Using OpenACC With CUDA Libraries

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3 Ways to Accelerate Applications

Applications

Libraries	OpenACC Directives	Programming Languages
"Drop-in" Acceleration	Easily Accelerate Applications	Maximum Flexibility

CUDA Libraries are interoperable with OpenACC

3 Ways to Accelerate Applications

Applications

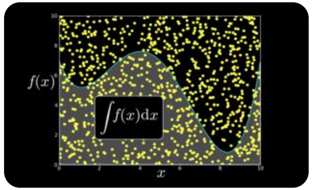
Libraries	OpenACC Directives	Programming Languages
"Drop-in" Acceleration	Easily Ac Applications	imum Flexibility

CUDA Languages are interoperable with OpenACC, too!

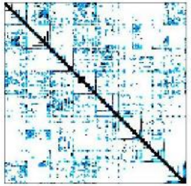
GPU Accelerated Libraries

“Drop-in” Acceleration for Your Applications

NVIDIA cuBLAS



NVIDIA cuRAND



NVIDIA cuSPARSE

NVIDIA NPP

GPU VSIPL

Vector Signal
Image Processing

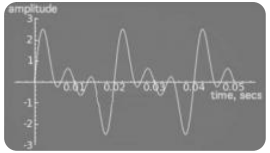
CULA | tools

GPU Accelerated
Linear Algebra

MAGMA

Matrix Algebra on
GPU and Multicore

open source initiative



NVIDIA cuFFT

ROGUE WAVE SOFTWARE

IMSL Library

libjacket

Building-block
Algorithms for CUDA

CUSP

Sparse Linear
Algebra

open source initiative

Thrust

C++ STL Features
for CUDA

open source initiative

CUDA data in OpenACC

You have to allocate data memory on the host and device with alloc/cudaMalloc. deviceptr() lets OpenACC know that has happened.

```
float *a;
...
err = cudaMalloc(&a, sizeof(float)*n);
kernel<<<n/32,32>>>(a,...);
...
incr(a,n);

void incr(float* x, int n){
  #pragma acc parallel loop deviceptr(x)
  for (int i = 0; i < n; ++i)
    x[i] += 1.0f;
}
```

deviceptr Data Clause

`deviceptr( list )` Declares that the pointers in *list* refer to device pointers that need not be allocated or moved between the host and device for this pointer.

Example:

C

```
#pragma acc data deviceptr(d_input)
```

Fortran

```
$!acc data deviceptr(d_input)
```

host_data Construct

If the data is on the device - say it has been *create()*ed - then host_data use_device() allows us to grab that device pointer on the host so that we can pass it along to some CUDA routine elsewhere.

```
a = (float*)malloc(sizeof(float)*n);
#pragma acc data create(a[0:n])
{
   #pragma acc host_data use_device(a)
   {
      incr(a,n);
   }
}

----- separate file with CUDA code -----
__global__ inckernel(float* x, int n){ ... }

void incr(float* x, int n){
  inckernel<<<n/32,n>>>(x,n);
}
```

Example: 1D convolution using CUFFT

- Perform convolution in frequency space
  1. Use CUFFT to transform input signal and filter kernel into the frequency domain
  2. Perform point-wise complex multiply and scale on transformed signal
  3. Use CUFFT to transform result back into the time domain

- We will perform step 2 using OpenACC

- Code highlights follow. Code available with exercises in:
  `Exercises/OpenACC/Cufft-acc`

Source Excerpt

Allocating Data

```
// Allocate host memory for the signal and filter
Complex *h_signal = (Complex *)malloc(sizeof(Complex) * SIGNAL_SIZE);
Complex *h_filter_kernel = (Complex *)malloc(sizeof(Complex) * FILTER_KERNEL_SIZE);
      .
      .
      .

// Allocate device memory for signal
Complex *d_signal;
checkCudaErrors(cudaMalloc((void **)&d_signal, mem_size));
// Copy host memory to device
checkCudaErrors(cudaMemcpy(d_signal, h_padded_signal, mem_size, cudaMemcpyHostToDevice));

// Allocate device memory for filter kernel
Complex *d_filter_kernel;
checkCudaErrors(cudaMalloc((void **)&d_filter_kernel, mem_size));
```

Source Excerpt

Sharing Device Data (d_signal, d_filter_kernel)

```
// Transform signal and kernel
error = cufftExecC2C(plan, (cufftComplex *)d_signal, (cufftComplex *)d_signal, CUFFT_FORWARD);
error = cufftExecC2C(plan, (cufftComplex *)d_filter_kernel, (cufftComplex *)d_filter_kernel, CUFFT_FORWARD);


// Multiply the coefficients together and normalize the result
printf("Performing point-wise complex multiply and scale.\n");
complexPointwiseMulAndScale(new_size,(float *restrict)d_signal,(float *restrict)d_filter_kernel);


// Transform signal back
error = cufftExecC2C(plan, (cufftComplex *)d_signal,(cufftComplex *)d_signal, CUFFT_INVERSE);
```

OpenACC Routine

CUDA Routines

OpenACC Convolution Code

```
void complexPointwiseMulAndScale(int n, float *restrict signal,
                                 float *restrict filter_kernel)
{
// Multiply the coefficients together and normalize the result
#pragma acc data deviceptr(signal, filter_kernel)
    {
#pragma acc kernels loop independent
        for (int i = 0; i < n; i++) {
            float ax = signal[2*i];
            float ay = signal[2*i+1];
            float bx = filter_kernel[2*i];
            float by = filter_kernel[2*i+1];
            float s = 1.0f / n;
            float cx = s * (ax * bx - ay * by);
            float cy = s * (ax * by + ay * bx);
            signal[2*i] = cx;
            signal[2*i+1] = cy;
        }
    }
}
```

Implementation note: We cast the Complex* pointers to float* pointers and use interleaved indexing

Linking CUFFT

- `#include "cufft.h"`
- Compiler command line options:

```
CUDA_PATH = /opt/pgi/13.10.0/linux86-64/2013/cuda/5.0
CCFLAGS = -I$(CUDA_PATH)/include -L$(CUDA_PATH)/lib64
          -lcudart -lcufft
```

Must use PGI-provided CUDA toolkit paths

Must link libcudart and libcufft

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Result

```
instr009@nid27635:~/Cufft> aprun -n 1 cufft_acc
Transforming signal cufftExecC2C
Performing point-wise complex multiply and scale.
Transforming signal back cufftExecC2C
Performing Convolution on the host and checking correctness

Signal size: 500000, filter size: 33
Total Device Convolution Time: 6.576960 ms (0.186368 for point-wise convolution)
Test PASSED
```

CUFFT + cudaMemcpy

OpenACC

Summary

- Use deviceptr data clause to pass pre-allocated device data to OpenACC regions and loops
- Use host_data to get device address for pointers inside acc data regions
- The same techniques shown here can be used to share device data between OpenACC loops and
  - Your custom CUDA C/C++/Fortran/etc. device code
  - Any CUDA Library that uses CUDA device pointers