source: NVIDIA GPU Teaching Kit

IF3230
Sistem Paralel dan Terdistribusi
CUDA

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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

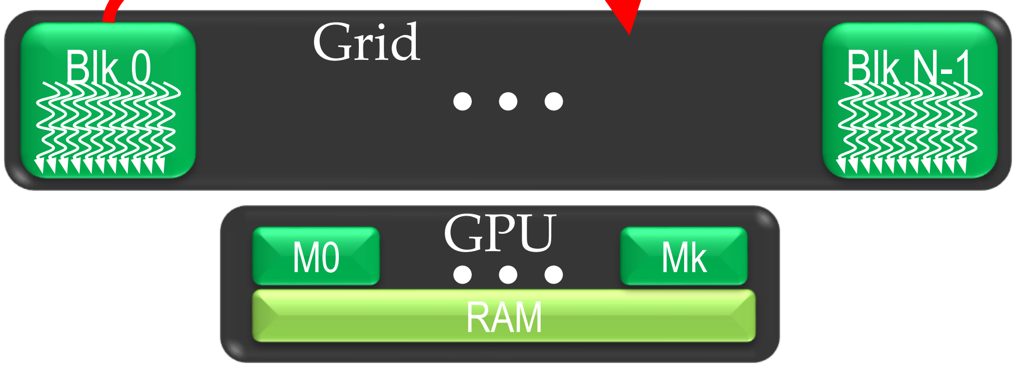
```
void vecAdd(float* h_A, float* h_B, float* h_C, int n)
{
  dim3 DimGrid((n-1)/256 + 1, 1, 1);
  dim3 DimBlock(256, 1, 1);
  vecAddKernel<<<DimGrid,DimBlock>>>(d_A, d_B, d_C, n);
}
```

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];
}
```

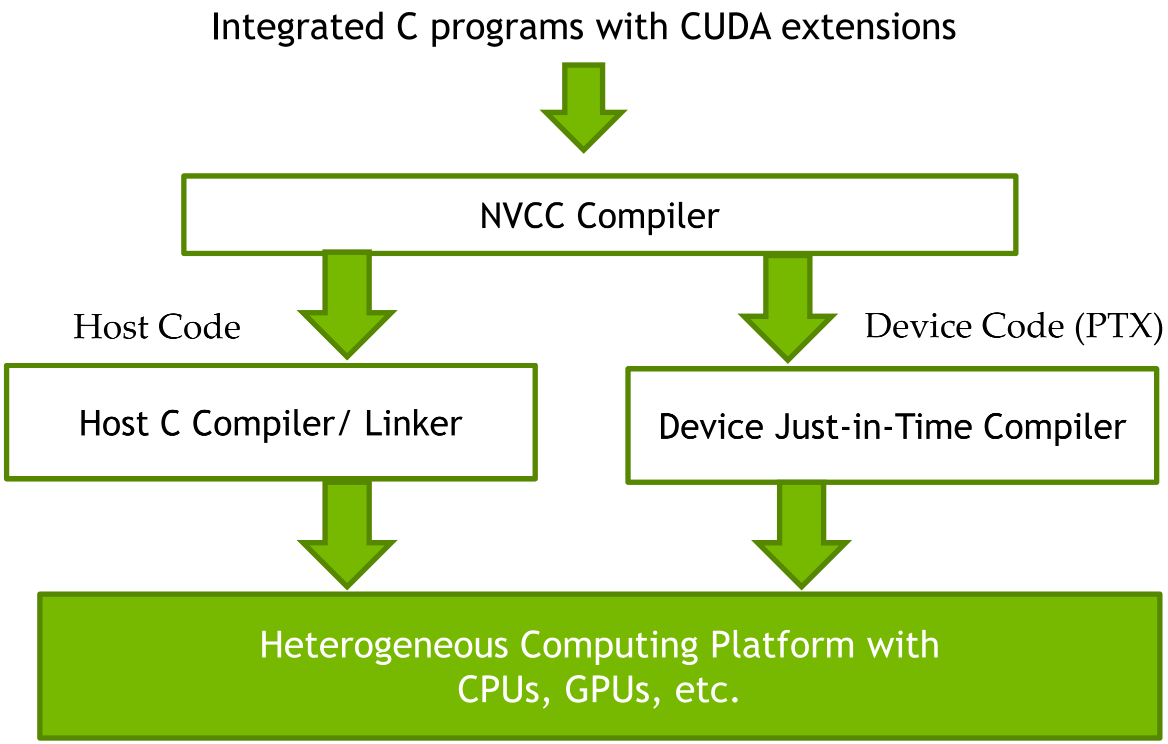


More on CUDA Function Declarations

	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

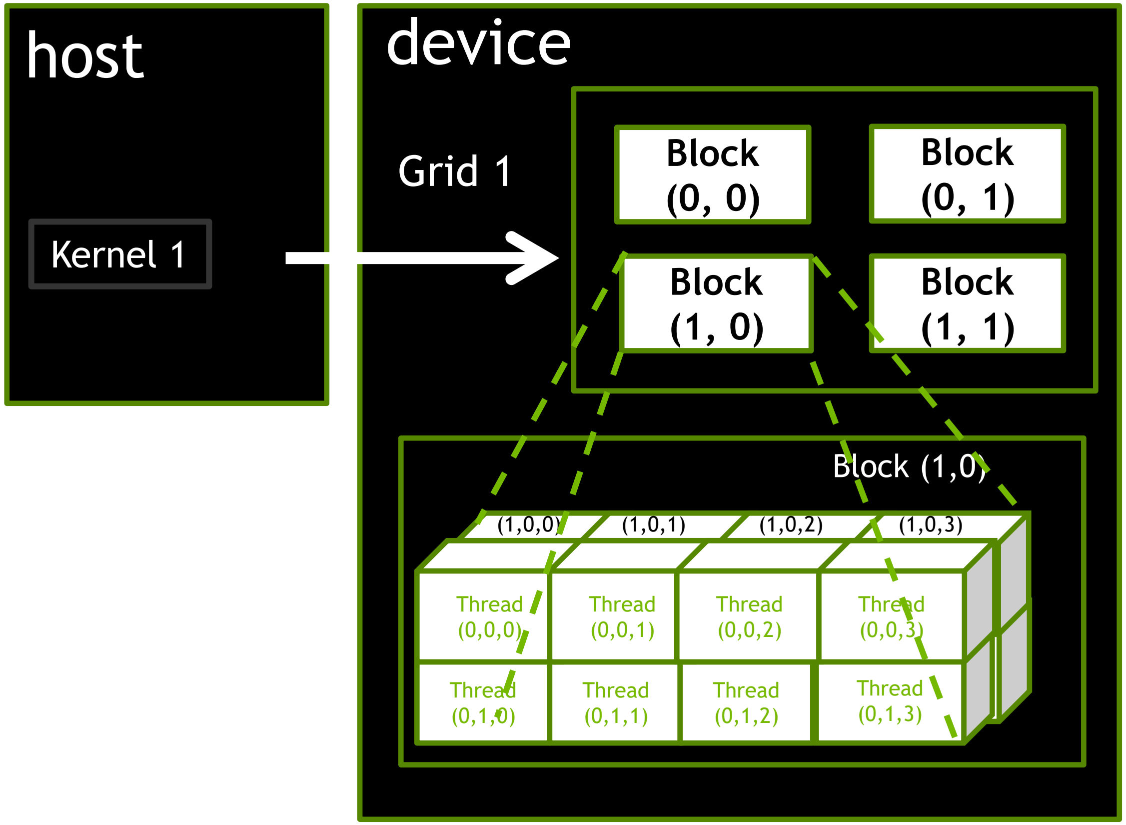
Compiling A CUDA Program



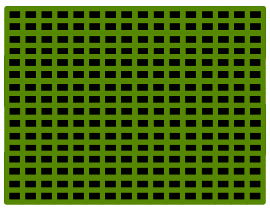
Objective

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

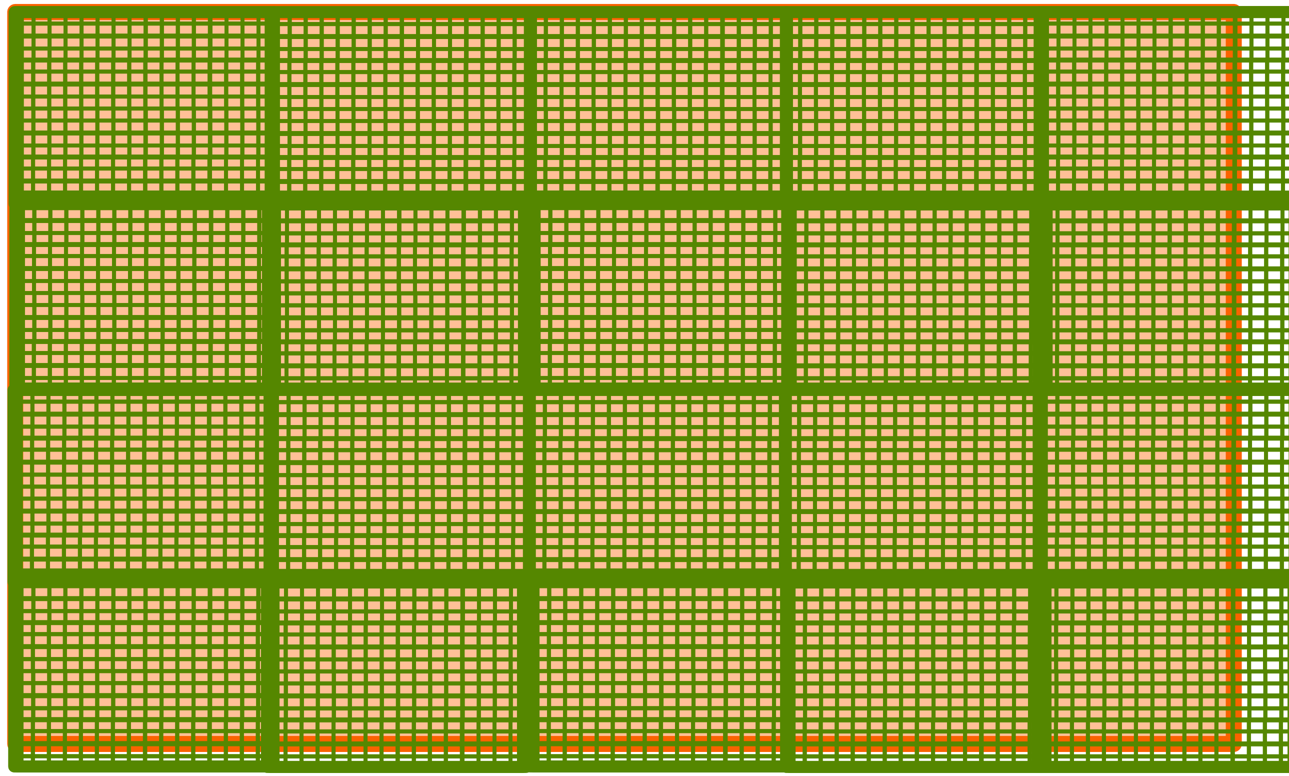
A Multi-Dimensional Grid Example



Processing a Picture with a 2D Grid



16×16 blocks



62×76 picture

Row-Major Layout in C/C++

M

Row*Width+Col = 2*4+1 = 9

M_0	M_1	M_2	M_3	M_4	M_5	M_6	M_7	M_8	$\boxed{M_9}$	M_{10}	M_{11}	M_{12}	M_{13}	M_{14}	M_{15}

M

$M_{0,0}$	$M_{0,1}$	$M_{0,2}$	$M_{0,3}$	$M_{1,0}$	$M_{1,1}$	$M_{1,2}$	$M_{1,3}$	$M_{2,0}$	$\boxed{M_{2,1}}$	$M_{2,2}$	$M_{2,3}$	$M_{3,0}$	$M_{3,1}$	$M_{3,2}$	$M_{3,3}$

$M_{0,0}$	$M_{0,1}$	$M_{0,2}$	$M_{0,3}$
$M_{1,0}$	$M_{1,1}$	$M_{1,2}$	$M_{1,3}$
$M_{2,0}$	$M_{2,1}$	$M_{2,2}$	$M_{2,3}$
$M_{3,0}$	$M_{3,1}$	$M_{3,2}$	$M_{3,3}$

Source Code of a PictureKernel

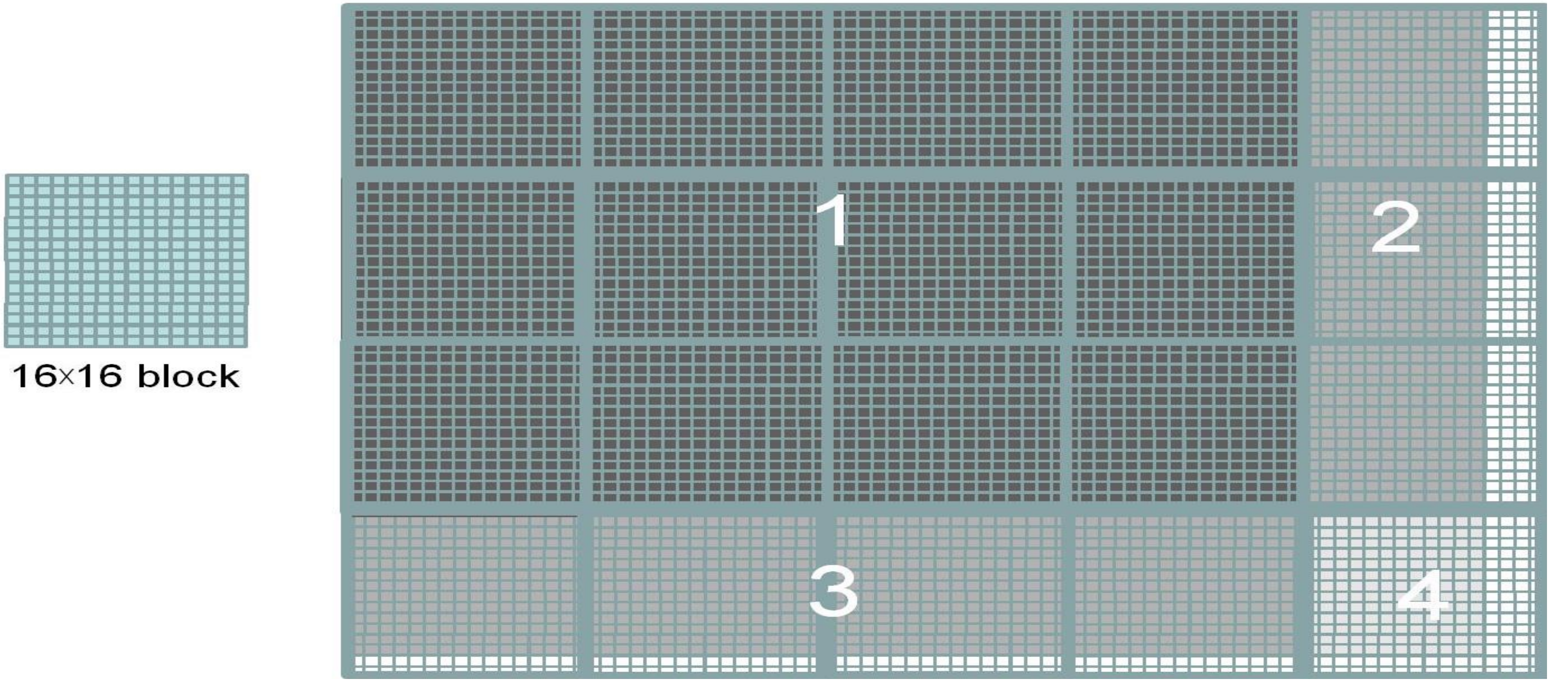
```
__global__ void PictureKernel(float* d_Pin, float* d_Pout,
                                          int height, int width)
{

  // 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

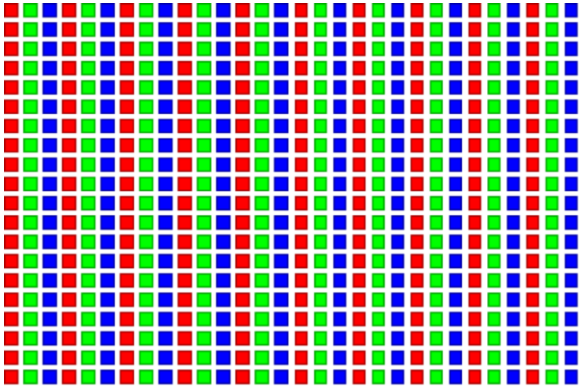


Not all threads in a Block will follow the same control flow path.

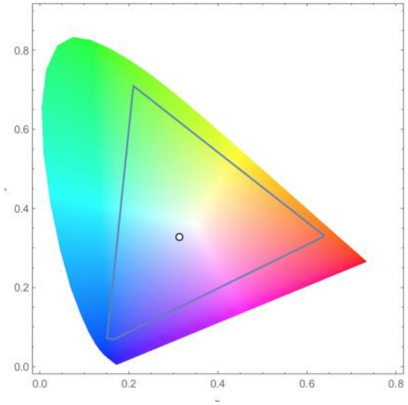
Objective

– To gain deeper understanding of multi-dimensional grid kernel configurations through a real-world use case

RGB Color Image Representation



- Each pixel in an image is an RGB value
- The format of an image's row is
  (r g b) (r g b) … (r g b)
- RGB ranges are not distributed uniformly
- Many different color spaces, here we show the constants to convert to Adobe RGB color space
  - The vertical axis (y value) and horizontal axis (x value) show the fraction of the pixel intensity that should be allocated to G and B. The remaining fraction (1-y–x) of the pixel intensity that should be assigned to R
  - The triangle contains all the representable colors in this color space

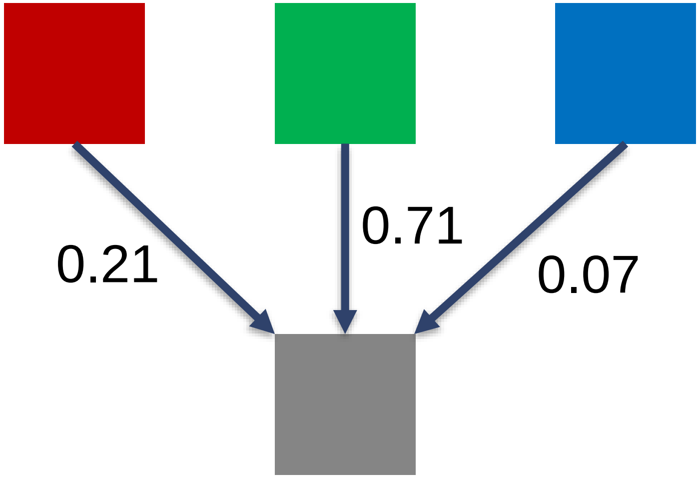


RGB to Grayscale Conversion

A grayscale digital image is an image in which the value of each pixel carries only intensity information.

Color Calculating Formula

- For each pixel (r g b) at (I, J) do:
  grayPixel[I,J] = 0.21*r + 0.71*g + 0.07*b
- This is just a dot product <[r,g,b],[0.21,0.71,0.07]> with the constants being specific to input RGB space



RGB to Grayscale Conversion Code

```
#define CHANNELS 3 // we have 3 channels corresponding to RGB
// The input image is encoded as unsigned characters [0, 255]
__global__ void colorConvert(unsigned char * grayImage,
                                                    unsigned char * rgbImage,
                         int width, int height) {
 int x = threadIdx.x + blockIdx.x * blockDim.x;
 int y = threadIdx.y + blockIdx.y * blockDim.y;

 if (x < width && y < height) {









 }
}
```

RGB to Grayscale Conversion Code

```
#define CHANNELS 3 // we have 3 channels corresponding to RGB
// The input image is encoded as unsigned characters [0, 255]
__global__ void colorConvert(unsigned char * grayImage,
                                                          unsigned char * rgbImage,
                             int width, int height) {
 int x = threadIdx.x + blockIdx.x * blockDim.x;
 int y = threadIdx.y + blockIdx.y * blockDim.y;

 if (x < width && y < height) {
   // get 1D coordinate for the grayscale image
   int grayOffset = y*width + x;
   // one can think of the RGB image having
   // CHANNEL times columns than the gray scale image
   int rgbOffset = grayOffset*CHANNELS;
   unsigned char r =  rgbImage[rgbOffset     ]; // red value for pixel
   unsigned char g = rgbImage[rgbOffset + 1]; // green value for pixel
   unsigned char b = rgbImage[rgbOffset + 2]; // blue value for pixel


 }
}
```

RGB to Grayscale Conversion Code

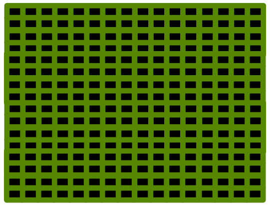
```
#define CHANNELS 3 // we have 3 channels corresponding to RGB
// The input image is encoded as unsigned characters [0, 255]
__global__ void colorConvert(unsigned char * grayImage,
                                                    unsigned char * rgbImage,
                        int width, int height) {
 int x = threadIdx.x + blockIdx.x * blockDim.x;
 int y = threadIdx.y + blockIdx.y * blockDim.y;

 if (x < width && y < height) {
   // get 1D coordinate for the grayscale image
   int grayOffset = y*width + x;
   // one can think of the RGB image having
   // CHANNEL times columns than the gray scale image
   int rgbOffset = grayOffset*CHANNELS;
   unsigned char r =  rgbImage[rgbOffset     ]; // red value for pixel
   unsigned char g = rgbImage[rgbOffset + 2]; // green value for pixel
   unsigned char b = rgbImage[rgbOffset + 3]; // blue value for pixel
   // perform the rescaling and store it
   // We multiply by floating point constants
   grayImage[grayOffset] = 0.21f*r + 0.71f*g + 0.07f*b;
 }
}
```

Objective

– To learn a 2D kernel with more complex computation and memory access patterns

Image Blurring

Blurring Box



Pixels processed by a thread block

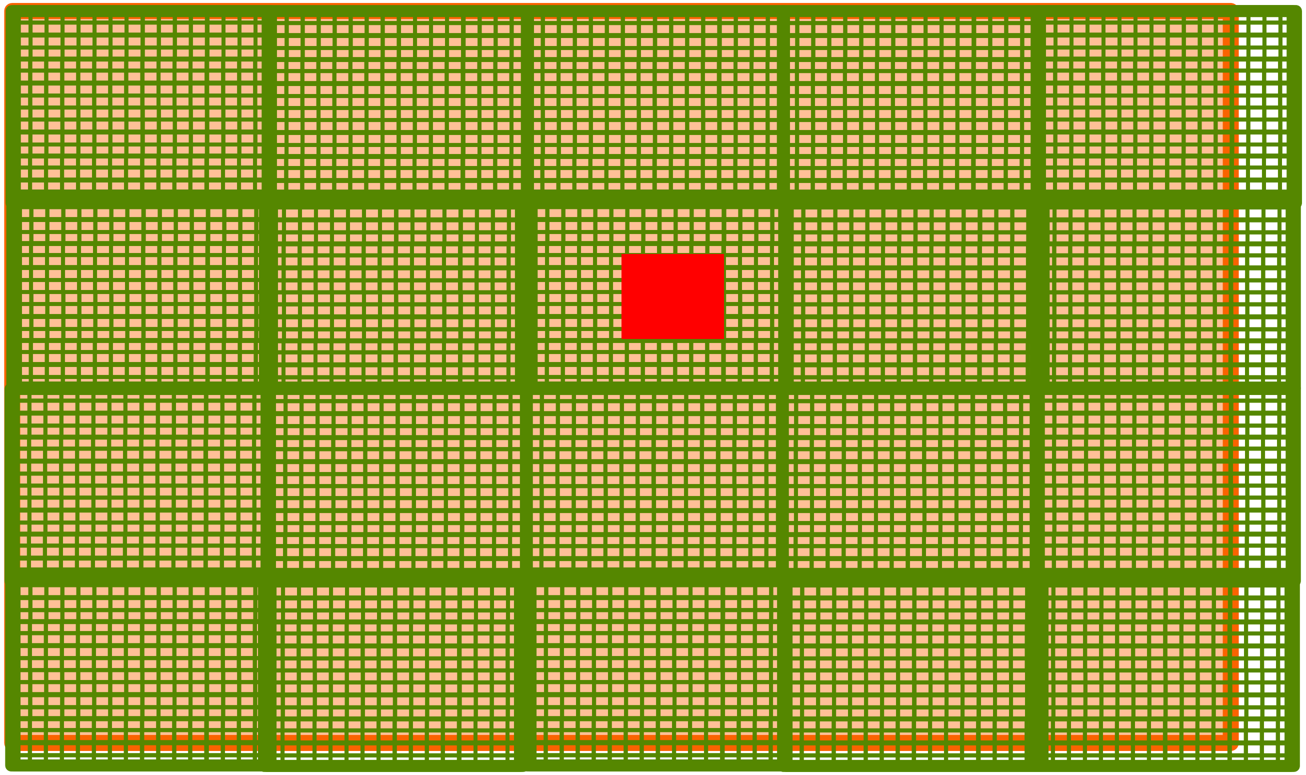


Image Blur as a 2D Kernel

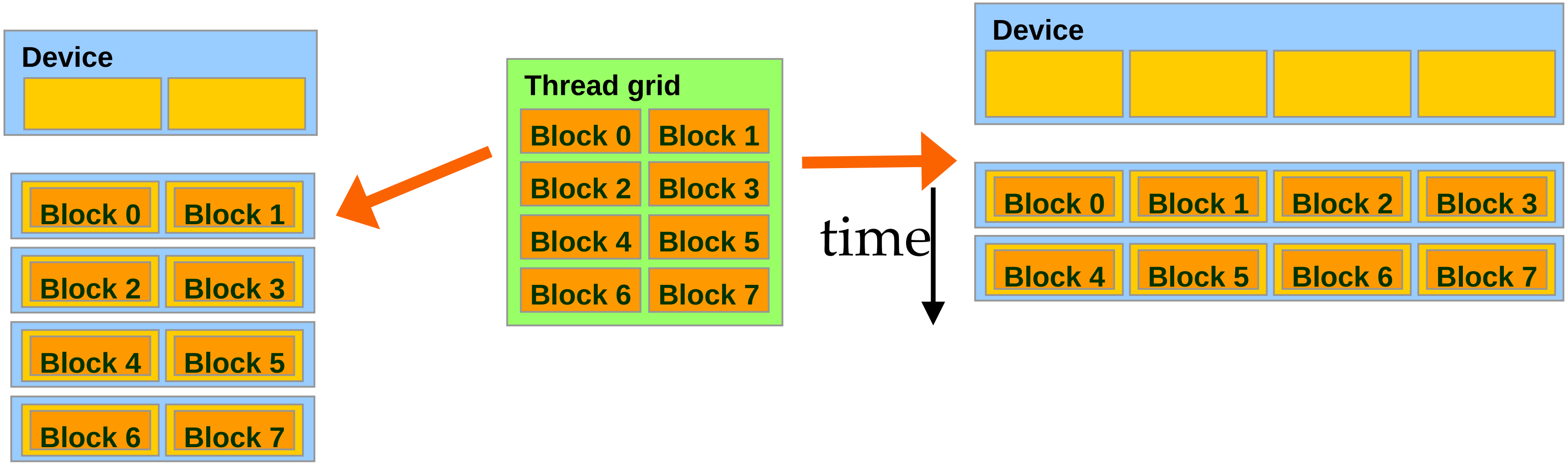
```
__global__
void blurKernel(unsigned char * in, unsigned char * out, int w, int h)
{
  int Col  = blockIdx.x * blockDim.x + threadIdx.x;
  int Row  = blockIdx.y * blockDim.y + threadIdx.y;

  if (Col < w && Row < h) {
      ... // Rest of our kernel
  }
}
```

```
__global__
 void blurKernel(unsigned char * in, unsigned char * out, int w, int h) {
    int Col  = blockIdx.x * blockDim.x + threadIdx.x;
    int Row  = blockIdx.y * blockDim.y + threadIdx.y;

    if (Col < w && Row < h) {
       int pixVal = 0;
       int pixels = 0;

       // Get the average of the surrounding 2xBLUR_SIZE x 2xBLUR_SIZE box
       for(int blurRow = -BLUR_SIZE; blurRow < BLUR_SIZE+1; ++blurRow) {
          for(int blurCol = -BLUR_SIZE; blurCol < BLUR_SIZE+1; ++blurCol) {

             int curRow = Row + blurRow;
             int curCol = Col + blurCol;
             // Verify we have a valid image pixel
             if(curRow > -1 && curRow < h && curCol > -1 && curCol < w) {
                pixVal += in[curRow * w + curCol];
                pixels++; // Keep track of number of pixels in the accumulated total
             }
          }
       }

       // Write our new pixel value out
       out[Row * w + Col] = (unsigned char)(pixVal / pixels);
    }
}
```

Objective

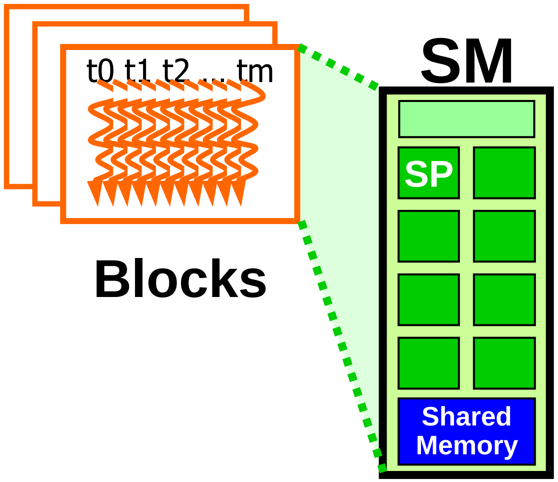
- To learn how a CUDA kernel utilizes hardware execution resources
  - Assigning thread blocks to execution resources
  - Capacity constrains of execution resources
  - Zero-overhead thread scheduling

Transparent Scalability



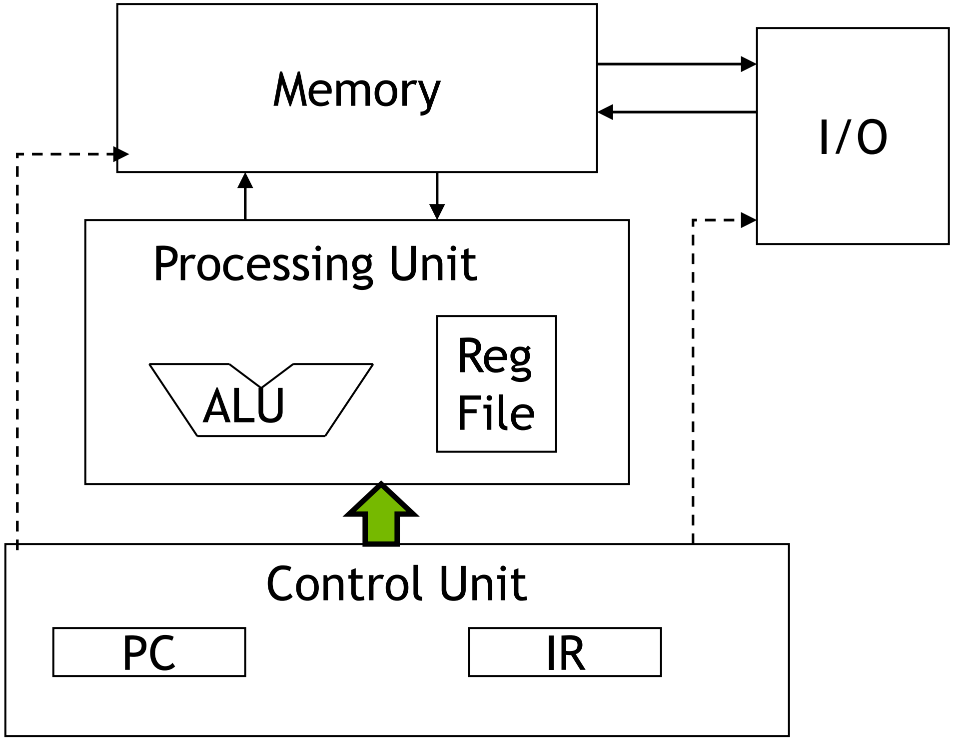
- Each block can execute in any order relative to others.
- Hardware is free to assign blocks to any processor at any time
  - A kernel scales to any number of parallel processors

Example: Executing Thread Blocks

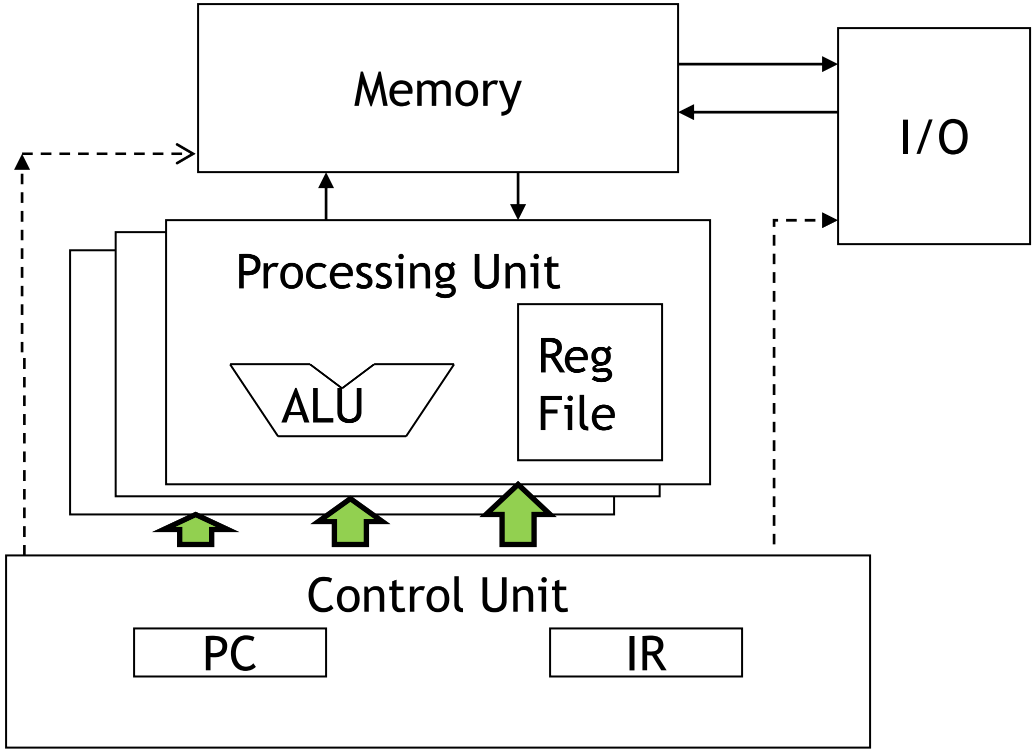


- Threads are assigned to Streaming Multiprocessors (SM) in block granularity
  - Up to **8** blocks to each SM as resource allows
  - Fermi SM can take up to **1536** threads
    - Could be 256 (threads/block) * 6 blocks
    - Or 512 (threads/block) * 3 blocks, etc.
- SM maintains thread/block idx #s
- SM manages/schedules thread execution

The Von-Neumann Model



The Von-Neumann Model with SIMD units



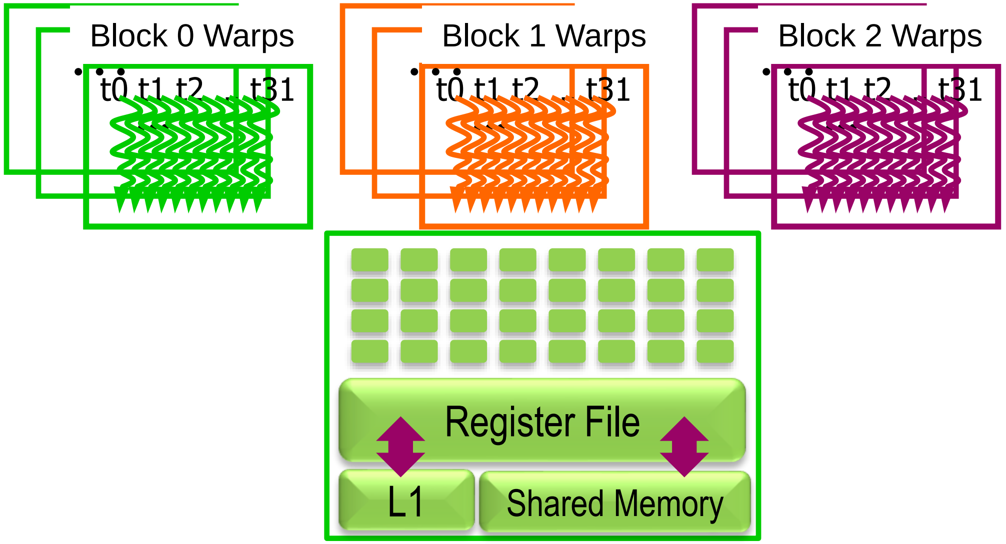
Single Instruction Multiple Data
(SIMD)

Warps as Scheduling Units

- Each Block is executed as 32-thread Warps
  - An implementation decision, not part of the CUDA programming model
  - Warps are scheduling units in SM
  - Threads in a warp execute in SIMD
  - Future GPUs may have different number of threads in each warp

Warp Example

- If 3 blocks are assigned to an SM and each block has 256 threads, how many Warps are there in an SM?
  - Each Block is divided into 256/32 = 8 Warps
  - There are 8 * 3 = 24 Warps



Example: Thread Scheduling (Cont.)

- SM implements zero-overhead warp scheduling
  - Warps whose next instruction has its operands ready for consumption are eligible for execution
  - Eligible Warps are selected for execution based on a prioritized scheduling policy
  - All threads in a warp execute the same instruction when selected

Block Granularity Considerations

- For Matrix Multiplication using multiple blocks, should I use 8X8, 16X16 or 32X32 blocks for Fermi?
  - For 8X8, we have 64 threads per Block. Since each SM can take up to 1536 threads, which translates to 24 Blocks. However, each SM can only take up to 8 Blocks, only 512 threads will go into each SM!
  - For 16X16, we have 256 threads per Block. Since each SM can take up to 1536 threads, it can take up to 6 Blocks and achieve full capacity unless other resource considerations overrule.
  - For 32X32, we would have 1024 threads per Block. Only one block can fit into an SM for Fermi. Using only 2/3 of the thread capacity of an SM.