





CUDA: MiniApp

Ben Cumming, CSCS July 27, 2015

Unit Tests

Unit testing is a **very good** development habit to get into

- write tests for features before implementing them
- tests will pass when feature is finished
- if a feature is broken in the future, the test will catch it immediately
- tests can also be used to catch performance regressions

The CUDA miniapp uses unit tests to validate the blas1 functions in linalg.cu

- initially all of the tests fail!
- the tests are run with each make

There are some very good open source unit testing frameworks available

I use Google Test for my own work





Step 1: Host-Device Data Synchronization

The Field class implements storage of the 2D fields used in the miniapp

- it is extended for the CUDA version to store a copy of each field in both host and device memory
- the data is pointed to by the Field::host_pointer_ and Field::device_pointer_ members

The data stored in the host and device regions can get out of synch

- 1. implement the member functions that synchronize the host and device data fields in data.h
- 2. ensure that the initial conditions are updated on the device after computation in main.cu

One of the unit tests will pass when task 1 is finished.



Step 2: Linear Algebra

Implement all of the BLAS level 1 linear algebra kernels in

linalg.cu

- look for the TODO s
- each kernel is covered by a unit test
- you will have to do some research into the cublas routines all unit tests will pass when this task is finished





Step 3: Stencils

implement the stencils in operators.cu

■ look for the TODO s

the number of CG iterations and visualization can be used to validate results

- extra can you use shared memory for the interior stencil?
- extra can you design an implementation that uses shared memory to implement the interior, boundary and corner stencils in one, simplified kernel?

How does time to solution compare with that for the MPI, OpenMP and serial versions?





Thank you for lasting this long!