

CUDA Array Multiplication



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Anatomy of the CUDA *arrayMult* Program: #defines, #includes, and Globals

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```
#include <stdio.h>
#include <assert.h>
#include <malloc.h>
#include <math.h>
#include <stdlib.h>

// CUDA runtime
#include <cuda_runtime.h>

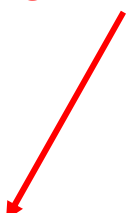
// Helper functions and utilities to work with CUDA
#include "helper_functions.h"
#include "helper_cuda.h"

#ifndef THREADS_PER_BLOCK
#define THREADS_PER_BLOCK      128      // number of threads in each block
#endif

#ifndef DATASET_SIZE
#define DATASET_SIZE           ( 8*1024*1024 ) // size of the array
// WARNING: DON'T CALL THIS "ARRAYSIZE" !
#endif

float hA[ DATASET_SIZE ];
float hB[ DATASET_SIZE ];
float hC[ DATASET_SIZE ];
```

The defined constant **ARRAYSIZE** is already used in one of the CUDA .h files



Anatomy of a CUDA Program: Error-Checking

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```
void  
CudaCheckError( )  
{  
    cudaError_t e = cudaGetLastError( );  
    if( e != cudaSuccess )  
    {  
        fprintf( stderr, "CUDA failure %s:%d: '%s'\n", __FILE__, __LINE__, cudaGetErrorString(e));  
    }  
}
```



Anatomy of a CUDA Program: The Kernel Function

```
// array multiplication on the device: C = A * B

__global__ void ArrayMul( float *dA, float *dB, float *dC )
{
    int gid = blockIdx.x*blockDim.x + threadIdx.x;

    if( gid < DATASET_SIZE )
        dC[gid] = dA[gid] * dB[gid];
}
```

Note: “__” is 2 underscore characters

Anatomy of a CUDA Program: Setting Up the Memory for the Arrays

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```
// fill host memory:  
for( int i = 0; i < SIZE; i++ )  
{  
    hA[ i ] = hB[ i ] = (float) sqrtf( (float)i );  
}
```

Assign values into
host (CPU) memory

```
// allocate device memory:  
float *dA, *dB, *dC;
```

```
cudaMalloc( (void **)&dA, sizeof(hA) );  
cudaMalloc( (void **)&dB, sizeof(hB) );  
cudaMalloc( (void **)&dC, sizeof(hC) );
```

Allocate storage in
device (GPU) memory

```
CudaCheckError( );
```



Anatomy of a CUDA Program: Copying the Arrays from the Host to the Device

```
// copy host memory to the device:  
cudaMemcpy( dA, hA, DATASET_SIZE*sizeof(float), cudaMemcpyHostToDevice );  
cudaMemcpy( dB, hB, DATASET_SIZE*sizeof(float), cudaMemcpyHostToDevice );  
CudaCheckError( );
```

This is a defined constant in one of the CUDA .h files

In **cudaMemcpy()**, it's *a/ways* the second argument getting copied to the first!

Anatomy of a CUDA Program: Getting Ready to Execute

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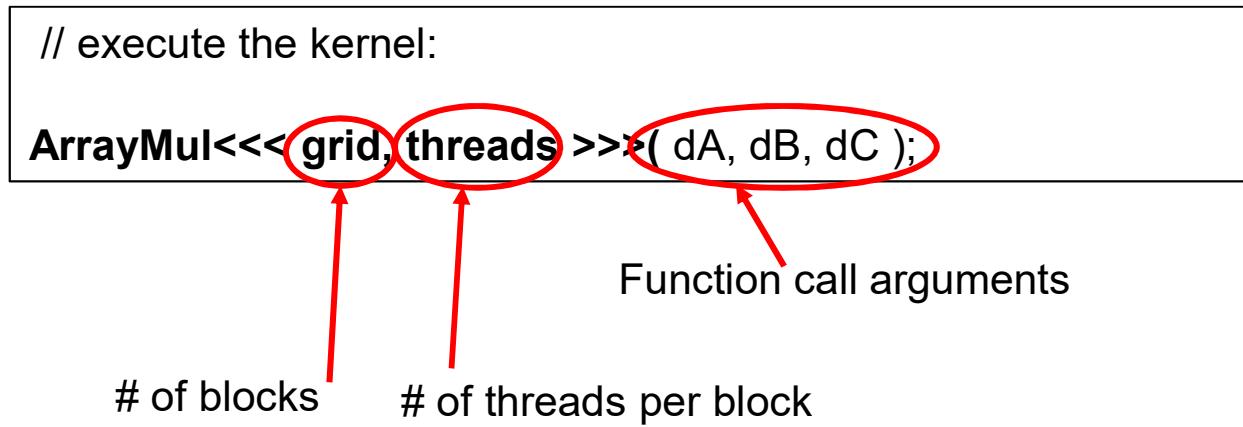
```
// setup the execution parameters:  
dim3 grid( DATASET_SIZE / THREADS_PER_BLOCK, 1, 1 );  
  
dim3 threads( THREADS_PER_BLOCK, 1, 1 );  
  
// create and start the timer:  
cudaDeviceSynchronize( );  
  
// allocate the events that we'll use for timing:  
cudaEvent_t start, stop;  
cudaEventCreate( &start );  
cudaEventCreate( &stop );  
CudaCheckError( );  
  
// record the start event:  
cudaEventRecord( start, NULL );  
CudaCheckError( );
```

**Grid Size and
Block Size**



Anatomy of a CUDA Program: Executing the Kernel

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The call to **ArrayMul**() returns *immediately!*

If you upload the resulting array (dC) right away, it will have garbage in it.

To block until the kernel is finished, call:

cudaDeviceSynchronize();

Anatomy of a CUDA Program: Getting the Stop Time and Printing Performance

```
// record the stop event:
cudaEventRecord( stop, NULL );
CudaCheckError( );

// wait for the stop event to complete:
cudaEventSynchronize( stop );
CudaCheckError( );

float msecTotal;
cudaEventElapsedTime( &msecTotal, start, stop );
CudaCheckError( );

// compute and print the performance
double secondsTotal = 0.001 * (double)msecTotal;
double multsPerSecond = (double)DATASET_SIZE / secondsTotal;
double megaMultsPerSecond = multsPerSecond / 1000000.;
fprintf( stderr, "%12d\t%4d\t%10.2lf\n", DATASET_SIZE, THREADS_PER_BLOCK, megaMultsPerSecond );
```



Anatomy of a CUDA Program: Copying the Array from the Device to the Host

```
// copy result from the device to the host:  
cudaMemcpy( hC, dC, sizeof(hC), cudaMemcpyDeviceToHost );  
CudaCheckError( );
```

```
// clean up:  
cudaFree( dA );  
cudaFree( dB );  
cudaFree( dC );  
CudaCheckError( );
```

This is a defined constant in one of the CUDA .h files

In **cudaMemcpy()**, it's always the second argument getting copied to the first!

Anatomy of a CUDA Program: Running the Program

```
rabbit 139% cat Makefile
```

```
CUDA_PATH      =   /usr/local/apps/cuda/cuda-10.1  
CUDA_BIN_PATH  =   $(CUDA_PATH)/bin  
CUDA_NVCC      =   $(CUDA_BIN_PATH)/nvcc
```

```
arrayMul:      arrayMul.cu  
               $(CUDA_NVCC) -o arrayMul arrayMul.cu
```

```
rabbit 140% make arrayMul
```

```
/usr/local/apps/cuda/cuda-10.1/bin/nvcc -o arrayMul arrayMul.cu
```

```
rabbit 141% ./arrayMul
```

```
8388608  128  16169.75
```

We also have the CUDA-11 and CUDA-12 tools loaded for your use. You can use them if you want. But, given the wide breadth of different Nvidia cards around campus, **CUDA-10** seems to be the one that will run *everywhere!* I recommend you use it.

Anatomy of a CUDA Program: Running the Program within a Loop

```
rabbit 142% cat loop.csh
#!/bin/csh
foreach t ( 32 64 128 256 )
    /usr/local/apps/cuda/cuda-10.1/bin/nvcc -DTHREADS_PER_BLOCK=$t -o arrayMul arrayMul.cu
    ./arrayMul
end
```

```
rabbit 143% loop.csh
8388608 32 9204.82
8388608 64 13363.10
8388608 128 16576.70
8388608 256 15496.81
```

We also have the CUDA-11 and CUDA-12 tools loaded for your use. You can use them if you want. But, given the wide breadth of different Nvidia cards around campus, **CUDA-10** seems to be the one that will run *everywhere!* I recommend you use it.

