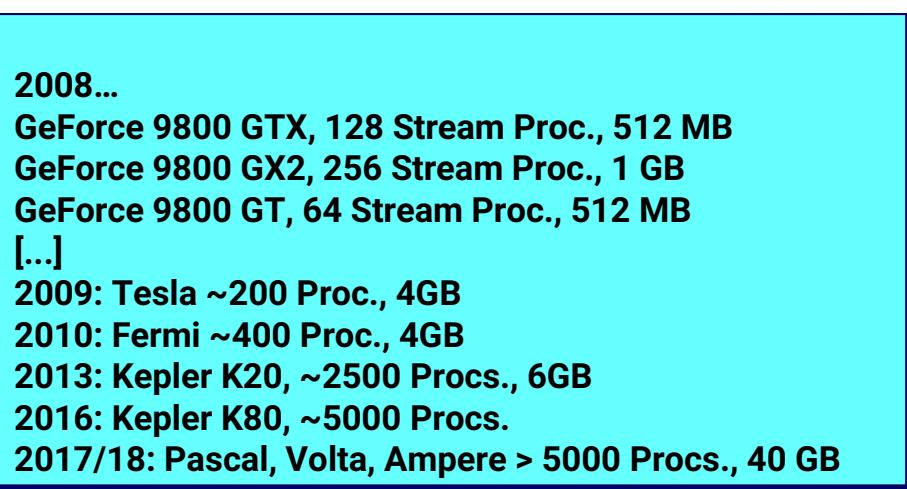


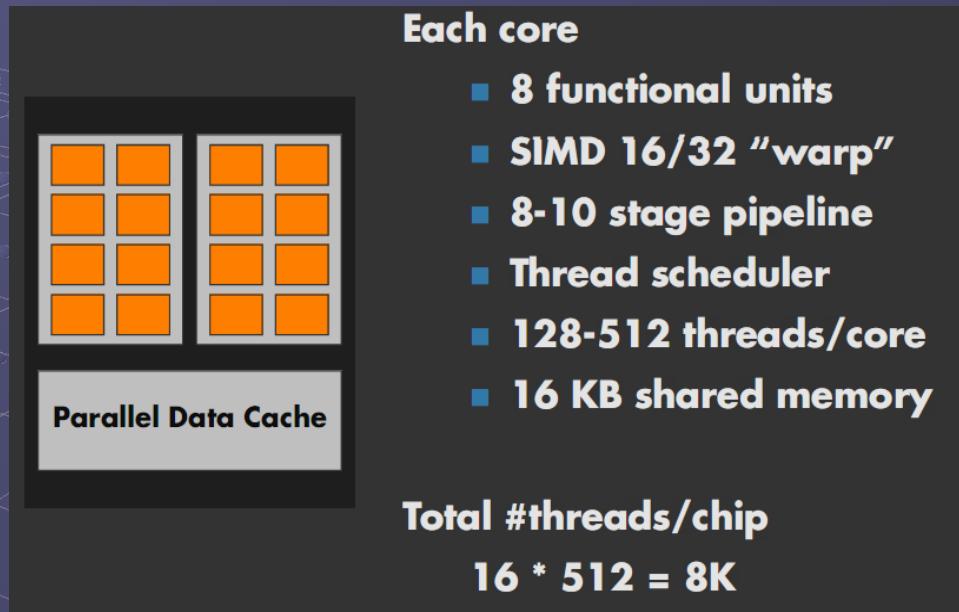
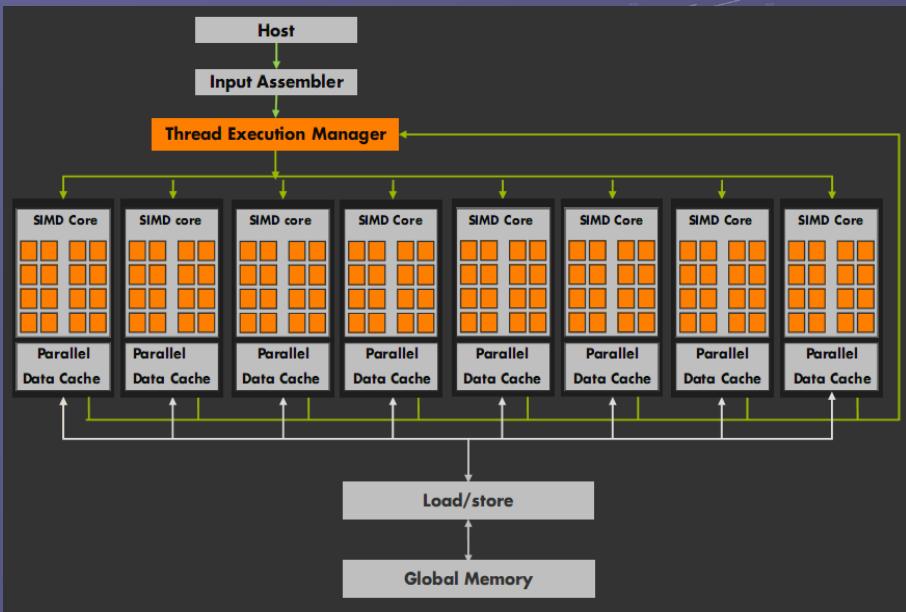
GPU Computing

More on GPU

Graphics Processors (GPU) as General Purpose Supercomputers (GPGPU)



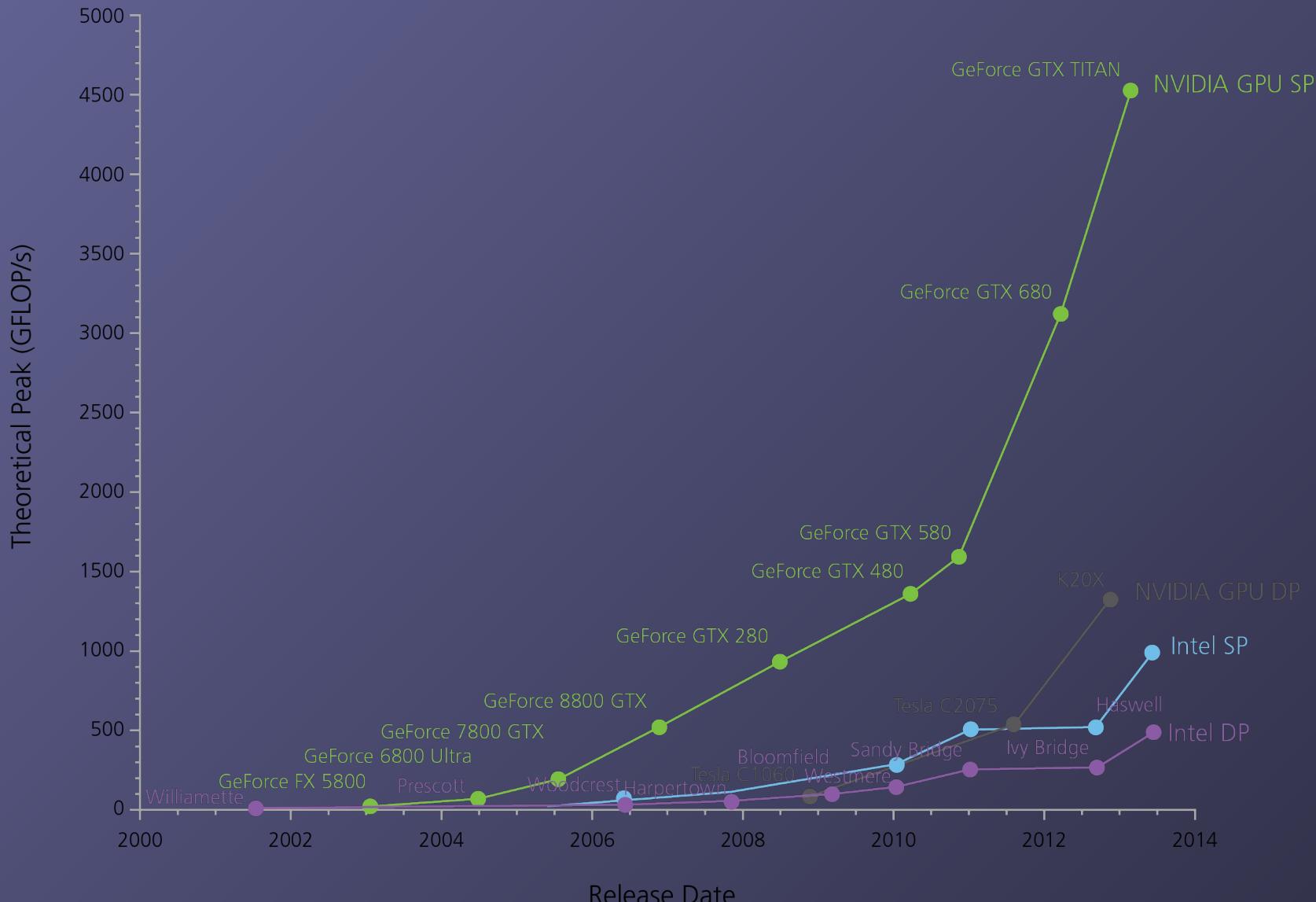
Hardware around 2006



GeForce 8800 GTX:

$$575 \text{ MHz} * 128 \text{ processors} * 2 \text{ flop/inst} * 2 \text{ inst/clock} = 333 \text{ Gflops}$$

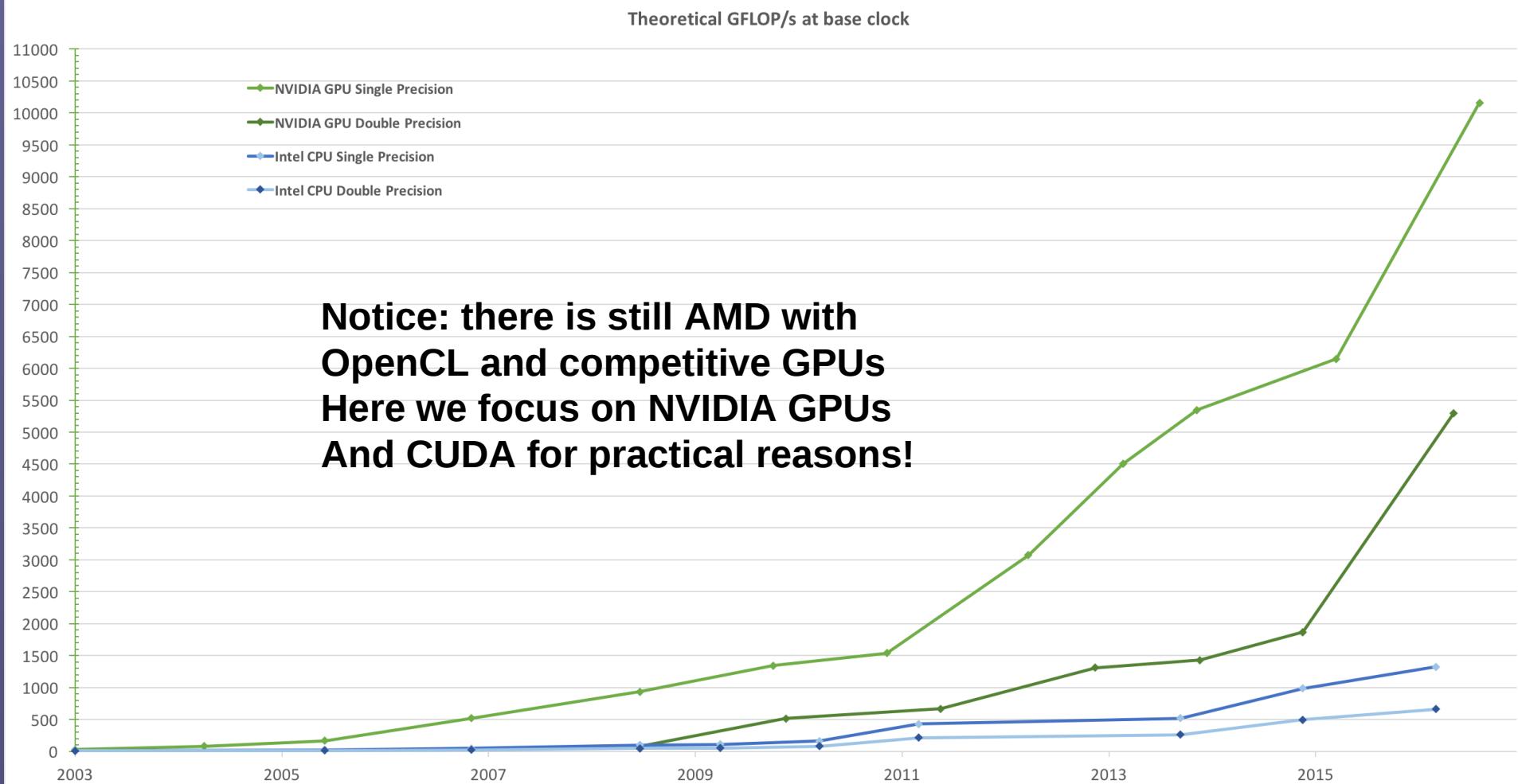
CPU vs. GPU speedup timeline



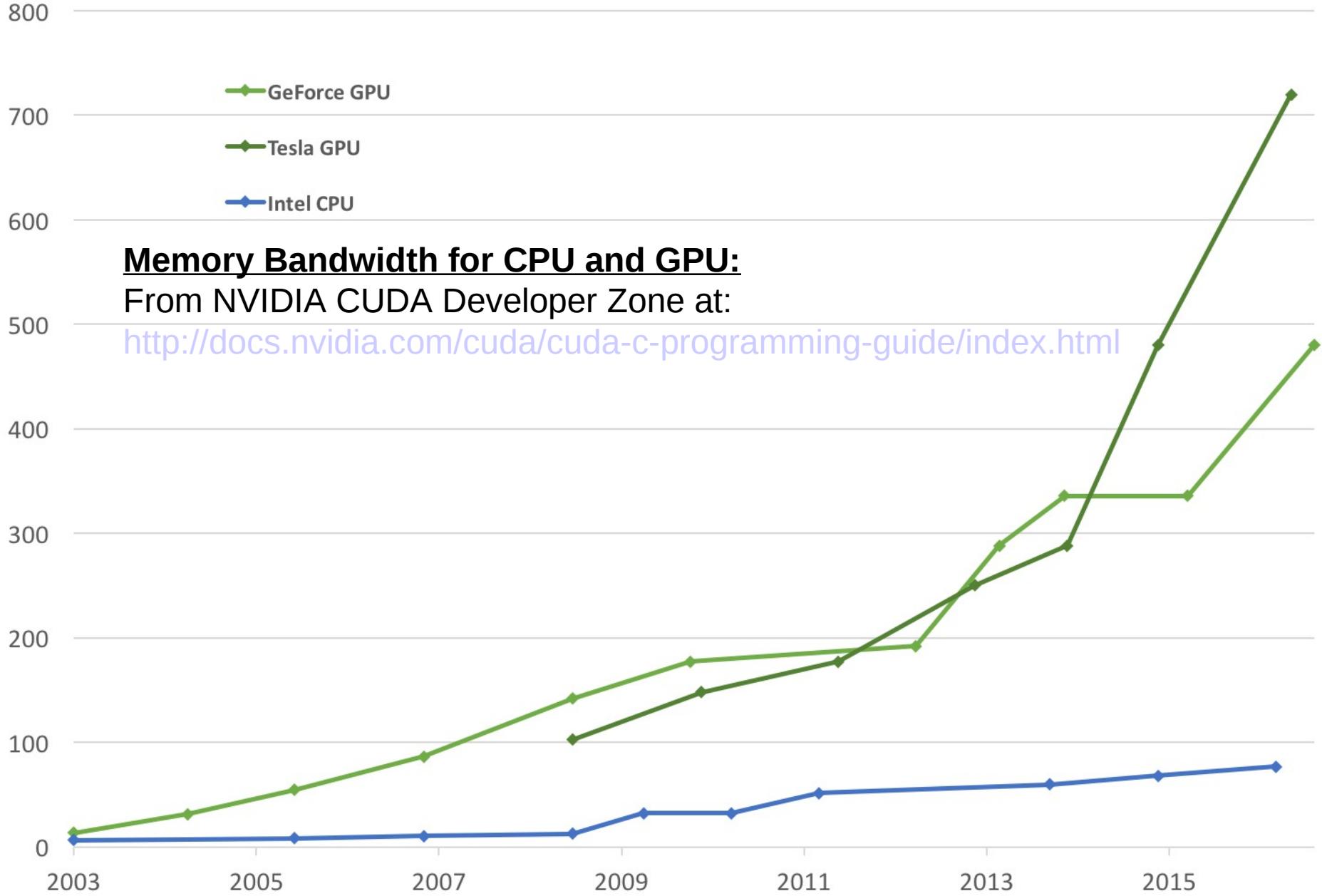
Floating Point Operations per Second for CPU and GPU:

From NVIDIA CUDA Developer Zone at:

<http://docs.nvidia.com/cuda/cuda-c-programming-guide/index.html>



Theoretical Peak GB/s

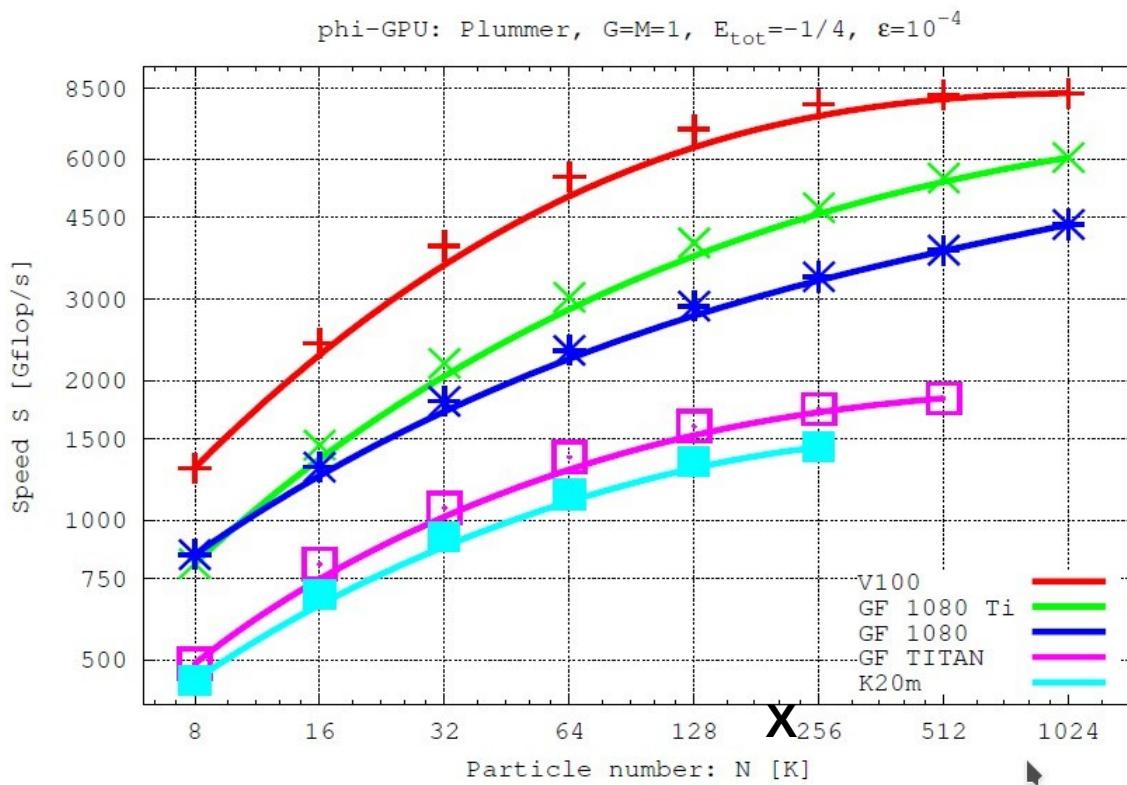


Memory Bandwidth for CPU and GPU:

From NVIDIA CUDA Developer Zone at:

<http://docs.nvidia.com/cuda/cuda-c-programming-guide/index.html>

Kepler, Pascal, Volta, Scaling, it works...



Volta V100

Pascal GF1080

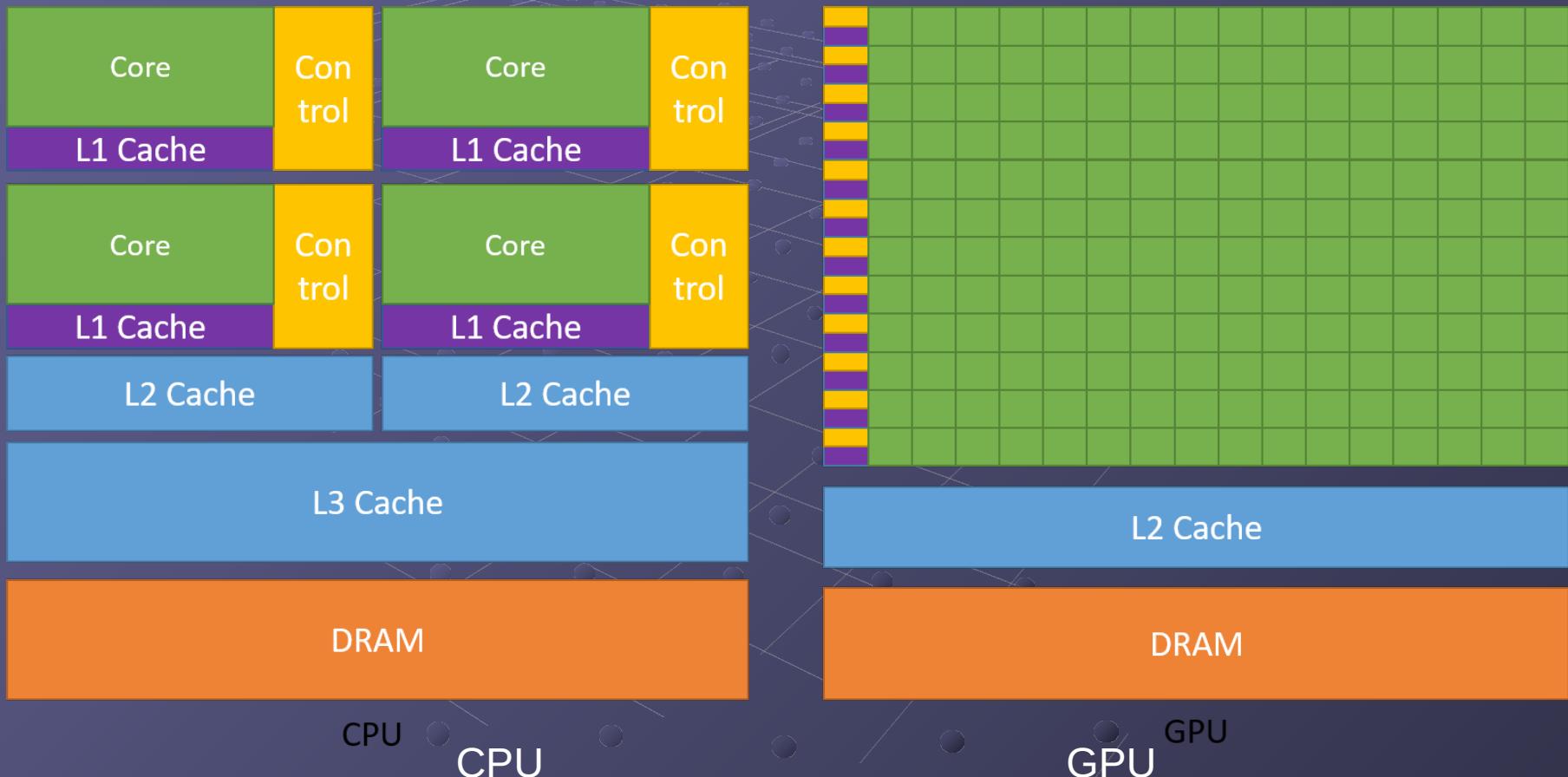
Kepler K20m

Spurzem, Berczik,
et al., 2013,
LNCS Supercomputing,
2013, pp. 13-25,
Springer.
(updated unpublished)

Fig. 4. Here we report a preliminary result from a benchmark test of our code on one Kepler K20 card; we compare with the performance on Fermi C2050 (used in the Mole-8.5 cluster), and the oldest Tesla C1060 GPU (used in the laohu cluster of 2009) - the latter is used as a normalization reference. We plot the speed ratio of our usual benchmarking simulation used in the previous figures, as a function of particle number. From this we see the sustained performance of a Kepler K20 would be about 1.4 - 1.5 Tflop/s.

X = first GPU of laohu 2010

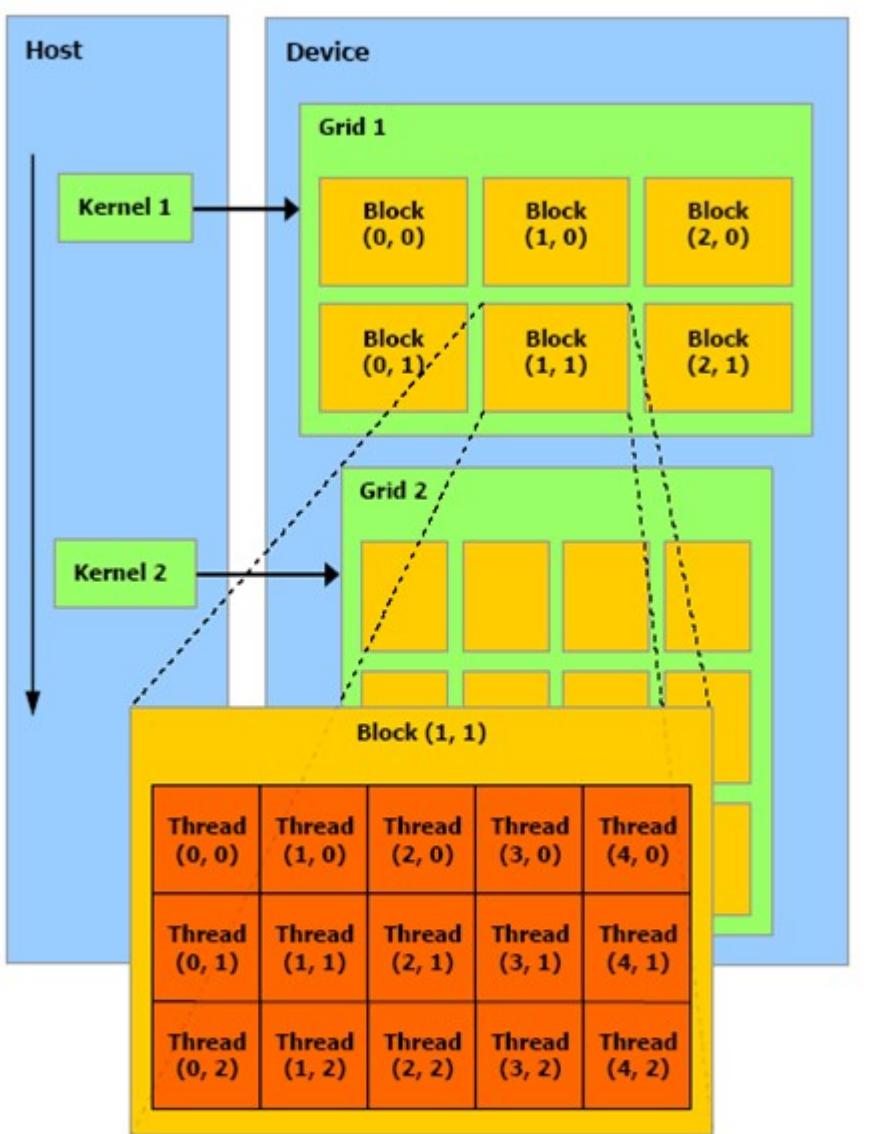
CPU and GPU; from CUDA NVIDIA Developer Zone at <http://docs.nvidia.com/cuda/cuda-c-programming-guide/index.html>



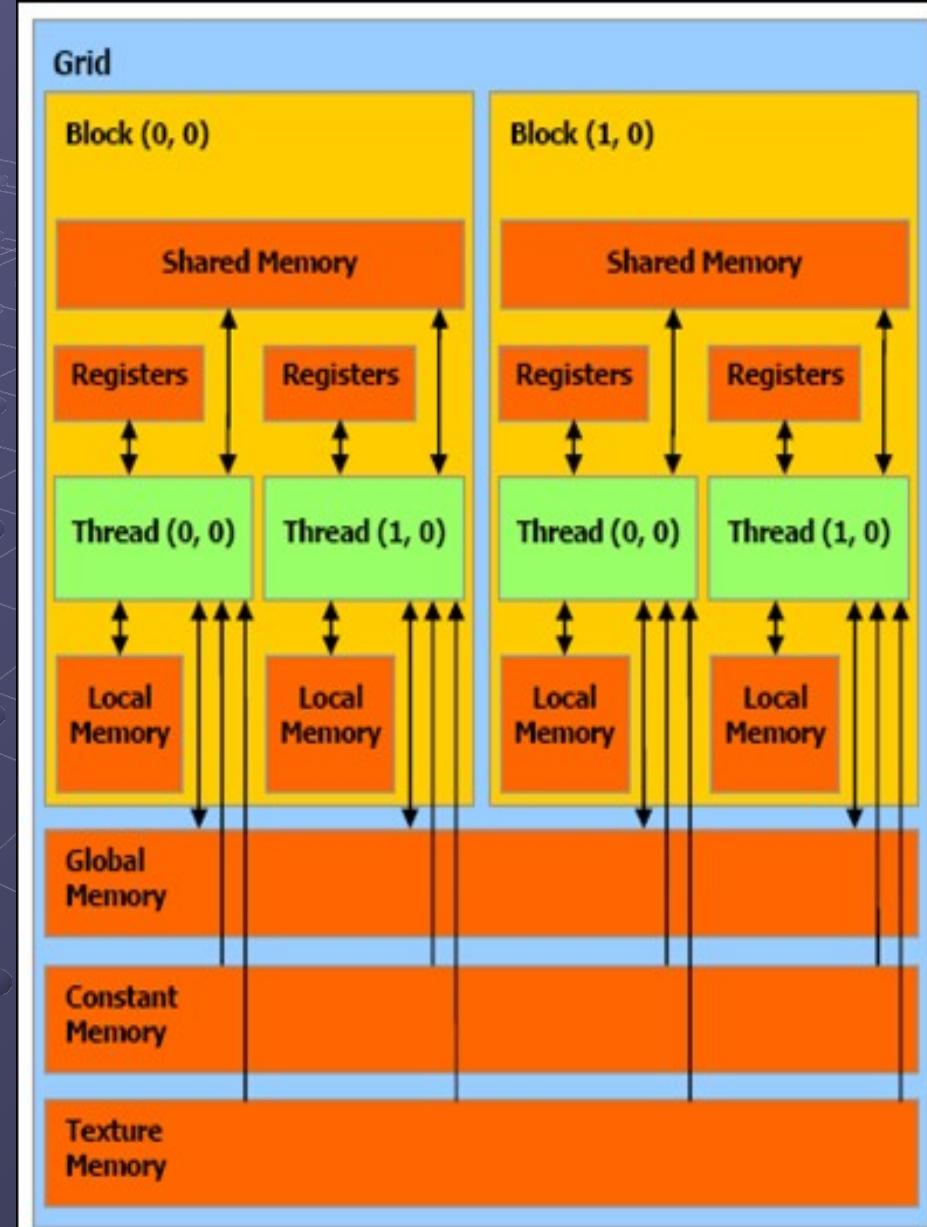
“The GPU devotes more transistors to computing”
“favours data parallel operations”

GPU Structure

<https://docs.nvidia.com/cuda/parallel-thread-execution/index.html>



The host issues a succession of kernel invocations to the device. Each kernel is executed as a batch of threads organized as a grid of thread blocks.



CUDA

CUDA Optimized Libraries:
math.h, FFT, BLAS, ...

Integrated CPU + GPU
C Source Code

NVIDIA C Compiler

NVIDIA Assembly
for Computing (PTX)

CPU Host Code

CUDA
Driver

Debugger
Profiler

Standard C Compiler

GPU

CPU

GPU Computing Applications

Libraries and Middleware

cuDNN TensorRT	cuFFT cuBLAS cuRAND cuSPARSE	CULA MAGMA	Thrust NPP	VSIPL SVM OpenCurrent	PhysX OptiX iRay	MATLAB Mathematica
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Programming Languages

C	C++	Fortran	Java Python Wrappers	DirectCompute	Directives (e.g. OpenACC)
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Ampere and Volta:
Tensor Cores/NVLink



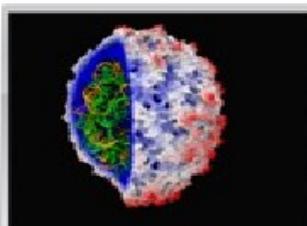
CUDA-Enabled NVIDIA GPUs

NVIDIA Ampere Architecture (compute capabilities 8.x)				Tesla A Series
NVIDIA Turing Architecture (compute capabilities 7.x)		GeForce 2000 Series	Quadro RTX Series	Tesla T Series
NVIDIA Volta Architecture (compute capabilities 7.x)	DRIVE/JETSON AGX Xavier		Quadro GV Series	Tesla V Series
NVIDIA Pascal Architecture (compute capabilities 6.x) Kepler (3.x)	Tegra X2 Tegra K1	GeForce 1000 Series GeForce 700/800	Quadro P Series Quadro K	Tesla P Series Tesla K

Speedups using GPU vs. CPU



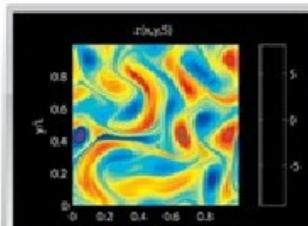
146X



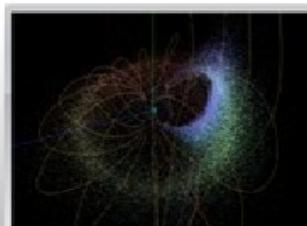
36X



18X



17X



100X

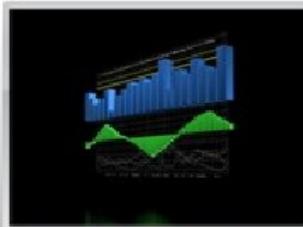
Interactive visualization of volumetric white matter connectivity¹

Ionic placement for molecular dynamics simulation on GPU²

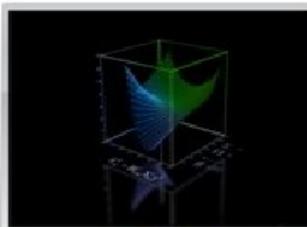
Transcoding HD video stream to H.264 for portable video³

Simulation in Matlab using mex file CUDA function⁴

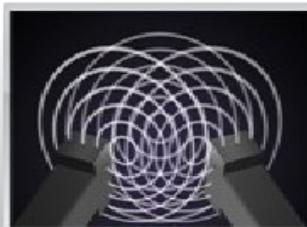
Astrophysics N-body simulation⁵



149X



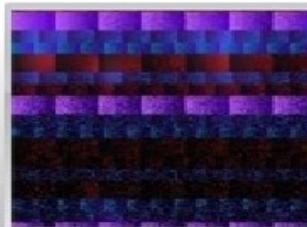
47X



20X



24X



30X

Financial simulation of LIBOR model with swaptions⁶

GLAME@lab: M-script API for linear Algebra operations on GPU⁷

Ultrasound medical imaging for cancer diagnostics⁸

Highly optimized object oriented molecular dynamics⁹

Cmatch exact string matching
- find similar proteins & gene sequences¹⁰



Towards Peta-Scale Green Computation

— *applications of the GPU supercomputers in CAS*

<http://www.nvidia.com/gtc2010-content>



GPU TECHNOLOGY CONFERENCE

GTC 2010 | Sept 20-23, 2010

San Jose Convention Center, San Jose, California

Watch the Keynote Recordings

Algorithms & Numerical Techniques
Astronomy & Astrophysics
Audio Processing
Cloud Computing
Computational Fluid Dynamics
Computer Graphics
Computer Vision
Databases & Data Mining
Digital Content Creation
Embedded & Automotive
Energy Exploration
Film
Finance
General Interest
GPU Accelerated Internet
High Performance Computing

Imaging
Life Sciences
Machine Learning & Artificial Intelligence
Medical Imaging & Visualization
Mobile & Tablet & Phone
Molecular Dynamics
Neuroscience
Physics Simulation
Programming Languages & Techniques
Quantum Chemistry
Ray Tracing
Signal Processing
Stereoscopic 3D
Tools & Libraries
Video Processing

Wei Ge
Xiaowei Wang
Inst. of Proc. Eng.

Yunquan Zhang
Inst. of Software

Rainer Spurzem
Nat. Astro. Obs. Chn.

Long Wang
SC Center





Simple CUDA example

CPU C program

```
void addMatrix(float *a, float *b,
               float *c, int N)
{
    int i, j, index;
    for (i = 0; i < N; i++) {
        for (j = 0; j < N; j++) {
            index = i + j * N;
            c[index]=a[index] + b[index];
        }
    }
}

void main()
{
    .....
    addMatrix(a, b, c, N);
}
```

CUDA C program

```
__global__ void addMatrix(float *a, float *b,
                           float *c, int N)
{
    int i=blockIdx.x*blockDim.x+threadIdx.x;
    int j=blockIdx.y*blockDim.y+threadIdx.y;
    int index = i + j * N;
    if ( i < N && j < N)
        c[index]= a[index] + b[index];
}

void main()
{
    .... // allocate & transfer data to GPU
    dim3 dimBlk (blocksize, blocksize);
    dim3 dimGrd (N/dimBlk.x, N/dimBlk.y);
    addMatrix<<<dimGrd, dimBlk>>>(a, b, c, N);
}
```