Looking at OpenCL Assembly Language

Mike Bailey
mjb@cs.oregonstate.edu
Oregon State University

How to Extract the OpenCL Assembly Language

```c
size_t size;
status = clGetProgramInfo( Program, CL_PROGRAM_BINARY_SIZES, sizeof(size_t), &size, NULL );
PrintCLError( status, "clGetProgramInfo (1):" );

unsigned char * binary = new unsigned char [ size ];
status = clGetProgramInfo( Program, CL_PROGRAM_BINARIES, size, &binary, NULL );
PrintCLError( status, "clGetProgramInfo (2):" );

FILE * fpbin = fopen( CL_BINARY_NAME, "wb" );
if( fpbin == NULL )
{
    fprintf( stderr, "Cannot create '%s'

This binary can then be used in a call to
clCreateProgramWithBinary( )
```
typedef float4 point;
typedef float4 vector;
typedef float4 color;
typedef float4 sphere;

constant float4 G = (float4) (0., -9.8, 0., 0.);
constant float DT = 0.1;
constant sphere Sphere1 = (sphere)(-100., -800., 0., 600.);

bool IsInsideSphere(point p, sphere s)
{
    float r = fast_length(p.xyz - s.xyz);
    return (r < s.w);
}

kernel void Particle(global point * dPobj, global vector * dVel, global color * dCobj)
{
    int gid = get_global_id(0); // particle #
    point p = dPobj[gid];
    vector v = dVel[gid];
    point pp = p + v*DT + .5*DT*DT*G; // p'
    vector vp = v + G*DT; // v'
    pp.w = 1.;
    vp.w = 0.;
    if(IsInsideSphere(pp, Sphere1))
    {
        vp = BounceSphere(p, v, Sphere1);
        pp = p + vp*DT + .5*DT*DT*G;
    }
    dPobj[gid] = pp;
    dVel[gid] = vp;
}
vector
Bounce( vector in, vector n )
{
    n.w = 0.;
    n = normalize( n );
    vector out = in - 2. * n * dot( in.xyz, n.xyz );
    out.w = 0.;
    return out;
}

vector
BounceSphere( point p, vector v, sphere s )
{
    vector n;
    n.xyz = fast_normalize( p.xyz - s.xyz );
    n.w = 0.;
    return Bounce( in, n );
}

NVIDIA OpenCL Assembly Language Sample
Things Learned from Examining OpenCL Assembly Language

- The points, vectors, and colors were typedef'ed as float4's, but the compiler realized that they were being used as float3's, and didn’t bother with the 4th element.

- The float4's were not SIMD'ed. (We actually knew this already, since NVIDIA doesn’t supported vector operations in their GPUs. ) There is still an advantage in coding this way, even if just for readability.

- The function calls were all in-lined. (This makes sense – the OpenCL spec says “no recursion”, which implies “no stack”, which would make function calls difficult.)

- Defining G, DT, and Sphere1 as constant memory types was a mistake. It got the correct results, but the compiler didn’t take advantage of them being constants. Changing them to type const threw compiler errors because of their global scope. Changing them to const and moving them into the body of the kernel function Particle did result in compiler optimizations.

- The sqrt(x^2+y^2+z^2) assembly code is amazingly involved. I can only hope that there is a good reason. Use fast_sqrt(), fast_normalize(), and fast_length() when you can.

- The compiler did not do a good job with expressions-in-common. I had really hoped it would figure out that detecting if a point was in a sphere and determining the unitized surface normal at that point were mostly the same operation, but it didn’t.

- There is a 4-argument fused-multiply-add instruction (d = a*b + c, one instruction in hardware). The compiler took great advantage of it.