

# **CUDA C: PERFORMANCE MEASUREMENT AND TYPES OF MEMORY**

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# OUTLINE

- Measuring GPU performance
- Global memory vs. shared memory vs. local memory and registers
- Implementing the dot product

Featured examples:

- `time.cu`
- `pairwise_sum_timed.cu`
- `dot_product.cu`

# EVENTS: MEASURING PERFORMANCE ON THE GPU

**Event:** a time stamp for the GPU.

Use events to measure the amount of time the GPU spends on a task.

## TEMPLATE: time.cu

```
#include <stdlib.h>
#include <stdio.h>
#include <cuda.h>
#include <cuda_runtime.h>

int main(){
    float    elapsedTime;
    cudaEvent_t start , stop;
    cudaEventCreate(&start);
    cudaEventCreate(&stop);
    cudaEventRecord( start , 0 );

    // SOME GPU WORK YOU WANT TIMED HERE

    cudaEventRecord( stop , 0 );
    cudaEventSynchronize( stop );
    cudaEventElapsedTime( &elapsedTime , start , stop );
    cudaEventDestroy( start );
    cudaEventDestroy( stop );
    printf("GPU Time elapsed: %f milliseconds\n" , elapsedTime);
}
```

The variable, `elapsedTime`, is the GPU time spent on the task. You can now print it any way you like.

Note: only GPU elapsed time is measured, not CPU time.

GPU time and CPU time must be measured separately.

## ASIDE: MEASURING CPU TIME

```
#include <stdio.h>
#include <time.h>

int main() {

    clock_t start = clock();

    // SOME CPU CODE YOU WANT TIMED HERE

    float elapsedTime = ((double)clock() - start) /
                        CLOCKS_PER_SEC;

    printf("CPU Time elapsed: %f\n", elapsedTime);
}
```

## EXAMPLE: pairwise\_sum\_timed.cu

```
#include <stdio.h>
#include <stdlib.h>
#include <math.h>
#include <time.h>
#include <unistd.h>
#include <cuda.h>
#include <cuda_runtime.h>

/*
 * This program computes the sum of the elements of
 * vector v using the pairwise (cascading) sum algorithm.
 */

#define N 1024 // length of vector v. MUST BE A POWER OF 2!!!

// Fill the vector v with n random floating point numbers.
void vfill(float* v, int n){
    int i;
    for(i = 0; i < n; i++){
        v[i] = (float) rand() / RAND_MAX;
    }
}
```

```

// Print the vector v.
void vprint(float* v, int n){
    int i;
    printf("v = \n");
    for(i = 0; i < n; i++){
        printf("%7.3f\n", v[i]);
    }
    printf("\n");
}

// Pairwise-sum the elements of vector v and store the result in
// v[0].
__global__ void psum(float *v){
    int t = threadIdx.x; // Thread index.
    int n = blockDim.x; // Should be half the length of v.

    while (n != 0) {
        if(t < n)
            v[t] += v[t + n];
        __syncthreads();
        n /= 2;
    }
}

```



```

// Linear sum the elements of vector v and return the result
float lsum(float *v, int len){
    float s = 0;
    int i;
    for(i = 0; i < len; i++){
        s += v[i];
    }
    return s;
}

int main (void){
    float *v_h, *v_d; // host and device copies of our vector,
                       // respectively

    // dynamically allocate memory on the host for v_h
    v_h = (float*) malloc(N * sizeof(*v_h));

    // dynamically allocate memory on the device for v_d
    cudaMalloc ((float**) &v_d, N * sizeof(*v_d));

    // Fill v_h with N random floating point numbers.
    vfill(v_h, N);

```

```

// Print v_h to the console
// vprint(v_h, N);

// Write the contents of v_h to v_d
cudaMemcpy( v_d, v_h, N * sizeof(float), cudaMemcpyHostToDevice
);

// compute the linear sum of the elements of v_h on the CPU and
// return the result
// also, time the result.
clock_t start = clock();
float s = lsum(v_h, N);

float elapsedTime = ((float) clock() - start) / CLOCKS_PER_SEC;
printf("Linear Sum = %7.3f, CPU Time elapsed: %f seconds\n", s,
      elapsedTime);

// Compute the pairwise sum of the elements of v_d and store
// the result in v_d[0].
// Also, time the computation.

float    gpuElapsedTime;
cudaEvent_t gpuStart, gpuStop;

```

```

cudaEventCreate(&gpuStart);
cudaEventCreate(&gpuStop);
cudaEventRecord( gpuStart, 0 );

psum<<< 1, N/2 >>>(v_d);

cudaEventRecord( gpuStop, 0 );
cudaEventSynchronize( gpuStop );
cudaEventElapsedTime( &gpuElapsedTime, gpuStart, gpuStop );
cudaEventDestroy( gpuStart );
cudaEventDestroy( gpuStop );

// Write the pairwise sum, v_d[0], to v_h[0].
cudaMemcpy(v_h, v_d, sizeof(float), cudaMemcpyDeviceToHost );

// Print the pairwise sum.
printf("Pairwise Sum = %7.3f, GPU Time elapsed: %f seconds\n",
       v_h[0], gpuElapsedTime/1000.0);

// Free dynamically-allocated host memory
free(v_h);

// Free dynamically-allocated device memory
cudaFree(&v_d);

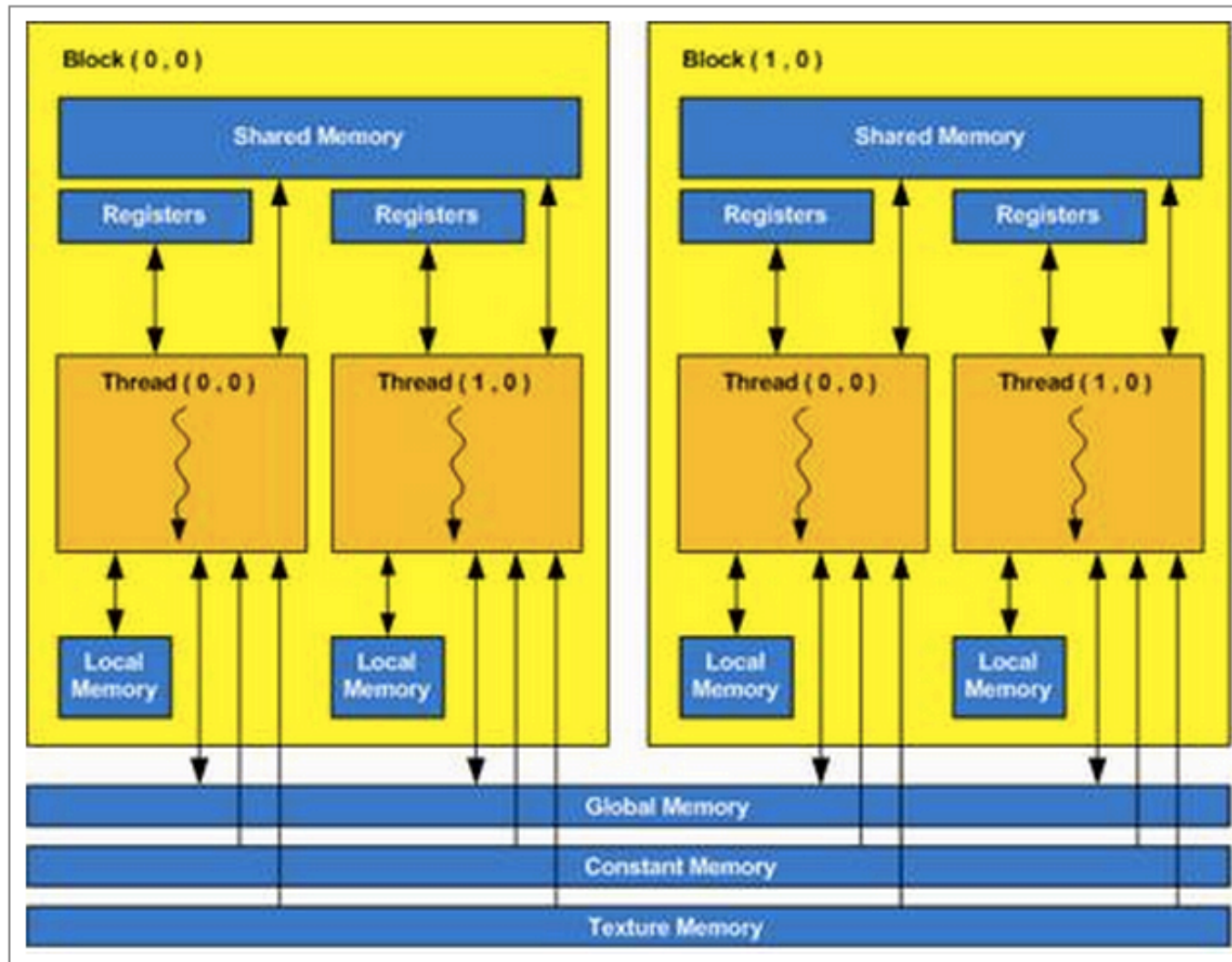
```

}

# OUTPUT

```
[landau@impact1 pairwise_sum_timed]$ make  
nvcc pairwise_sum_timed.cu -o pairwise_sum_timed  
[landau@impact1 pairwise_sum_timed]$ ./pairwise_sum_timed  
Linear Sum = 518.913, CPU Time elapsed: 0.000000 seconds  
Pairwise Sum = 518.913, GPU Time elapsed: 0.000037 seconds  
[landau@impact1 pairwise_sum_timed]$
```

# TYPES OF MEMORY



## THOUGHT EXPERIMENT: GLOBAL MEMORY VS. SHARED MEMORY VS. LOCAL MEMORY AND REGISTERS

Let's say we have a kernel:

```
__global__ void kernel(int *a){  
    *a = blockIdx.x * blockDim.x + threadIdx.x;  
    int b  =  blockIdx.x * blockDim.x + threadIdx.x;  
    __shared__ int c = blockIdx.x * blockDim.x + threadIdx.x;  
}
```

What are \*a, b, and c after a call to `kernel<<<3, 2>>>(a)`?

**\*a:** There is one copy of **\*a** in GLOBAL MEMORY common to all threads and blocks. Hence, the value of **\*a** depends on which thread finishes last.

**b:** There are  $3 \cdot 2 = 6$  copies of **b**, each in either LOCAL MEMORY or REGISTERS, one for each of the six threads. The values of **b** will be:

(Block ID, Thread ID)	(0, 0)	(0, 1)	(1, 0)	(1, 1)	(2, 0)	(2, 1)
Value of <b>b</b>	0	1	2	3	4	5

**c:** There are three copies of **c** in SHARED MEMORY, one for each block. The values of **c** might be:

(Block ID, Thread ID)	(0, 0)	(0, 1)	(1, 0)	(1, 1)	(2, 0)	(2, 1)
Value of <b>b</b>	0	0	3	3	4	4

depending on which thread finishes last within each block.



## NOW, WE'RE READY FOR THE DOT PRODUCT

$$(a_0, a_1, \dots, a_{15}) \bullet (b_0, b_1, \dots, b_{15}) = a_0b_0 + a_1b_1 + \dots + a_{15}b_{15}$$

The basic workflow is:

- Pass vectors **a** and **b** to the GPU.
- Give each block a sub vector of **a** and the analogous subvector of **b**, For example:

Block 0 works on:

$$\begin{aligned} &(a_0, a_1, \dots, a_7) \\ &(b_0, b_1, \dots, b_7) \end{aligned}$$

Block 1 works on:

$$\begin{aligned} &(a_8, a_9, \dots, a_{15}) \\ &(b_8, b_9, \dots, b_{15}) \end{aligned}$$

- Within each block, compute a vector of pairwise products:

Block 0:

$$\mathbf{cache} = (a_0 \cdot b_0, a_1 \cdot b_1, \dots, a_7 \cdot b_7)$$

Block 1:

$$\mathbf{cache} = (a_8 \cdot b_8, a_9 \cdot b_9, \dots, a_{15} \cdot b_{15})$$

where **cache** is an array in shared memory.

- Within each block, compute the pairwise sum of **cache** and write it to **cache[0]**. In our example:

Block 0:

$$\text{cache}[0] = a_0 \cdot b_0 + a_1 \cdot b_1 + \cdots + a_7 \cdot b_7$$

Block 1:

$$\text{cache}[0] = a_8 \cdot b_8 + a_9 \cdot b_9 + \cdots + a_{15} \cdot b_{15}$$

- Fill a new vector in global memory, **partial\_c**, with these partial dot products:

$$\text{partial\_c} = (\text{block } 0 \text{ cache}[0], \text{block } 1 \text{ cache}[0])$$

- Return to the CPU and compute the linear sum of `partial_c` and write it to `partial_c[0]`. Then:

$$\text{partial\_c}[0] = a_0 \cdot b_0 + a_1 \cdot b_1 + \cdots + a_{15} \cdot b_{15}$$

First part of the code:

```
#include "../common/book.h"
#include <stdio.h>
#include <stdlib.h>
#define imin(a,b) (a<b?a:b)

const int N = 32 * 1024;
const int threadsPerBlock = 256;
const int blocksPerGrid = imin( 32, (N+threadsPerBlock-1) /
    threadsPerBlock );

__global__ void dot( float *a, float *b, float *partial_c ) {

    __shared__ float cache[threadsPerBlock];
    int tid = threadIdx.x + blockIdx.x * blockDim.x;
    int cacheIndex = threadIdx.x;
    float temp = 0;

    while (tid < N) {
        temp += a[tid] * b[tid];
        tid += blockDim.x * gridDim.x;
    }
}
```

```
// set the cache values  
cache[cacheIndex] = temp;
```

What the  
code would do in a call to `dot<<<2, 4>>>(a, b, c)` with  $N = 16$ :

`dot<<<2,4>>>(a, b, c)`

`blockDim.x = 4`

`gridDim.x = 2`

**a = (1, 2, 3, 4, 5, 6, 7, 8, 9, 1, 1, 1, 3, 2, 5, 6)**

**b = (2, 4, 5, 8, 3, 5, 7, 4, 5, 6, 7, 8, 1, 1, 2, 7)**

Block 0	Block 1
<code>cache[0] =</code>	<code>cache[0] =</code>
<code>cache[1] =</code>	<code>cache[1] =</code>
<code>cache[2] =</code>	<code>cache[2] =</code>
<code>cache[3] =</code>	<code>cache[3] =</code>

dot<<2,4>>(a, b, c)

blockDim.x = 4

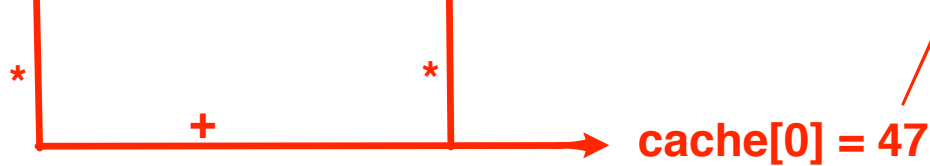
gridDim.x = 2

threadIdx.x = 0

blockIdx.x = 0

a = (1, 2, 3, 4, 5, 6, 7, 8, 9, 1, 1, 1, 3, 2, 5, 6)

b = (2, 4, 5, 8, 3, 5, 7, 4, 5, 6, 7, 8, 1, 1, 2, 7)



Block 0	Block 1
cache[0] = 47 cache[1] = cache[2] = cache[3] =	cache[0] = cache[1] = cache[2] = cache[3] =

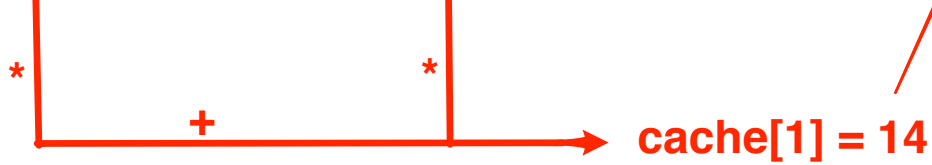


dot<<2,4>>(a, b, c)

blockDim.x = 4  
gridDim.x = 2

**threadIdx.x = 1**  
**blockIdx.x = 0**

**a = (1, 2, 3, 4, 5, 6, 7, 8, 9, 1, 1, 1, 3, 2, 5, 6)**  
**b = (2, 4, 5, 8, 3, 5, 7, 4, 5, 6, 7, 8, 1, 1, 2, 7)**



Block 0	Block 1
cache[0] = 47 cache[1] = 14 cache[2] = cache[3] =	cache[0] = cache[1] = cache[2] = cache[3] =

dot<<2,4>>(a, b, c)

blockDim.x = 4

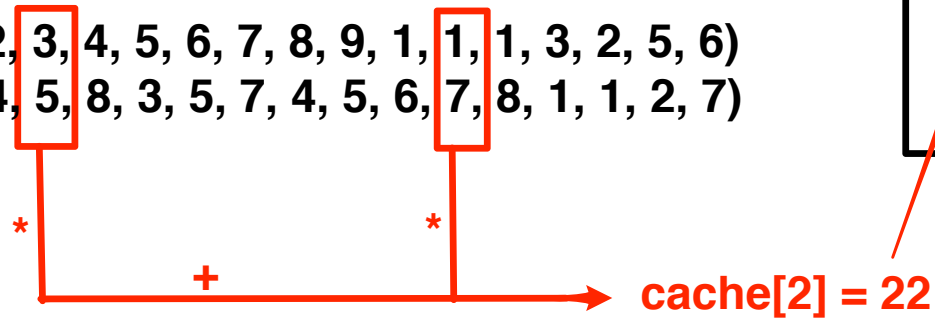
gridDim.x = 2

**threadIdx.x = 2**

**blockIdx.x = 0**

**a = (1, 2, 3, 4, 5, 6, 7, 8, 9, 1, 1, 1, 3, 2, 5, 6)**

**b = (2, 4, 5, 8, 3, 5, 7, 4, 5, 6, 7, 8, 1, 1, 2, 7)**



Block 0	Block 1
cache[0] = 47 cache[1] = 14 cache[2] = 22 cache[3] =	cache[0] = cache[1] = cache[2] = cache[3] =

dot<<2,4>>(a, b, c)

blockDim.x = 4

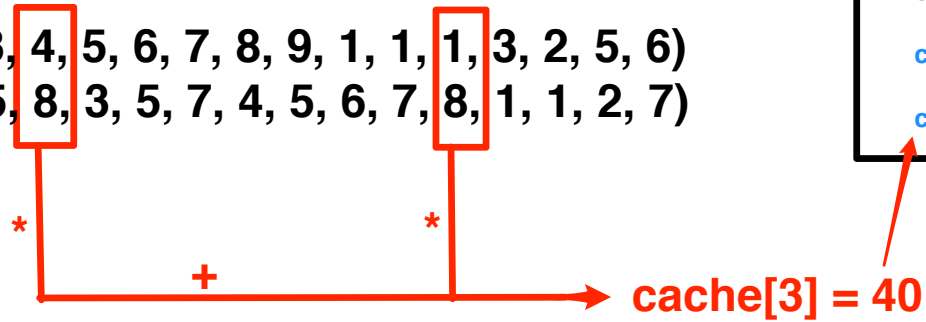
gridDim.x = 2

threadIdx.x = 3

blockIdx.x = 0

a = (1, 2, 3, 4, 5, 6, 7, 8, 9, 1, 1, 1, 3, 2, 5, 6)

b = (2, 4, 5, 8, 3, 5, 7, 4, 5, 6, 7, 8, 1, 1, 2, 7)



Block 0	Block 1
cache[0] = 47 cache[1] = 14 cache[2] = 22 cache[3] = 40	cache[0] = cache[1] = cache[2] = cache[3] =

dot<<2,4>>(a, b, c)

blockDim.x = 4

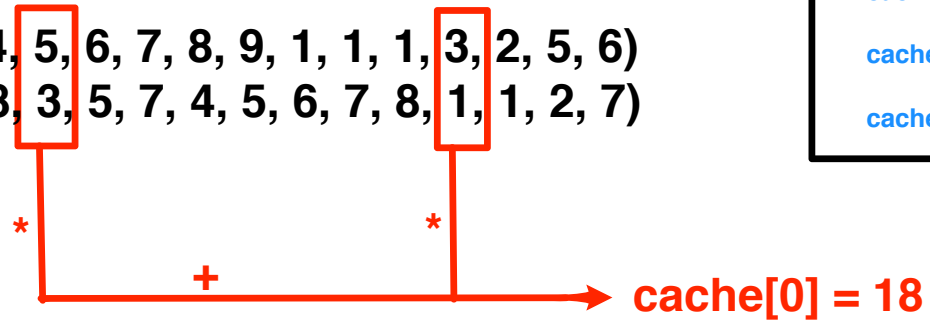
gridDim.x = 2

threadIdx.x = 0

blockIdx.x = 1

a = (1, 2, 3, 4, 5, 6, 7, 8, 9, 1, 1, 1, 3, 2, 5, 6)

b = (2, 4, 5, 8, 3, 5, 7, 4, 5, 6, 7, 8, 1, 1, 2, 7)



Block 0	Block 1
cache[0] = 47	cache[0] = 18
cache[1] = 14	cache[1] =
cache[2] = 22	cache[2] =
cache[3] = 40	cache[3] =

dot<<2,4>>(a, b, c)

blockDim.x = 4

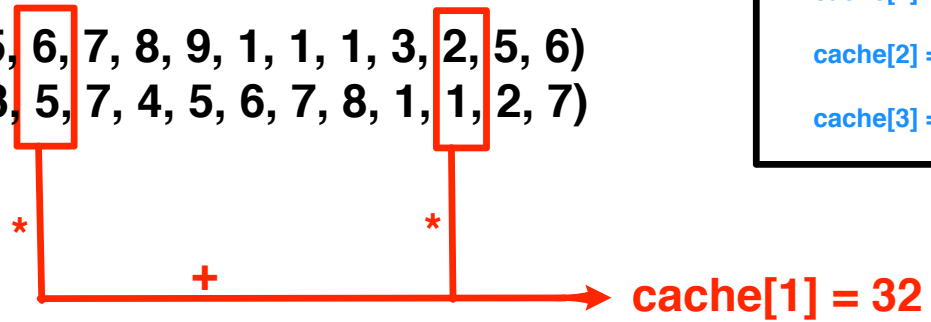
gridDim.x = 2

**threadIdx.x = 1**

**blockIdx.x = 1**

**a = (1, 2, 3, 4, 5, 6, 7, 8, 9, 1, 1, 1, 3, 2, 5, 6)**

**b = (2, 4, 5, 8, 3, 5, 7, 4, 5, 6, 7, 8, 1, 1, 2, 7)**



Block 0	Block 1
cache[0] = 47	cache[0] = 18
cache[1] = 14	cache[1] = 32
cache[2] = 22	cache[2] =
cache[3] = 40	cache[3] =

dot<<2,4>>(a, b, c)

blockDim.x = 4

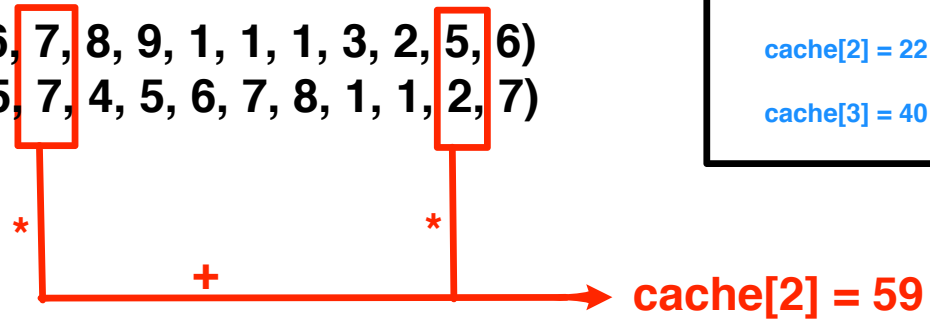
gridDim.x = 2

**threadIdx.x = 2**

**blockIdx.x = 1**

**a = (1, 2, 3, 4, 5, 6, 7, 8, 9, 1, 1, 1, 3, 2, 5, 6)**

**b = (2, 4, 5, 8, 3, 5, 7, 4, 5, 6, 7, 8, 1, 1, 2, 7)**



Block 0	Block 1
cache[0] = 47	cache[0] = 18
cache[1] = 14	cache[1] = 32
cache[2] = 22	cache[2] = 59
cache[3] = 40	cache[3] =

dot<<2,4>>(a, b, c)

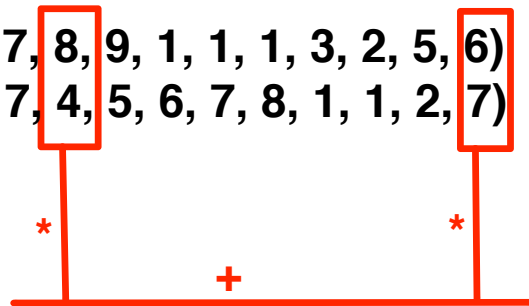
blockDim.x = 4

gridDim.x = 2

**threadIdx.x = 3**  
**blockIdx.x = 1**

**a = (1, 2, 3, 4, 5, 6, 7, 8, 9, 1, 1, 1, 3, 2, 5, 6)**

**b = (2, 4, 5, 8, 3, 5, 7, 4, 5, 6, 7, 8, 1, 1, 2, 7)**



Block 0	Block 1
cache[0] = 47	cache[0] = 18
cache[1] = 14	cache[1] = 32
cache[2] = 22	cache[2] = 59
cache[3] = 40	cache[3] = 74

→ **cache[3] = 74**

We want to make sure that each block's copy of **cache** is filled up before we continue further.

Hence, the next line of code is:

```
// synchronize threads in this block  
__syncthreads();
```



## NEXT, WE EXECUTE A PAIRWISE SUM ON cache FOR EACH BLOCK

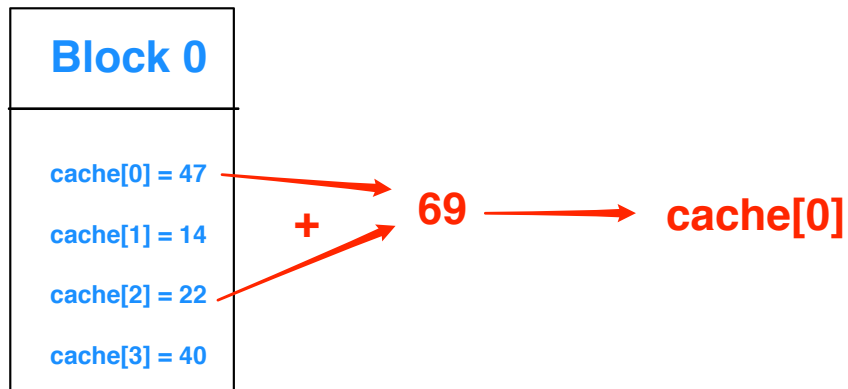
```
// for reductions, threadsPerBlock must be a power of 2 //  
because of the following code  
int i = blockDim.x/2;  
while (i != 0) {  
    if (cacheIndex < i)  
        cache[cacheIndex] += cache[cacheIndex + i];  
    __syncthreads();    i /= 2;  
}
```

# WHAT'S GOING ON IN OUR CALL TO `dot<<<2, 4>>>(a, b, c)`

`dot<<<2,4>>>(a, b, c)`

`blockDim.x = 4`  
`gridDim.x = 2`

**`cacheIndex = threadIdx.x = 0`**  
**`blockIdx.x = 0`**  
**`i = 2`**

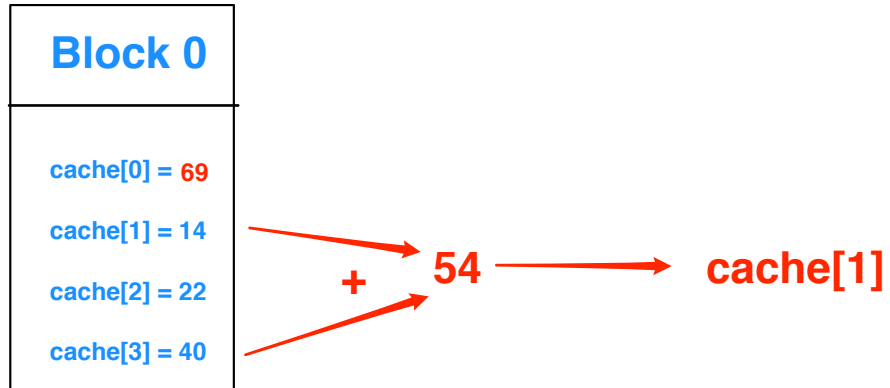


dot<<2,4>>(a, b, c)

blockDim.x = 4

gridDim.x = 2

**cacheIndex = threadIdx.x = 1**  
**blockIdx.x = 0**  
**i = 2**



dot<<2,4>>(a, b, c)

blockDim.x = 4

gridDim.x = 2

**Block 0**

cache[0] = 69

cache[1] = 54

cache[2] = 22

cache[3] = 40

cacheIndex = threadIdx.x = 1

blockIdx.x = 0

i = 2

\_\_\_\_syncthreads();

dot<<2,4>>(a, b, c)

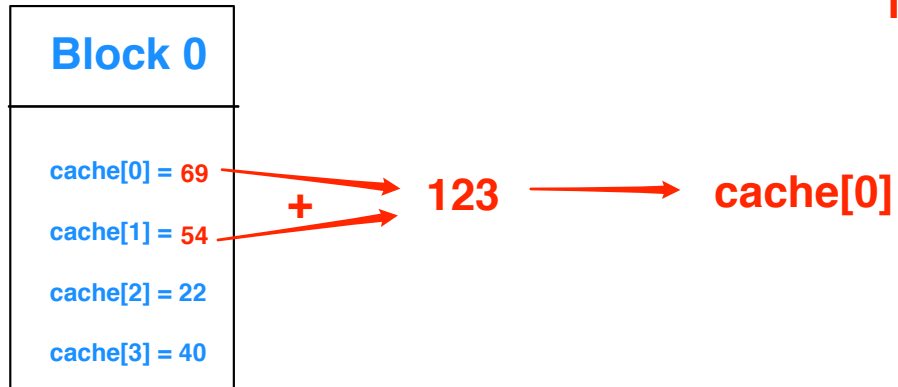
blockDim.x = 4

gridDim.x = 2

cacheIndex = threadIdx.x = 0

blockIdx.x = 0

i = 1



dot<<2,4>>(a, b, c)

blockDim.x = 4

gridDim.x = 2

**Block 0**

cache[0] = 123

cache[1] = 54

cache[2] = 22

cache[3] = 40

cacheIndex = threadIdx.x = 0

blockIdx.x = 0

i = 1

\_\_\_\_**\_\_syncthreads();**

dot<<2,4>>(a, b, c)

blockDim.x = 4

gridDim.x = 2

### Block 0

cache[0] = 123

cache[1] = 54

cache[2] = 22

cache[3] = 40

cacheIndex = threadIdx.x = 0

blockIdx.x = 0

i = 0

i = 0, so end the pairwise sum.

The result for block 0 is cache[0] = 123.

Similarly, cache[0] for block 1 is 183.

Next:

```
if (cacheIndex == 0)
    partial_c[blockIdx.x] = cache[0];
}
```

So now, `partial_c[0] = 123` and `partial_c[1]` is 183.



We return from the kernel, `dot()`, and compute the linear sum of the elements of `partial_c`:

```
// finish up on the CPU side
c = 0;
for (int i=0; i<blocksPerGrid; i++) {
    c += partial_c[i];
}
```

Now, `partial_c[0]` is the final answer.

# COMPLETE CODE

```
#include "../common/book.h"
#include <stdio.h>
#include <stdlib.h>
#define imin(a,b) (a<b?a:b)

const int N = 32 * 1024;
const int threadsPerBlock = 256;
const int blocksPerGrid = imin( 32, (N+threadsPerBlock-1) /
    threadsPerBlock );

__global__ void dot( float *a, float *b, float *partial_c ) {

    __shared__ float cache[threadsPerBlock];
    int tid = threadIdx.x + blockIdx.x * blockDim.x;
    int cacheIndex = threadIdx.x;
    float temp = 0;

    while (tid < N) {
        temp += a[tid] * b[tid];
        tid += blockDim.x * gridDim.x;
    }
}
```

```

// set the cache values
cache[cacheIndex] = temp;

// synchronize threads in this block
__syncthreads();

// for reductions, threadsPerBlock must be a power of 2 //
// because of the following code
int i = blockDim.x/2;
while (i != 0) {
    if (cacheIndex < i)
        cache[cacheIndex] += cache[cacheIndex + i];
    __syncthreads();    i /= 2;
}

if (cacheIndex == 0)
    partial_c[blockIdx.x] = cache[0];
}

int main( void ) {
    float *a, *b, c, *partial_c;
    float *dev_a, *dev_b, *dev_partial_c;

```

```

// allocate memory on the CPU side
a = (float*)malloc( N*sizeof(float) );
b = (float*)malloc( N*sizeof(float) );
partial_c = (float*)malloc( blocksPerGrid*sizeof(float) );

// allocate the memory on the GPU
HANDLE_ERROR( cudaMalloc( (void*)&dev_a, N*sizeof(float) ) );
HANDLE_ERROR( cudaMalloc( (void*)&dev_b, N*sizeof(float) ) );
HANDLE_ERROR( cudaMalloc( (void*)&dev_partial_c, blocksPerGrid
    *sizeof(float) ) );

// fill in the host memory with data
for (int i=0; i<N; i++) {
    a[i] = i;
    b[i] = i*2;
}

// copy the arrays a and b to the GPU
HANDLE_ERROR( cudaMemcpy( dev_a, a, N*sizeof(float),
    cudaMemcpyHostToDevice ) );
HANDLE_ERROR( cudaMemcpy( dev_b, b, N*sizeof(float),
    cudaMemcpyHostToDevice ) );

dot<<<blocksPerGrid, threadsPerBlock>>>( dev_a, dev_b,

```

```

    dev_partial_c );

// copy the array 'c' back from the GPU to the CPU
HANDLE_ERROR( cudaMemcpy( partial_c , dev_partial_c ,
    blocksPerGrid*sizeof(float) ,
                                cudaMemcpyDeviceToHost ) );

// finish up on the CPU side
c = 0;
for (int i=0; i<blocksPerGrid; i++) {
    c += partial_c[i];
}

#define sum_squares(x)( x * (x + 1) * (2 * x + 1) / 6 )

printf("Does GPU value %.6g = %.6g?\n" , c , 2 * sum_squares( (
    float)(N - 1) ) );

// free memory on the GPU side
cudaFree( dev_a );
cudaFree( dev_b );
cudaFree( dev_partial_c );
// free memory on the CPU side
free( a );

```

```
    free( b );  
    free( partial_c );  
}
```

# OUTPUT

```
[landau@impact1 dot_product]$ nvcc dot_product.cu -o dot_product
[landau@impact1 dot_product]$ ./dot_product
Does GPU value 2.57236e+13 = 2.57236e+13?
[landau@impact1 dot_product]$
```

# OUTLINE

- Measuring GPU performance
- Global memory vs. shared memory vs. local memory and registers
- Implementing the dot product



# LECTURE SERIES MATERIALS

These lecture slides, a tentative syllabus for the whole lecture series, and code are available at:

<https://github.com/wlandau/gpu>.

After logging into your home directory on impact1, type:

```
git clone https://github.com/wlandau/gpu
```

into the command line to download all the course materials.

## REFERENCES

David B. Kirk and Wen-mei W. Hwu. “Programming Massively Parallel Processors: a Hands-on Approach.” Morgan Kaufman, 2010.

J. Sanders and E. Kandrot. *CUDA by Example*. Addison-Wesley, 2010.

Michael Romero and Rodrigo Urra. ”CUDA Programming.” Rochester Institute of Technology.  
[http://cuda.ce.rit.edu/cuda\\_overview/cuda\\_overview.html](http://cuda.ce.rit.edu/cuda_overview/cuda_overview.html)