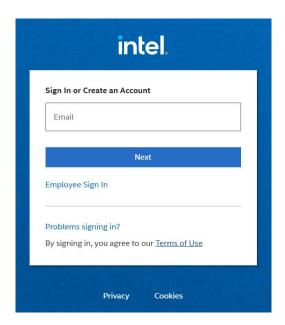
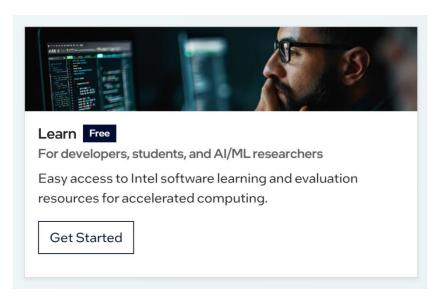
Migrating Al Applications to SYCL with SYCLomatic

How to Login to Intel® Tiber™ AI Cloud

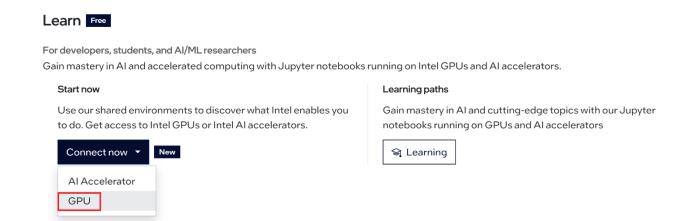
1) Sign in to https://console.cloud.intel.com/ (if you have an existing account) or create a new account



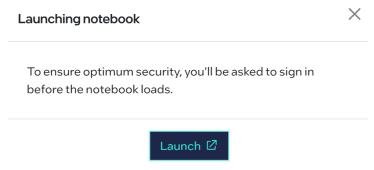
2) Please note that you will need a mobile phone number to complete the registration. Two-factor authentication will be used to log in. Click on Get Started under Learn tab



3) Select 'Connect Now' and GPU

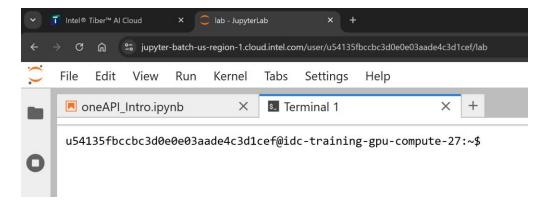


4) Launch the Jupyter Notebook:



5) Note that you will be asked to enter your credentials one more time (including verification via SMS).

The terminal windows look like this:



6) If, for some reason, it is not opened for you, please select File -> New -> Terminal.

CMake-based Project Migration: DL-MNIST

Prepare the environment for the migration

Download the set_env.tgz package, it contains scripts to set the env for DL-MNIST migration.

- 1) wget https://github.com/ivorobts/IWOCL2025/raw/refs/heads/main/set_env.tgz
- 2) tar -zxvf set_env.tgz

The script will download Velocity-Bench (which includes DL-MNIST code) and install the required dependencies via Conda for the original code compilation (~ 5 mins).

3) source ~/set_env/dl-mnist/set_env.sh

Migrate the project to SYCL

We prepare a Makefile via CMake and then intercept compilation commands via the intercept-build tool:

- 4) mkdir build && cd build
- 5) cmake..
- 6) intercept-build make -B

Once the compilation database file is generated compile_commands.json, we may proceed with the project migration to SYCL:

- 7) cd ~/Velocity-Bench/dl-mnist
- 8) dpct --in-root .. -p ./CUDA/build --out-root out --migrate-build-script=CMake

Build and run the SYCL code project

Need to prepare a data file required to run the DL-MNIST workload

9) cd out/dl-mnist; mkdir datasets; cp ~/set_env/dl-mnist/train-images.idx3-ubyte datasets/

Build the application via the migrated CMake file:

- 10) cd CUDA; mkdir build && cd build; cmake -DCMAKE CXX COMPILER=icpx ...
- 11) Some minor code modifications are required before the compilation, e.g.
 - vi ../CMakeLists.txt (comment out line 82: #add_compile_options(-DUSE_CUDA))
 - o vi../main.cudnn.cpp.dp.cpp (comment out line 68: //Utility::QueryCUDADevice();)
- 12) make -j

Run the migrated version of the application:

13) SYCL_UR_TRACE=1 ./dl-mnist-cuda -conv_algo CUDNN_FIND_BEST_ALGO

PyTorch-based Project Migration: Stylegan3

Prepare the environment for the migration

Download the set_env.tgz package (if not done earlier). It contains scripts to set the env for stylegan3 migration.

- 1) wget https://github.com/ivorobts/IWOCL2025/raw/refs/heads/main/set_env.tgz
- 2) tar -zxvf set_env.tgz

The script will download the stylegan3 code and required CUDA header files used during the migration and modify© the compilation database file compile_commands.json (\sim 3 mins). Usually, this file should be generated/intercepted while compiling the original CUDA code. This file is prepared to be used on Intel® Tiber[™] AI Cloud since the environment/hw to build the CUDA version of sytlegan3 is not available.

3) source ~/set_env/stylegan3/set_env.sh

Migrate the project to SYCL

The two custom migration rule files contain required code changes for the Python build scripts and source code migration. Each fix is root-caused after the code migration step and identified during the code build stage. For this tutorial, each change is organized in a YAML file to demonstrate that the manual code changes can be organized in the user-defined migration rules files.

Note that step 1 is optional; you also can fix the migrated SYCL code/Python scripts during the build step.

cp ~/set_env/stylegan3/stylegan3_specific_migration_rule_v0.yaml.
 cp ~/set_env/stylegan3/stylegan3_specific_python_build_script_migration_rule.yaml.

Run the SYCLomatic command to migrate the source code. The CUDA source files listed in compile_commands.json will be migrated into SYCL code. After migration, all SYCL code will be available in the **out** folder.

- 2) dpct -p. --in-root . --out-root **out** --use-experimental-features=free-function-queries,local-memory-kernel-scope-allocation I am running a few minutes late; my previous meeting is running over.
 - --rule-file ~/syclomatic_package/extensions/pytorch_api_rules/pytorch_api.yaml \
 - --analysis-scope-path ~/.conda/envs/stylegan3/lib/python3.9/site-packages/torch/include \
 - --analysis-scope-path.--rule-file./stylegan3_specific_migration_rule_v0.yaml\
 - --cuda-include-path=\$HOME/cudaheaders

Run the SYCLomatic command to migrate Python build scripts. After migration, SYCL-capable Python build scripts will be available in the **out** folder.

- 3) dpct-p.--in-root.--out-root out \
 - --rule-file ~/syclomatic_package/extensions/python_rules/python_build_script_migration_rule_pytorch.yaml \
 - --migrate-build-script=Python --migrate-build-script-only \
 - --rule-file ./stylegan3_specific_python_build_script_migration_rule.yaml

Build and run the SYCL code project

Set the environment to build the migrated code. This includes creating a stylegan3_sycl Conda environment, removing the default PyTorch with no Intel XPU support, and installing a new version of PyTorch with Intel XPU support (via https://download.pytorch.org/whl/test/xpu).

1) source ~/set_env/stylegan3/env_to_run.sh

Run the migrated version of the application:

- 2) python3 **gen_images.py** --outdir=out_image --trunc=1 --seeds=2 -- network=https://api.ngc.nvidia.com/v2/models/nvidia/research/stylegan3/versions/1/files/stylegan3-r-afhqv2-512x512.pkl
- 3) python **gen_video.py** --output=lerp.mp4 --trunc=1 --seeds=0-31 --grid=4x2 \
 --network=https://api.ngc.nvidia.com/v2/models/nvidia/research/stylegan3/versions/1/files/stylegan3-r-afhqv2-512x512.pkl