Objective

- To learn the basic concepts involved in a simple CUDA kernel function
  - Declaration
  - Built-in variables
  - Thread index to data index mapping

Example: Vector Addition Kernel

Device Code

```
// Compute vector sum C = A + B
// Each thread performs one pair-wise addition

__global__
void vecAddKernel(float* A, float* B, float* C, int n)
{
    int i = threadIdx.x+blockDim.x*blockIdx.x;
    if(i<n) C[i] = A[i] + B[i];
}
```


Example: Vector Addition Kernel Launch (Host Code)

Host Code

```
void vecAdd(float* h_A, float* h_B, float* h_C, int n)
{
 // d_A, d_B, d_C allocations and copies omitted
 // Run ceil(n/256.0) blocks of 256 threads each
  vecAddKernel<<<ceil(n/256.0),256>>>(d_A, d_B, d_C, n);
}
```

The ceiling function makes sure that there are enough threads to cover all elements.

More on Kernel Launch (Host Code)

Host Code

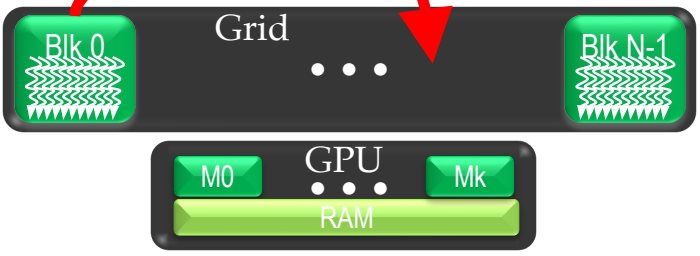
```
void vecAdd(float* h_A, float* h_B, float* h_C, int n)
{
  dim3 DimGrid((n-1)/256 + 1, 1, 1);
  dim3 DimBlock(256, 1, 1);
  vecAddKernel<<<DimGrid,DimBlock>>>(d_A, d_B, d_C, n);
}
```

This is an equivalent way to express the ceiling function.

Kernel execution in a nutshell

```
__host__
void vecAdd(…)
{
  dim3 DimGrid(ceil(n/256.0),1,1);
  dim3 DimBlock(256,1,1);
vecAddKernel<<<DimGrid,DimBlock>>>(d_A,d_B
,d_C,n);
}
```

```
__global__
void vecAddKernel(float *A,
     float *B, float *C, int n)
{
   int i = blockIdx.x * blockDim.x
         + threadIdx.x;

   if( i<n ) C[i] = A[i]+B[i];
}
```

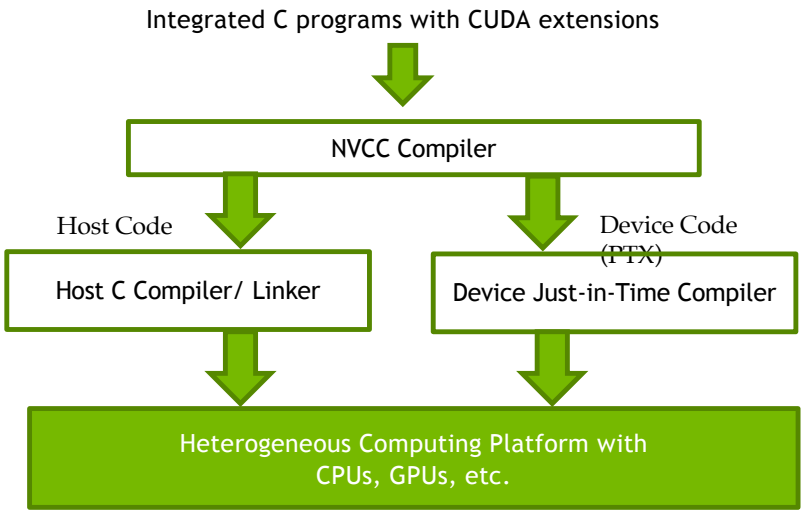


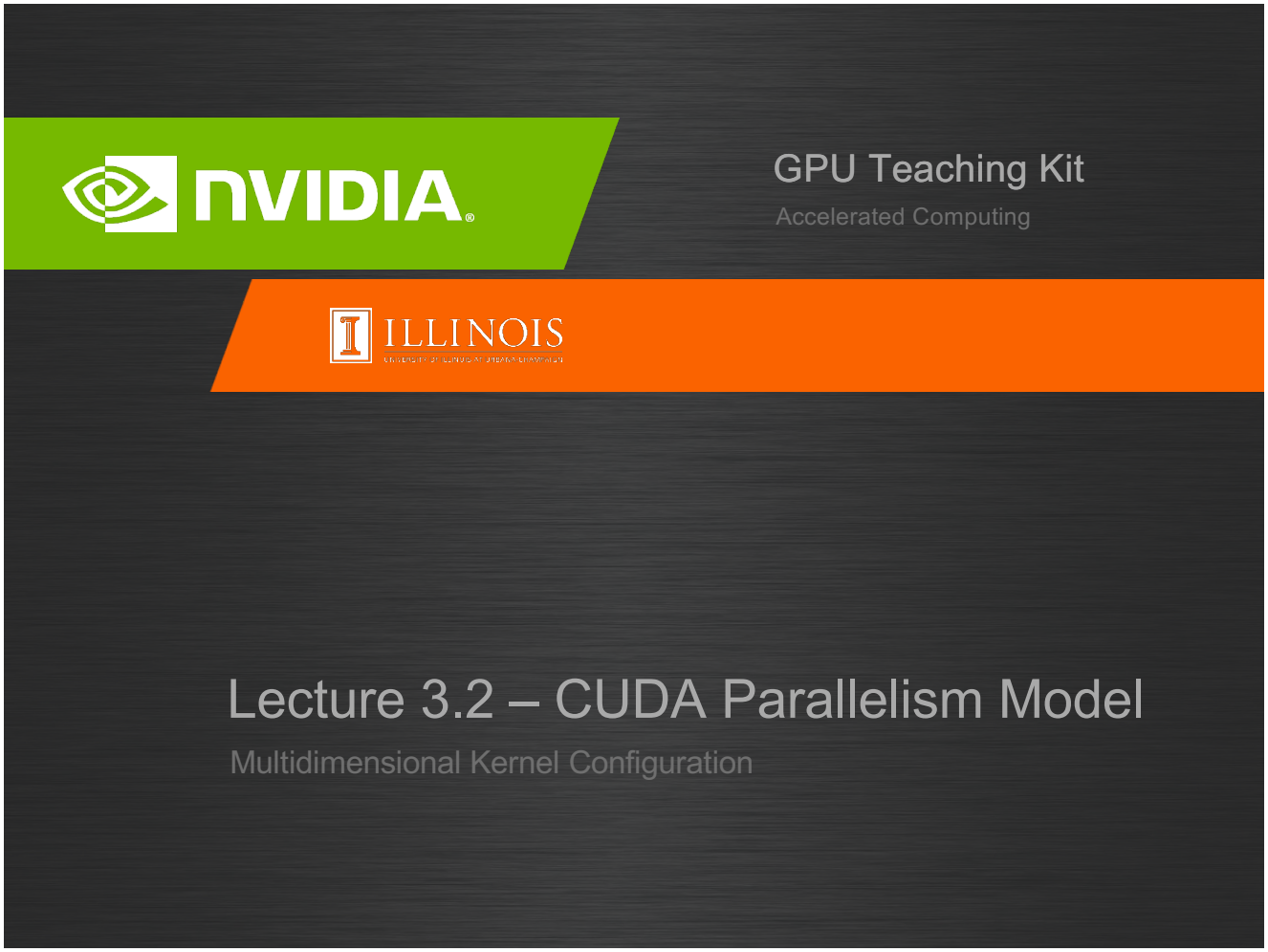
More on CUDA Function Declarations

	Executed on the:	Only callable from the:
`__device__ float DeviceFunc()`	device	device
`__global__ void KernelFunc()`	device	host
`__host__ float HostFunc()`	host	host

- `__global__` defines a kernel function
  - Each "__" consists of two underscore characters
  - A kernel function must return `void`
- `__device__` and `__host__` can be used together
- `__host__` is optional if used alone

Compiling A CUDA Program

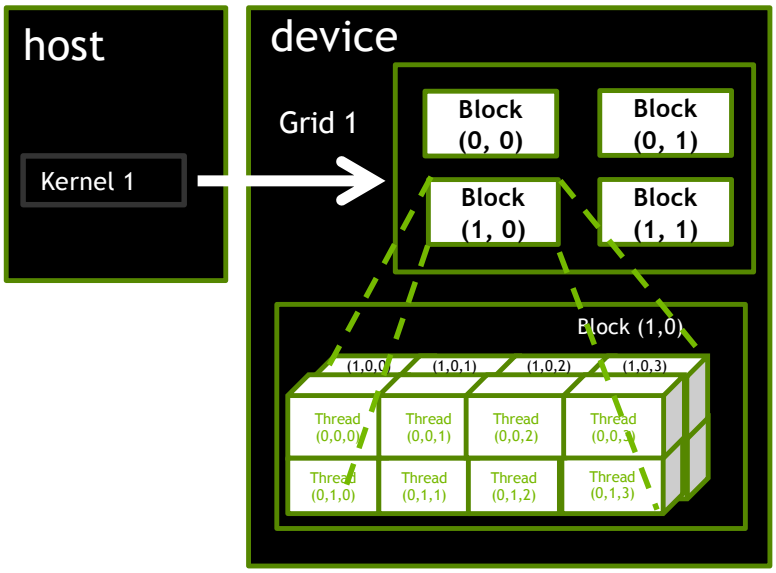




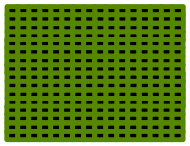
Objective

- To understand multidimensional Grids
  - Multi-dimensional block and thread indices
  - Mapping block/thread indices to data indices

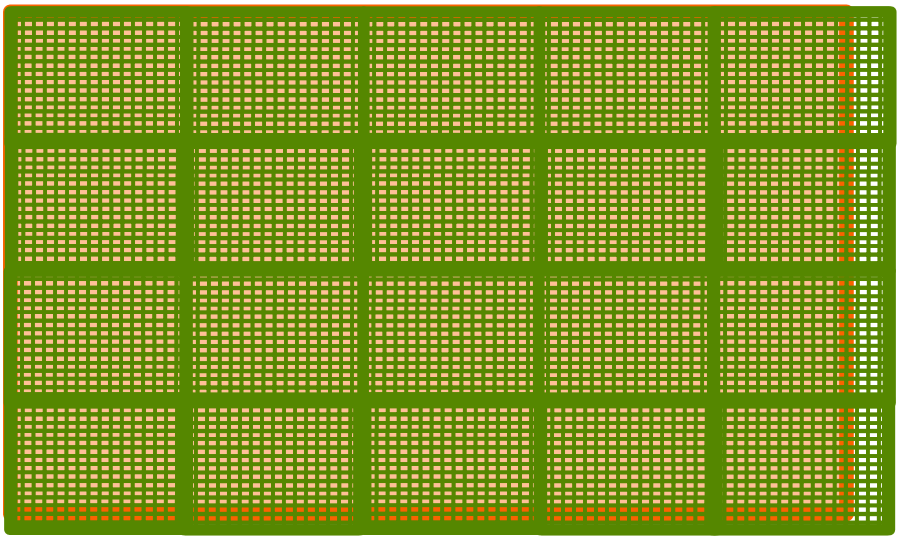
A Multi-Dimensional Grid Example



Processing a Picture with a 2D Grid

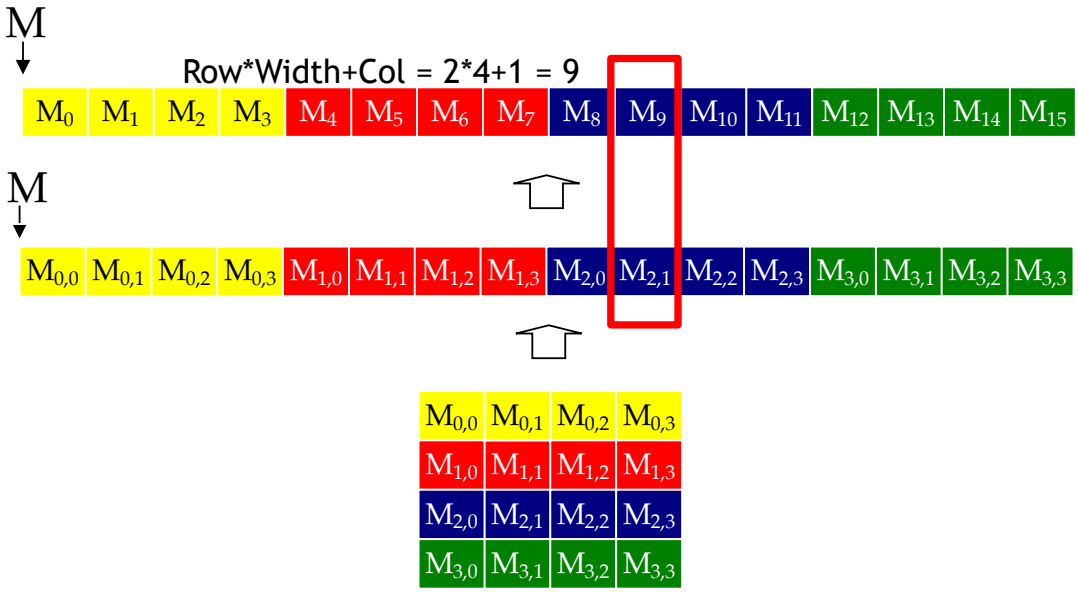


16×16 blocks



62×76 picture

Row-Major Layout in C/C++



Source Code of a PictureKernel

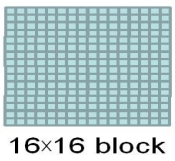
```
__global__ void PictureKernel(float* d_Pin, float* d_Pout,
                              int height, int width)
{

  // Calculate the row # of the d_Pin and d_Pout element
  int Row = blockIdx.y*blockDim.y + threadIdx.y;

  // Calculate the column # of the d_Pin and d_Pout element
  int Col = blockIdx.x*blockDim.x + threadIdx.x;

  // each thread computes one element of d_Pout if in range
  if ((Row < height) && (Col < width)) {
    d_Pout[Row*width+Col] = 2.0*d_Pin[Row*width+Col];
  }
}
```

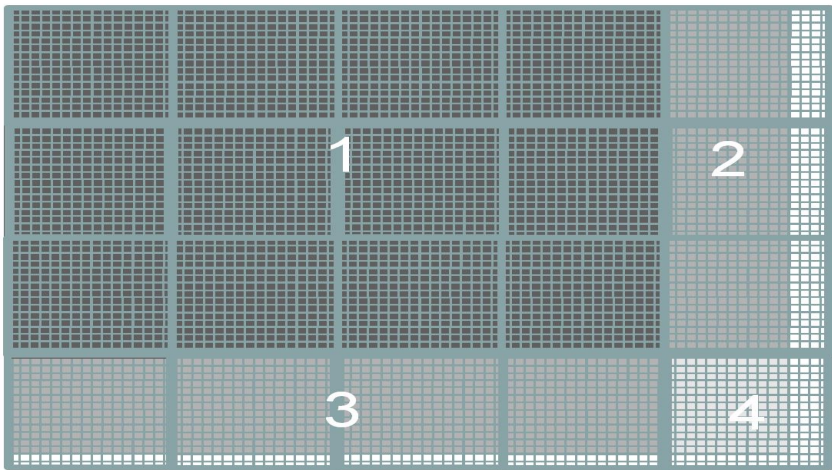
Scale every pixel value by 2.0

Host Code for Launching PictureKernel

```
// assume that the picture is m × n,
// m pixels in y dimension and n pixels in x dimension
// input d_Pin has been allocated on and copied to device
// output d_Pout has been allocated on device
...
dim3 DimGrid((n-1)/16 + 1, (m-1)/16+1, 1);
dim3 DimBlock(16, 16, 1);
PictureKernel<<<DimGrid,DimBlock>>>(d_Pin, d_Pout, m, n);
...
```


Covering a 62×76 Picture with 16×16 Blocks





Not all threads in a Block will follow the same control flow path.