

CS 380 - GPU and GPGPU Programming

Lecture 6+7: GPU Architecture 5+6

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Reading Assignment #4 (until March 5)



Read (required):

- GLSL book, Chapter 7 (OpenGL Shading Language API)
- OpenGL Shading Language 4.3 specification: Chapter 2

<http://www.opengl.org/registry/doc/GLSLangSpec.4.30.6.pdf>

- Programming Massively Parallel Processors book, Chapter 2 (*History of GPU Computing*)

Read (optional):

- OpenGL 4.0 Shading Language Cookbook, Chapter 3
- Download OpenGL 4.3 specification

<http://www.opengl.org/registry/doc/glspec43.core.20120806.pdf>

See more at: <http://www.opengl.org/documentation/specs/>

Quiz #1: Mar. 5



Organization

- First 30 min of lecture
- No material (book, notes, ...) allowed

Content of questions

- Lectures (both actual lectures and slides)
- Reading assignments
- Programming assignments (algorithms, methods)
- Solve short practical examples



SIGGRAPH 2009

NEW ORLEANS

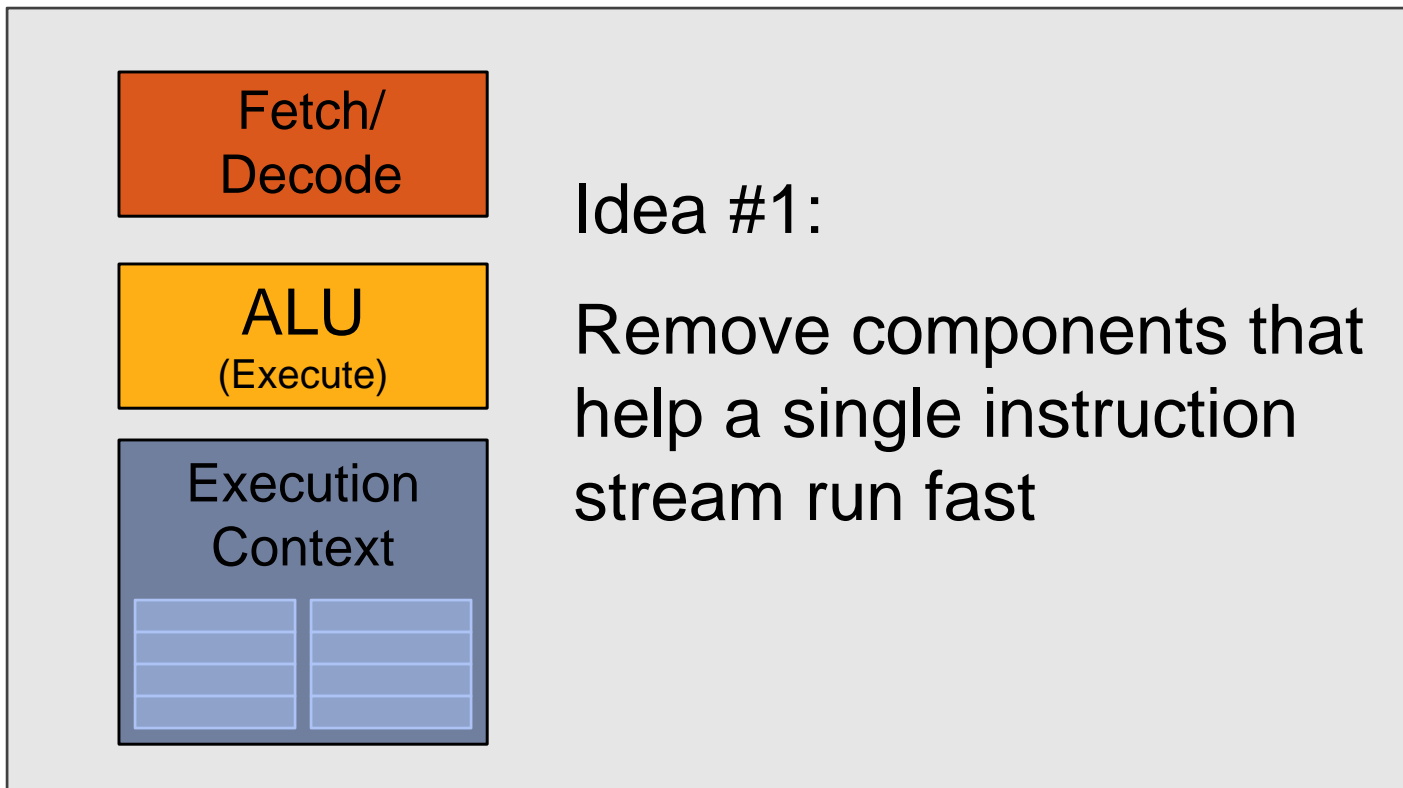
From Shader Code to a **Teraflop**: How Shader Cores Work

Kayvon Fatahalian
Stanford University

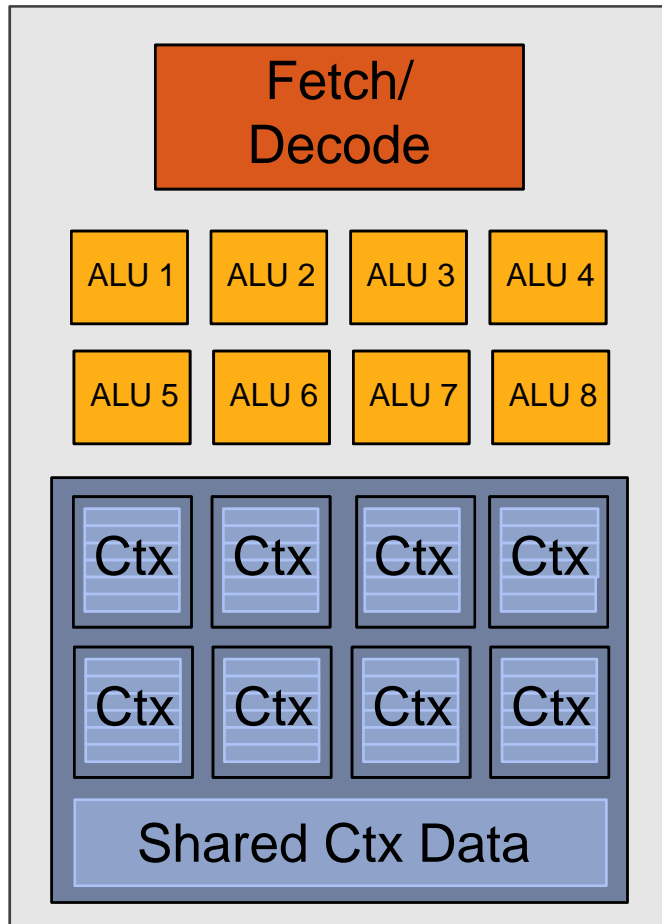
Part 1: throughput processing

- Three key concepts behind how modern GPU processing cores run code
- Knowing these concepts will help you:
 1. Understand space of GPU core (and throughput CPU processing core) designs
 2. Optimize shaders/compute kernels
 3. Establish intuition: what workloads might benefit from the design of these architectures?

Slimming down



Add ALUs



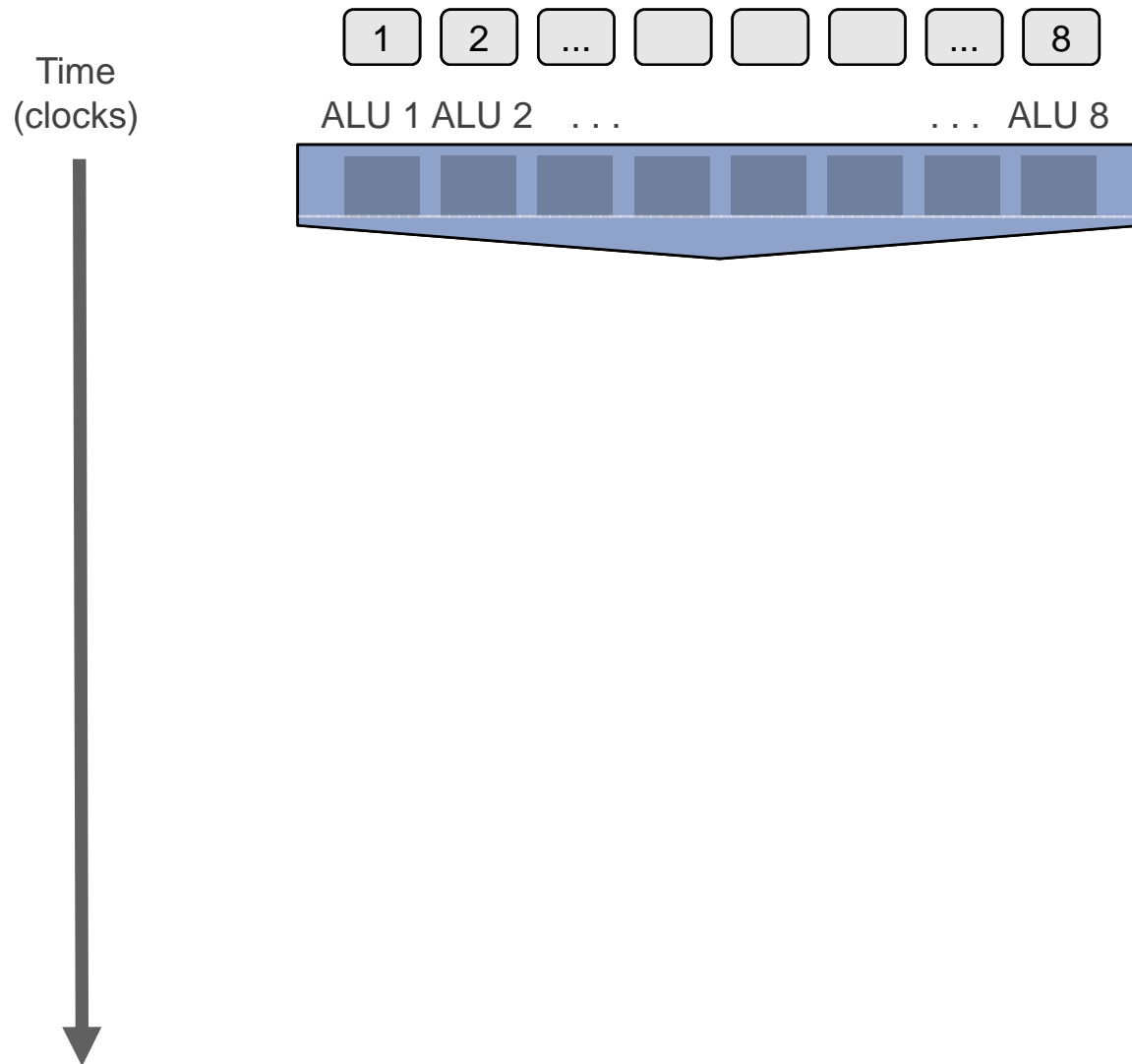
Idea #2:

Amortize cost/complexity of managing an instruction stream across many ALUs

SIMD processing

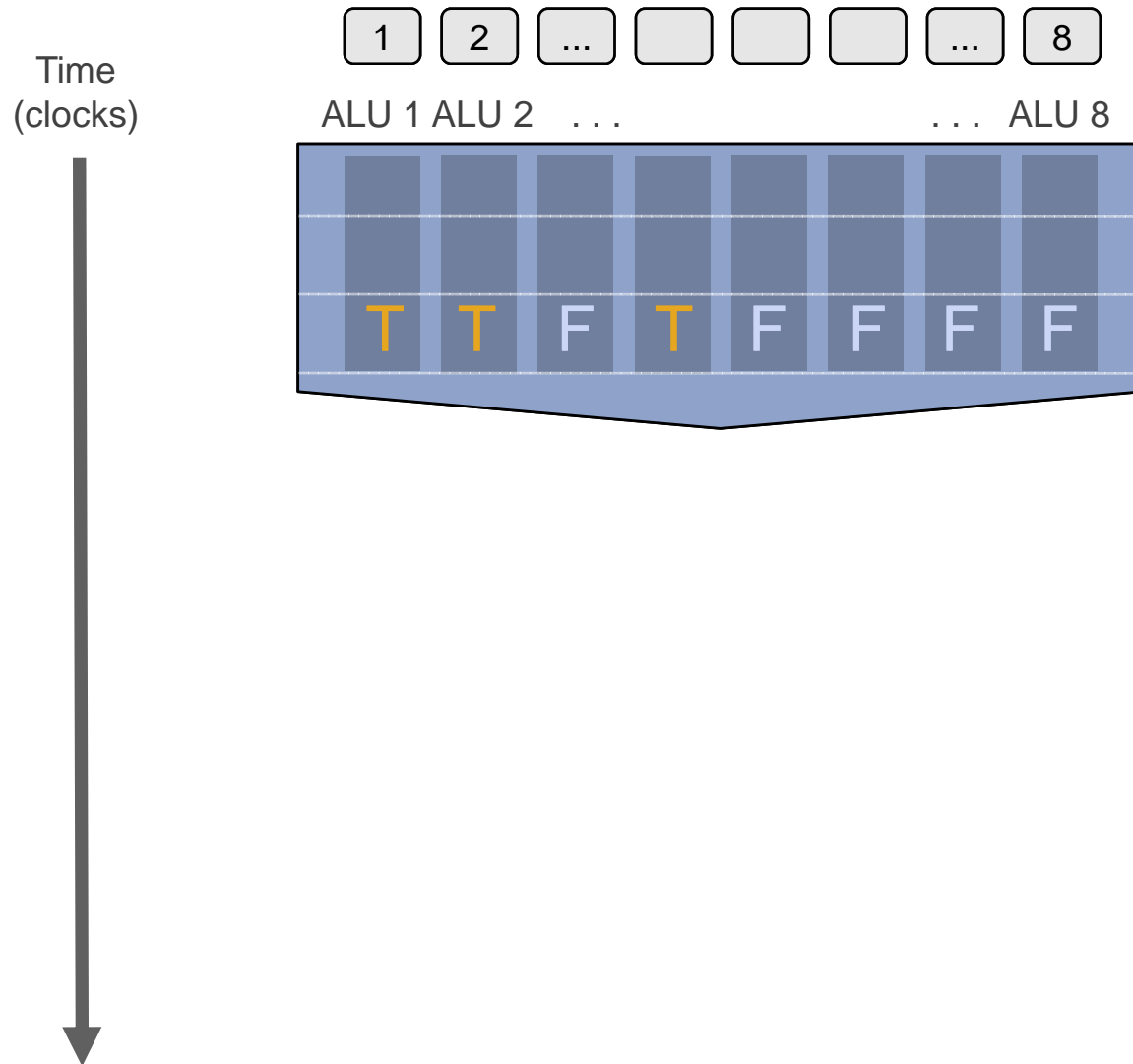
(or SIMT, SPMD)

But what about branches?



```
<unconditional  
shader code>  
  
if (x > 0) {  
    y = pow(x, exp);  
    y *= Ks;  
    refl = y + Ka;  
} else {  
    x = 0;  
    refl = Ka;  
}  
  
<resume unconditional  
shader code>
```


But what about branches?

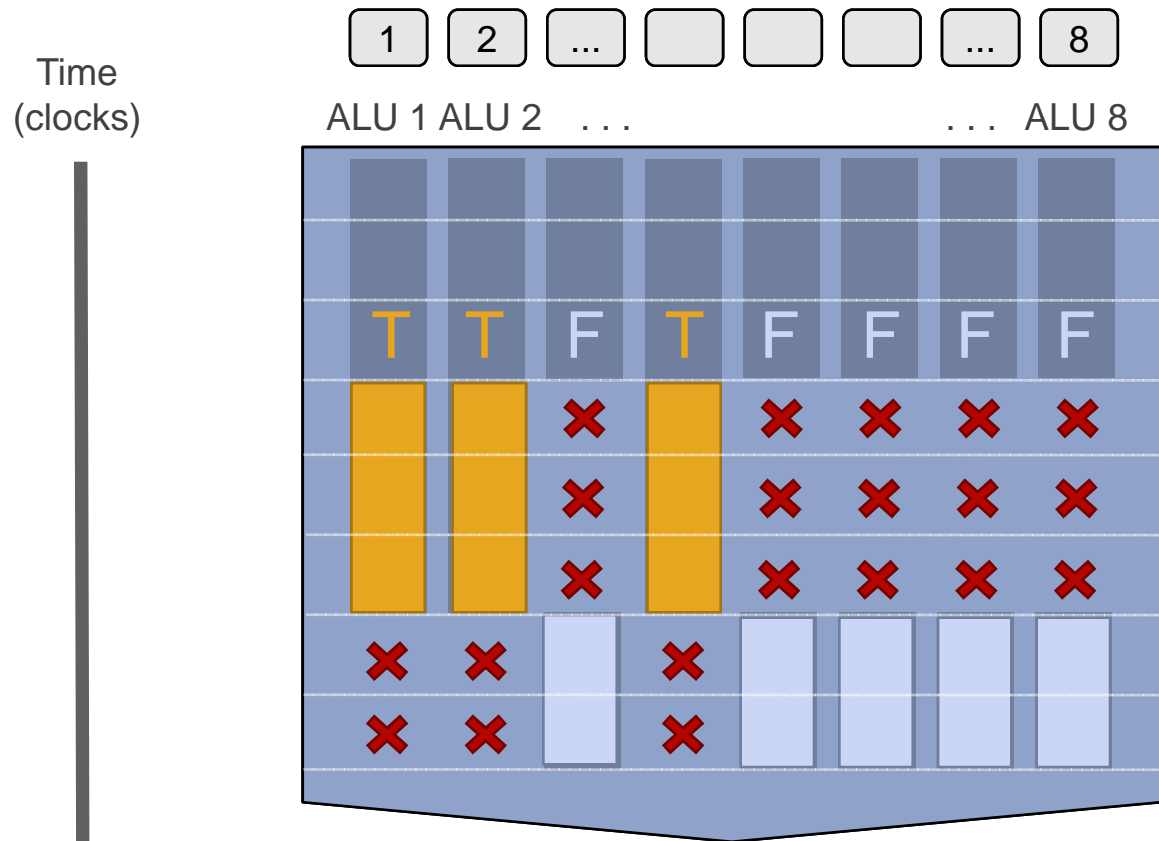


<unconditional
shader code>

```
if (x > 0) {  
    y = pow(x, exp);  
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    refl = y + Ka;  
} else {  
    x = 0;  
    refl = Ka;  
}
```

<resume unconditional
shader code>

But what about branches?



Not all ALUs do useful work!
Worst case: 1/8
performance

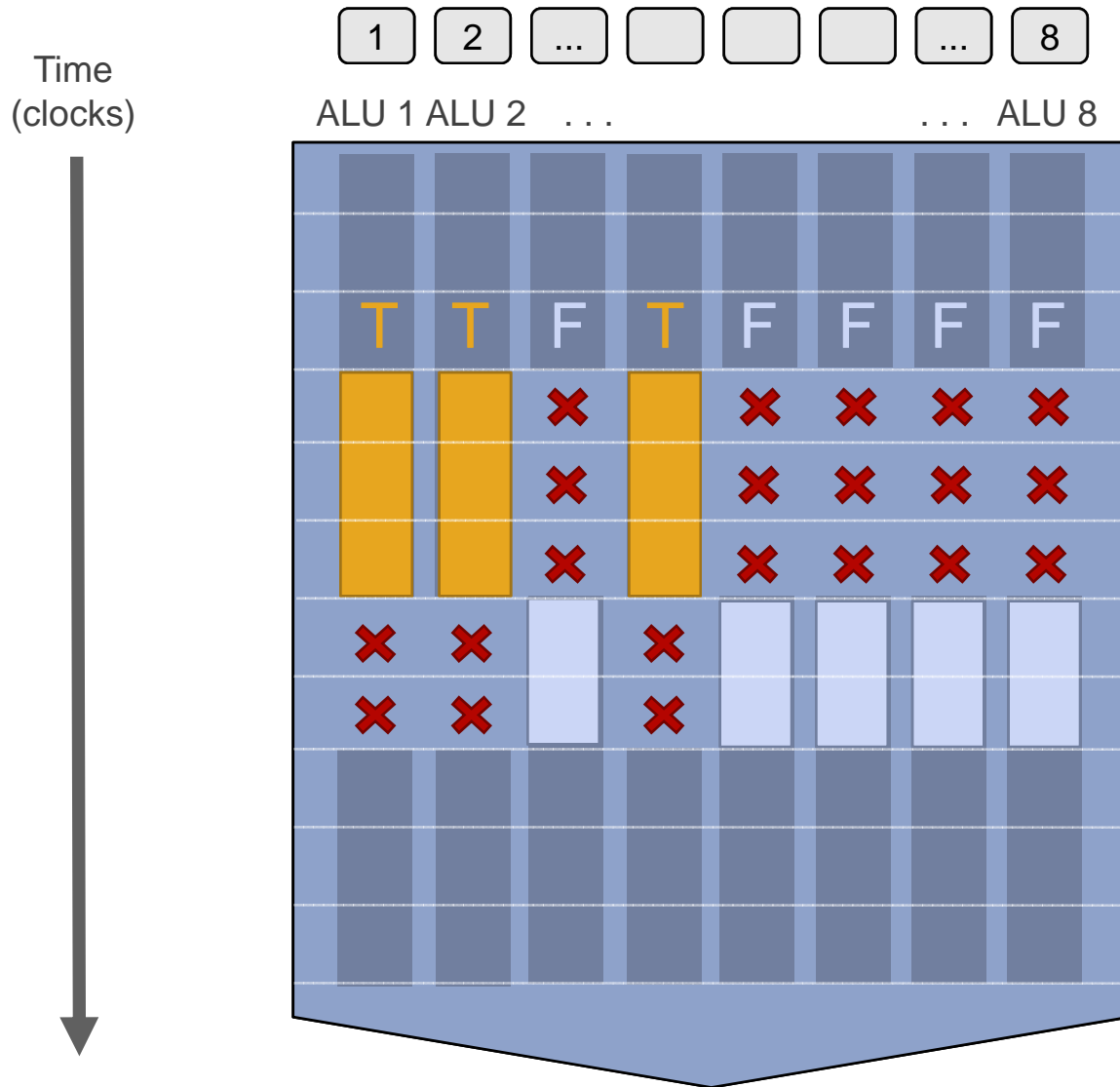
```

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But what about branches?



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<resume unconditional
shader code>

```

Stalls!

Stalls occur when a core cannot run the next instruction because of a dependency on a previous operation.

Texture access latency = 100's to 1000's of cycles

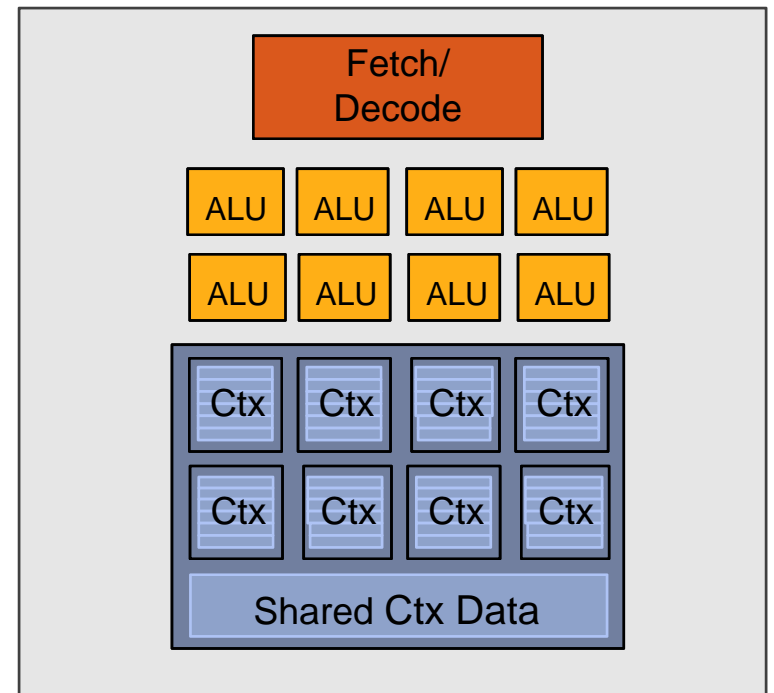
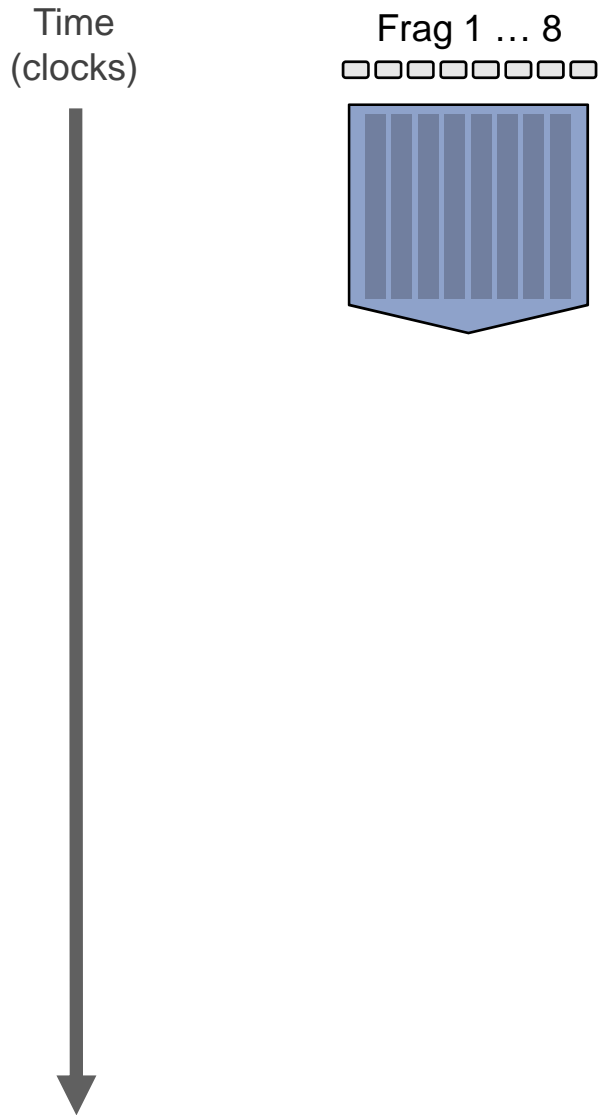
We've removed the fancy caches and logic that helps avoid stalls.

But we have **LOTS** of independent fragments.

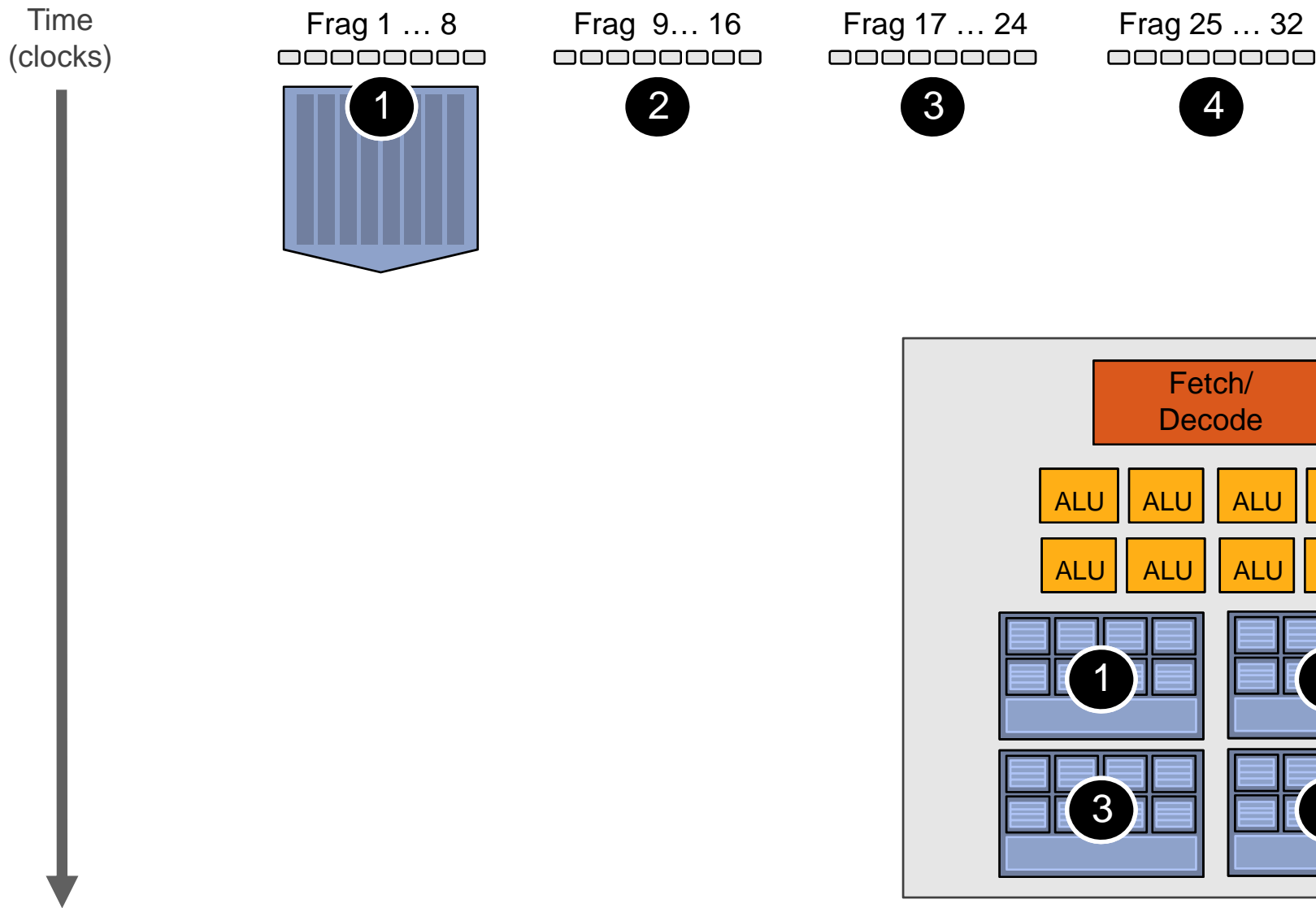
Idea #3:

Interleave processing of many fragments on a single core to avoid stalls caused by high latency operations.

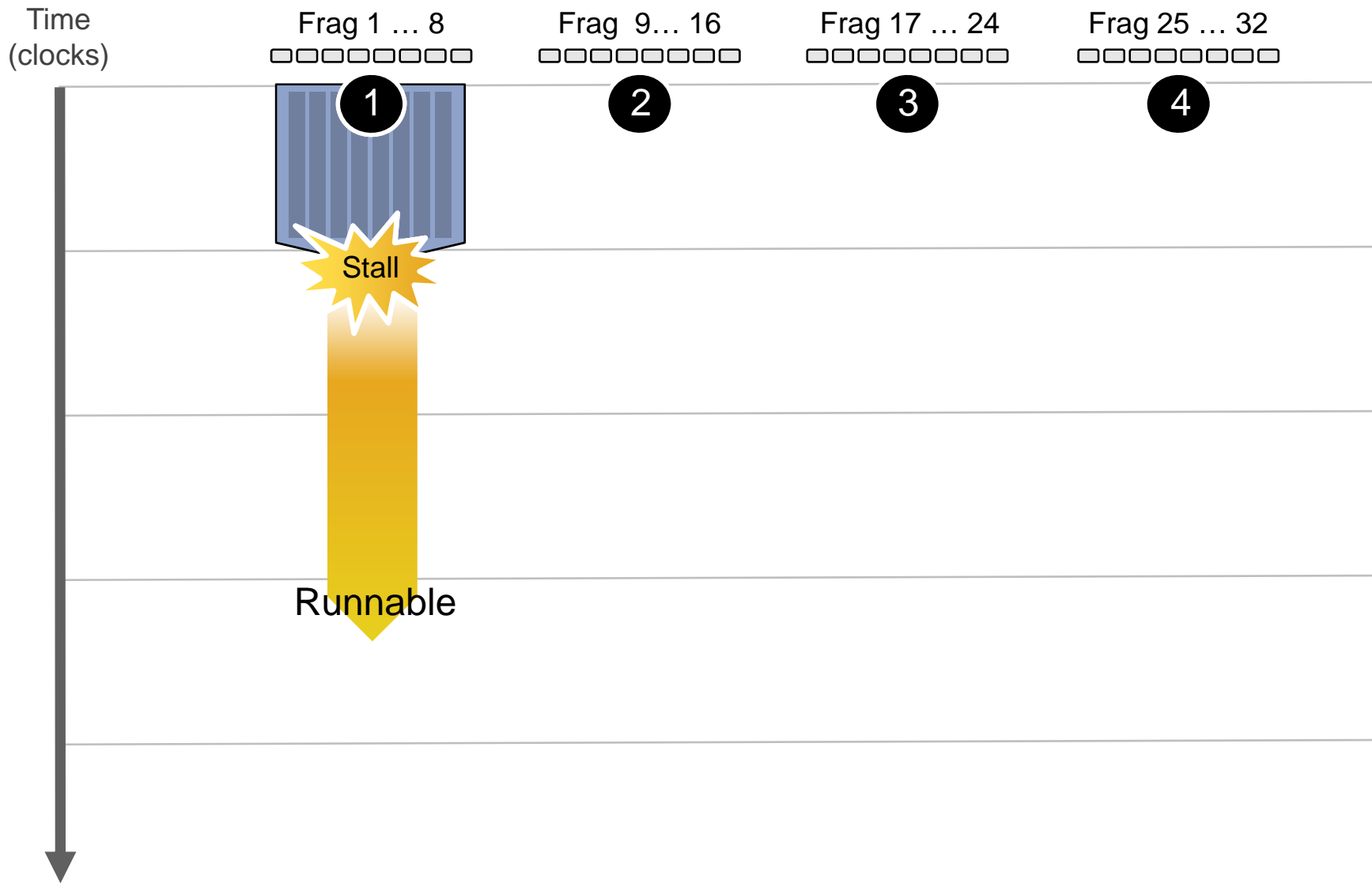
Hiding shader stalls



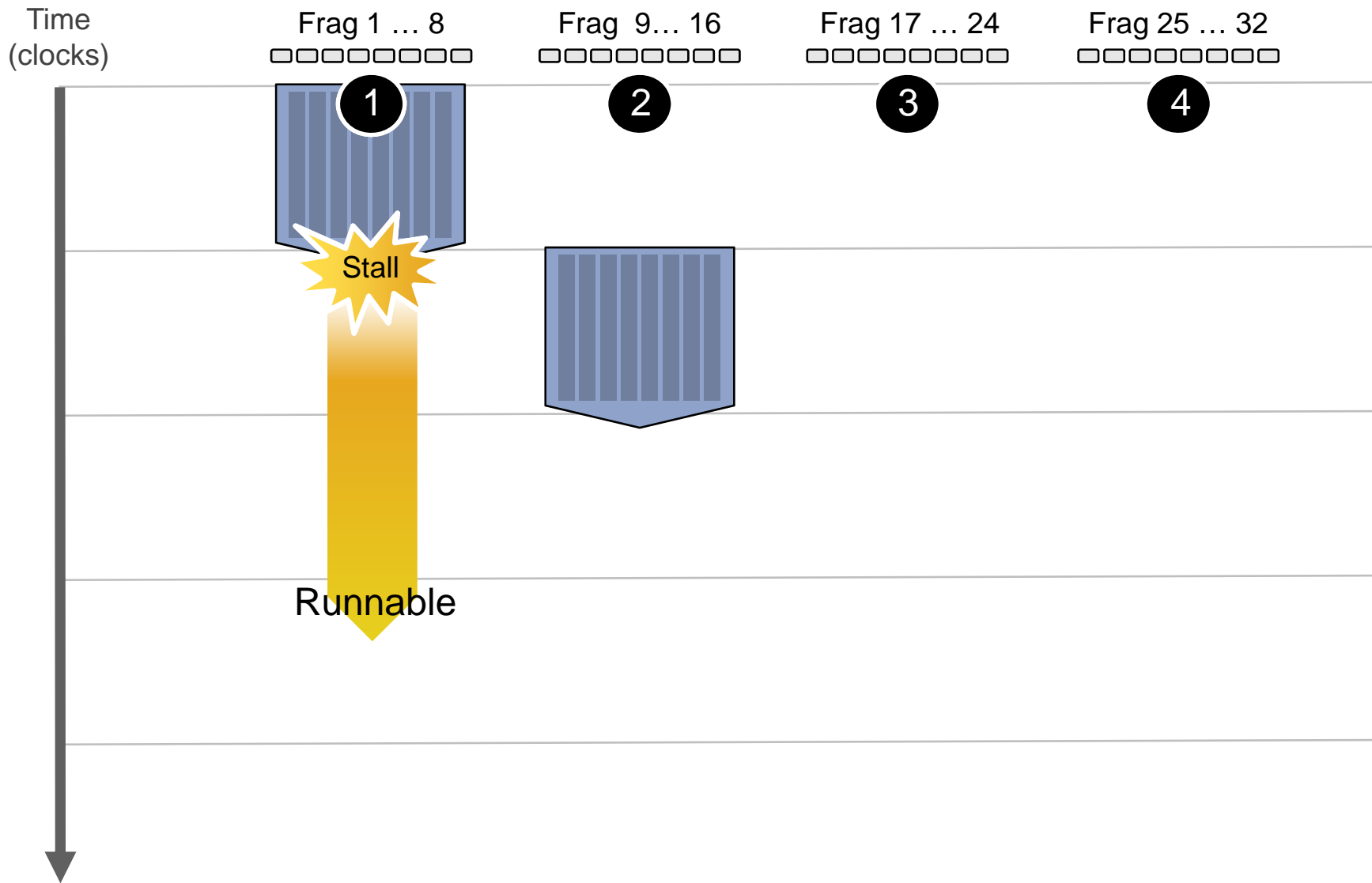
Hiding shader stalls



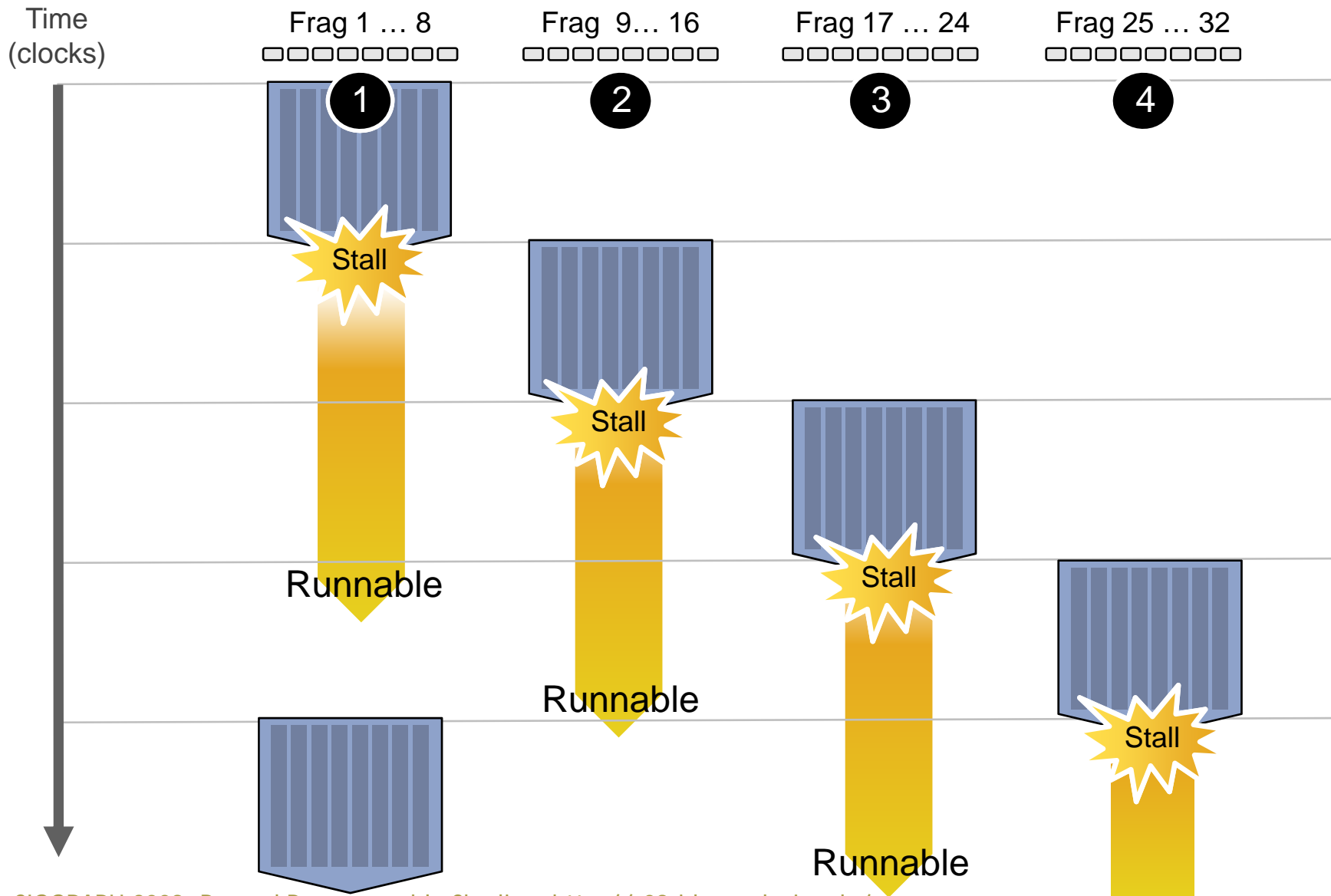
Hiding shader stalls



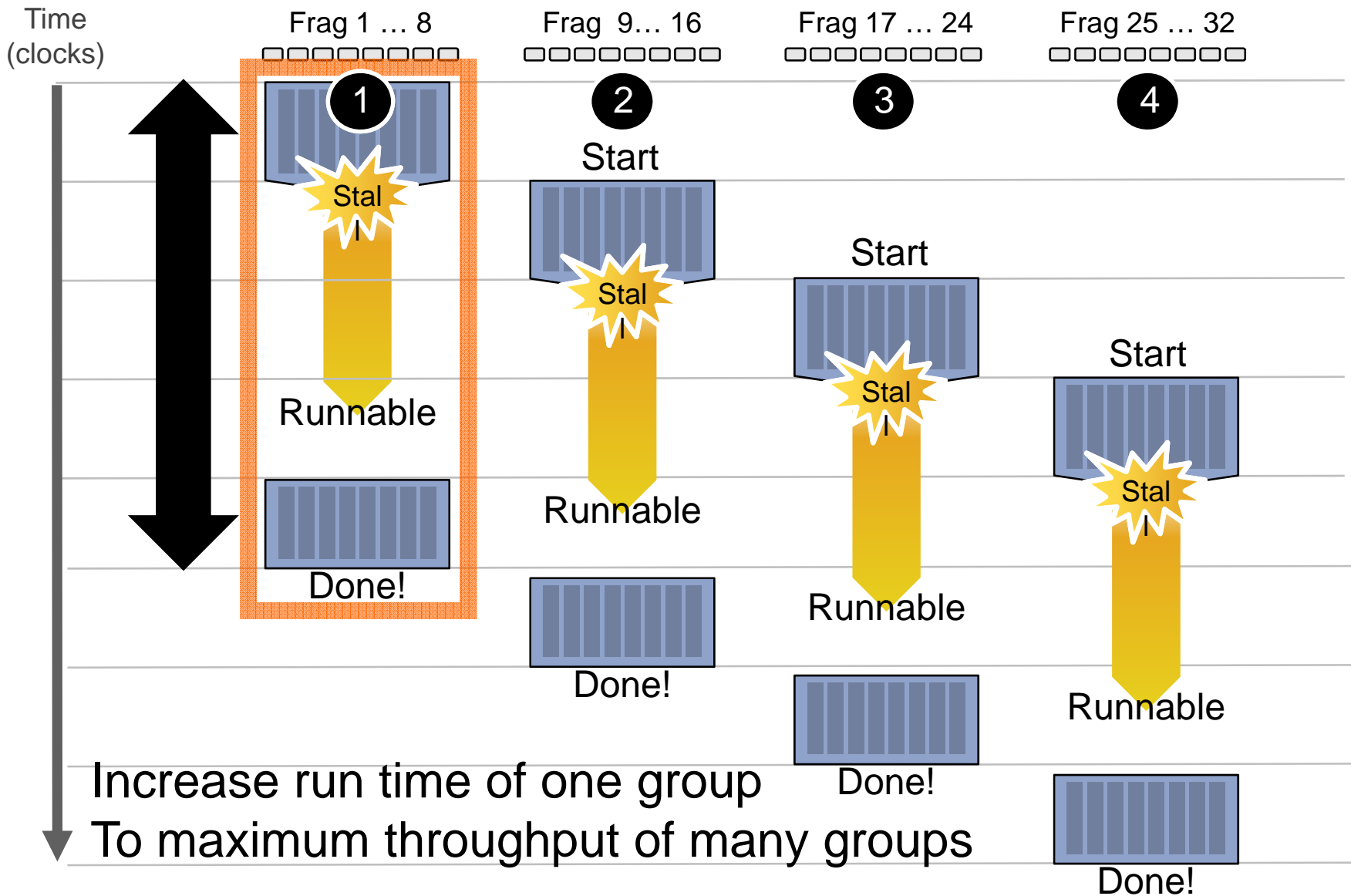
Hiding shader stalls



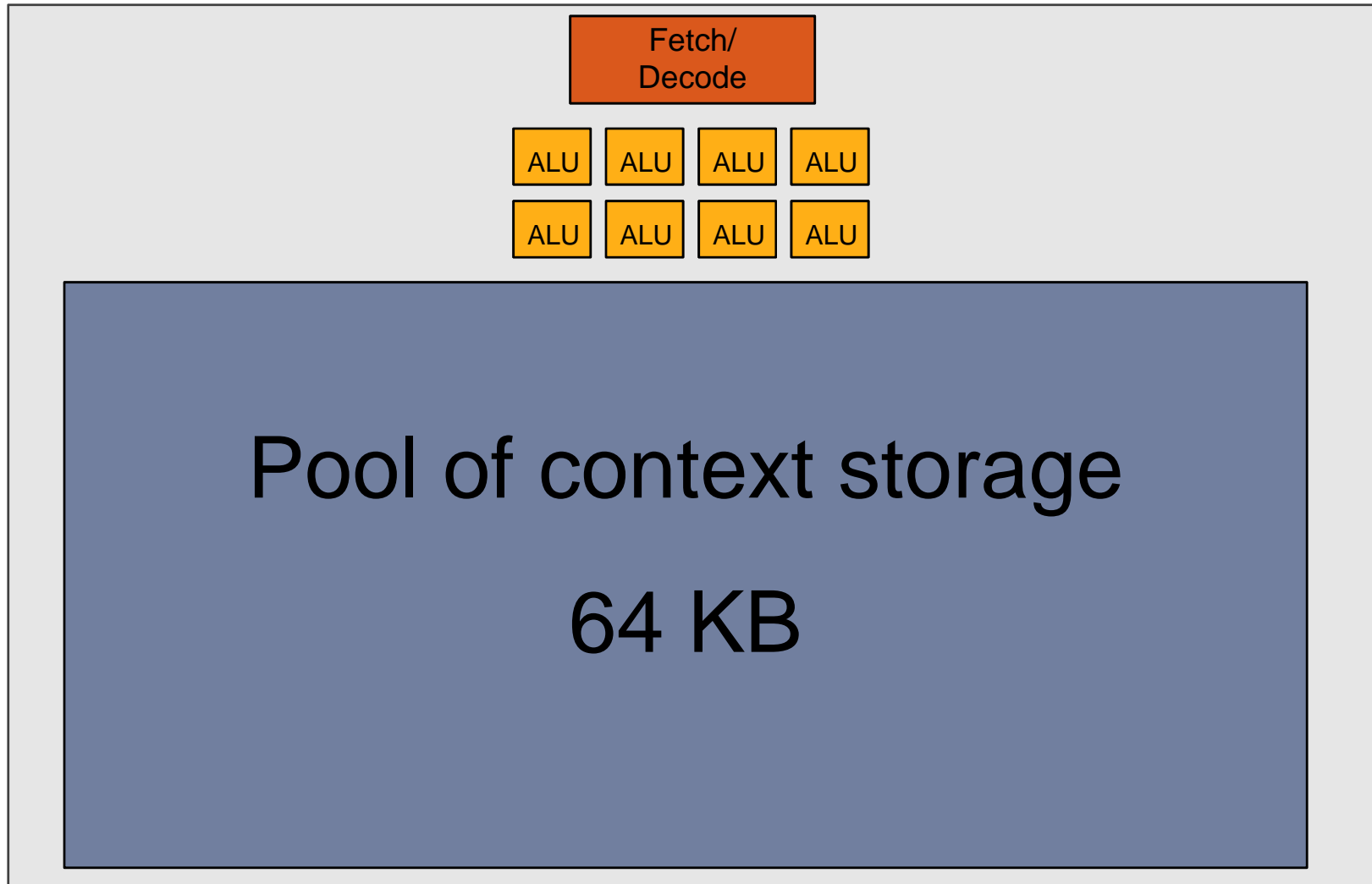
Hiding shader stalls



Throughput!

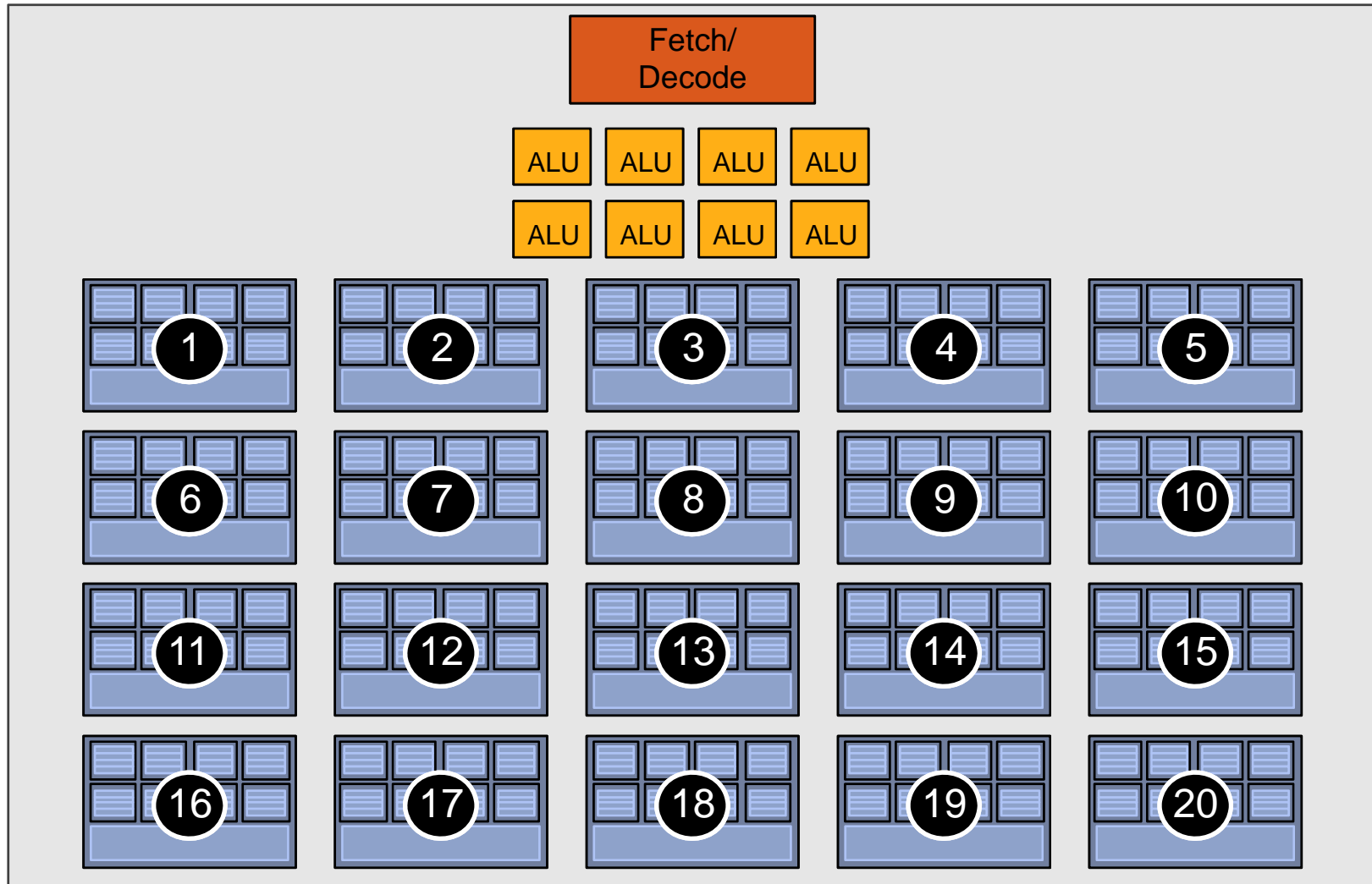


Storing contexts

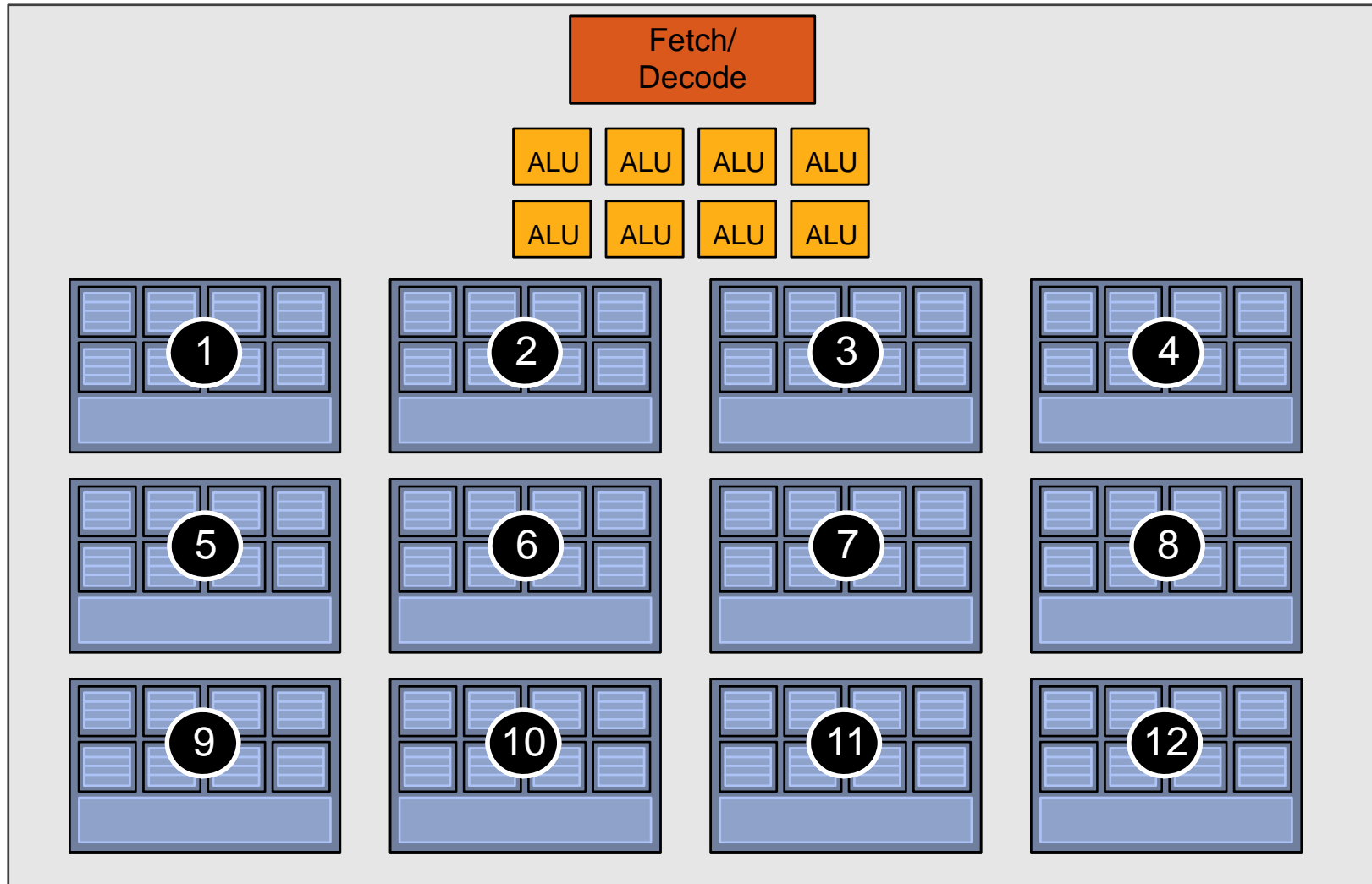


Twenty small contexts

(maximal latency hiding ability)

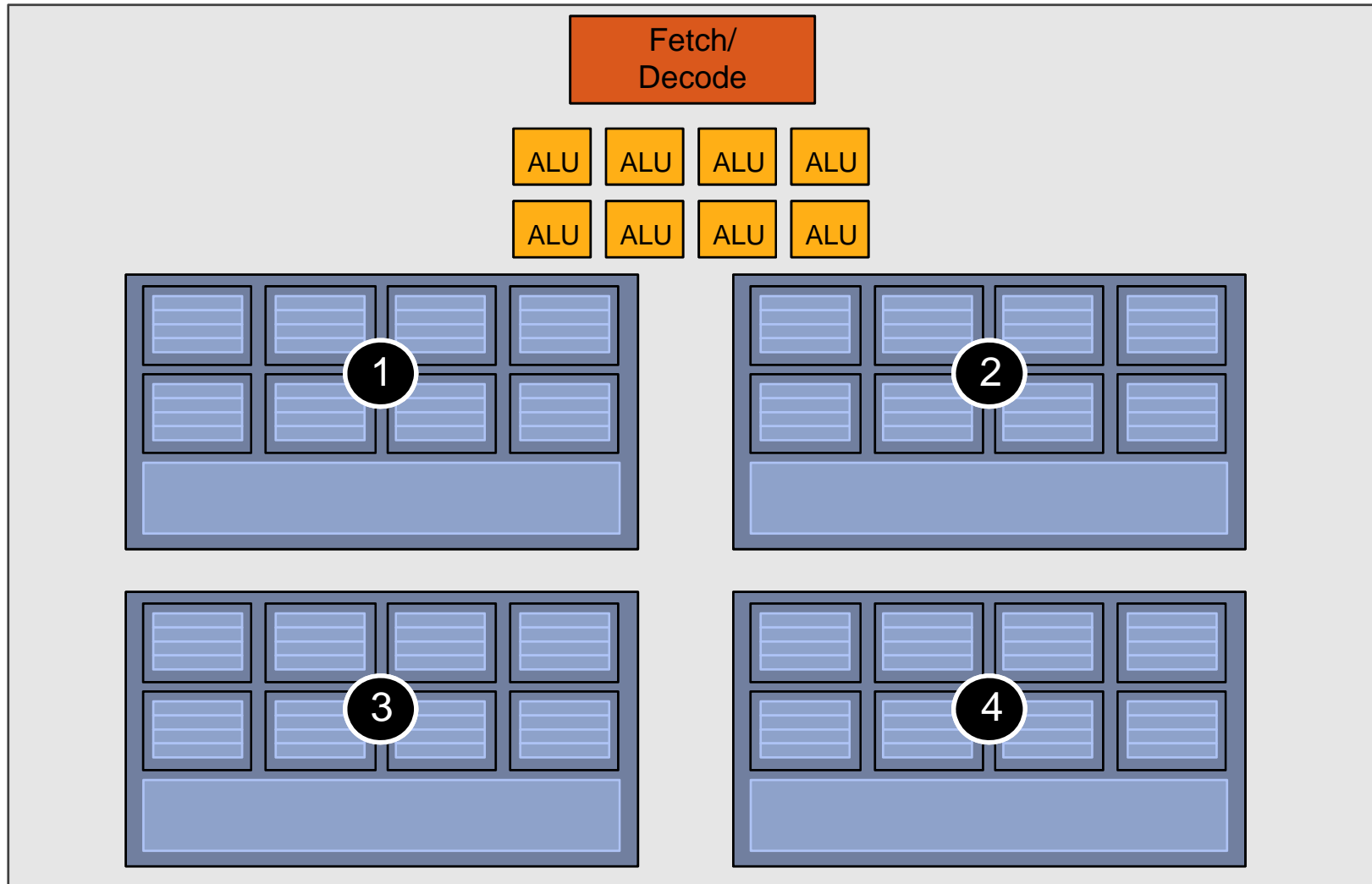


Twelve medium contexts



Four large contexts

(low latency hiding ability)



Clarification

Interleaving between contexts can be managed by HW or SW (or both!)

- NVIDIA / AMD Radeon GPUs
 - HW schedules / manages all contexts (lots of them)
 - Special on-chip storage holds fragment state
- Intel MIC/Larrabee
 - HW manages four x86 (big) contexts at fine granularity
 - SW scheduling interleaves many groups of fragments on each HW context
 - L1-L2 cache holds fragment state (as determined by SW)

My chip!

16 cores

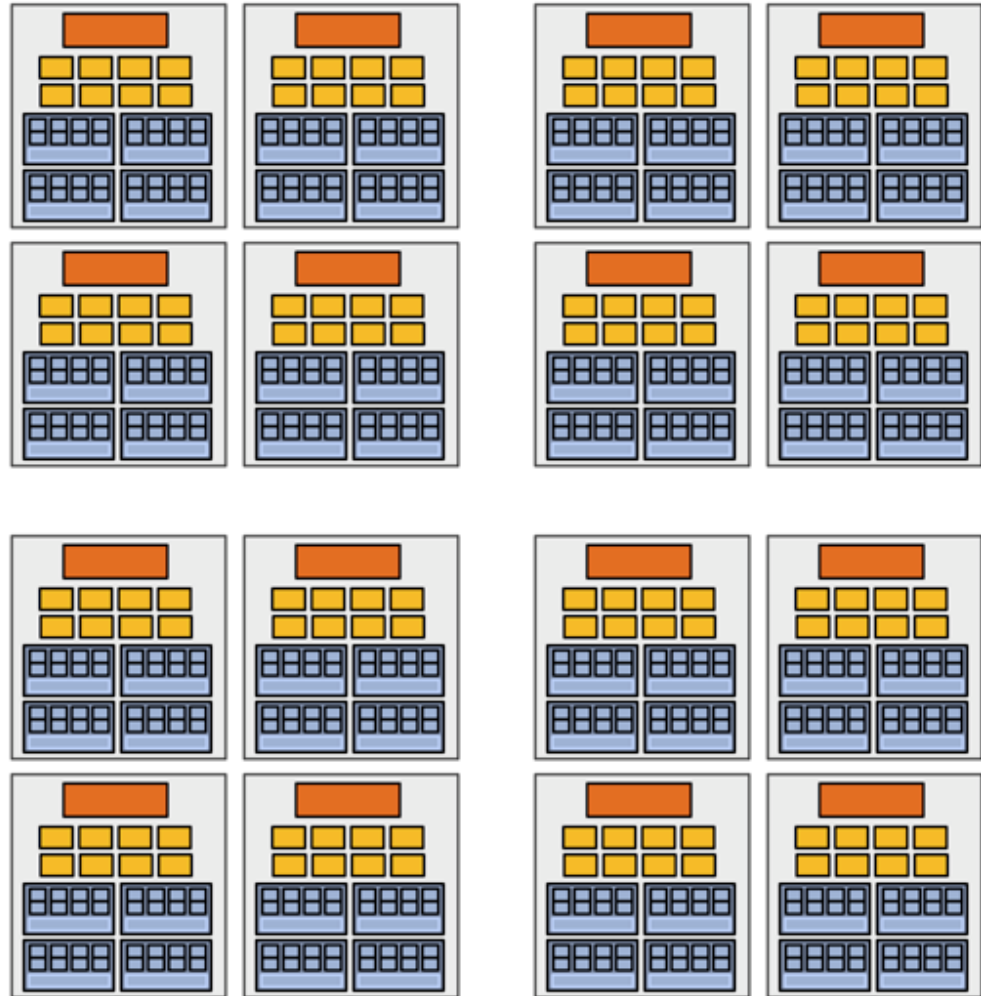
8 mul-add ALUs per core
(128 total)

16 simultaneous
instruction streams

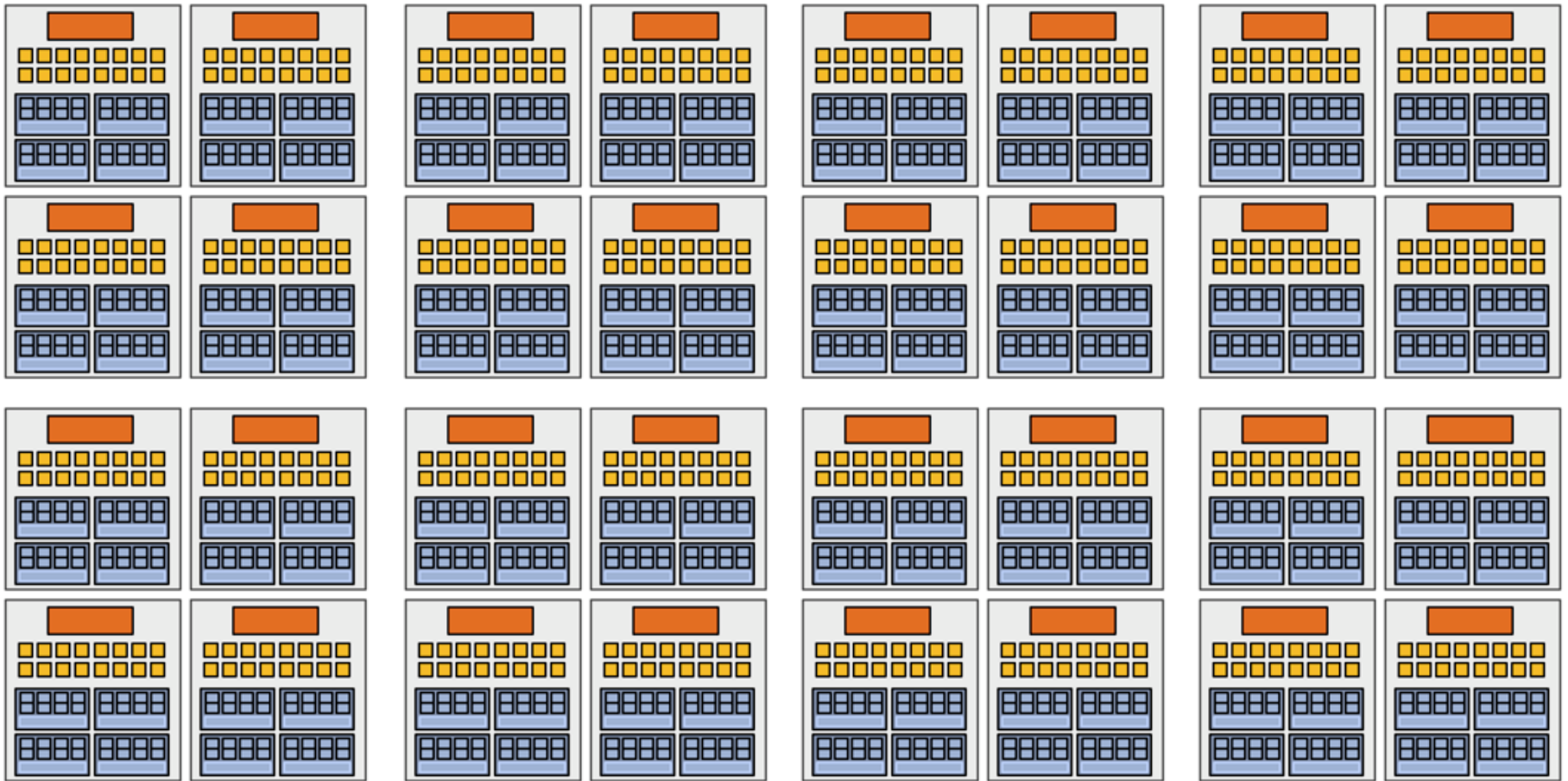
64 concurrent (but interleaved)
instruction streams

512 concurrent fragments

= 256 GFLOPs (@ 1GHz)



My “enthusiast” chip!



32 cores, 16 ALUs per core (512 total) = 1 TFLOP (@ 1 GHz)



Summary: three key ideas for high-throughput execution

- 1. Use many “slimmed down cores,” run them in parallel**
- 2. Pack cores full of ALUs (by sharing instruction stream overhead across groups of fragments)**
 - Option 1: Explicit SIMD vector instructions**
 - Option 2: Implicit sharing managed by hardware**
- 3. Avoid latency stalls by interleaving execution of many groups of fragments**
 - When one group stalls, work on another group**

Thank you.