GPU and Heterogeneous Systems – A.Y. 2021-22

Scuola di Ingegneria Industriale e dell'Informazione
Instructor: Prof. Antonio Miele

September 6, 2022 – **FIRST PART OF THE EXAM**

Surname:	Name:	Person Code:

Question	1	2	3	4	5	**OVERALL**
Max score	3	3	3	3	3	15
Score						

Instructions:

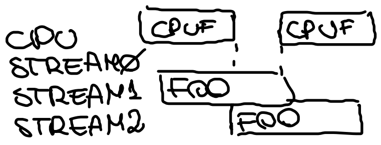
- **<u>Duration: 40 minutes</u>**
- This first part of the exam is "closed book". The students are not allowed to consult any course material and notes.
- No extra devices (e.g., phones, iPad) are allowed. Please, shut down and store any electronic device.
- Students are not allowed to communicate with any other ones.
- Students can write in pen or pencil, any color, but avoid writing in red.
- Any violation of the above rules will lead to the invalidation of the test.

Question 1
Explain why NVIDIA GPUs do not provide any support for grid-level synchronization.

Question 2
Draw the Gantt chart of the execution of the various functions in the following three cases.

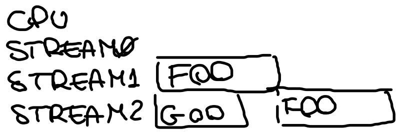
(a) Assume that `foo` execution is longer than `cpuFoo` one.

```
cudaStreamCreate(&stream1);
cudaStreamCreate(&stream2);
foo<<<blocks, threads, 0, stream1>>>();
cudaEventRecord(event1, stream1);
cpuFoo();
foo<<<blocks, threads, 0, stream2>>>();
cudaEventSynchronize(event1);
cpuFoo();
```



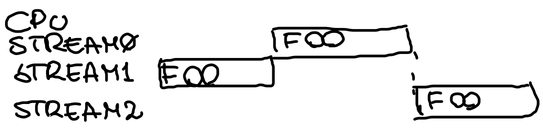
(b) Assume that `foo` execution is longer than `goo` one.

```
cudaStreamCreate(&stream1);
cudaStreamCreate(&stream2);
foo<<<blocks, threads, 0, stream1>>>();
cudaEventRecord(event1, stream1);
goo<<<blocks, threads, 0, stream2>>>();
cudaStreamWaitEvent(stream2, event1);
foo<<<blocks, threads, 0, stream2>>>();
```



(c)

```
cudaStreamCreate(&stream1);
cudaStreamCreate(&stream2);
foo<<<blocks, threads, 0, stream1>>>();
foo<<<blocks, threads>>>();
foo<<<blocks, threads, 0, stream2>>>();
```



Question 3
Explain why OpenCL mainly adopts the just-in-time (JIT) compilation for the kernels to execute and which is the main exception where the JIT approach cannot be used.

Question 4
Describe the data structures used in a CUDA implementation of the graph search application and how computation is parallelized on them.

Question 5
Explain why for an NVIDIA GPU data organization in a structure of arrays may be more efficient for memory accesses than in an array of structures.

Structure of arrays:

```
typedef struct {
  float x[N];
  float y[N];
} innerArray_t;
innerArray_t mySoA;
```

Array of structures:

```
typedef struct {
  float x;
  float y;
} innerStruct_t;
innerStruct_t myAoS[N];
```

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September 6, 2022 – **SECOND PART OF THE EXAM**

Surname:	Name:	Personal Code:

Question	**1**	**2**	**3**	**OVERALL**
Max score	**5,5**	**5,5**	**5**	**16**
Score				

Instructions:

- **Duration: 1 hour and 15 minutes**
- This second part of the exam is "open book". The students are allowed to use any material and notes.
- The students are allowed to use the laptop and the tablet. No extra devices (e.g., phones) are allowed. Please, shut down and store not allowed electronic devices.
- Students are not allowed to communicate with any other one or use Internet.
- Students can write in pen or pencil, any color, but avoid writing in red.
- Students can also use the laptop to code the test solution. In this case, please pay attention to the instructor's instructions to submit the test solution.
- Any violation of the above rules will lead to the invalidation of the test.

Question 1
Implement two basic CUDA kernel functions to accelerate the compute-intensive functions in the following C program.

Question 2
Modify the main function to execute the two CUDA kernel functions defined in the former question. Set block size to 32 (for each used dimension).

Question 3
Implement a new CUDA kernel function to accelerate the first compute-intensive function (`findString`) by using shared memory only on the text array. Specify if any change has to be applied in the main function.

The source code can be downloaded from: https://miele.faculty.polimi.it/stringCount.c

```c
/*
* This program takes in input a text and a string, being two arrays of char values, and
* computes how many times the string appears in the text. In particular:
* - function findString receives in input the text and the string and saves in each
*   position i of a third vector called match, 1 if an occurrence of the string has been
*   found in the text starting the index i, 0 otherwise.
* - function countMatches receives the vector match in input and count the number of values
*   equal to 1 (i.e., it counts the number of occurrences of the string in the text).
* - the main function receives as arguments the size of text and string and (for the sake
*   of brevity) generates randomly the content of the two vectors, invokes the two
*   functions above and prints the result on the screen.
*/

#include <stdio.h>
#include <stdlib.h>
#define MAXVAL 2

void findString(char* text, int textDim, char* str, int strDim, char* match);
int countMatches(char *match, int num);

//kernel function 1: identify strings in the text
void findString(char* text, int textDim, char* str, int strDim, char* match) {
  int i, j, ok;
  for(i=0; i<textDim-strDim+1; i++){
    for(j=0, ok=1; j<strDim && ok; j++)
      if(text[i+j]!=str[j])
        ok=0;
    match[i] = ok;
  }
}

//kernel function 2: count matches
int countMatches(char *match, int num) {
  int i, count;
  for(i=0, count=0; i<num; i++)
    count+=match[i];
  return count;
}

int main(int argc, char **argv) {
  char *text, *str, *match;
  int count, textDim, strDim, i;

  //read arguments
  if(argc!=3){
    printf("Please specify sizes of the two input vectors\n");
    return 0;
  }
  textDim=atoi(argv[1]);
  strDim=atoi(argv[2]);

  //allocate memory for the three vectors
  text = (char*) malloc(sizeof(char) * (textDim));
  str = (char*) malloc(sizeof(char) * (strDim));
  match = (char*) malloc(sizeof(char) * (textDim-strDim+1));

  //initialize input vectors (code omitted for the sake of space)

  //execute on CPU
  findString(text, textDim, str, strDim, match);
  count = countMatches(match, textDim-strDim+1);

  //print results (code omitted for the sake of space)

  free(text);
  free(str);
  free(match);

  return 0;
}
```