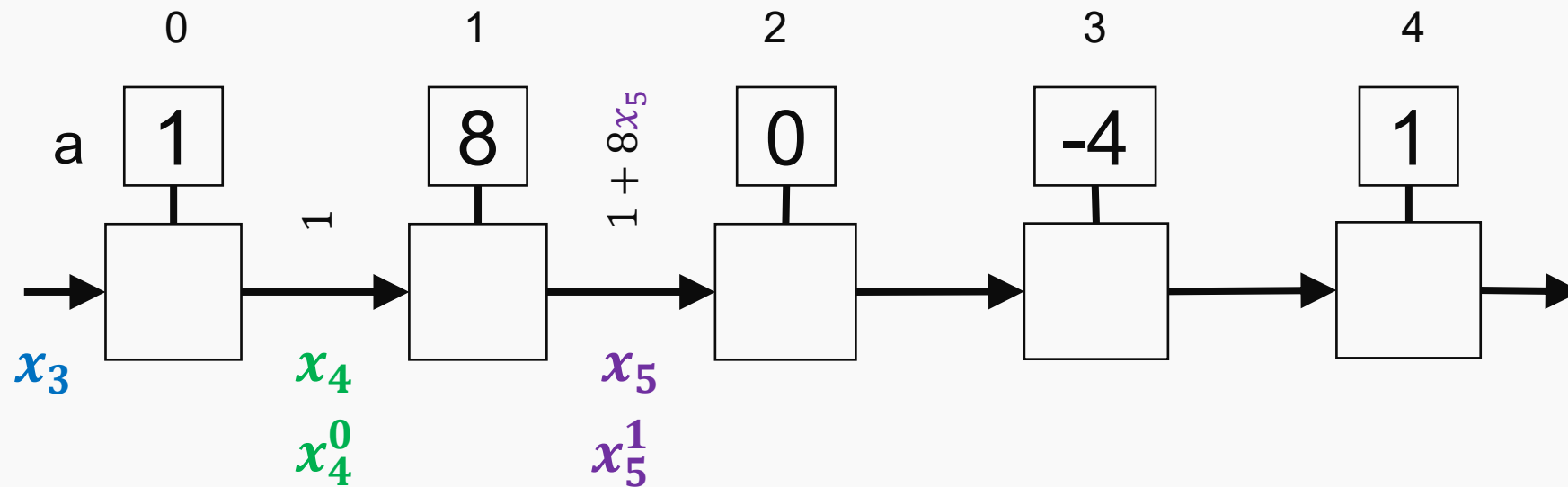
x_1 x_2 x_3





Calcul unui polinom cu pipeline

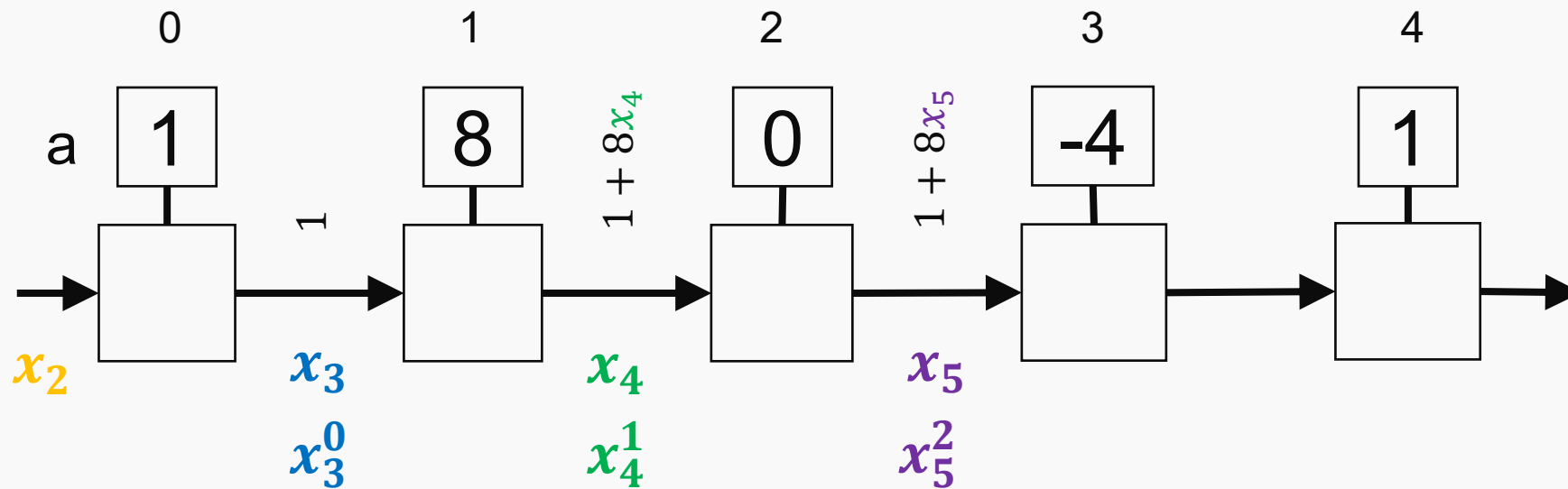
x_1 x_2





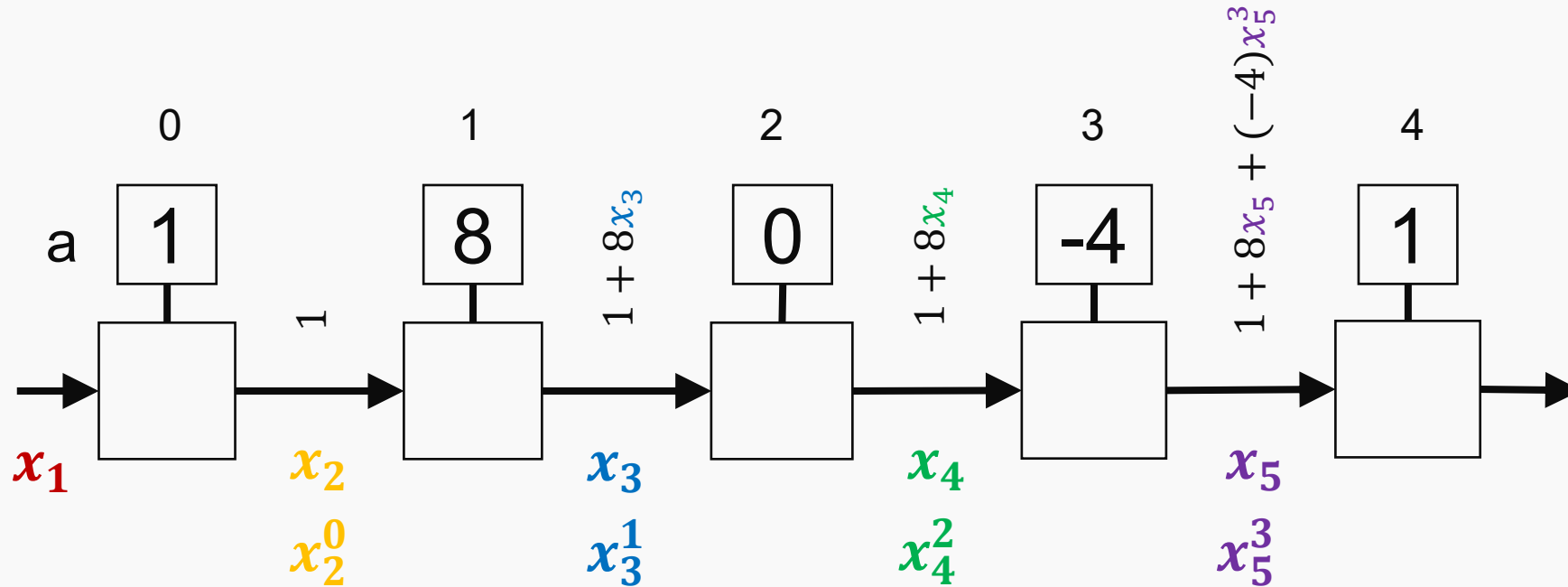
Calcul unui polinom cu pipeline

x_1



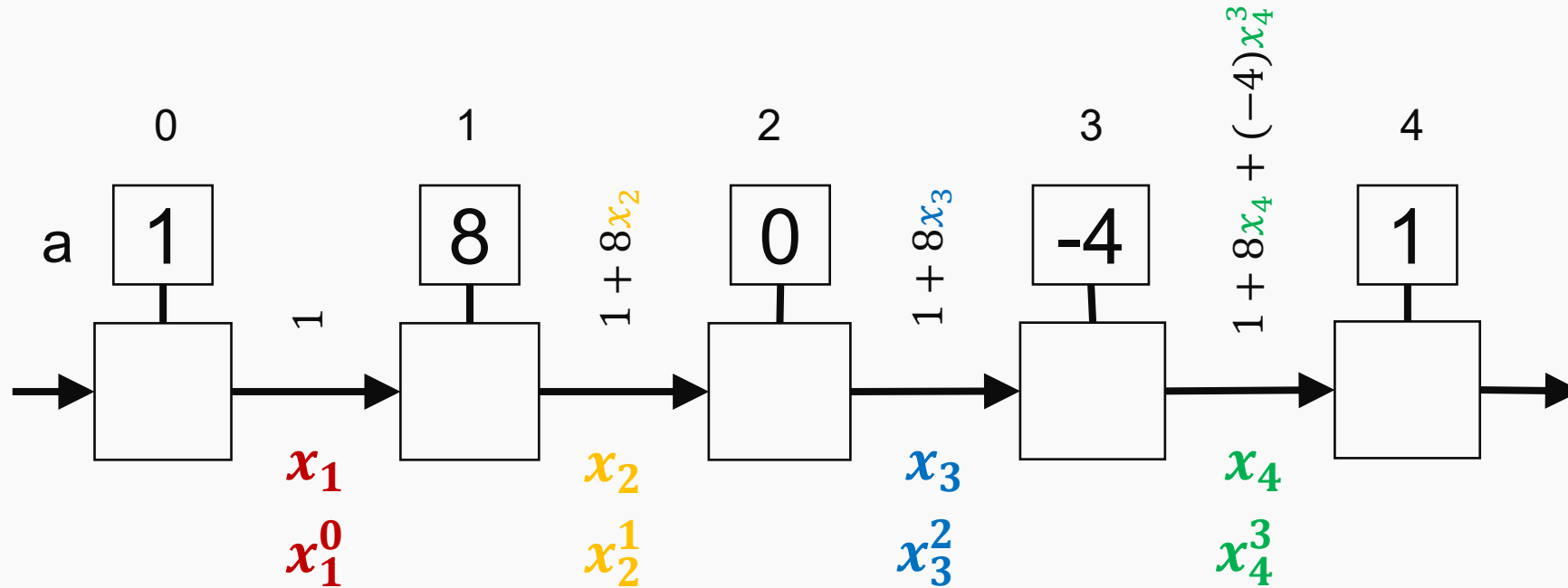


Calcul unui polinom cu pipeline





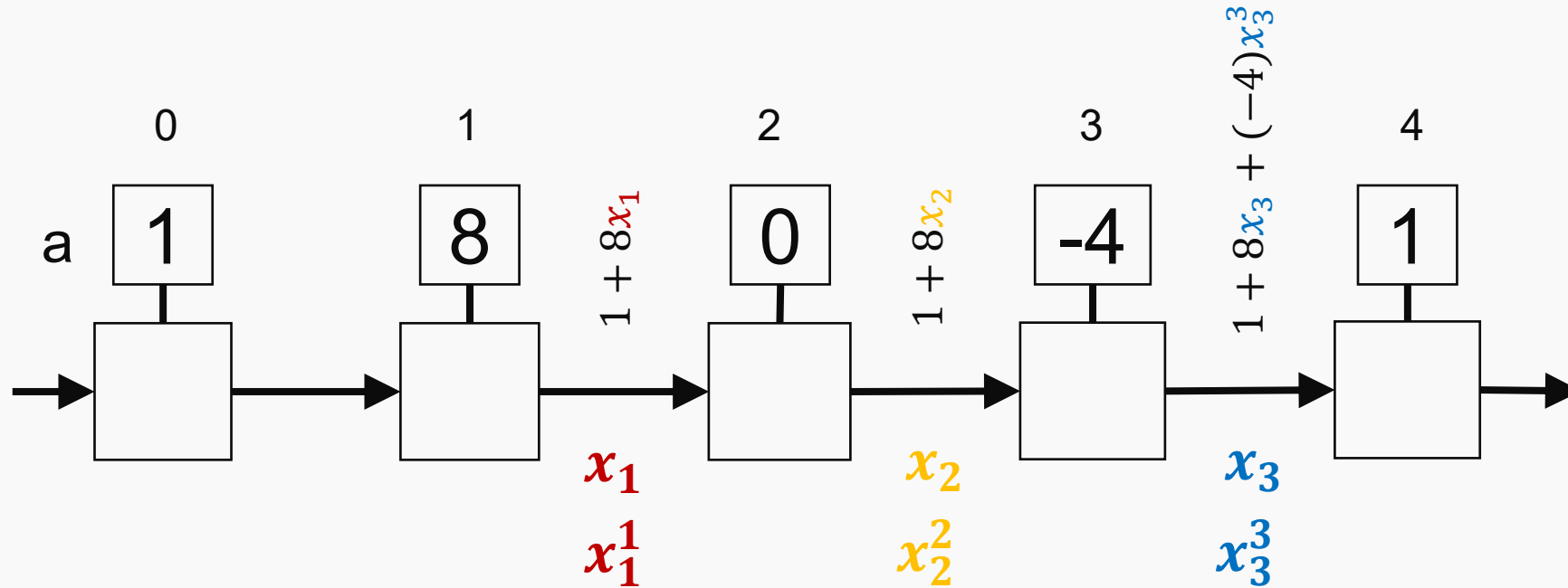
Calcul unui polinom cu pipeline



$$1 + 8x_5 + (-4)x_5^3 + x_5^4$$



Calcul unui polinom cu pipeline

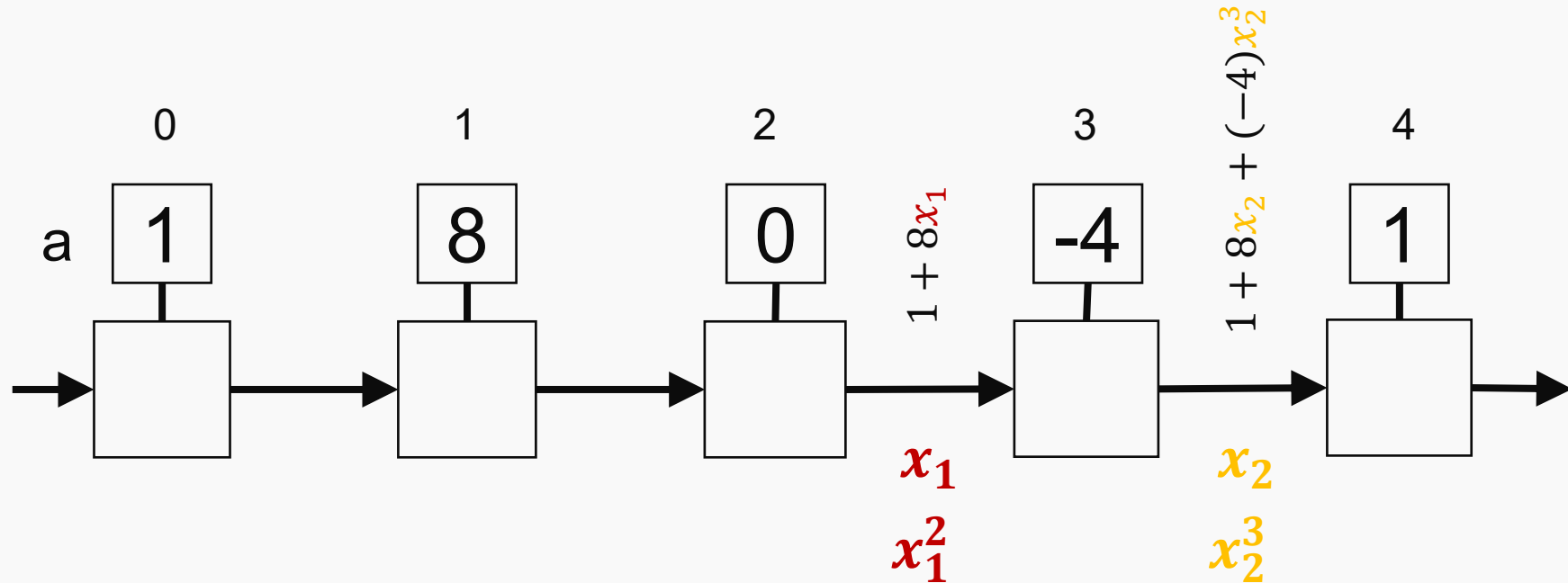


$$1 + 8x_4 + (-4)x_4^3 + x_4^4$$

$$1 + 8x_5 + (-4)x_5^3 + x_5^4$$



Calcul unui polinom cu pipeline



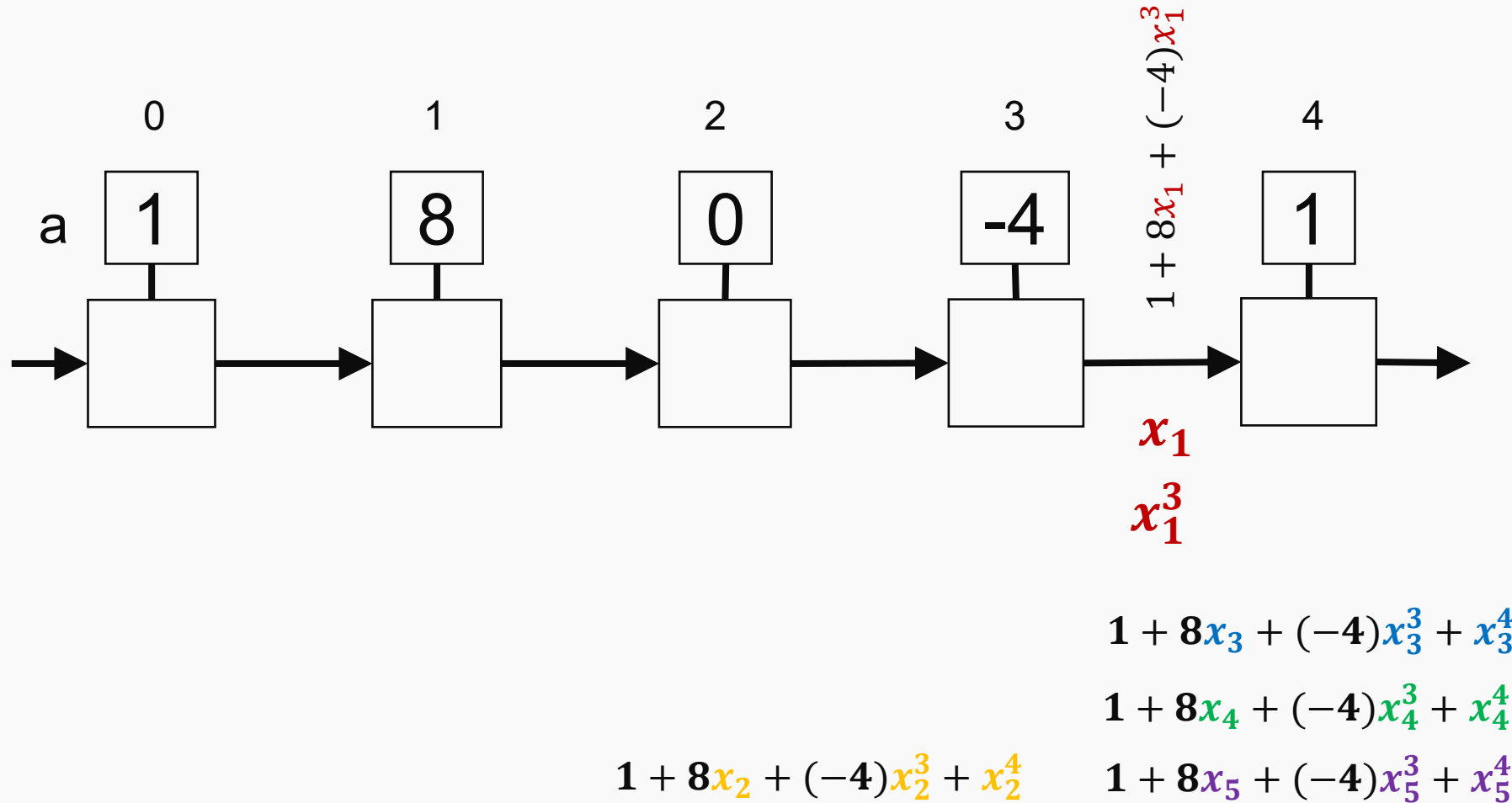
$$1 + 8x_3 + (-4)x_3^3 + x_3^4$$

$$1 + 8x_4 + (-4)x_4^3 + x_4^4$$

$$1 + 8x_5 + (-4)x_5^3 + x_5^4$$

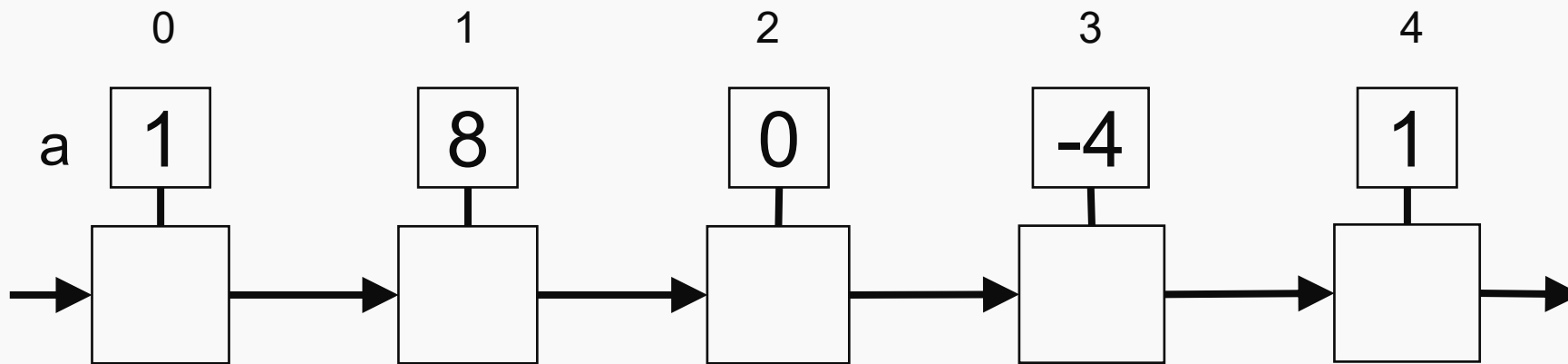


Calcul unui polinom cu pipeline





Calcul unui polinom cu pipeline



$$\begin{aligned} & 1 + 8x_3 + (-4)x_3^3 + x_3^4 \\ & 1 + 8x_1 + (-4)x_1^3 + x_1^4 \\ & 1 + 8x_2 + (-4)x_2^3 + x_2^4 \\ & 1 + 8x_5 + (-4)x_5^3 + x_5^4 \end{aligned}$$



Pipeline – ghid programare



Inițializare

```
for(un număr de pași) {  
    primește date de la Pas(i-1)  
    procesează  
    trimite date la Pas(i+1)  
}
```

Finalizare



Pipeline – ghid programare



Primește coeficientul potrivit pasului

for(un număr de pași egal cu numărul de valori) {

 primește de la Pas(i-1): polinom parțial calculat

 valoarea originală

 valoare originală $^ (i-1)$

 Calculează (valoarea originală $^ i$) și adaugă la polinom parțial calculat produsul dintre coeficient și aceasta.

 trimite spre Pas(i+1): noul polinom parțial calculat, valoarea originală și valoare originală $^ i$)

}

