ECE408 / CS483/CSE408 Spring 2020

Applied Parallel Programming

Lecture 21: Data Transfer and CUDA Streams (Task Parallelism)

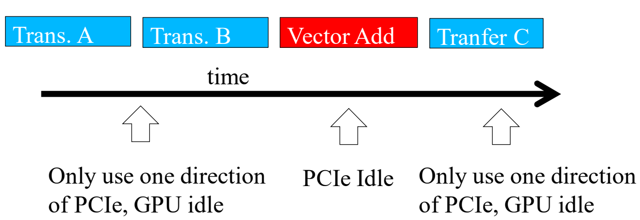
Objective

To learn more advanced features of the CUDA APIs for data transfer and kernel launch

- Task parallelism for overlapping data transfer with kernel computation
- CUDA streams

Serialized Data Transfer and GPU computation

- So far, the way we use cudaMemcpy serializes data transfer and GPU computation



Device Overlap

- Most CUDA devices support *device overlap*
  - *Simultaneously execute a kernel while performing a copy between device and host memory*

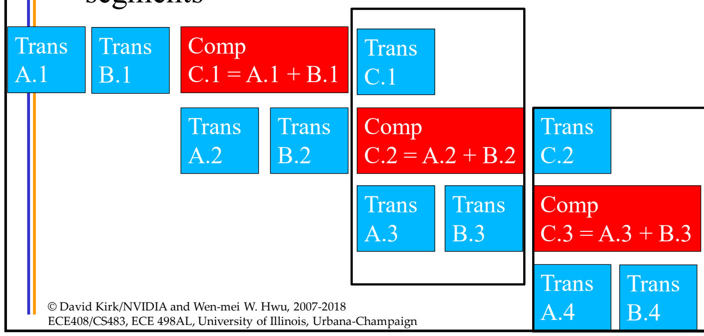
```
int dev_count;
cudaDeviceProp prop;

cudaGetDeviceCount( &dev_count);
for (int i = 0; i < dev_count; i++) {
  cudaGetDeviceProperties(&prop, i);

  if (prop.deviceOverlap) …
```

Overlapped (Pipelined) Timing

- Divide large vectors into segments
- Overlap transfer and compute of adjacent segments



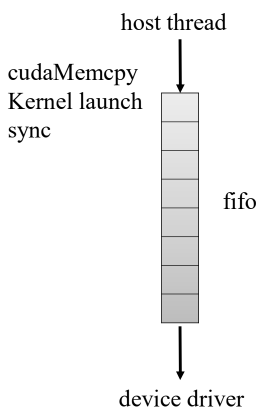
Using CUDA Streams and Asynchronous Memcpy

- CUDA supports parallel execution of kernels and cudaMemcpy with **streams**
- Each stream **is a queue of operations** (kernel launches and cudaMemcpy's)
- Operations (tasks) in different streams
  - can execute in parallel
  - a version of **task parallelism**

Streams

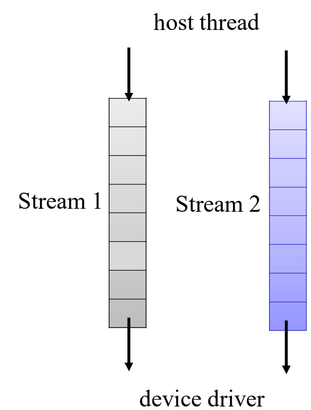
Queue operation:

1. device requests (host code) placed into queue
2. queue processed asynchronously by driver and device
3. each queue processed in order (no overlap), so memory copies end before kernel launch, and so forth

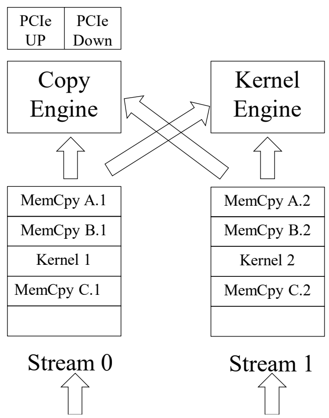


Multiple Streams Enable Parallelism

- To allow concurrent copying and kernel execution, you need to use multiple streams.



Conceptual View of Streams



Operations (Kernels, MemCpys)

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A Simple Multi-Stream Host Code

```
cudaStream_t  stream0, stream1;
cudaStreamCreate( &stream0);
cudaStreamCreate( &stream1);
float *d_A0, *d_B0, *d_C0;  // device memory for stream 0
float *d_A1, *d_B1, *d_C1;  // device memory for stream 1

// cudaMalloc for d_A0, d_B0, d_C0, d_A1, d_B1, d_C1 go here

for (int i=0; i<n; i+=SegSize*2) {
  cudaMemcpyAsync(d_A0, h_A+i, SegSize*sizeof(float),.., stream0);
  cudaMemcpyAsync(d_B0, h_B+I, SegSize*sizeof(float),.., stream0);
  vecAdd<<<SegSize/256, 256, 0, stream0);
  cudaMemcpyAsync(h_C+i, d_C+0, SegSize*sizeof(float),.., stream0);
```


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A Simple Multi-Stream Host Code (Cont.)

```
for (int i=0; i<n; i+=SegSize*2) {
  cudaMemcpyAsync(d_A0, h_A+i, SegSize*sizeof(float),.., stream0);
  cudaMemcpyAsync(d_B0, h_B+i, SegSize*sizeof(float),.., stream0);
  vecAdd<<<SegSize/256, 256, 0, stream0)(d_A0, d_B0, …);
  cudaMemcpyAsync(h_C+i, d_C0, SegSize*sizeof(float),.., stream0);

  cudaMemcpyAsync(d_A1, h_A+i+SegSize;
                              SegSize*sizeof(float),.., stream1);
  cudaMemcpyAsync(d_B1, h_B+i+SegSize;
                              SegSize*sizeof(float),.., stream1);
  vecAdd<<<SegSize/256, 256, 0, stream1>>>(d_A1, d_B1, …);
  cudaMemcpyAsync(h_C+i+SegSize, d_C1,
                              SegSize*sizeof(float),.., stream1);
}
```


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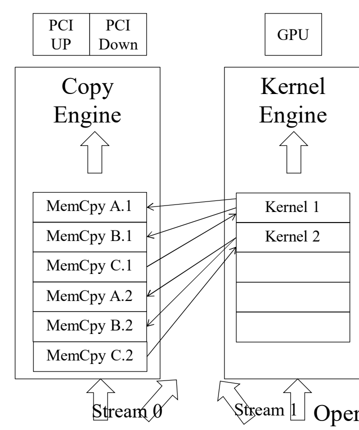
Older GPUs Support Streams in Software



Task at head of queue waits for dependencies (arcs) before executing.

For example, Kernel 1 waits for MemCpy A.1 and MemCpy B.1 to finish.

Operations (Kernels, MemCpys)

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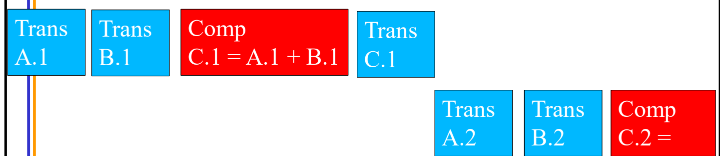
Not quite the overlap we want

- C.1 blocks A.2 and B.2 in the copy engine queue (head-of-line blocking).

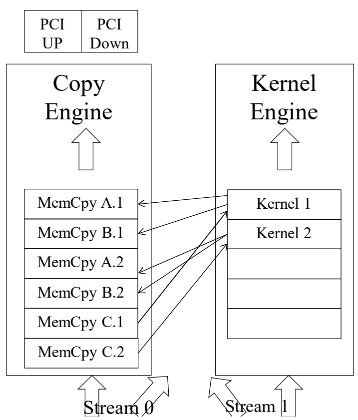


A Better Multi-Stream Host Code

```
for (int i=0; i<n; i+=SegSize*2) {
  cudaMemCpyAsync(d_A0, h_A+i; SegSize*sizeof(float),.., stream0);
  cudaMemCpyAsync(d_B0, h_B+i; SegSize*sizeof(float),.., stream0);
  cudaMemCpyAsync(d_A1, h_A+i+SegSize;
                              SegSize*sizeof(float),.., stream1);
  cudaMemCpyAsync(d_B1, h_B+i+SegSize;
                              SegSize*sizeof(float),.., stream1);

  vecAdd<<<SegSize/256, 256, 0, stream0)(d_A0, d_B0, …);
  vecAdd<<<SegSize/256, 256, 0, stream1>>>(d_A1, d_B1, …);
  cudaMemCpyAsync(d_C0, h_C+I; SegSize*sizeof(float),.., stream0);
  cudaMemCpyAsync(d_C1, h_C+i+SegSize;
                              SegSize*sizeof(float),.., stream1);
}
```

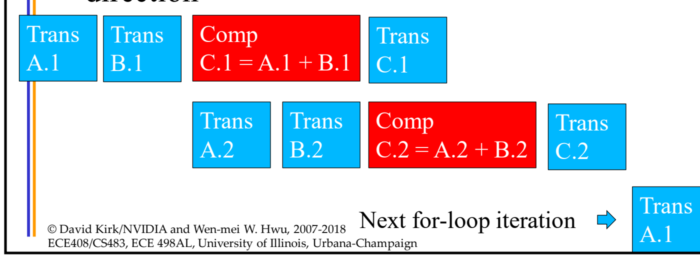

A View Closer to Reality



Operations (Kernels, MemCpys)

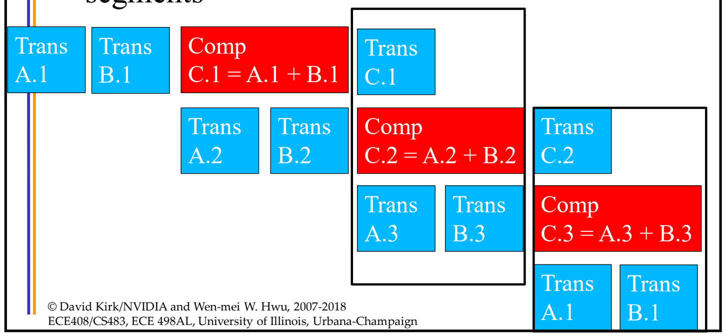
Better Overlap with Two Streams

- C.1 no longer blocks A.2 and B.2 in the copy engine queue
- However, C.2 still blocks A.1 and A.2 from the next iteration – PCIe used for only one direction



Three streams needed for continuously pipelined) timing

- Divide large vectors into segments
- Overlap transfer and compute of adjacent segments



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Hyper Queue

- Provide multiple real stream queues for each engine
- Allow more concurrency by allowing some streams to make progress for an engine while others are blocked

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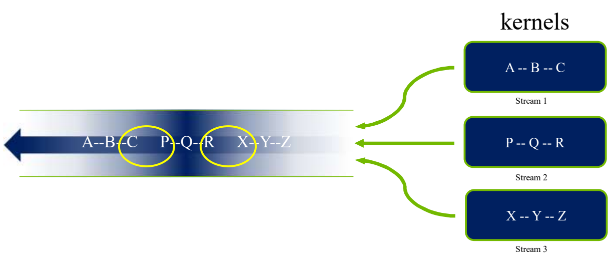
Fermi (and older) Concurrency



Fermi allows 16-way concurrency

- Up to 16 grids can run at once
- But kernels from CUDA streams multiplex into a single queue
- Overlap only at stream edges

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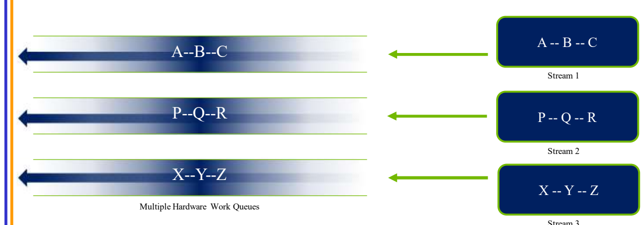
Kepler Improved Concurrency



Kepler allows 32-way concurrency

- **One work queue per stream**
- **Concurrency at full-stream level**
- **No inter-stream dependencies**

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Smaller Segments Reduce Boundary Effects

How small should segments be?

- If we **overlap**
  - **transfer of** segment N's **inputs**,
  - **computation** of segment N – 1, **and**
  - **transfer** of segment N – 2's **results**,
- we **still have non-overlapping work** at the beginning and the end.

So segments should be really small?

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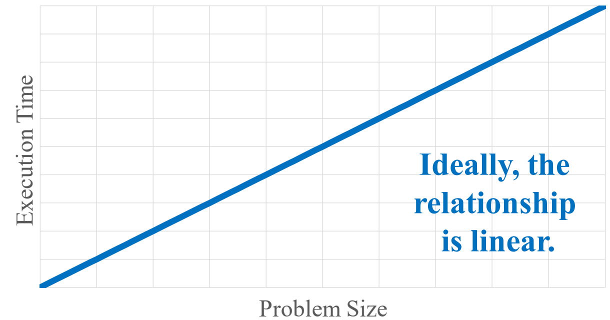
Execution Time is Ideally Linear in Size

Think about execution time as a function of segment size.



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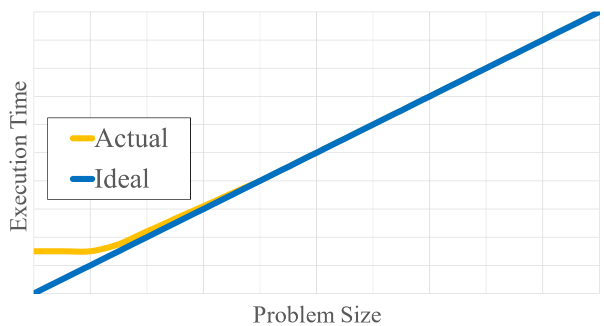
Execution Time Never Reaches Zero

But real execution time has a minimum.



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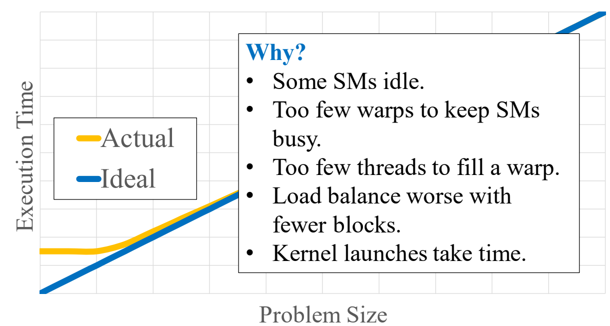
Execution Time Never Reaches Zero

But real execution time has a minimum.



Why?
- Some SMs idle.
- Too few warps to keep SMs busy.
- Too few threads to fill a warp.
- Load balance worse with fewer blocks.
- Kernel launches take time.

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Use Moderate Segment Size and Device Query

Data transfers

- **have similar non-linearities** for small sizes
- due to startup costs on host and DMA.

So how small should segments be?

Moderately sized.

Best size likely to **depend on GPU**.

ANY QUESTIONS?