## INTRODUCTION TO GPU COMPUTING

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# Parallel computing

Definition: solving complex problems using more processors.

- Michael J.Flynn 1966 classification:
  - Number of programs
  - Number of sets of data

# Parallel Computing Classification

Single Program
Single Set of Data

**Single Program Multiple Sets of Data** 

Multiple Programs
Single Sets of Data

Multiple Programs

Multiple Sets of Data

#### What is CUDA?

- Compute Unified Device Architecture NVIDIA
  - General purpose parallel computing for GPU
  - Requirements:
    - ISA(Instruction Set Architecture)
    - NV driver
    - CUDA Toolkit
    - (CUDA SDK)

#### **Cuda Toolkit**

- nvcc C compiler
- CUFFT + CUBLAS libraries
- Cuda Profiler
- Nv gdb
- CUDA Runtime
- Programming manual

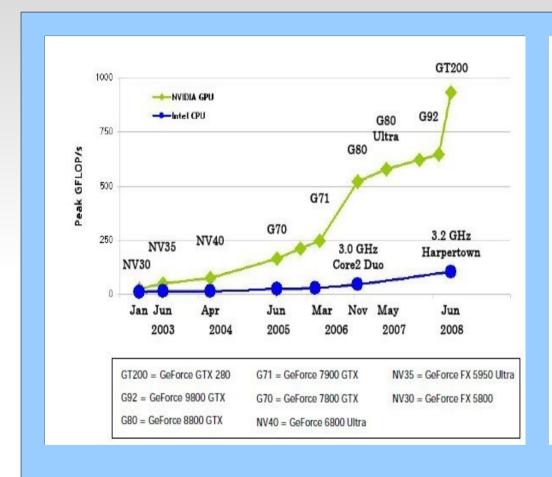
## **Cuda SDK**

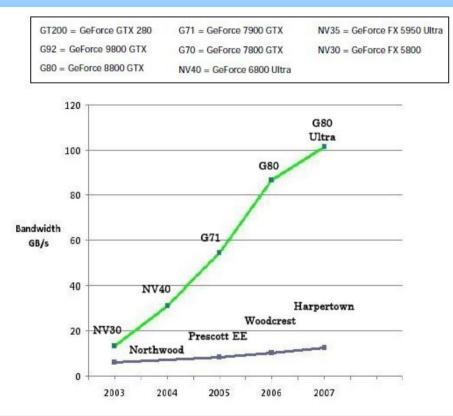
- Lots of examples
  - Mandelbrot
  - Nbody
  - Fluids
  - •
- Dev easy

## Why CUDA?

- Price ~ \$ 200
- Performance speedups > 20x
- Language Bindings C/C++ and FORTRAN
- Generality: diverse parallel algorithms
- Scalability

## **GPU vs CPU**





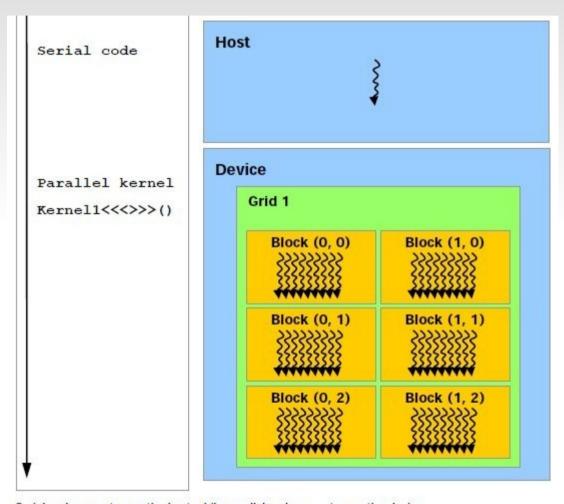
# Why is GPU so fast?



# **Programming Model**

- GPU is a computing device:
  - coprocessor for the CPU (host)
  - own memory (DRAM)
  - many threads in parallel (>1000)
  - SPMD single program, multiple data

## **Execution Model**



Serial code executes on the host while parallel code executes on the device.

# **Performance Optimization**

- Expose as much parallelism as possible
- Optimize memory usage to achieve maximum memory throughput
- Optimize instruction usage to achieve maximum instruction throughput
- Maximize occupancy to hide latency

## Conclusions

- CUDA is a powerful parallel programming model
  - Heterogeneous
  - Scalable
  - Accessible

#### References

- http://www.nvidia.com/object/cuda\_home\_new.html
- http://forums.nvidia.com