



Extending Abstract GPU APIs to Shared Memory

SPLASH Student Research Competition

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Parallel programming challenges

Duplicated code

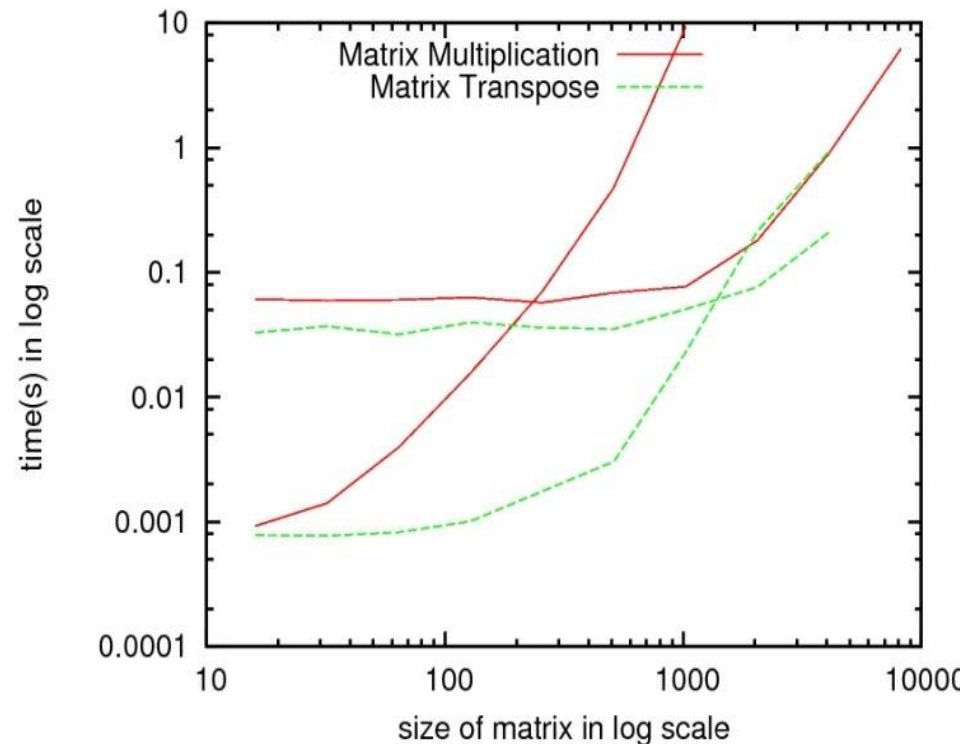
“oclMatrVecMul from the OpenCL installation package of NVIDIA, three steps – 1) creating the OpenCL context, 2) creating a command queue and 3) setting up the program – are achieved with 34 lines of code.”

Lack of Abstraction

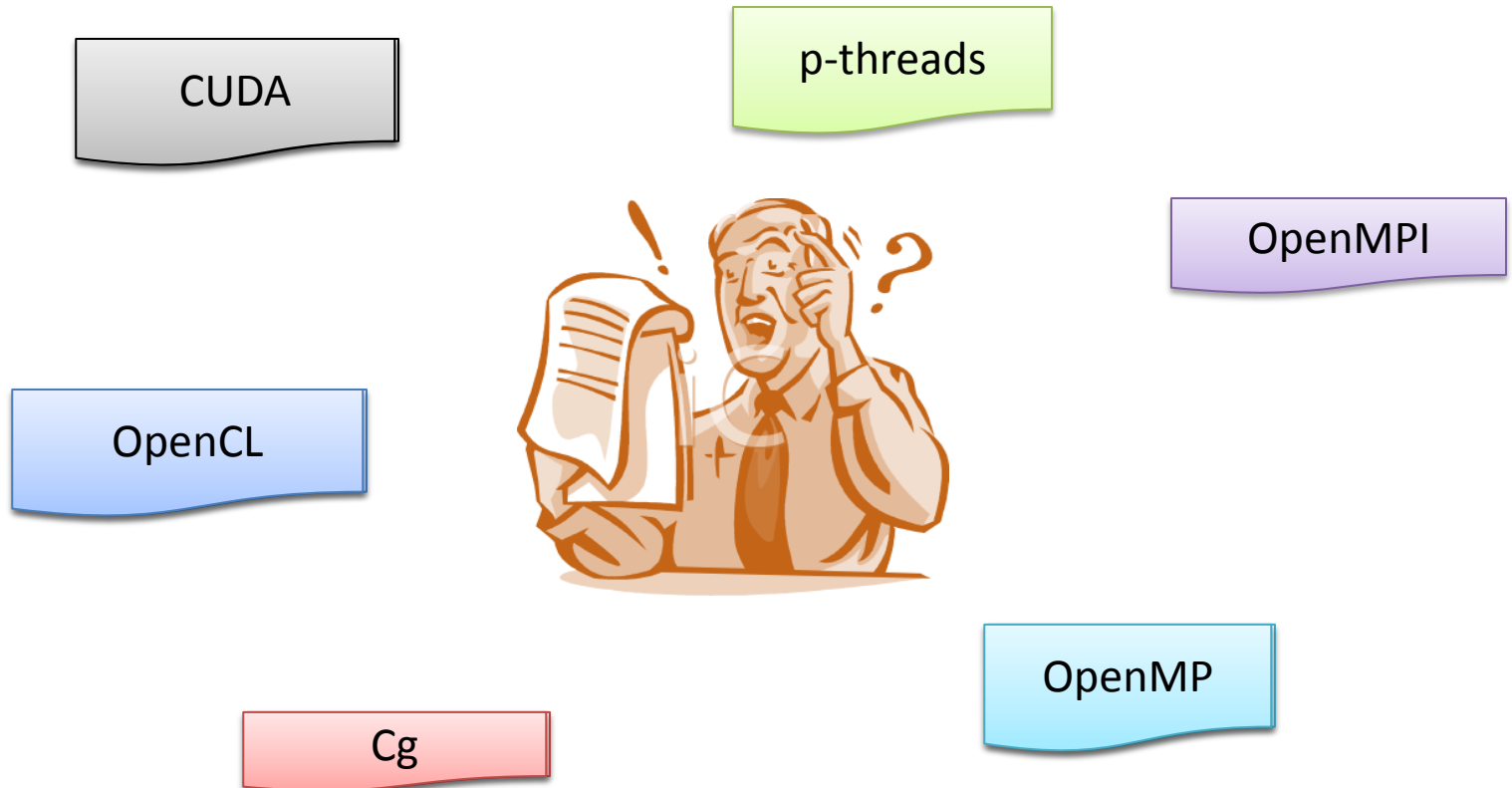
The programmers should follow a problem-oriented approach rather than the current machine or architecture-oriented approach towards parallel problems.

Performance Evaluation

To make sure the obtained performance cannot be further improved, a program may need to be rewritten to different parallel libraries supporting various approaches (shared memory, GPUs, MPI)



Research question



Is it possible to express parallel programs in a platform-independent manner?

Solution approach

1. **AbstractAPIs:** Design a DSL that can express two leading GPU programming languages
 - Support CUDA and OpenCL
 - Automatic data transfer
 - Programmer freed from device variables
2. **CUDACL:** Introduce a configurable mechanism through which programmers fine-tune their parallel programs
 - Eclipse plugin for configuring GPU parameters
 - Supports C (CUDA and OpenCL) and Java (JCUDA, JOCL)
 - Capable of specifying interactions between kernels
3. **CalCon:** Extends our DSL to shared memory; such that programs can be executed on a CPU or GPU
 - Separating problem and configuration
 - Support Fortran and C
4. Extend CalCon to a multi-processor using a Message Passing Library (MPL)

Phase 1: Abstract APIs

Design a DSL that can express two leading GPU programming languages

API comparison of CUDA and OpenCL

| Function | CUDA | OpenCL |
|-------------------|---------------|------------------------------------|
| Allocate Memory | cudaMalloc | clCreateBuffer |
| Transfer Memory | cudaMemcpy | clReadBuffer clWriteBuffer |
| Call Kernel | <<< x , y >>> | clEnqueueNDRange clSetKernelArg |
| Block Identifier | blockIdx | get_group_id |
| Thread Identifier | threadIdx | get_local_id |
| Release Memory | cudaFree | clReleaseMemObject |

- XPUmalloc
- GPUcall
- XPUrelease
- GPUinit

LOC comparison of CUDA, CPP and Abstract API

| Sr. No | Application | CUDA LOC | CPP LOC | Abstract LOC | #variables reduced | #lines reduced | API usage |
|--------|-----------------------|----------|---------|--------------|--------------------|----------------|-----------|
| 1 | Vector Addition | 29 | 15 | 13 | 3 | 16 | 6 |
| 2 | Matrix Multiplication | 28 | 14 | 12 | 3 | 14 | 6 |
| 3 | Scan Test Cuda | 82 | NA | 72 | 1 | 10 | 12 |
| 4 | Transpose | 39 | 17 | 26 | 2 | 13 | 8 |
| 5 | Template | 25 | 13 | 13 | 2 | 12 | 6 |

Phase 2: CUDACL

Introduce an easily configurable mechanism through which programmers fine-tune their parallel programs

CUDACL Configuration

Parallel blocks

The list of parallel blocks from the file ArrayAdd.c

ArrayAdd

Add...

Variables

Variables identified and classified by static code analysis

Input Variables ☐ a ☐ b ☐ c

Output Variables ☐ c

Loop Variables ☐ j

GPU Execution parameters

Thread (work item) and block (work group) size

Thread(x) 256 Thread(y) 001 Thread(z) 001

Block(x) 001 Block(y) 001

☐ use OpenCL API based on variable ▼

Linking sequential file

Code Generation

☐ CUDA

☐ OpenCL Execute on the device ▼

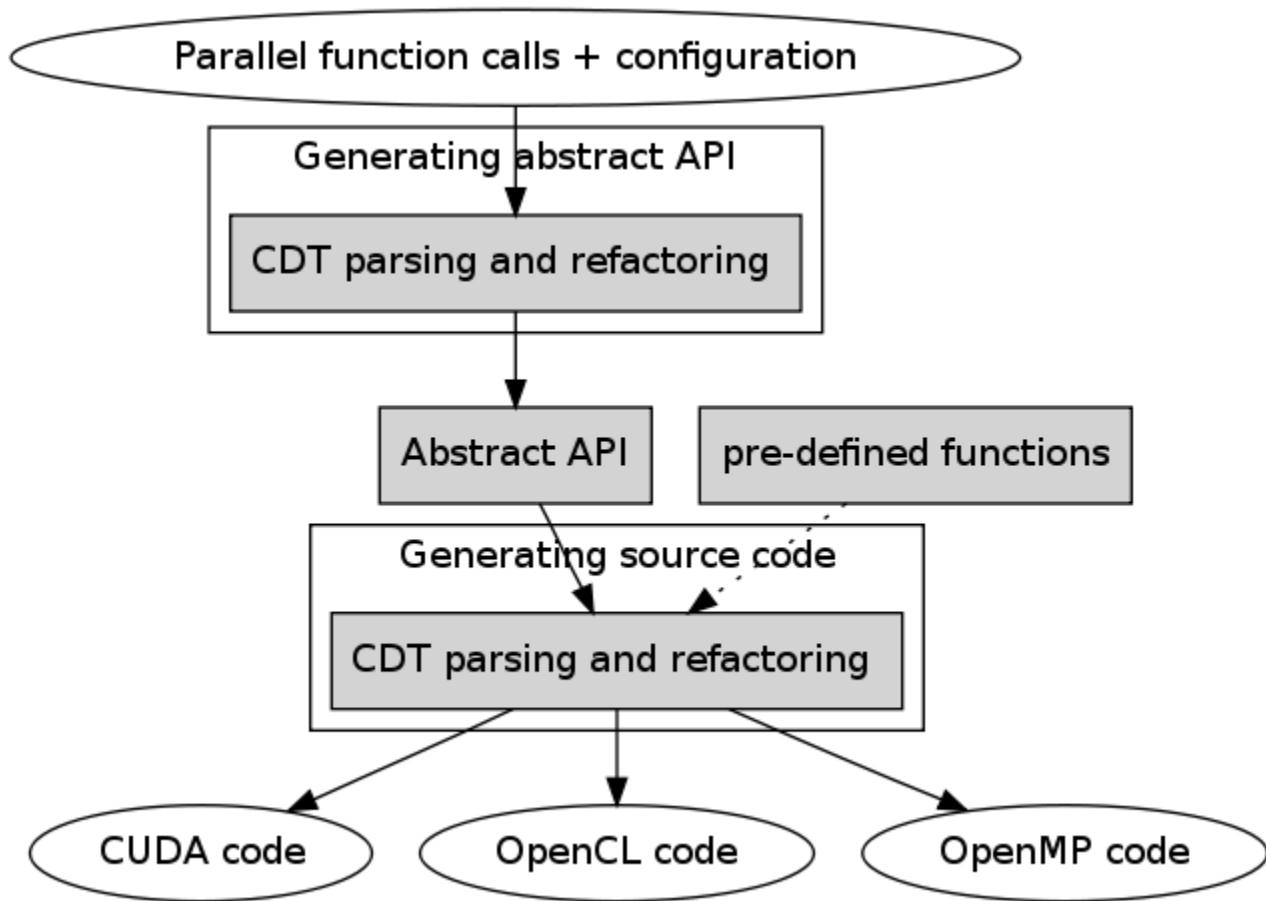
☐ In same file

Generate code

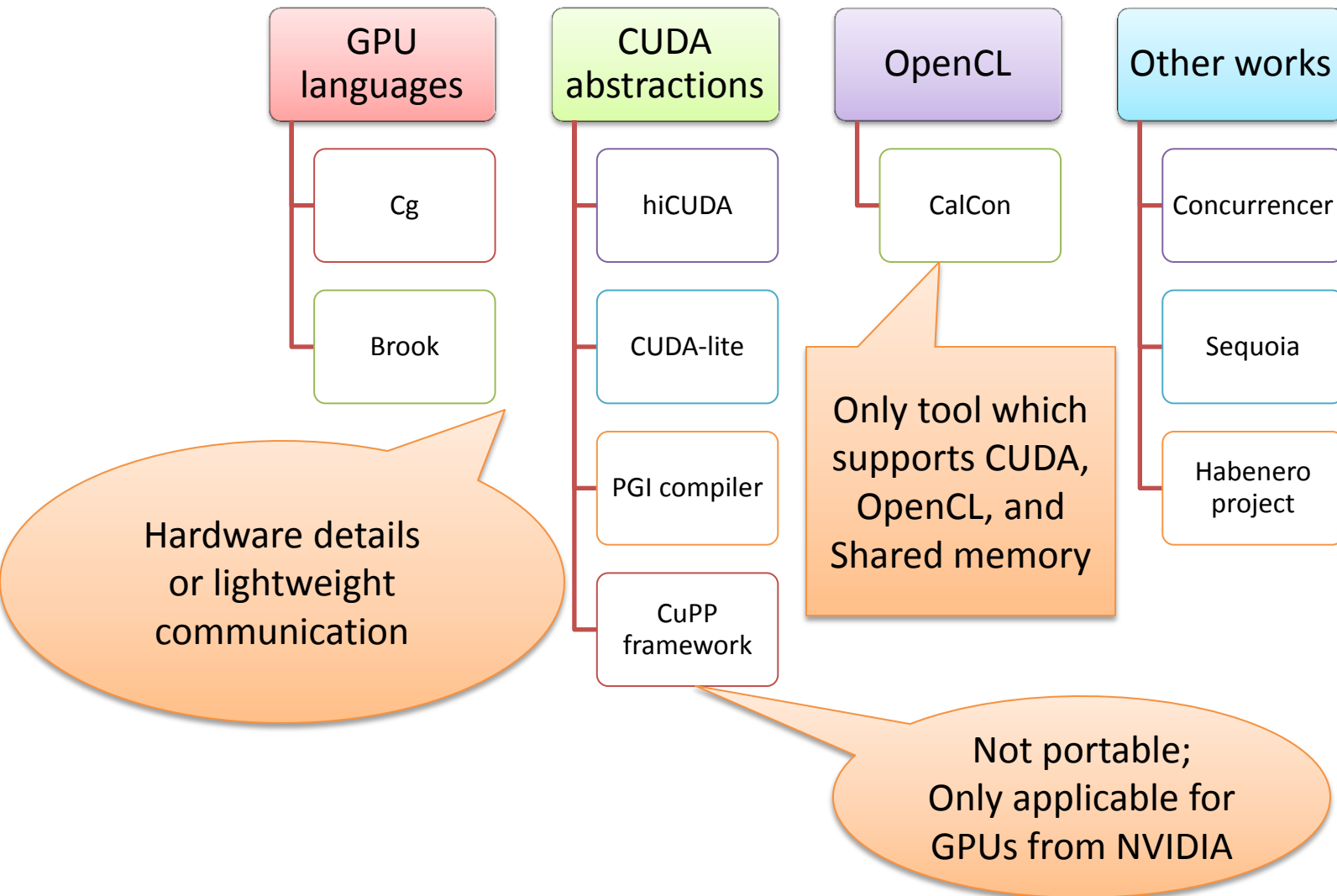
Phase 3: CalCon

Extend our DSL to shared memory such that programs can be executed on a CPU or GPU

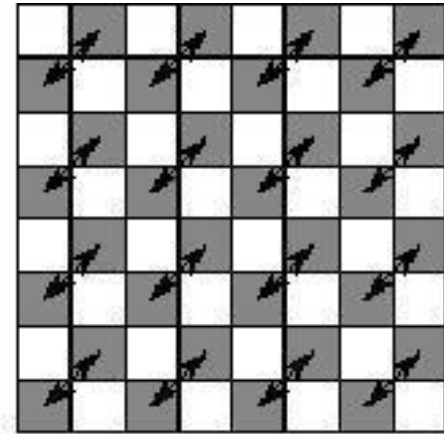
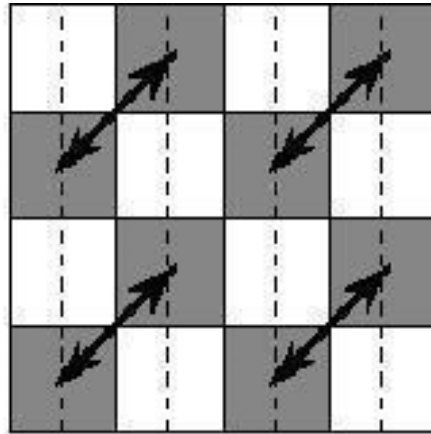
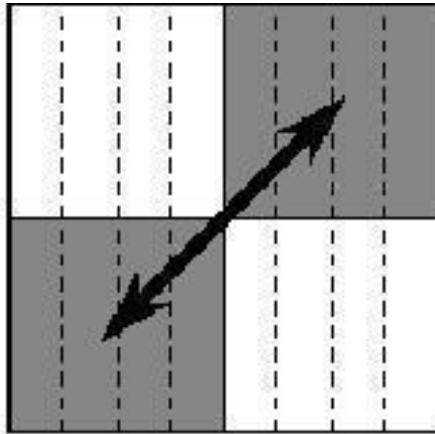
Design details of CalCon



Related works



Example: Matrix Transpose



| |
|---|
| 0 |
| 0 |
| 0 |
| 0 |
| 0 |
| 0 |
| 0 |
| 0 |

Exchange
with 4

| |
|---|
| 0 |
| 0 |
| 0 |
| 0 |
| 4 |
| 4 |
| 4 |
| 4 |

Exchange
with 2

| |
|---|
| 0 |
| 0 |
| 2 |
| 2 |
| 4 |
| 4 |
| 6 |
| 6 |

Exchange
with 1

| |
|---|
| 0 |
| 1 |
| 2 |
| 3 |
| 4 |
| 5 |
| 6 |
| 7 |

<http://biomatics.org/index.php/Image:Hct.jpg>

Matrix Transpose (CUDA kernel)

```
1  __global__ void transpose(float *odata,  
2                          float* idata,  
3                          int width,  
4                          int height){  
5      int xIndex = blockDim.x * blockIdx.x + threadIdx.x;  
6      int yIndex = blockDim.y * blockIdx.y + threadIdx.y;  
7  
8      if (xIndex < width && yIndex < height){  
9          int index_in  = xIndex + width * yIndex;  
10         int index_out = yIndex + height * xIndex;  
11         odata[index_out] = idata[index_in];  
12     }  
13 }
```

Matrix Transpose (OpenMP)

```
1  void transpose(float *odata,  
2                float* idata,  
3                int width,  
4                int height){  
5  #pragma omp parallel private(xIndex,yIndex)  
6                        num_threads(N)  
7                        default(shared){  
8  #pragma omp for  
9      for(int xIndex = 0; xIndex < width; xIndex++)  
10         for(int yIndex = 0; yIndex < height; yIndex++) {  
11             int index_in  = xIndex + width * yIndex;  
12             int index_out = yIndex + height * xIndex;  
13             odata[index_out] = idata[index_in];  
14         }  
15     }  
16 }
```

Matrix Transpose (CalCon)

```
//Starting the parallel block named transpose
parallelstart (transpose);

//Use of abstract API getLevel1
int xIndex = getLevel1();

//Use of abstract API getLevel2
int yIndex = getLevel2();

if(xIndex < width && yIndex < height){
    int index_in  = xIndex +width*yIndex;
    int index_out = yIndex +height*yIndex;
    odata[index_out]= idata[index_in];
}

//Ending the parallel block
parallelend(transpose);
```

Abstract DSL code for matrix transpose

Data Flow in GPU

42 CUDA kernels
were selected
from 25 programs.

Program analysis

15 OpenCL
programs

Shared memory

10 OpenMP
programs from
varying domains

Conclusion and Future work

1. Abstract APIs can be used for abstract GPU programming which currently generate CUDA and OpenCL code.
 - 42 CUDA kernels from different problem domains were selected to identify the data flow
 - 15 OpenCL programs were selected to compare with their CUDA counterpart to provide proper abstraction
 - Focus on essence of parallel computing, rather than language-specific accidental complexities of CUDA or OpenCL
 - CUDACL can be used to configure the GPU parameters separate from the program expressing the core computation
2. Extend our DSL to shared memory; such that programs can be executed on a CPU or GPU **CalCon**
 - Separating problem and configuration
 - Support Fortran and C
3. Extend the DSL to a multi-processor using a Message Passing Library (MPL)

References

1. Ferosh Jacob, David Whittaker, Sagar Thapaliya, Purushotham Bangalore, Marjan Mernik, and Jeff Gray, “CUDACL: A tool for CUDA and OpenCL programmers,” in Proceedings of 17th International Conference on High Performance Computing, Goa, India, December 2010, 11 pages.
2. Ferosh Jacob, Ritu Arora, Purushotham Bangalore, Marjan Mernik, and Jeff Gray, “Raising the level of abstraction of GPU-programming,” in Proceedings of the 16th International Conference on Parallel and Distributed Processing, Las Vegas, NV, July 2010, pp. 339-345
3. Ferosh Jacob, Jeff Gray, Purushotham Bangalore, and Marjan Mernik, “Refining High Performance FORTRAN Code from Programming Model Dependencies” HIPC Student Research Symposium, Goa, India, December 2010, 5 pages..

Questions ?

<http://cs.ua.edu/graduate/fjacob/>

OpenMP FORTRAN programs

| N o | <i>Program Name</i> | <i>Total LOC</i> | <i>Parallel LOC</i> | <i>No. of blocks</i> | <i>R</i> | <i>W</i> |
|--------|-------------------------------------|------------------|---------------------|--------------------------|----------|----------|
| 1 | 2D Integral with Quadrature rule | 601 | 11 (2%) | 1 | √ | |
| 2 | Linear algebra routine | 557 | 28 (5%) | 4 | | √ |
| 3 | Random number generator | 80 | 9 (11%) | 1 | | |
| 4 | Logical circuit satisfiability | 157 | 37 (18%) | 1 | √ | |
| 5 | Dijkstra's shortest path | 201 | 37 (18%) | 1 | | |
| 6 | Fast Fourier Transform | 278 | 51 (18%) | 3 | | |
| 7 | Integral with Quadrature rule | 41 | 8 (19%) | 1 | √ | |
| 8 | Molecular dynamics | 215 | 48 (22%) | 4 | √ | √ |
| 9 | Prime numbers | 65 | 17 (26%) | 1 | √ | |
| 10 | Steady state heat equation | 98 | 56 (57%) | 3 | √ √ | |

Refined FORTRAN code (OpenMP)

```
! Refined FORTRAN program
call parallel(instance_num,'satisfiability')

  ilo2 = ( ( instance_num - id ) * ilo  &
    + (      id          ) * ihi ) &
    / ( instance_num          )

  ihi2 = ( ( instance_num - id - 1 ) * ilo  &
    + (      id + 1          ) * ihi ) &
    / ( instance_num          )

  solution_num_local = 0

  do i = ilo2, ihi2 - 1

    call i4_to_bvec ( i, n, bvec )

    value = circuit_value ( n, bvec )

    if ( value == 1 ) then
      solution_num_local = solution_num_local + 1
    end if

  end do

  solution_num = solution_num + solution_num_local
call parallelend('satisfiability')

! Configuration file for FORTRAN program above
block 'satisfiability'

init:
!$omp parallel &
!$omp shared ( ihi, ilo, thread_num ) &
!$omp private ( bvec, i, id, ilo2, ihi2,
               j, solution_num_local, value ) &
!$omp reduction ( + : solution_num ).
final:.
```

FORTRAN code (MPI)

```
!Part 1: Master process setting up the data
if ( my_id == 0 ) then    do p = 1, p_num - 1

    my_a = ( real ( p_num - p,      kind = 8 ) * a  &
             + real (      p - 1, kind = 8 ) * b ) &
             / real ( p_num      - 1, kind = 8 )

    target = p
    tag = 1
    call MPI_Send ( my_a, 1, MPI_DOUBLE_PRECISION, &
                    target, tag, &MPI_COMM_WORLD, &
                    error_flag )

    .....
end do

!Part 2: Parallel execution

else

    source = master
    tag = 1
    call MPI_Recv ( my_a, 1, MPI_DOUBLE_PRECISION, source, tag,
&
    MPI_COMM_WORLD, status, error_flag )

    my_total = 0.0D+00
    do i = 1, my_n
        x = ( real ( my_n - i,      kind = 8 ) * my_a  &
              + real (      i - 1, kind = 8 ) * my_b ) &
              / real ( my_n      - 1, kind = 8 )
        my_total = my_total + f ( x )
    end do
    my_total = ( my_b - my_a ) * my_total / real
                                   ( my_n, kind = 8 )

end if

!Part 3: Results from different processes are collected to
! calculate the final result

call MPI_Reduce ( my_total, total, 1,
                  MPI_DOUBLE_PRECISION, & MPI_SUM,
                  master, MPI_COMM_WORLD, error_flag)
```

Refined FORTRAN code (MPI)

```
!Work share part
do p = 1, instance_num - 1
  my_a = ( real ( instance_num - p,      kind = 8 ) * a    &
    + real (      p - 1, kind = 8 ) * b ) &
    / real ( instance_num - 1, kind = 8 )
  call distribute (my_a)

end do

!Declaring parallel block
call parallel(num,'quadrature')

my_total = 0.0D+00
do i = 1, my_n
  x = ( real ( my_n - i,      kind = 8 ) * my_a    &
    + real (      i - 1, kind = 8 ) * my_b ) &
    / real ( my_n - 1, kind = 8 )
  my_total = my_total + f ( x )
end do
my_total = ( my_b - my_a ) * my_total / real
                                         ( my_n, kind = 8 )
call endparallel('quadrature');

!
! Configuration file for FORTRAN program above
!
block 'quadrature'
init:
  source = master
  tag = 1
  call MPI_Recv ( my_a, 1, MPI_DOUBLE_PRECISION, source,
tag, &
    MPI_COMM_WORLD, status, error_flag ).

final:
call MPI_Reduce ( my_total, total, 1,
    MPI_DOUBLE_PRECISION, & MPI_SUM,
    master, MPI_COMM_WORLD, error_flag).

distribute param:
  call MPI_Send ( param, 1, MPI_DOUBLE_PRECISION, &
target, tag, &MPI_COMM_WORLD, &
    error_flag ).
```

Parallel and OpenMP features

| <i>Shared memory features</i> | <i>Parallel features</i> |
|--|---|
| Variable modifiers, Critical and Singular blocks, Number of threads | Parallel blocks, Reduction and Barrier blocks, Number of instances, Workshare |