# AMD **Accelerated**Parallel Processing TECHNOLOGY

## **SAMPLE**

## Hello World

#### 1 Overview

1.1 Location \$<AMDAPPSDKSamplesInstallPath>\samples\opencl\cl\1.x

#### 1.2 How to Run

- 1. Before running the sample, install the latest AMD GPU driver and the latest AMD APP SDK.
- 2. Import the necessary header files into the project. The header files are located in \$<AMDAPPSDKSamplesInstallPath>\include, where <AMDAPPSDKSamplesInstallPath> is the installation path of the AMD APP SDK.
- 3. Compile the sample. Use the command line to change to the directory where the executable is located. The pre-compiled sample executable is at \$<AMDAPPSDKSamplesInstallPath>\samples\opencl\bin\x86\ for 32-bit builds, and \$<AMDAPPSDKSamplesInstallPath>\samples\opencl\bin\x86 64\ for 64-bit builds.

### 2 Introduction

This is a stand-alone OpenCL sample, independent of any utility libraries in the SDK. It is an easy sample for a new user to start coding and learning OpenCL.

HelloWorld is an OpenCL kernel that modifies the input string <code>GdkknVnqkc</code>. Each kernel thread receives one character of the string and increments the assigned output by 1. For example: workitem 0 gets G, and G plus 1 is H in ASCII. So, the string changes to "HelloWorld" after kernel execution.

## 3 Implementation Details

The following steps guide you through the process of writing a simple OpenCL program.

Step 1. Get platform.

Query the available platforms, and choose an appropriate one. For information about the platforms, used clGetPlatformIDs and clGetPlatformInfo.

Step 2. Query devices.

Use clGetDeviceIDs to query the platform, and choose the first GPU device. If there is no GPU, use the CPU.

Step 3. Create context.

Use clCreateContext to create a context using the first device. This can be a GPU or CPU, depending on the available devices on the system.

Step 4. Create command gueue.

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Use clCreateCommandQueue to create a command queue on the context for the device.

Step 5. Create program.

Use clCreateProgramWithSource to create the program that uses the kernel file.

Step 6. Build program.

Use clBuildProgram to build the program.

Step 7. Create memory objects.

Define the initial input and output buffers for the host, and create memory objects for the kernel. Use clCreateBuffer to create cl\_mem objects.

Step 8. Create kernel object.

Use clCreateKernel to create a kernel for the device.

Step 9. Set kernel arguments.

Use clSetKernelArg to set arguments for the kernel.

Step 10. Run the kernel.

Use clEnqueueNDRangeKernel to run the kernel.

Step 11. Read the output back to host memory.

Use clEnqueueReadBuffer to read the results of the executed kernel back to host buffer.

- Step 12. Release the resources used by OpenCL.
  - a. Using API cIReleaseKernel to release kernel.
  - b. Using API cIReleaseProgram to release program.
  - c. Using API cIReleaseMemObject to release buffer.
  - d. Using API **clReleaseCommandQueue** to release command queue.
  - e. Using API cIReleaseContext to release context.

Use free or delete to free the resources used by the host.

If successful, the <code>errcode\_ret</code> is set to <code>CL\_SUCCESS</code>; otherwise, a different error codes is returned.

For more information about the API functions and error codes, see the latest *OpenCL Specification*.

## 4 OpenCL Kernel

```
_kernel void helloworld(__global char* in, __global char* out);
```

The \_\_kernel denotes that the function is a kernel function. It has two arguments: the inputBuffer is passed as an argument to in, and the outputBuffer is passed as an argument to out.

```
int num = get_global_id(0);
```

This API provides the work-item id in the global execution space. For this kernel, the execution space is the same size as  $\texttt{MEM\_SIZE}(10)$ . Thus, each instance of the kernel that is executed has associated with it an element in \*in and \*out.

```
out[num] = in[num] + 1;
```

Depending on the threadid (num), each thread gets an element from in, and increments it by 1, then passes it to out.

#### 5 References

1. OpenCL Specification, v. 1.2, available at http://www.khronos.org/opencl/.

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