Functions

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CUDA Function Declarations

	Executed on the:	Callable from only the:
`__device__ float DeviceFunc()`	device	device
`__global__ void KernelFunc()`	device	host
`__host__ float HostFunc()`	host	host

- __global__ defines a kernel. It must return void.
- A program may have several functions of each kind.
- The same function of any kind may be called multiple times.
- Host == CPU, Device == GPU.

Function Types (1/2)

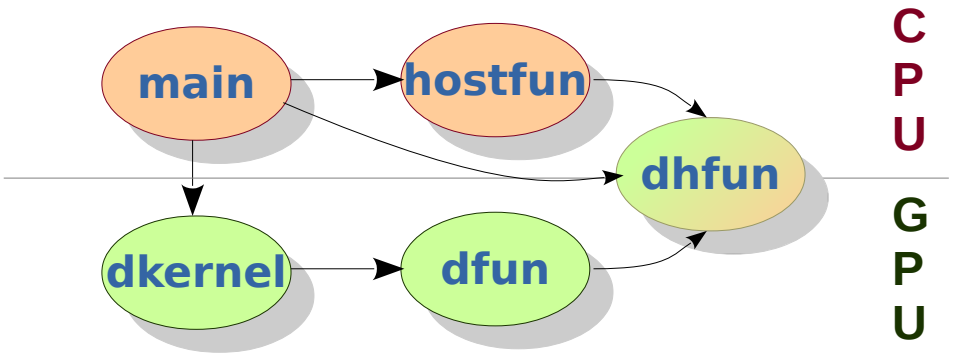
```
#include <stdio.h>
#include <cuda.h>
__host__ __device__ void dhfun() {
        printf("I can run on both CPU and GPU.\n");
}
__device__ unsigned dfun(unsigned *vector, unsigned vectorsize, unsigned id) {
        if (id == 0) dhfun();
        if (id < vectorsize) {
                vector[id] = id;
                return 1;
        } else {
                return 0;
        }
}
__global__ void dkernel(unsigned *vector, unsigned vectorsize) {
        unsigned id = blockIdx.x * blockDim.x + threadIdx.x;
        dfun(vector, vectorsize, id);
}
__host__ void hostfun() {
        printf("I am simply like another function running on CPU. Calling dhfun\n");
        dhfun();
}
```

Function Types (2/2)

```
#define BLOCKSIZE      1024
int main(int nn, char *str[]) {
        unsigned N = atoi(str[1]);
        unsigned *vector, *hvector;
        cudaMalloc(&vector, N * sizeof(unsigned));
        hvector = (unsigned *)malloc(N * sizeof(unsigned));

        unsigned nblocks = ceil((float)N / BLOCKSIZE);
        printf("nblocks = %d\n", nblocks);

        dkernel<<<nblocks, BLOCKSIZE>>>(vector, N);
        cudaMemcpy(hvector, vector, N * sizeof(unsigned),
cudaMemcpyDeviceToHost);
        for (unsigned ii = 0; ii < N; ++ii) {
                printf("%4d ", hvector[ii]);
        }
        printf("\n");
        hostfun();
        dhfun();
        return 0;
}
```



What are the other arrows possible in this diagram?

with HostAlloc'ed Memory

__host_ __device__ functions are friends with HostAlloc'ed memory.

```
__host__ __device__ void fun(int *counter) {
        ++*counter;
}
__global__ void printk(int *counter) {
        fun(counter);
        printf("printk (after fun): %d\n", *counter);
}
int main() {
        int *counter;
        cudaHostAlloc(&counter, sizeof(int), 0);

        *counter = 0;
        printf("main: %d\n", *counter);

        printk <<<1, 1>>>(counter);
        cudaDeviceSynchronize();

        fun(counter);
        printf("main (after fun): %d\n", *counter);

        return 0;
}
```

What is the output of this code?

with a Device-only Function

```
__host__ __device__ void fun(int *counter) {
        ++*counter;
        __syncthreads();
}
__global__ void printk(int *counter) {
        fun(counter);
        printf("printk (after fun): %d\n", *counter);
}
int main() {
        int *counter;
        cudaHostAlloc(&counter, sizeof(int), 0);

        *counter = 0;
        printf("main: %d\n", *counter);

        printk <<<1, 1>>>(counter);
        cudaDeviceSynchronize();

        fun(counter);
        printf("main (after fun): %d\n", *counter);

        return 0;
}
```

__syncthreads() is not available on CPU.

with a CPU-only Memory

```
__host__ __device__ void fun(int *counter) {
        ++*counter;
}
__global__ void printk(int *counter) {
        fun(counter);
        printf("printk (after fun): %d\n", *counter);
}
int main() {
        int *counter;
        // cudaHostAlloc(&counter, sizeof(int), 0);
        cudaMalloc(&counter, sizeof(int));

        *counter = 0;
        printf("main: %d\n", *counter);

        printk <<<1, 1>>>(counter);
        cudaDeviceSynchronize();

        fun(counter);
        printf("main (after fun): %d\n", *counter);

        return 0;
}
```

counter cannot be accessed on CPU.

Global Variables

```
int counter;

__host__ __device__ void fun() {
        ++counter;
}
__global__ void printk() {
        fun();
        printf("printk (after fun): %d\n", counter);
}
int main() {

        counter = 0;
        printf("main: %d\n", counter);

        printk <<<1, 1>>>();
        cudaDeviceSynchronize();

        fun();
        printf("main (after fun): %d\n", counter);

        return 0;
}
```

counter cannot be accessed on **GPU**.

Global Variables

```
__host__ __device__ int counter;

__host__ __device__ void fun() {
        ++counter;
}
__global__ void printk() {
        fun();
        printf("printk (after fun): %d\n", counter);
}
int main() {

        counter = 0;
        printf("main: %d\n", counter);

        printk <<<1, 1>>>();
        cudaDeviceSynchronize();

        fun();
        printf("main (after fun): %d\n", counter);

        return 0;
}
```

Variables cannot be declared as __host__.

Global Variables

```
__device__ int counter;

__host__ __device__ void fun() {
        ++counter;
}
__global__ void printk() {
        fun();
        printf("printk (after fun): %d\n", counter);
}
int main() {

        printk <<<1, 1>>>();
        cudaDeviceSynchronize();

        return 0;
}
```

Warning during compilation, but works fine.

Classwork

Write a CUDA code to increment all elements in an array. Call this code from host as well as device.

Homework: Can you avoid the for loop in **fun**?

```
__host__ __device__ void fun(int *arr) {
        for (unsigned ii = 0; ii < N; ++ii)
                ++arr[ii];
}
__global__ void dfun(int *arr) {
        fun(arr);
}
int main() {
        int arr[N], *darr;

        cudaMalloc(&darr, N * sizeof(int));

        for (unsigned ii = 0; ii < N; ++ii)
                arr[ii] = ii;
        cudaMemcpy(darr, arr, N * sizeof(int),
                        cudaMemcpyHostToDevice);

        fun(arr);
        dfun<<<1, 1>>>(darr);
        cudaDeviceSynchronize();

        return 0;
}
```

Classwork: Pranav's idea

Write a CUDA code to increment all elements in an array. Call this code from host as well as device.

Homework: Can you avoid the for loop in **fun**?

```
__host__ __device__ void fun(int *arr, int nn) {
        for (unsigned ii = 0; ii < nn; ++ii)
                ++arr[ii];
}
__global__ void dfun(int *arr) {
        fun(arr + threadIdx.x, 1);
       // need to change for more blocks.
}
int main() {
        int arr[N], *darr;

        cudaMalloc(&darr, N * sizeof(int));

        for (unsigned ii = 0; ii < N; ++ii)
                arr[ii] = ii;
        cudaMemcpy(darr, arr, N * sizeof(int),
                                cudaMemcpyHostToDevice);

        fun(arr, N);
        dfun<<<1, 1>>>(darr);
        cudaDeviceSynchronize();

        return 0;
}
```

Thrust

- Thrust is a parallel algorithms library (similar in spirit to STL on CPU).
- Supports vectors and associated transforms.
- Programmer is oblivious to where code executes – on CPU or GPU.
- Makes use of C++ features such as functors, and `__host__ __device__` functions.

```
#include <thrust/host_vector.h>
#include <thrust/device_vector.h>
#include <iostream>
int main(void) {
    // H has storage for 4 integers
    thrust::host_vector<int> H(4);

    // initialize individual elements
    H[0] = 14; H[1] = 20; H[2] = 38; H[3] = 46;

    // H.size() returns the size of vector H
    std::cout << "H has size " << H.size() << std::endl;

    // print contents of H
    for(int i = 0; i < H.size(); i++) std::cout << "H[" << i << "] = " << H[i] << std::endl;

    // resize H
    H.resize(2);
    std::cout << "H now has size " << H.size() << std::endl;

    // Copy host_vector H to device_vector D
    thrust::device_vector<int> D = H;

    // elements of D can be modified
    D[0] = 99; D[1] = 88;

    // H and D are automatically deleted when the function returns
    return 0;
}
```

```
#include <thrust/host_vector.h>
#include <thrust/device_vector.h>
#include <thrust/copy.h>
#include <thrust/fill.h>
#include <thrust/sequence.h>
#include <iostream>

int main(void) {
        // initialize all ten integers of a device_vector to 1
        thrust::device_vector<int> D(10, 1);

        // set the first seven elements of a vector to 9
        thrust::fill(D.begin(), D.begin() + 7, 9);

        // initialize a host_vector with the first five elements of D
        thrust::host_vector<int> H(D.begin(), D.begin() + 5);

        // set the elements of H to 0, 1, 2, 3, ...
        thrust::sequence(H.begin(), H.end());

        // copy all of H back to the beginning of D
        thrust::copy(H.begin(), H.end(), D.begin());

        // print D
        for(int i = 0; i < D.size(); i++)
                std::cout << "D[" << i << "] = " << D[i] << std::endl;

        return 0;
}
```

Thrust Details

```
thrust::host_vector<int> hnums(1024);
thrust::device_vector<int> dnums;

dnums = hnums;    // calls cudaMemcpy

// initialization.
thrust::device_vector<int> dnum2(hnums.begin(), hnums.end());
hnums = dnum2;    // array resizing happens automatically.

std::cout << dnums[3] << std::endl;

thrust::transform(dsrc.begin(), dsrc.end(), dsrc2.begin(),
                                  ddst.begin(), addFunc);
```

Thrust Functions

- find(begin, end, value);
- find_if(begin, end, predicate);
- copy, copy_if.
- count, count_if.
- equal.
- min_element, max_element.
- merge, sort, reduce.
- transform.
- …

Thrust Algorithms

- Dual implementations: host and device
- Iterators as arguments must be on the same device
  - except *copy*, which can copy across devices
  - Otherwise, compiler issues error

```
#include <thrust/device_vector.h>
#include <thrust/transform.h>
#include <thrust/sequence.h>
#include <thrust/copy.h>
#include <thrust/fill.h>
#include <thrust/replace.h>
#include <thrust/functional.h>
#include <iostream>
int main(void) {
    // allocate three device_vectors with 10 elements
    thrust::device_vector<int> X(10);
    thrust::device_vector<int> Y(10);
    thrust::device_vector<int> Z(10);
    // initialize X to 0,1,2,3, ....
    thrust::sequence(X.begin(), X.end());
    // compute Y = -X
    thrust::transform(X.begin(), X.end(), Y.begin(), thrust::negate<int>());
    // fill Z with twos
    thrust::fill(Z.begin(), Z.end(), 2);
    // compute Y = X mod 2
    thrust::transform(X.begin(), X.end(), Z.begin(), Y.begin(), thrust::modulus<int>());
    // replace all the ones in Y with tens
    thrust::replace(Y.begin(), Y.end(), 1, 10);
    // print Y
    thrust::copy(Y.begin(), Y.end(), std::ostream_iterator<int>(std::cout, "\n"));
    return 0;
}
```

Thrust User-Defined Functors

```
// calculate result[] = (a * x[]) + y[]
struct saxpy {
    const float _a;
    saxpy(int a) : _a(a) { }

    __host__ __device__
    float operator()(const float& x, const float& y) const {
        return a * x + y;
    }
};

thrust::device_vector<float> x, y, result;

thrust::transform(x.begin(), x.end(), y.begin(), result.begin(), saxpy(a));
```

Classwork

- Create two 32-element vectors:
  - X on host, Y on device
- Fill X with 10, fill Y with sequence 0..31
- Compute X = X – Y
- Compute Z = X * Y
  - // element-wise multiplication

Thrust Reductions

- Recall reductions in log(n) barriers
- No need to worry about blocks, synchronization.

```
int x, y;
thrust::host_vector<int> hvec;
thrust::device_vector<int> dvec;
// (thrust::reduce is a sum operation by default)
x = thrust::reduce(hvec.begin(), hvec.end());   // on CPU
y = thrust::reduce(dvec.begin(), dvec.end());   // on GPU
```

```
y = thrust::reduce(dvec.begin(), dvec.end(),
                   (int)0, thrust::plus<int>());
```

Classwork: Implement count using reduction.

```
struct mycount {
        int _a;
        mycount(int a):_a(a){}
        __host__ __device__
        int operator()(const int x, const int y) const {
                return (y == _a ? x + 1 : x);
        }
};

int main() {
        thrust::host_vector<int> vec(10, 0);
        vec[1] = 5;
        vec[4] = 5;
        vec[9] = 5;

        int result = thrust::reduce(vec.begin(), vec.end(),
                                                (int)0, mycount(5));
        std::cout << result << std::endl;
        return 0;
}
```

Prefix Sum / Scan

```
#include <thrust/scan.h>
int data[6] = {1, 0, 2, 2, 1, 3};
// in-place scan
thrust::inclusive_scan(data, data + 6, data);
// data is now {1, 1, 3, 5, 6, 9}
thrust::exclusive_scan(data, data + 6, data);
// data is now {0, 1, 1, 3, 5, 6}
```

Classwork: Find output

```
int main() {
    int data[] = {-5, 0, 2, -3, 2, 4, 0, -1, 2, 8};
    int sizedata = sizeof(data) / sizeof(*data);
    thrust::maximum<int> binop;
    thrust::exclusive_scan(data, data + sizedata,
                           data, 1, binop);
    for (unsigned ii = 0; ii < sizedata; ++ii) {
        std::cout << data[ii] << " ";
    }
    std::cout << std::endl;
    return 0;
}
```

1 1 1 2 2 2 4 4 4 4

Set Operations

```
#include <thrust/set_operations.h>

...
int A1[6] = {0, 1, 3, 4, 5, 6, 9};
int A2[5] = {1, 3, 5, 7, 9};
int result[N];
thrust::set_difference(A1, A1+6, A2, A2+5, result);
```

Must be sorted

result is {0, 4, 6}.

Set Operations

```
#include <thrust/set_operations.h>

...

int A1[] = {9, 6, 5, 4, 3, 1, 0};

int A2[5] = {9, 7, 5, 3, 1};

int result[N];

thrust::set_difference(A1, A1+7, A2, A2+5, result,
thrust::greater<int>());
```

result is {6, 4, 0}.

Sorting

```
#include <thrust/sort.h>
...
const int N = 6;
int A[N] = {1, 4, 2, 8, 5, 7};
thrust::sort(A, A + N);
// A is now {1, 2, 4, 5, 7, 8}


int keys[N] = { 1, 4, 2, 8, 5, 7};
char values[N] = {'a', 'b', 'c', 'd', 'e', 'f'};
thrust::sort_by_key(keys, keys + N, values);
// keys is now { 1, 2, 4, 5, 7, 8}
// values is now {'a', 'c', 'b', 'e', 'f', 'd'}
```