Looking at OpenCL Assembly Code

How to Extract the OpenCL Assembly Language

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.);

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;
}

particles.cl, II

vector Bounce (vector in, vector n)
{
    n.w = 0;
    n = normalize(n);
    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(n, n.xyz);
}

NVIDIA OpenCL Assembly Language Sample

FMA = "Fused Multiply-Add"
Many scientific and engineering computations take the form:

\[ D = A + (B \cdot C); \]

A "normal" multiply-add compilation would handle this as:

\[ \text{tmp} = B \cdot C; \]
\[ D = A + \text{tmp}; \]

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

Consider a Base 10 example: 789 + (123\times456)

<p>| | | |</p>
<table>
<thead>
<tr>
<th></th>
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</thead>
<tbody>
<tr>
<td>123</td>
<td>x</td>
<td>456</td>
</tr>
<tr>
<td>738</td>
<td></td>
<td></td>
</tr>
<tr>
<td>615</td>
<td></td>
<td></td>
</tr>
<tr>
<td>492</td>
<td>+</td>
<td>789</td>
</tr>
<tr>
<td>56,877</td>
<td></td>
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</tbody>
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Can start adding the 9 the moment the 8 is produced!

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

Fused Multiply-Add

Someting like:

\[ \text{Sum} = \text{Sum} + (B \cdot C); \]

would also be suitable to be implemented as an FMA.

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 only as float3's and so didn't bother with the 4th element.
- The float4'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 \( \text{const} \) threw compiler errors because of their global scope. Changing them to \( \text{const} \) and moving them into the body of the kernel function Particle did result in good compiler optimizations.
- The \( \text{sqrt}(x^2+y^2+z^2) \) assembly code is amazingly convoluted. I suspect it is an issue of maintaining highest precision. Use \( \text{fast\_sqrt}() \), \( \text{fast\_normalize}() \), and \( \text{fast\_length}() \) when you can. Usually computer graphics doesn't need the full precision of \( \text{sqrt}() \).
- 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 \( D = A + (B \cdot C) \) in one instruction in hardware. The compiler took great advantage of it.