

# An Introduction to HPC and Scientific Computing

Lecture eight: An introduction to the CUDA programming language.

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# Learning outcomes

In this lecture we will learn about:

- More on CUDA.
- The basics of writing a GPU accelerated code.
- Parallelization in CUDA.
- How to map data in CUDA to GPU hardware.
- What is the NVIDIA visual profiler (nvvp)?

# What is CUDA

- Is abbreviation for “Compute Unified Device Architecture”
- Language based on C/C++
- Exposes GPU parallel capabilities for general purpose computing, while retaining high performance
- Enables heterogeneous computations and programming
- API allows to manage GPUs and their memory (allocate, copy, free)
- Fortran is supported as well

**General purpose computing on GPU** or GPGPU means that GPU can be used for computations as well as for graphics. First introduced into GPU to improve image quality.

**Heterogeneous computing** refers to systems which use different kinds of processor architectures to achieve higher performance or energy efficiency. Different architectures are better suited for different tasks.

**API** is “application programming interface” and in this case it is a piece of software which simplifies communication with the GPU.

# Where is CUDA

## What do you need?

NVIDIA driver

CUDA toolkit

## What do you get?

**Driver** is a low-level software that controls the graphics card

### Toolkit:

- nvcc CUDA compiler
- Nsight IDE plugin for Eclipse or Visual Studio
- nvvp - profiling tools
- cuda-gdb - debugging tools
- several libraries (cuFFT, cuBLAS, cuRAND, ... )

### SDK:

- lots of demonstration examples
- some error-checking utilities
- not officially supported by NVIDIA
- almost no documentation

# Hardware perspective

A typical node (computer) configuration is to have a CPU communicating with one or more GPUs through PCIe.

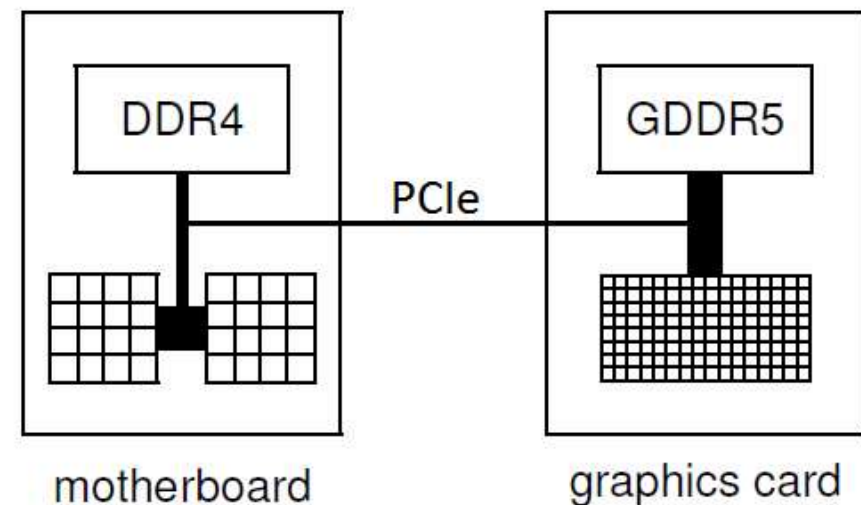
In general

**CPU (host)** has lower bandwidth to memory, less cores but much more memory available.

**GPU (device)** has higher bandwidth, many more cores, less memory.

CPU is optimized to minimize latency, ideal for command and control and some computations.

GPU is optimized for throughput, ideal for data parallel computations.



## PCIe

is a bus connecting the host and device, it has the potential to be a problem:

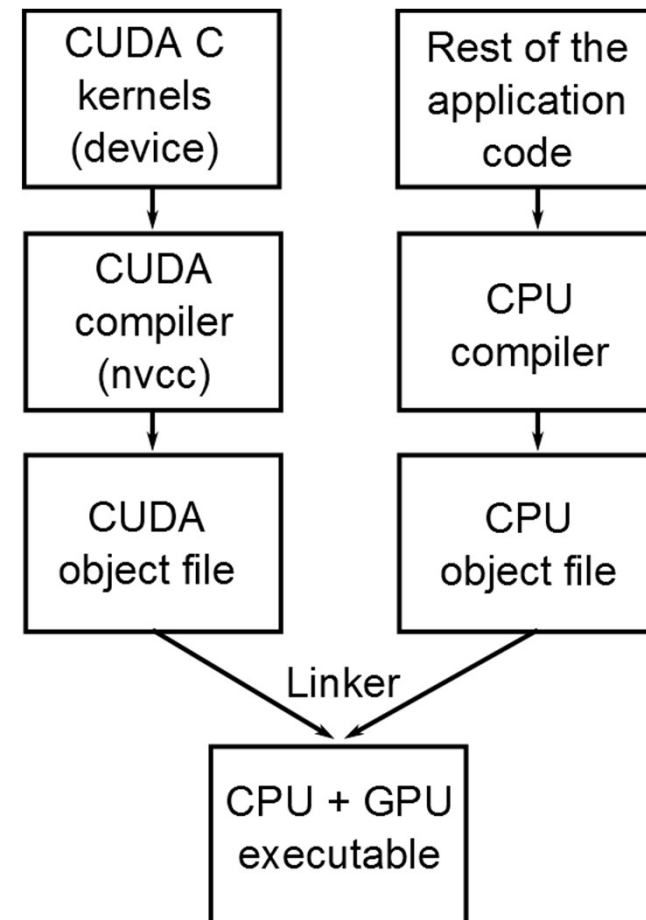
CPU bandwidth: ~300GB/s

GPU bandwidth: ~900GB/s

PCIe bandwidth: ~16GB/s

# How this affects us?

- Code is divided into host part and device part (both can be in one file)
- Any device code must be in the form of a CUDA kernel
- Host code constitutes the rest of the application
- Host operations include: memory management, host<->device interactions, computations
- Device operations are parallel computations



# 'Hello world' in CUDA

## CPU code for fancy 'Hello world'

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

void helloworld(void) {
    printf("Hello world!\n");
}

int main(void) {

    helloworld();

    return (0);
}
```

GPU does things bit differently:

- The function `helloworld_GPU` is special function which is run on GPU and it is called **kernel**.
- Before we launch any GPU kernel it needs to be configured. This is done by `<<< ... >>>` syntax.
- Run CUDA kernel

## GPU code for 'Hello world'

```
#include <stdio.h>
#include <stdlib.h>
// we have to include few more things
#include <cuda.h>
#include <cuda_runtime.h>
#include <cuda_runtime_api.h>

__global__ void helloworld_GPU(void) {
    printf("Hello world!\n");
}

int main(void) {

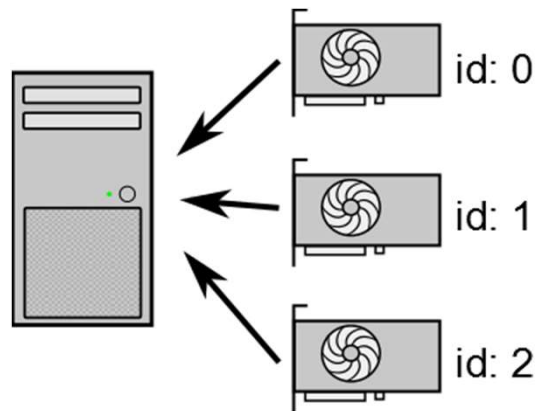
    // run CUDA kernel
    helloworld_GPU<<<1,1>>>>();

    return (0);
}
```

# 'Hello world' in CUDA – device initialisation

Before we can run our code we have to initialize the device first!

A node (or PC) can have more than one GPU. That is why each GPU has its id. In our code we want to use GPU with id 0.



How to get information about what GPU are available? Run `nvidia-smi` on linux.

NVIDIA-SMI 375.26 Driver V					
GPU	Name	Persistence-M	Bus-Id		
Fan	Temp	Perf	Pwr:Usage/Cap		Me
0	GeForce GTX 1080	Off	0000:01:00		
27%	32C	P0	37W / 180W		0MiB
1	TITAN X (Pascal)	Off	0000:06:00		
0%	27C	P0	50W / 250W		0MiB

GPU code for 'Hello world'

```
#include <stdio.h>
#include <stdlib.h>
// we have to include few more things
#include <cuda.h>
#include <cuda_runtime.h>
#include <cuda_runtime_api.h>

__global__ void helloworld_GPU(void) {
    printf("Hello world!\n");
}

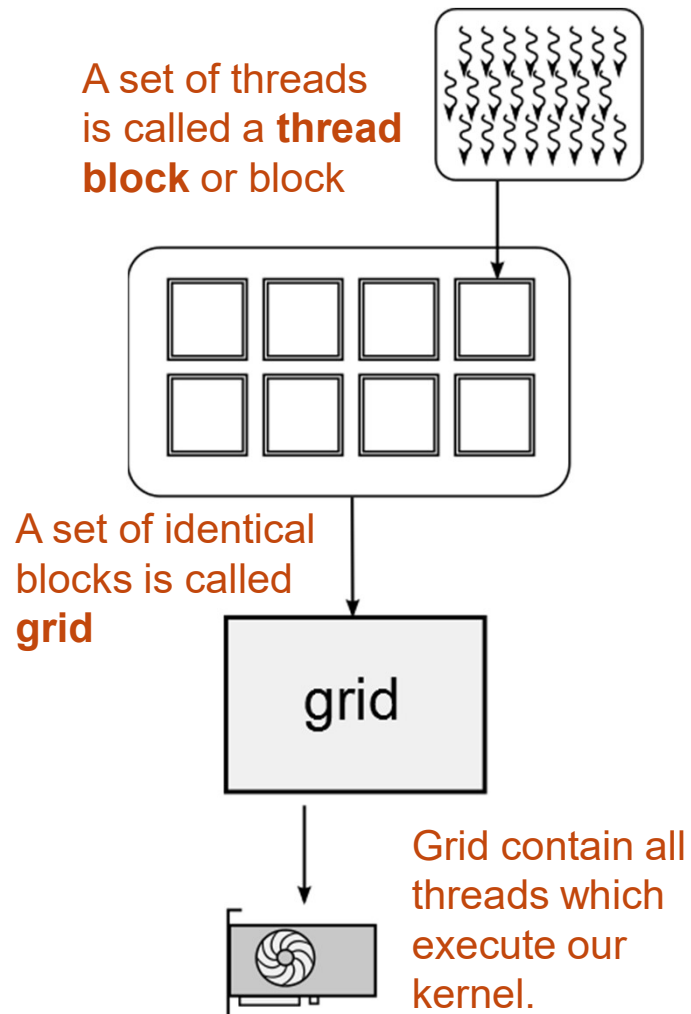
int main(void) {
    // initiate GPU
    int deviceid = 0; // using GPU with id 0
    int devCount;
    // gets number of GPU available
    cudaGetDeviceCount(&devCount);
    // check if we have enough GPUs
    if(deviceid < devCount) {
        // tell CUDA that we want to use GPU 0
        cudaSetDevice(deviceid);
    }
    else return(1);

    // run CUDA kernel
    helloworld_GPU<<<1,1>>>>();

    return (0);
}
```



# Expressing parallelism in CUDA



Kernel is a set of instructions executed by a single thread, i.e. something like a serial code for CPU written in C.

To achieve parallelism and good performance on GPUs we have to launch a lot of these threads. Each thread executed same kernel.

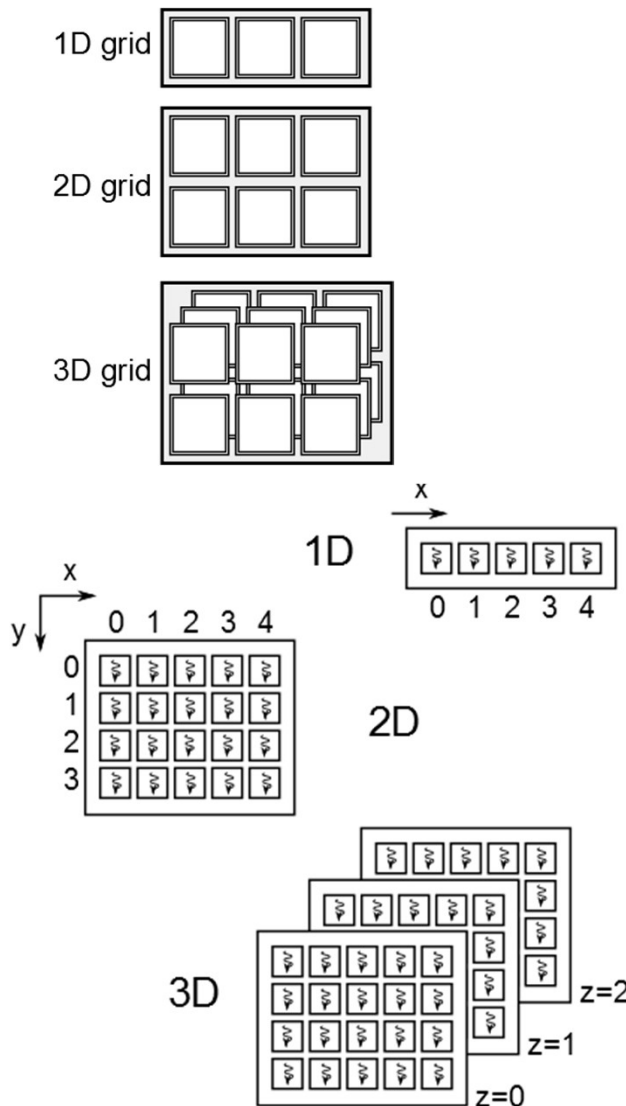
We can control how many threads execute our kernel by setting up a **grid**.

Each kernel has its own grid.

The hierarchy of threads:

- Threads are finest in granularity
- Blocks contain threads which can cooperate with each other
- Size of the block is limited to 1024 threads by architecture
- Because 1024 is not enough threads for GPU we create identical blocks to increase parallelism, i.e. increase number of threads

# Linking threads (blocks) and data



We can launch a lots of threads, doing the same thing. But how do we point them to different data?

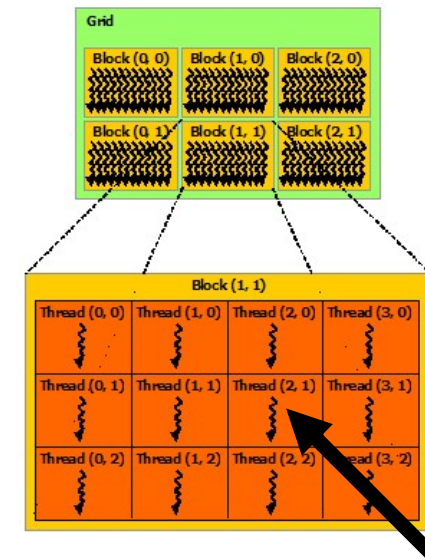
- By using their coordinates in three dimensions
- Every block has three dimensional coordinate within its grid and,
- Every thread from a block has three dimensional coordinate within that block.

Each thread has access to pre-set three dimensional variables:

- **threadIdx**
- **blockIdx**
- **blockDim**
- **gridDim**

Using these we can assign work for each thread.

Example of a grid



Values of preset variable for this thread are:

threadIdx.x = 2  
threadIdx.y = 1  
threadIdx.z = 0

blockDim.x = 4  
blockDim.y = 3  
blockDim.z = 1

gridDim.x = 3  
gridDim.y = 2  
gridDim.z = 1

# Mapping grid onto hardware

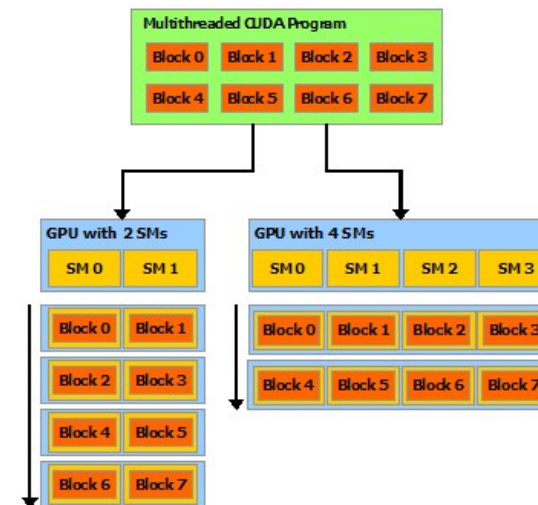
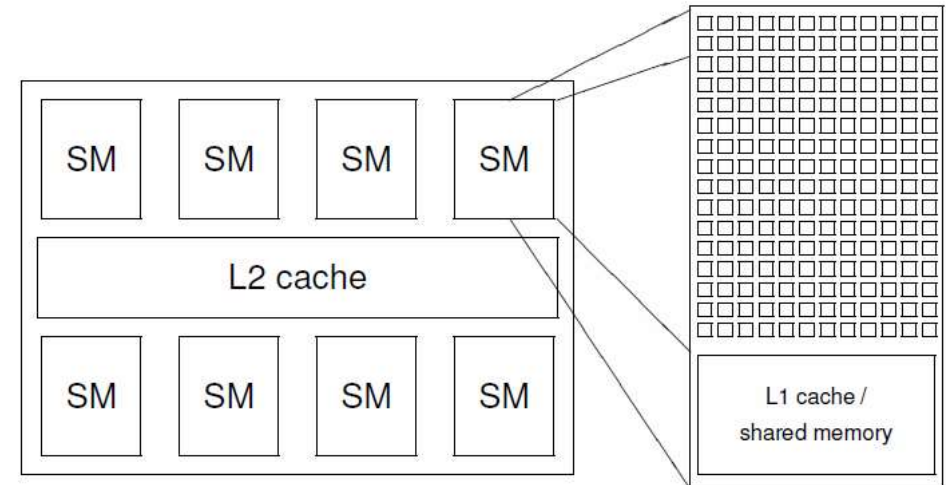
**Grid is an abstraction.** We cannot control what is executed where on a hardware level.

## Threads:

- Threads are executed in groups of 32 called warps. (SIMD units have 32 lanes)
- Only threads from the same block can cooperate with each other efficiently.

## Blocks:

- A single block execute on a single SM, blocks do not migrate.
- All concurrently running blocks on the same SM share its resources. Utilization of these resources is summarized in occupancy.
- GPU is based on latency hiding, in order to hide threads/blocks which are waiting for resources GPU needs a lot of them lined up. Spawn as many threads/blocks as possible.



How blocks are mapped to SMs is not decided by us. This also ensures scalability across different GPUs.

# CUDA kernel - definition

CUDA kernel is C-like function, that is, when called, its executed on many threads in parallel.

Kernel is defined by `__global__` declaration specifier. Kernel is executed by each thread from CUDA grid in parallel.

Kernel must return `void`. Kernel cannot communicate with host directly, only through device memory.

Kernel is written from a point of view of a single thread, i.e. like serial code on CPU. However threads can access shared resources with all dangers that it entails in a parallel environment.

Kernel can call function which are executed on the device.

Grid for given kernel is specified by `<<<...>>>` execution configuration syntax.

```
// Example of kernel definition
__global__ void my_kernel(args){
    int a = 1; // variable local to the thread
    for()...; // C-like syntax
    if()...;
    sqrt = sqrt(2); // special functions
    C = A + B; // math
}
```

```
// Example of kernel definition
// for vector addition
__global__ void vector_add(
    float *d_C, float *d_A, float *d_B
){
    int index=blockIdx.x*blockDim.x + threadIdx.x;
    d_C[index] = d_A[index] + d_B[index];
}
```

# CUDA kernel - execution

## Execution configuration syntax:

Required:

- **Gd** is number of blocks in three dimensions in the grid.
- **Bd** is number of threads in three dimension per block.
- Both could be `int` for one dimensional case.

Optional (not discussed in this lecture):

- **Ns** is size of shared memory in bytes
- **S** is CUDA stream

```
// Kernel definition
__global__ void my_kernel(args);

// dim3 is three component vector
dim3 Gd(Gx,Gy,Gz);
dim3 Bd;
Bd.x = Bx; Bd.y = By; Bd.z = Bz;
size_t Ns;
cudaStream_t S;
my_kernel<<< Gd, Bd, Ns, S >>>(args);
```

```
// Example of kernel definition
// for vector addition
__global__ void vector_add(
    float *d_C, float *d_A, float *d_B
){
    int index=index=blockIdx.x*blockDim.x + threadIdx.x;
    d_C[index] = d_A[index] + d_B[index];
}
```

```
// Example of simplest configuration (using int
// instead of dim3 and omitting optional parameters
int nBlocks = 1;
int nThreads = 100;
Vector_add<<< nBlocks, nThreads >>>(d_C, d_A, d_B);
```

```
// Example of 2D configuration, omitting optional
// parameters
dim3 Gd(2, 2, 1); //unused dimension is set to 1
dim3 Bd(32, 4, 1);
Vector_add<<< Gd, Bd >>>(d_C, d_A, d_B);
```

```
// Example of 3D configuration, omitting optional
// parameters
dim3 Gd(2, 2, 2);
dim3 Bd(32, 4, 4);
Vector_add<<< Gd, Bd >>>(d_C, d_A, d_B);
```

# Function calls in CUDA

## CPU code for fancy 'Hello world'

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

void helloworld(void) {
    printf("Hello world!\n");
}

int main(void) {

    helloworld();

    return (0);
}
```

- `__global__` defines a CUDA kernel cannot be combined with others declarations.
- `__device__` defines function resident on the device and callable from device only.
- `__host__` defines function resident on the host and callable from host only. It is a default, but must be mentioned if combined with `__device__`.

## Examples of functions in CUDA

```
//
// __device__
// Executed on the device,
// callable from the device only,
// cannot be combined with __global__.
__device__ helloworld(void) {
    printf("Hello world!\n");
}
```

```
// __host__
// Executed on the host,
// callable from the host only,
// cannot be combined with __global__.
__host__ helloworld_host(void) {
    printf("Hello world!\n");
}
```

```
// Executed on the host when called by the host
// and on the device if called from the device.
// Does not serve as a kernel, cannot be called
// from host and execute on the device.
__host__ __device__ helloworld_both(void) {
    printf("Hello world!\n");
}
```

# Scheduling – order of execution

Blocks and threads (warps) are scheduled for execution when resources they need become available.

## There is no guaranteed order of execution.

- Threads within a block can be executed concurrently
- Blocks from one grid can be executed concurrently
- Grids on different GPU can be executed concurrently

Only (reasonable) means of cooperation is among threads from the same block. These threads can:

- Access shared resources – shared memory
  - Synchronize – synchronization means that it is guaranteed that all threads had finish their instructions before synchronization point. This does not mean there is guaranteed order of execution before or after synchronization.
- ❖ Warps are executed in lock step, i.e. all 32 threads from one warp are executing same instruction. This is only partially true with new Volta architecture.



# Scheduling – ‘Hello world’ example

## Blocks

```
Helloworld_device]$  
Hello world from block 5!  
Hello world from block 8!  
Hello world from block 1!  
Hello world from block 6!  
Hello world from block 2!  
Hello world from block 7!  
Hello world from block 3!  
Hello world from block 0!  
Hello world from block 4!  
Hello world from block 9!  
  
Helloworld_device]$  
Hello world from block 5!  
Hello world from block 4!  
Hello world from block 8!  
Hello world from block 1!  
Hello world from block 6!  
Hello world from block 2!  
Hello world from block 7!  
Hello world from block 3!  
Hello world from block 0!  
Hello world from block 9!
```

## Threads from one warp

```
Hello world from block 0 and thread 0!  
Hello world from block 0 and thread 1!  
Hello world from block 0 and thread 2!  
Hello world from block 0 and thread 3!  
Hello world from block 0 and thread 4!  
Hello world from block 0 and thread 5!  
Hello world from block 0 and thread 6!  
Hello world from block 0 and thread 7!  
Hello world from block 0 and thread 8!  
Hello world from block 0 and thread 9!
```

## Warps

```
Hello world from block 0 and warp 0!  
Hello world from block 0 and warp 2!  
Hello world from block 0 and warp 3!  
Hello world from block 0 and warp 6!  
Hello world from block 0 and warp 7!  
Hello world from block 0 and warp 1!  
Hello world from block 0 and warp 8!  
Hello world from block 0 and warp 5!  
Hello world from block 0 and warp 9!  
Hello world from block 0 and warp 4!
```



# Vector addition example

What is vector addition?

$$C = A + B$$

Where **A**, **B**, **C** are vectors of length **n**. If we rewrite this by elements we get

$$C_0 = A_0 + B_0$$

$$C_1 = A_1 + B_1$$

...

$$C_n = A_n + B_n$$

We can map this to threads for example like this:

Thread 0 calculates  $C_0$

Thread 1 calculates  $C_1$

...

Thread n calculates  $C_n$

**Another way:**

Thread 0 calculates elements from  $C_0$  to  $C_{m-1}$

Thread 1 calculates elements from  $C_m$  to  $C_{2m-1}$

Thread 2 calculates elements from  $C_{2m}$  to  $C_{3m-1}$

...

Thread n/m calculates from  $C_{n-m}$  to  $C_n$

**Yet another way:**

Threads 0 to 31 (a warp) would calculate elements from  $C_0$  to  $C_{m*32-1}$  with step 32

Threads 32 to 63 (next warp) would calculate elements from  $C_{m*32}$  to  $C_{2m*32}$  with step 32

...

Do these mappings differ in any way beside the way we map them?

On vector addition we will demonstrate typical processing flow of the GPU code.

# Processing flow of GPU accelerated code

1. **Initiate host** – declare variables, allocate memory on the host, load data
2. Initiate device - allocate memory, set environment variables
3. Transfer data to device
4. Run GPU kernel
5. Transfer data back to host

host code for vector addition

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

int main(void) {
    // What we want to calculate is  $C = A + B$ , where
    // A, B, C are vectors of size N
    size_t N = 1; // scalar
    float *h_A, *h_B, *h_C;

    // allocate host memory
    h_A = (float*) malloc(N*sizeof(float));
    h_B = (float*) malloc(N*sizeof(float));
    h_C = (float*) malloc(N*sizeof(float));

    // initiate host data
    for(size_t f=0; f<N; f++) {
        h_A[f] = f + 1.0f;
        h_B[f] = f + 1.0f;
        h_C[f] = 0;
    }

    ...
}
```

# Processing flow of GPU accelerated code

1. **Initiate host** – declare variables, allocate memory on the host, load data
2. Initiate device - allocate memory, set environment variables
3. Transfer data to device
4. Run GPU kernel
5. Transfer data back to host

With added error checking. **NULL** is one way of saying the pointer is empty. If memory cannot be initialized pointer is returned empty (handed).

## host code for vector addition

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

int main(void) {
    // What we want to calculate is C = A + B, where
    // A, B, C are vectors of size N
    size_t N = 1; // scalar
    float *h_A=NULL, *h_B=NULL, *h_C=NULL;

    // allocate host memory
    h_A = (float*) malloc(N*sizeof(float));
    h_B = (float*) malloc(N*sizeof(float));
    h_C = (float*) malloc(N*sizeof(float));
    if(h_A==NULL || h_B==NULL || h_C==NULL)
        return(1);

    // initiate host data
    for(size_t f=0; f<N; f++) {
        h_A[f] = f + 1.0;
        h_B[f] = f + 1.0;
        h_C[f] = 0;
    }

    ...
}
```

# Processing flow of GPU accelerated code

1. Initiate host – declare variables, allocate memory on the host, load data
2. **Initiate device** - allocate memory, set environment variables
3. Transfer data to device
4. Run GPU kernel
5. Transfer data back to host

host code for vector addition

```
...
int main(void) {
    ...

    // initiate GPU
    int deviceid = 0;
    int devCount;
    cudaGetDeviceCount(&devCount);
    if(deviceid < devCount) cudaSetDevice(deviceid);
    else return(1);

    // define device variables
    float *d_A, *d_B, *d_C;

    // allocate memory on the device
    cudaMalloc(&d_A, N*sizeof(float));
    cudaMalloc(&d_B, N*sizeof(float));
    cudaMalloc(&d_C, N*sizeof(float));

    ...
}
```

# Processing flow of GPU accelerated code

1. Initiate host – declare variables, allocate memory on the host, load data
2. **Initiate device** - allocate memory, set environment variables
3. Transfer data to device
4. Run GPU kernel
5. Transfer data back to host

With added error checking. The `cudaError_t` is variable type for storing result of CUDA calls. If the call was successful it returns `cudaSuccess`.

host code for vector addition

```
...
int main(void) {
    ...

    // initiate GPU
    int deviceid = 0;
    int devCount;
    cudaGetDeviceCount(&devCount);
    if(deviceid < devCount) cudaSetDevice(deviceid);
    else return(1);

    // define device variables
    float *d_A, *d_B, *d_C;

    // allocate memory on the device
    cudaError_t err_code;
    err_code = cudaMalloc(&d_A, N*sizeof(float));
    if(err_code != cudaSuccess) return(1);
    err_code = cudaMalloc(&d_B, N*sizeof(float));
    if(err_code != cudaSuccess) return(1);
    err_code = cudaMalloc(&d_C, N*sizeof(float));
    if(err_code != cudaSuccess) return(1);
    cudaMemset(d_C, 0, N*sizeof(float));

    ...
}
```

# Processing flow of GPU accelerated code

1. Initiate host – declare variables, allocate memory on the host, load data
2. Initiate device - allocate memory, set environment variables
3. Transfer data to device
4. Run GPU kernel
5. Transfer data back to host
6. Clean up

We are launching kernel on grid containing one thread. Not very parallel of us.

host code for vector addition

```
...
int main(void) {
    ...

    // transfer data from host to device
    cudaMemcpy(d_A, h_A, N*sizeof(float),
               cudaMemcpyHostToDevice);
    cudaMemcpy(d_B, h_B, N*sizeof(float),
               cudaMemcpyHostToDevice);

    // run CUDA kernel for vector add
    vector_add<<<1,1>>>(d_C, d_A, d_B);

    // transfer result to host
    cudaMemcpy(h_C, d_C, N*sizeof(float),
               cudaMemcpyDeviceToHost);

    // free memory on the host and the device
    cudaFree(d_A);
    cudaFree(d_B);
    cudaFree(d_C);
    free(h_A);
    free(h_B);
    free(h_C);

    return(0);
}
```

# Processing flow of GPU accelerated code

## Kernel for vector addition

1. Initiate host – declare variables, allocate memory on the host, load data
2. Initiate device - allocate memory, set environment variables
3. Transfer data to device
4. Run **GPU kernel**
5. Transfer data back to host
6. Clean up

```
// kernel definition for vector addition
__global__ void vector_add(
    float *d_C, float *d_A, float *d_B
){
    int index=blockIdx.x*blockDim.x + threadIdx.x;
    d_C[index] = d_A[index] + d_B[index];
}
```

We use pre-set variables we have discussed before (here in **red**) to calculate which data thread should work with.

# Unified memory

Data can be accessed using only one pointer on the host and as well as on the device.

## Advantages:

- Unified memory simplifies CUDA code as you do not have to explicitly move data to where they are needed. There is one allocation and one deallocation.
- Simplifies usage of data structures.

## Disadvantages:

- Loosing control – there might be unwanted copies. Like array C which we set on the host to zero.
- Hiding bottlenecks from view

## host code for vector addition

```
int main(void) {  
    // initiate GPU  
    ...  
  
    // Declare variables  
    size_t N = 1;  
    float *A, *B, *C;  
  
    // allocate unified memory  
    cudaMallocManaged(&A, N*sizeof(float));  
    cudaMallocManaged(&B, N*sizeof(float));  
    cudaMallocManaged(&C, N*sizeof(float));  
  
    // initiate host data  
    for(size_t f=0; f<N; f++) ...  
  
    // run CUDA kernel for vector add  
    vector_add<<<1,1>>>>(C, A, B);  
  
    // Wait for GPU to finish before  
    // accessing on the host  
    cudaDeviceSynchronize();  
  
    // free memory on the host and the device  
    cudaFree(A);  
    cudaFree(B);  
    cudaFree(C);  
  
    return(0);  
}
```



# Indexing – 1D vector addition

Each thread has access to pre-set three dimensional variables:

- `threadIdx`
- `blockIdx`
- `blockDim`
- `gridDim`

Using these we can assign work for each thread.

## Example of vector addition:

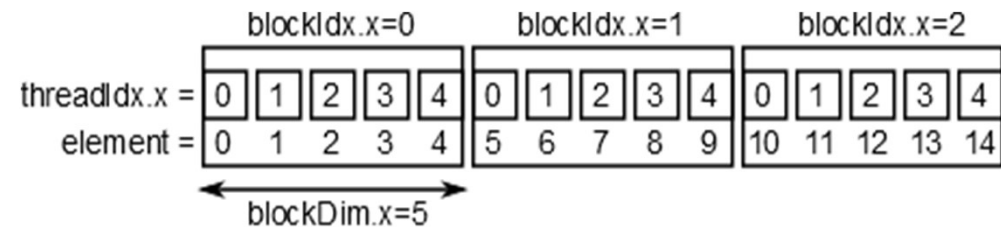
Input is 1D array of floats

```
float *A;
```

If we launch `vector_add` kernel like this:

```
vector_add<<<N/5, 5>>> (...)
```

For `N=100` grid will have 20 blocks each with 5 threads.



Indexing data like this:

```
int index=blockIdx.x*blockDim.x  
+ threadIdx.x;
```

Assign 1<sup>st</sup> block to first 5 elements, 2<sup>nd</sup> block to next 5 elements (starting with 5<sup>th</sup> element) and so on.

```
// kernel for vector addition  
__global__ void vector_add(  
    float *d_C, float *d_A, float *d_B  
) {  
    int index=blockIdx.x*blockDim.x + threadIdx.x;  
    // index has different value for each thread  
    // for 0th block, 3rd thread index=3  
    // for 1st block, 3rd thread index=8  
    // ...  
    d_C[index] = d_A[index] + d_B[index];  
}
```

# Two other ways of doing vector addition

The difference between two other ways of mapping vector addition onto a GPU is that a single thread is processing **M** elements but with different step size.

The step size is important because it determines if threads are accessing memory in **coalesced** or **uncoalesced** manner.

We say that threads from one warp (threads which are next to each other 0, 1, 2, ...) has coalesced memory access, if they are accessing data which are next to each other.

This is because memory delivers data in chunks of N bytes. We call these chunks **cachelines**. Every time a thread requests data, surrounding data comes along with it, even if we do not use them. If we can process these data as well we have them for 'free'.

Indexing data will be similar.

```
#define M 32
// Kernel definition for vector addition where
// thread access data with step 1
__global__ void vector_add_step1(
    float *d_C, float *d_A, float *d_B
){
    for(int f=0; f<M; f++){
        int index=M*blockIdx.x*blockDim.x +
            M*threadIdx.x + f;
        d_C[index] = d_A[index] + d_B[index];
    }
}

// Kernel definition for vector addition where
// thread access data with step blockDim.x
__global__ void vector_add_stepbig(
    float *d_C, float *d_A, float *d_B
){
    for(int f=0; f<M; f++){
        int index=M*blockIdx.x*blockDim.x + threadIdx.x
            + f*blockDim.x;
        d_C[index] = d_A[index] + d_B[index];
    }
}

// kernel configuration is same for both
vector_add_<<<N/(M*M),M>>>(...)
```

# Two other ways of doing vector addition

The difference between two other ways of mapping vector addition onto a GPU is that a single thread is processing **M** elements but with different step size.

The step size is important because it determines if threads are accessing memory in **coalesced** or **uncoalesced** manner.

We say that threads from one warp (threads which are next to each other 0, 1, 2, ...) has coalesced memory access, if they are accessing data which are next to each other.

This is because memory delivers data in chunks of N bytes. We call these chunks **cachelines**. Every time a thread requests data, surrounding data comes along with it, even if we do not use them. If we can process these data as well we have them for 'free'.

Indexing data will be similar.

```
#define M 32
// Kernel definition for vector addition where
// thread access data with step 1
__global__ void vector_add_step1(
    float *d_C, float *d_A, float *d_B
){
    for(int f=0; f<M; f++){
        int index=M*blockIdx.x*blockDim.x +
            M*threadIdx.x + f;
        d_C[index] = d_A[index] + d_B[index];
    }
}

// Kernel definition for vector addition where
// thread access data with step blockDim.x
__global__ void vector_add_stepbig(
    float *d_C, float *d_A, float *d_B
){
    for(int f=0; f<M; f++){
        int index=M*blockIdx.x*blockDim.x + threadIdx.x
            + f*blockDim.x;
        d_C[index] = d_A[index] + d_B[index];
    }
}

// kernel configuration is same for both
vector_add_<<<N/(M*M),M>>>(...)
```

# Performance difference

On NVIDIA GTX 1080 for N=67 M points

Uncoalesced memory access execution  
time: 28.77 ms

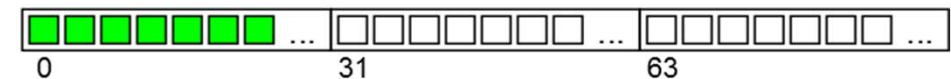
Coalesced memory access execution  
time: 2.29 ms

Speed up **12x**

Uncoalesced memory access



Coalesced memory access



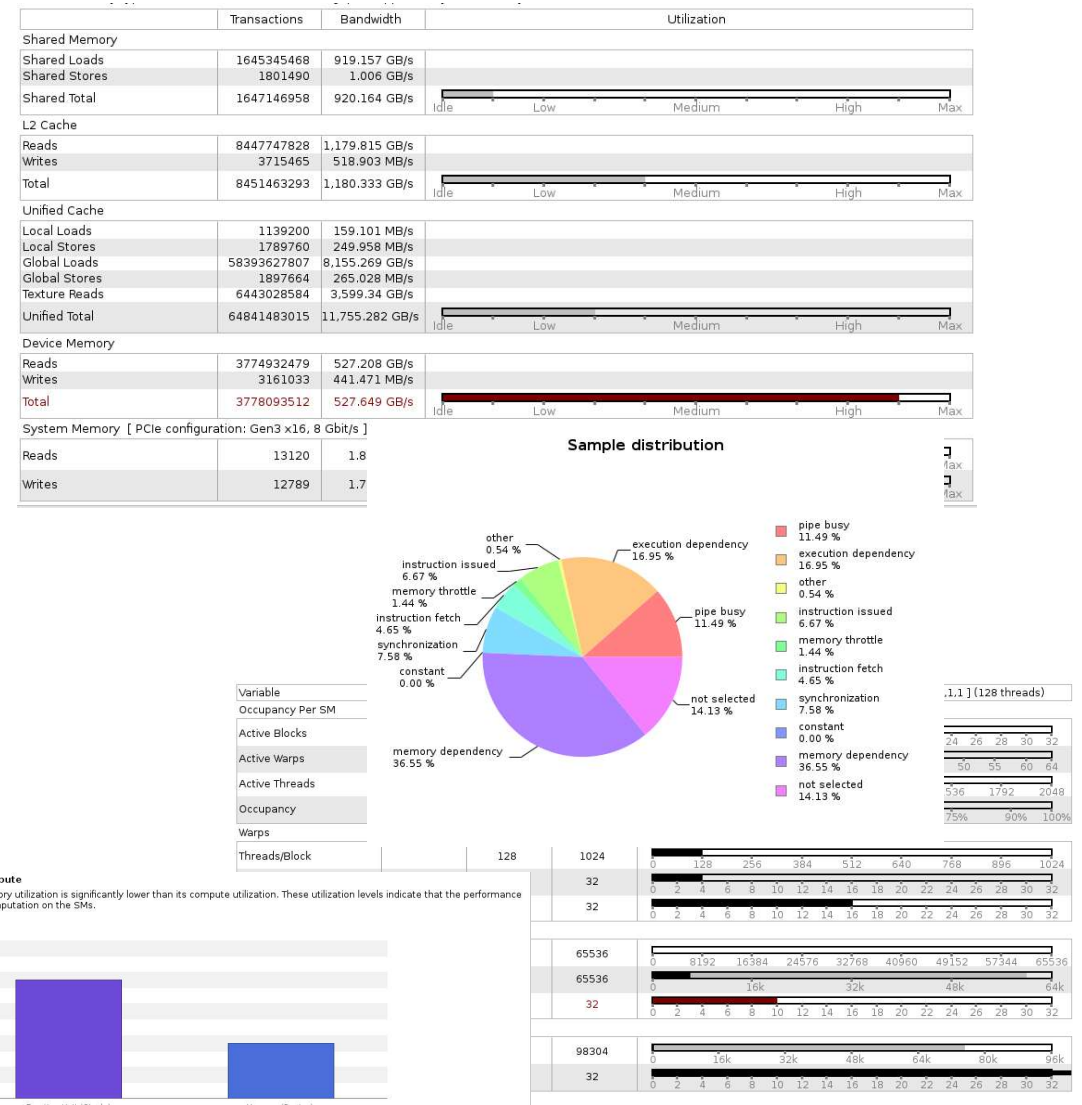
■ Read and used  
■ Read but not used

Data are read from memory in blocks of 128 bytes (32 floats), even if we request one value all others are delivered anyway. Coalesced memory access is better because it uses these 'free' values.

# Visual profiler - nvvp

Great tool for evaluating performance bottlenecks. It provides you with graphical interface in which you can explore performance of your code.

- Compute bound or memory bound?
- Occupancy calculation
- Memory bandwidth utilisation
- Compute utilisation
- Stall reasons



# What have we learnt?

- How to write a basic code with GPU kernels.
- Basics of how to use Unified memory or manage memory ourselves.
- How to launch kernels using blocks and threads.
- Basics of how to use blocks and threads ids to map data to threads.
- That NVIDIA visual profiler is a good thing to have.

# Further reading

- CUDA Toolkit Documentation  
(<https://docs.nvidia.com/cuda/index.html> )
- NVIDIA whitepapers  
(<https://images.nvidia.com/content/pdf/tesla/whitepaper/pascal-architecture-whitepaper.pdf>,  
<https://images.nvidia.com/content/volta-architecture/pdf/volta-architecture-whitepaper.pdf> )
- Code samples from SDK

# In the next lecture...

In the next lecture we will be looking at how GPUs can be used to solve tasks in scientific computing.

I will also present an introduction to the assignment for this coursework module.





# Linearisation (flattening) of an array

## Matrix

$$\rightarrow \begin{pmatrix} 1 & 2 & 3 & 4 \\ 5 & 6 & 7 & 8 \\ 9 & 10 & 11 & 12 \end{pmatrix}$$

```
int nRows=3;
int nColumn=4;

float M[nRows][nColumns];
M[1][2]==7;
```

## Row major format

$$\rightarrow \begin{pmatrix} 1 & 2 & 3 & 4 \\ 5 & 6 & 7 & 8 \\ 9 & 10 & 11 & 12 \end{pmatrix}$$
  
$$(1 \ 2 \ 3 \ 4 \ 5 \ 6 \ 7 \ 8 \ 9 \ 10 \ 11 \ 12)$$

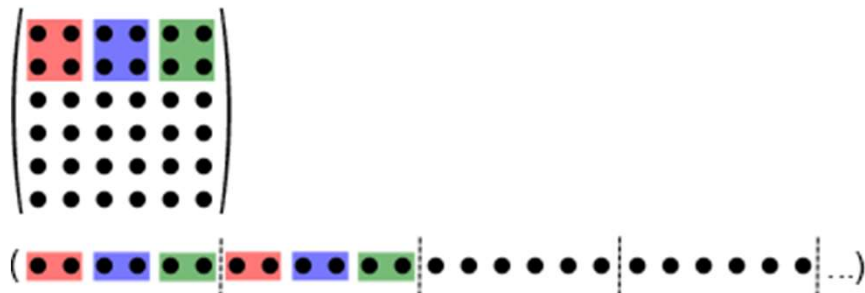
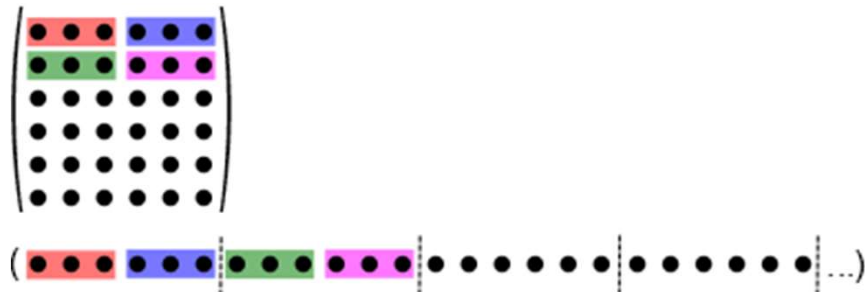
```
// numbers from rows are next to each other
float M[nRows*nColumns];
M[1*nColumns + 2] == 7;
```

## Column major format

$$\rightarrow \begin{pmatrix} 1 & 2 & 3 & 4 \\ 5 & 6 & 7 & 8 \\ 9 & 10 & 11 & 12 \end{pmatrix}$$
  
$$(1 \ 5 \ 9 \ 2 \ 6 \ 10 \ 3 \ 7 \ 11 \ 4 \ 8 \ 12)$$

```
// numbers from columns are next to each other
float M[nRows*nColumns];
M[2*nRows + 1] == 7;
```

# Indexing – 2D matrix addition



```
dim3 nBlocks, nThreads;
// N columns, M rows
int N, M;

// linear indexing = we ignore that it is a matrix
int index=blockIdx.x*blockDim.x + threadIdx.x;

int nThreads=3;
matrix_add<<<(N*M)/nThreads, nThreads>>>(...)
```

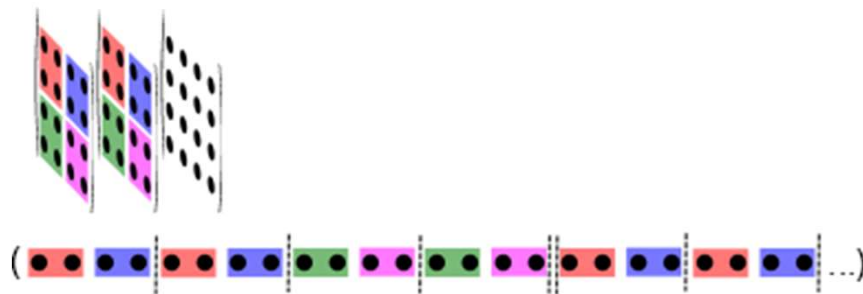
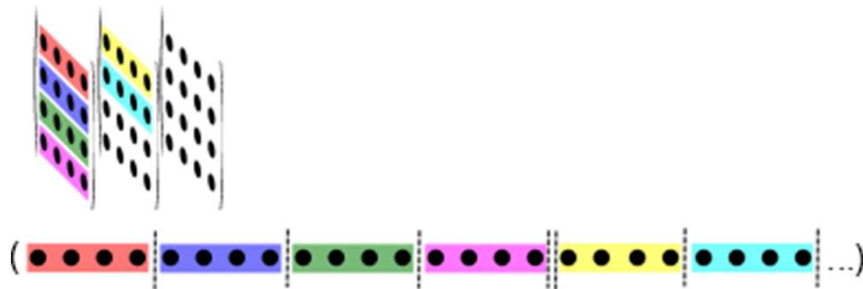
```
// 2D indexing, we selecting sub-matrices
int index_x = blockIdx.x*blockDim.x + threadIdx.x;
int index_y = blockIdx.y*blockDim.y + threadIdx.y;
int index = index_y*N + index_x;
```

```
dim3 nThreads(2,2,1);
dim3 nBlocks;
nBlocks.x = N/nThreads.x;
nBlocks.y = M/nThreads.y;
nBlocks.z = 1;
matrix_add<<< nBlocks, nThreads>>>(...)
```

```
// reading row major as column major
int index_x = blockIdx.x*blockDim.x + threadIdx.x;
int index_y = blockIdx.y*blockDim.y + threadIdx.y;
int index = index_y*N + index_x;
```

```
dim3 nThreads(1,3,1);
...
```

# Indexing – 3D tensor addition



Why use anything else then linear indexing?

- Because getting coordinates  $x, y, z$  from linear index when you need them is a pain.

```
dim3 nBlocks, nThreads;  
// N columns, M rows, K matrices  
int N, M, K;  
  
// linear indexing = we ignore that it is a tensor  
int index=blockIdx.x*blockDim.x + threadIdx.x;  
  
int nThreads=4;  
matrix_add<<<(N*M*K)/nThreads, nThreads>>>(...)  
  
// 3D indexing, we selecting sub-tensors  
int index_x = blockIdx.x*blockDim.x + threadIdx.x;  
int index_y = blockIdx.y*blockDim.y + threadIdx.y;  
int index_z = blockIdx.z*blockDim.z + threadIdx.z;  
int index    = index_z*N*M + index_y*N + index_x;  
  
dim3 nThreads(2,2,2);  
dim3 nBlocks;  
nBlocks.x = N/nThreads.x;  
nBlocks.y = M/nThreads.y;  
nBlocks.z = K/nThreads.z;  
matrix_add<<< nBlocks, nThreads>>>(...)  
  
// getting coordinates x,y,z from linear index  
int z = index%(N*M);  
int y = (index - z*N*M)%N;  
int x = index - z*N*M - y*N;
```

# Dealing with arbitrary size data

What if we have data which are not multiple of our number of threads?

- Round number of blocks up
- Inside kernel check is threads are reading or writing inside allocated memory
- It depends on indexing scheme used

```
// kernel for tensor addition
__global__ void vector_add(float *d_C, float *d_A,
float *d_B, int N, int M, int K){
    int index_x = blockIdx.x*blockDim.x + threadIdx.x;
    int index_y = blockIdx.y*blockDim.y + threadIdx.y;
    int index_z = blockIdx.z*blockDim.z + threadIdx.z;
    int index = index_z*N*M + index_y*N + index_x;
    // since number of blocks is rounded up some
    // threads might read or write outside allocated
    // memory. We have to check the boundaries.
    if(index_x < N && index_y < M && index_z < K)
        d_C[index] = d_A[index] + d_B[index];
}
```

```
int N=113, M=113, K=113;
```

```
dim3 nThreads(32,4,4);
dim3 nBlocks;
// round number of blocks up
nBlocks.x = (N+nThreads.x-1)/nThreads.x;
nBlocks.y = (M+nThreads.y-1)/nThreads.y;
nBlocks.z = (K+nThreads.z-1)/nThreads.z;
```

```
Tensor_add<<<nBlocks, nThreads>>>(...);
```