Лекция 5

- PTX (Parallel Thread eXecution) ISA (Instruction Set Architecture).
- CUDA Driver API.

```
#include <cuda.h>
#include <cuda runtime.h>
                                          cda.cpp
#include <stdio.h>
#include <malloc.h>
int main(){
  culnit(0);
  CUdevice cuDevice;
  CUresult res = cuDeviceGet(&cuDevice, 0);
  if (res != CUDA SUCCESS){
     printf("cannot acquire device 0\n");
     exit(1);
```

```
CUcontext cuContext;
res = cuCtxCreate(&cuContext, 0, cuDevice);
if (res != CUDA_SUCCESS){
    printf("cannot create context\n");
    exit(1);
}
```

```
int N=2048:
float* a=(float*)calloc(N, sizeof(float));
float* b=(float*)calloc(N, sizeof(float));
for(int i=0; i<N; i++){
  a[i]=2*i;
  b[i]=2*i+1;
float *a d, *b d;
cudaMalloc((void**)&a_d, N*sizeof(float));
cudaMalloc((void**)&b d, N*sizeof(float));
cudaMemcpy(a d, a, N*sizeof(float), cudaMemcpyHostToDevice);
cudaMemcpy(b d, b, N*sizeof(float), cudaMemcpyHostToDevice);
```

```
//gStub<<<N/128,128>>>(a_d,b_d);
 //cudaDeviceSynchronize();
CUmodule cuModule = (CUmodule)0;
cuModuleLoad(&cuModule, "cda.ptx");
CUfunction qStub;
cuModuleGetFunction(&gStub, cuModule, "gStub");
void* args[] = {&a d, &b d};
cuLaunchKernel(gStub, N/128, 1, 1, 128, 1, 1, 0, 0, args, 0);
```

```
cudaMemcpy(a, a_d, N*sizeof(float), cudaMemcpyDeviceToHost);
for(int i=0; i<N; i+=N/16)
   printf("%g\n",a[i]);
 cuCtxDestroy(cuContext);
 return 0;
```

```
__global___ void gStub(float* a, float* b){
        int tid=threadIdx.x+blockIdx.x*blockDim.x;
        a[tid]=a[tid]+b[tid];
    }
*/
```

```
version 8.5
.target sm 52
                                         cda.ptx
.address size 64
.visible .entry gStub(
   .param .u64 gStub param 0,
   .param .u64 gStub param 1
   .reg .f32 %f<4>;
   .reg .b32 %r<5>;
   .reg .b64
              %rd<8>;
   ld.param.u64
                  %rd1, [gStub param 0];
                  %rd2, [gStub param 1];
   ld.param.u64
```

```
cvta.to.global.u64 %rd3, %rd2;
cvta.to.global.u64 %rd4, %rd1;
mov.u32 %r1, %tid.x;
mov.u32 %r2, %ctaid.x;
mov.u32 %r3, %ntid.x;
mad.lo.s32 %r4, %r2, %r3, %r1;
mul.wide.s32 %rd5, %r4, 4;
add.s64 %rd6, %rd4, %rd5;
Id.global.f32 %f1, [%rd6];
add.s64 %rd7, %rd3, %rd5;
Id.global.f32 %f2, [%rd7];
add.f32 %f3, %f1, %f2;
st.global.f32 [%rd6], %f3;
ret:
```

```
tests/cudrapi> g++ -I/usr/local/cuda/include
-L/usr/local/cuda/lib64 -lcudart -lcuda cda.cpp -o cda
```

```
import numpy as np
from cuda_driver import *
N = 2048
culnit(0)
cnt = c int(0)
cuDeviceGetCount(byref(cnt))
if cnt.value == 0:
  raise Exception('No GPU device found!')
cuDevice = c int(0)
cuDeviceGet(byref(cuDevice), 0)
cuContext = c void p()
cuCtxCreate(byref(cuContext), 0, cuDevice)
```

cda.py

```
a_a = np.linspace(0, 2*(N-1), N, dtype=np.float32)
a = a_a.ctypes.data_as(POINTER(c_float))
b_a = np.linspace(1, 2*N-1, N, dtype=np.float32)
b = b_a.ctypes.data_as(POINTER(c_float))
```

```
a_d = c_void_p(0)
cuMemAlloc(byref(a_d), c_size_t(N*sizeof(c_float)))
b_d = c_void_p(0)
cuMemAlloc(byref(b_d), c_size_t(N*sizeof(c_float)))
```

cuMemcpyHtoD(a_d, a, c_size_t(N*sizeof(c_float)))
cuMemcpyHtoD(b_d, b, c_size_t(N*sizeof(c_float)))

```
cuModule = c void p()
cuModuleLoad(byref(cuModule), c_char_p(b'./cda.ptx'))
gStub kern = c void p(0)
cuModuleGetFunction(byref(gStub_kern), cuModule, c_char_p(b'gStub'))
gStub args=[c void p(addressof(a d)), c void p(addressof(b d))]
gStub params = (c void p * len(gStub args))(*gStub args)
cuLaunchKernel(gStub_kern, int(N/128), 1, 1, 128, 1, 1, 0, 0, gStub_params, 0)
cuCtxSynchronize()
cuMemcpyDtoH(a, a d, c size t(N*sizeof(c float)))
print(a a)
cuMemFree(a d)
cuMemFree(b d)
cuCtxDestroy(cuContext)
```

```
import numpy as np
import pycuda
from pycuda import gpuarray
import pycuda.autoinit
```

N = 2048

cda_pc.py

```
cuModule = pycuda.driver.module_from_file('./cda.ptx')
gStub_kern = cuModule.get_function('gStub')
```

```
a_d = gpuarray.to_gpu(np.linspace(0, 2*N-2, N, dtype=np.float32))
b_d = gpuarray.to_gpu(np.linspace(1, 2*N-1, N, dtype=np.float32))
```

gStub_kern(a_d, b_d, grid=(int(N/128),1,1), block=(128,1,1))

```
print(a d.get())
```