Le langage OCaml et la programmation des GPU

GPU programming with OCaml

Mathias Bourgoin - Emmanuel Chailloux - Jean-Luc Lamotte

Le projet OpenGPU : un an plus tard
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Outline

GPGPU Programming

Two main frameworks

- **Cuda**
- **OpenCL**

Different Languages

- To write kernels
  - **Assembly** (ptx, il,. . .)
  - subsets of **C/C++**
- To manage kernels
  - ***C/C++/Objective-C***
  - Fortran
  - Python
  - Scala
  - ***Java***
  - ***Scilab***
  - . . .

Who needs GPGPU

Two kinds of programmers

- HPC / Scientific
  - Known Hardware
  - Heavy Optimisation
  - Problem Driven
- General Purpose
  - Unknown Hardware/Multiplatform
  - Light Optimisation
  - User Driven

Main Difficulties

- From the managing program
  - Memory transfers
  - Multiple Devices management
  - Many different kind of Devices
- From the kernel
  - Highly parallel
  - Different levels of parallism
  - Different kinds of memory (global, local,. . .)

What for?

- Data parallelism
- Distributed Computation
- Hopefully High Speed-Ups

OCaml

- High-Level language
  - **Statically Typed**
  - **Type inference**
  - **Multiparadigm** (imperative, object, functionnal, modular)
  - Compile to **Bytecode**/**native Code**
  - Memory Manager (very efficient **Garbage Collector**)
  - Interactive **Toplevel** (to learn, test and debug)
  - **Interoperability with C**
- Portable
  - System : Windows - Unix (OS-X, Linux. . .)
  - Architecture : x86, x86-64, PowerPC, ARM. . .

OCaml - Usage

Domains

- Education
- Research
- Industry

Software Examples

- The Coq Proof Assistant
- LexiFi's Modeling Language for Finance
- FFTW
- Scade Suite

The Caml Consortium:

cea LexiFi mylife DASSAULT AVIATION DASSAULT SYSTEMES ESTEREL Technologies
CITRIX® OCamlCore ....OCaml one step further Microsoft®
SimCorp mlstate JANE STREET CAPITAL

Motivations

OCaml and GPGPU complement each other

GPGPU frameworks are

- Highly Parallel
- Architecture Sensitive
- Very Low-Level

Ocaml is

- Mainly Sequential
- Multi-platform/architecture
- Very High-Level

Idea

- Allow OCaml developers to use GPGPU with their favorite language.
- Use OCaml to develop high level abstractions for GPGPU.
- Make GPGPU programming safer and easier

Main Objectives

Goals

- Allow complete use of Cuda/OpenCL frameworks with OCaml
- Abstract these two frameworks
- Abstract memory
- Abstract memory transfers
- Use OCaml type-checking to ensure kernels type safety
- Propose Abstractions for GPGPU programming

Solution

SPOC (***S**tream **P**rogramming **OC**aml*)

SPOC: Abstracting frameworks

Our choice

- **Dynamic linking**.
- The Cuda implementation uses the Cuda Driver API instead of the Runtime Library (lower level API, does not need the cudart library which is only provided with the Cuda SDK).

Compilation doesn't need any specific hardware
(no need of a Cuda/OpenCL compatible Device) or SDK.

Allows

- development **for multiple architectures from a single system**;
- executables to use **any OpenCL/Cuda Devices conjointly**;
- distribution of a **single executable for multiple architectures**.

SPOC: Abstracting Transfers

Automatic Transfers

Vectors automatically move from CPU to Devices

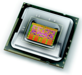
- When a cpu function uses a vector, SPOC moves it to the CPU RAM
- When a kernel uses a vector, SPOC moves it to the Device Global Memory
- Unused vectors do not move
- SPOC allows users to explicitely force transfers

OCaml memory manager

Vectors are managed by the OCaml memory manager

- **Automatic allocation** when created
- The garbage collector **automatically frees** vectors (on the CPU or on Devices)
- Allocation failure during a transfer triggers a collection

A Little Example



CPU RAM

GPU0 RAM

GPU1 RAM

```
open Spoc
let dev = Devices.init ()
let n = 1_000_000
let v1 = Vector.create Vector.float32 n
let v2 = Vector.create Vector.float32 n
let v3 = Vector.create Vector.float32 n
let k = vector_add v3 v1 v2 n
let block = {blockX = 1024; blockY = 1; blockZ = 1}
let grid = {gridX = (n+1024-1)/1024; gridY = 1; gridZ = 1}

let main () =
  random_fill(v1);
  random_fill(v2);
  Kernel.run dev.(0) (block,grid) k;
  for i = 0 to Vector.length v3 do
   Printf.printf "res[%d] = %f; "
     i (Mem.get v3 i)
  done;
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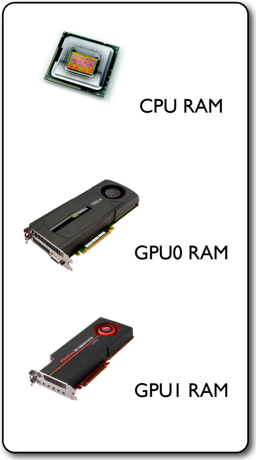


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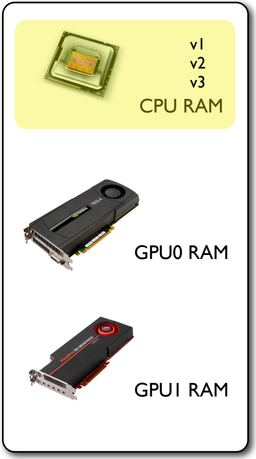


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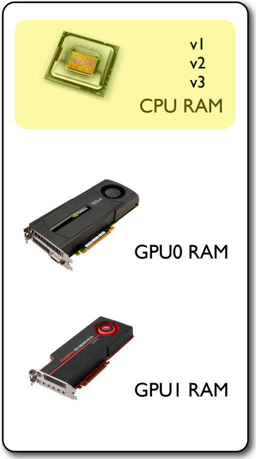


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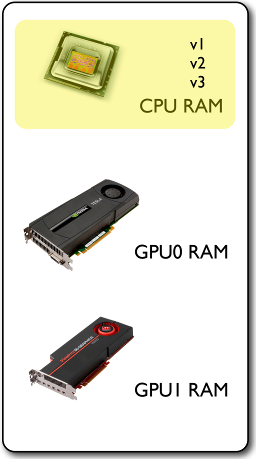


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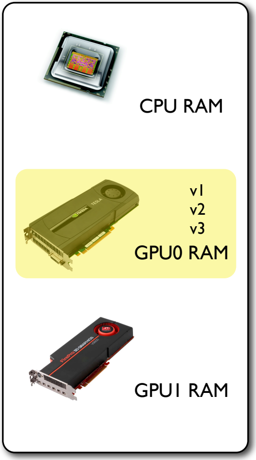


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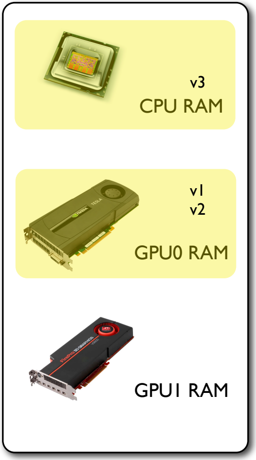


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      Printf.printf ”res[%d] = %f; ”
        i (Mem.get v3 i)
   done;
```
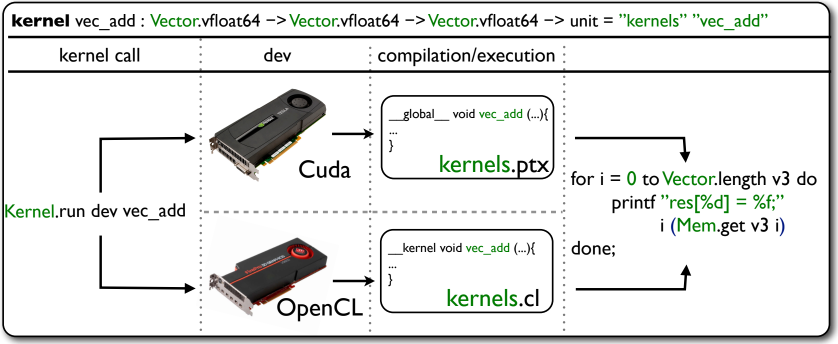

Kernels

Type-Safe Kernel Declaration

kernel vector_add : Vector.vfloat64 $\rightarrow$ Vector.vfloat64 $\rightarrow$ Vector.vfloat64 $\rightarrow$ unit = "source_file" "kernel_name"

- Static arguments types checking (compilation time)
- Kernel.run compiles kernel from source (.ptx / .cl)



Errors

Type-Checking: Error at compile-time

```
1 kernel vector_sum: Vector.float64 → unit = "my_file" "kernel_sum"
2 let v = Vector.create Vector.float32 1024 in
3  Kernel.run device (block, grid) vector_sum v;
```

Type-Checking : Correct

```
1 kernel vector_sum: Vector.float64 → unit = "my_file" "kernel_sum"
2 let v = Vector.create Vector.float64 1024 in
3  Kernel.run device (block, grid) vector_sum v;
```

Exceptions

SPOC raises OCaml exceptions when

- Kernel compilation/execution fails
- Not enough memory on devices

Development tools : OCaml Interactive Toplevel

mathias@vpaa: ~/workspace/Spoc — 80×21

```
#
$ ./spoclevel_cublas
        Objective Caml version 3.12.0

        Camlp4 Parsing version 3.12.0

# open Spoc
  Random.self_init();
  let dev = (Devices.init()).(0) in
  let a = Vector.create Vector.float32 10240 in
  let res = ref 0. in
  for i = 0 to 10239 do
  let tmp = Random.float 32. in
  Mem.set a i tmp;
  res := !res +. tmp;
  done;
  let gpu_res = Cublas.run dev (Cublas.cublasSasum 10240 a 1) in
  (!res, gpu_res)
  ;;
- : float * float = (163561.160761084117, 163561.15625)
# 
```

Tools

Development tools

- IDE (OCaide plugin for Eclipse)
  `http://www.algo-prog.info/ocaide/`
- Cublas (v1)
- Optimized vector iterators

MultiGPU?

```
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let dev = Devices.init ()
let n = 1_000_000
let v1 = Vector.create Vector.float32 n
let v2 = Vector.create Vector.float32 n
let v3 = Vector.create Vector.float32 n

let k = vector_add v3 v1 v2 n

let block = {blockX = 1024; blockY = 1; blockZ = 1}
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let main () =
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  Kernel.run dev.(0) (block,grid) k;
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   Printf.printf "res[\%d] = \%f; " i (Mem.get v3 i)
  done;
```

```
open Spoc
let dev = Devices.init ()
let n = 1_000_000
let v1 = Vector.create Vector.float32 n
let v2 = Vector.create Vector.float32 n
let v3 = Vector.create Vector.float32 n
let v1_1 = Mem.sub_vector v1 0 (n/2)
let v1_2 = Mem.sub_vector v1 (n/2) (n/2)
let v2_1 = Mem.sub_vector v2 0 (n/2)
let v2_2 = Mem.sub_vector v2 (n/2) (n/2)
let v3_1 = Mem.sub_vector v3 0 (n/2)
let v3_2 = Mem.sub_vector v3 (n/2) (n/2)

let k1 = vector_add v3_1 v1_1 v2_2 (n/2)
let k2 = vector_add v3_2 v1_2 v2_2 (n/2)

let block = {blockX = 1024; blockY = 1; blockZ = 1}
let grid = {gridX = (n+1024-1)/(1024/2); gridY = 1; gridZ = 1}

let main () =
  random_fill(v1);
  random_fill(v2);
  Kernel.run dev.(0) (block,grid) k1;
  Kernel.run dev.(1) (block,grid) k2;

     Mem.to_cpu v3_1 ();
     Mem.to_cpu v3_2 ();
     Devices.flush dev.(0);
     Devices.flush dev.(1);

  for i = 0 to Vector.length v3 do
   Printf.printf "res[\%d] = \%f; " i (Mem.get v3 i)
  done;
```

Multi-GPU

Devices/Frameworks

- SPOC allows to use **any Device** from both frameworks **indifferently**
- SPOC allows to use **any Device** from both frameworks **conjointly**
- Tested with **Cuda** used **conjointly** with **OpenCL**
- Tested with **Tesla C2070** used **conjointly** with **AMD 6970**

Transfers

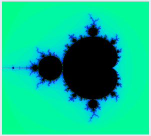
- Automatic Transfers **from CPU to Device**
- Automatic Transfers **from Device to CPU**
- Automatic Transfers **from Device to Device**

Benchmarks - 1

Spoc easily speeds OCaml programs up

Mandelbrot

- Naive implementation
- Non optimized kernels
- Graphic display handled by CPU



Mandelbrot

	OCaml Corei7 960	C i7 960	Spoc - Cuda NVIDIA C2070	Spoc - OpenCL AMD 6970	Cuda + OpenCL C2070 + 6970
Time	913s	741s	6.49s	9.70s	4.74s
speedups	x1	x1.2	x140.7	x94.2	x192.6

opencl kernel not vectorized

Benchmarks - 2

OCaml+Spoc actually useable as a kernel composition language

Matrix Multiply SP

- 2 optimized kernels
  - Nvidia → Cublas sgemm
  - AMD → kernel from AMD OpenCL SDK

Matrix Multiply SP

	Average Sequential	Cuda NVIDIA C2070	OpenCL AMD 6970	Cuda + OpenCL NVIDIA C2070 + AMD 6970
C	-	485 GFlops	330 GFlops	657 GFlops
OCaml	-	457 GFlops	322 GFlops	678 GFlops
Overhead	25.5%	5.7%	2.4%	-3.2%

Conclusion - SPOC

OCaml meets GPGPU

- OCaml developers can now use GPGPU programming
- SPOC allows to easily develop efficient GPGPU applications
  - Abstracted frameworks (Cuda/Opencl)
  - Automatic transfers
  - Kernel type safety
  - Efficient memory manager
- Can also be used as a tool for non OCaml developers
  - OCaml Toplevel allows to test kernels
  - OCaml can be used to quickly express new algorithms
  - Still possible to use C externals. . .

Conclusion - Future Work

Real world use case: PROP

- 2DRMP : Dimensional R-matrix propagation (Computer Physics Communications)
- Simulates electron scattering from H-like atoms and ions at intermediate energies
- Multi-Architecture: MultiCore, GPGPU, Clusters, GPU Clusters
- Translate from **Fortran + Cuda** to **OCaml+SPOC + Cuda/OpenCL**
- Test on Bull GPU Cluster

Objectives

- Use OCaml+Spoc to simplify parallelism and transfers
- Verify that OCaml and SPOC enhance **development speed**, **safety** and **maintainability** while keeping **high performances**

Thanks

SPOC sources : `http://www.algo-prog.info/spoc/`
Spoc is compatible with x86_64: Unix (Linux, Mac OS X), Windows

For more information
mathias.bourgoin@lip6.fr