Looking at OpenCL Assembly Code

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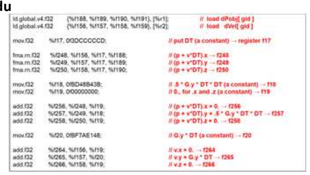

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How to Extract the OpenCL Assembly Language

```
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'\n", CL_BINARY_NAME );
}
else
{
      fwrite( binary, 1, size, fpbin );
      fclose( fpbin );
}
delete [ ]  binary;
```

This binary can then be used in a call to *clCreateProgramWithBinary( )*

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particles.cl, I

```
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. );
```


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particles.cl, II

```
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'

          dPobj[gid] = pp;
          dVel[gid]   = vp;
}
```


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particles.cl, III

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```
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 );
}
```

= "reflect" function

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NVIDIA OpenCL Assembly Language Sample

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FMA = "Fused Multiply-Add"

```
ld.global.v4.f32    {%f188, %f189, %f190, %f191}, [%r1];    // load dPobj[ gid ]
ld.global.v4.f32    {%f156, %f157, %f158, %f159}, [%r2];    // load   dVel[ gid ]

mov.f32     %f17, 0f3DCCCCCD;           // put DT (a constant) → register f17

fma.rn.f32  %f248, %f156, %f17, %f188;  // (p + v*DT).x → f248
fma.rn.f32  %f249, %f157, %f17, %f189;  // (p + v*DT).y → f249
fma.rn.f32  %f250, %f158, %f17, %f190;  // (p + v*DT).z → f250

mov.f32     %f18, 0fBD48B43B;           // .5 * G.y * DT * DT (a constant) → f18
mov.f32     %f19, 0f00000000;           // 0., for .x and .z (a constant) → f19

add.f32     %f256, %f248, %f19;         // (p + v*DT).x + 0. → f256
add.f32     %f257, %f249, %f18;         // (p + v*DT).y + .5 * G.y * DT * DT → f257
add.f32     %f258, %f250, %f19;         // (p + v*DT).z + 0. → f258

mov.f32     %f20, 0fBF7AE148;           // G.y * DT (a constant) → f20

add.f32     %f264, %f156, %f19;         // v.x + 0. → f264
add.f32     %f265, %f157, %f20;         // v.y + G.y * DT → f265
add.f32     %f266, %f158, %f19;         // v.z + 0. → f266
```

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Fused Multiply-Add

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Many scientific and engineering computations take the form:
D = A + (B*C);

Something like:
Sum = Sum + (B*C);
would also be suitable to be implemented as an FMA.

A "normal" multiply-add compilation would handle this as:
tmp = B*C;
D = A + tmp;

A "fused" multiply-add does it all at once, that is, when the low-order bits of B*C are ready, they are immediately added into the low-order bits of A at the same time that the higher-order bits of B*C are being multiplied.

Consider a Base 10 example: **789 + (123*456)**

```
     123
   x 456
   -----
     738
    615
   492
   -----
   + 789   Can start adding the 9 the moment the 8 is produced!
   -----
  56,877
```

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Note: In the lower bits of the result, "Normal" A+(B*C) ≠ "FMA" A+(B*C)

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Things Learned from Examining OpenCL Assembly Language

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

• The float*n*'s were not SIMD'ed. (We actually knew this already, since NVIDIA doesn't support SIMD 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.)

• Me 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 good compiler optimizations.

• The **sqrt**($x^2+y^2+z^2$) assembly code is amazingly convoluted. I suspect it is an issue of maintaining highest precision. Use **fast_sqrt( ), fast_normalize( ),** and **fast_length( )** when you can. Usually computer graphics doesn't need the full precision of **sqrt**( ).

• 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 the same operation, but it didn't.

• There is a 4-argument ***Fused-Multiply-Add*** instruction in hardware to perform D = A + (B*C) in one instruction in hardware. The compiler took great advantage of it.

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