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OpenACC Interoperation

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- OpenACC interoperation with CUDA C, CUDA Fortran and GPU-enabled libraries
 - host_data
 - deviceptr
- External dependencies in OpenACC kernels, functions inlining
 - OpenACC routine directive, separate compilation and procedure calls
- Accessing global variables

This construct is used to make the device address of data available in host code. The only valid clause is:

```
use_device (var-list)
```

The use_device tells the compiler to use the device address of any variable or array in the varlist in code within the construct. In particular, this may be used to pass the device address of variables or arrays to optimized procedures written in a lower-level API.

- The deviceptr clause is used to declare that the pointers in the var-list are device pointers:
 - the data need not be allocated or moved between the host and device for this pointer.
- In C and C++, the variables in var-list must be pointer variables.
- In Fortran, the variable in var-list must be dummy arguments (arrays or scalars), and may not have the Fortran pointer, allocatable or value attributes.

host_data (directive):

- When you have allocated memory (e.g. by #pragma acc declare device_resident) on the device.
- You may pass this pointer to CUDA C/Fortran code or to GPU enabled library.

deviceptr (data clause):

- When you have allocated memory in CUDA
 C/Fortran code (e.g. by cudaMalloc()) or by
 GPU enabled library on the device.
- You may pass this pointer to OpenACC.

The routine directive is used to tell the compiler to compile a given procedure for an accelerator as well as the host. In a file or routine with a procedure call, the routine directive tells the implementation the attributes of the procedure when called on the accelerator.

```
Fortran:

!$acc routine clause-list

!$acc routine ( name ) clause-list
C:

#pragma acc routine clause-list

#pragma acc routine ( name ) clause-list
```

- In C and C++, the routine directive without a name may appear immediately before a function definition or just before a function prototype and applies to that immediately following function or prototype.
 - The routine directive with a name may appear anywhere that a function prototype is allowed and applies to the function in that scope with that name, but must appear before any definition or use of that function.
- In Fortran, the routine directive without a name may appear within the specification part of a subroutine or function definition, or within an interface body for a subroutine or function in an interface block, and applies to the containing subroutine or function.
 - The routine directive with a name may appear in the specification part of a subroutine, function or module, and applies to the named subroutine or function.

Clauses:

- gang
- worker
- vector
- seq
- bind(name)
- bind(string)
- device_type(device-type-list)
- nohost

Restrictions:

- Only the gang, worker, vector, seq and bind clauses may follow a device_type clause.
- In C and C++, function static variables are not supported in functions to which a routine directive applies.
- In Fortran, variables with the save attribute, either explicitly or implicitly, are not supported in subprograms to which a routine directive applies.

The routine directive: example

Listing 1: routine.cpp

```
int n = 1000:
float* a = (float*)malloc(n*sizeof(float));
float* b = (float*)malloc(n*sizeof(float));
float* c = (float*)malloc(n*sizeof(float));
for (int i = 0: i<n: i++)</pre>
{
    a[i] = (float)rand() / RAND MAX;
    b[i] = (float)rand() / RAND_MAX;
}
\#pragma acc parallel copyout (c[0:1000]), \
 copyin(a[0:1000], b[0:1000])
vecadd(a, b, c, n);
free(a);
free(b);
free(c);
```

Listing 2: routine_vecadd.hpp

void vecadd(

```
float *a, float *b, float *c, int n);
```

Listing 3: routine_vecadd.cpp

```
void vecadd(
   float *a, float *b, float *c, int n)
{
   for (int i = 0; i < n; i++)
    {
        c[i] = a[i] + b[i];
    }
}</pre>
```

```
$ pqc++ no routine vecadd.cpp -c -acc -Minfo=accel -ta=nvidia,time -o
no routine vecadd.o
no routine vecadd.cpp:
pqc++ no routine.cpp -acc -Minfo=accel -ta=nvidia,time -o no routine
./no routine vecadd.o
no routine.cpp:
main:
    20, Generating copyin(a[:1000],b[:1000])
         Generating copyout(c[:1000])
         Accelerator kernel generated
         Generating Tesla code
nvlink error: Undefined reference to ' Z6vecaddPfS S i' in 'no routine.o'
pqacclnk: child process exit status 2: /opt/pqi/linux86-64/15.7/bin/pqnvd
make: *** Fno routinel Error 2
```

The routine directive: solution

Listing 4: routine.cpp

```
int n = 1000:
float* a = (float*)malloc(n*sizeof(float));
float* b = (float*)malloc(n*sizeof(float));
float* c = (float*)malloc(n*sizeof(float));
for (int i = 0; i<n; i++)</pre>
{
    a[i] = (float)rand() / RAND MAX;
    b[i] = (float)rand() / RAND_MAX;
}
#pragma acc parallel copyout (c[0:1000]), \setminus
 copvin(a[0:1000], b[0:1000])
vecadd(a, b, c, n);
free(a);
free(b);
free(c);
```

Listing 5: routine_vecadd.hpp

#pragma acc routine gang
void vecadd(

float *a, float *b, float *c, int n);

Listing 6: routine_vecadd.cpp

```
#pragma acc routine gang
void vecadd(
    float *a, float *b, float *c, int n)
{
    for (int i = 0; i < n; i++)
        {
            c[i] = a[i] + b[i];
        }
}</pre>
```

```
$ pqc++ routine vecadd.cpp -c -acc -Minfo=accel -ta=nvidia,time -o routine vecadd.o
routine vecadd.cpp:
vecadd(float *, float *, float *, int):
      3, Generating acc routine gang
         Generating Tesla code
      5, #pragma acc loop gang, vector /* blockIdx.x threadIdx.x */
         Loop is parallelizable
pqc++ routine.cpp -acc -Minfo=accel -ta=nvidia,time -o routine ./routine vecadd.o
routine.cpp:
main:
     20, Generating copyin(a[:1000],b[:1000])
         Generating copyout(c[:1000])
         Accelerator kernel generated
         Generating Tesla code
```

The declare directive must appear in any file that refers to the variable in device code; it must also appear in the file that actually declares the variable without the extern keyword:

```
extern float coef:
#pragma acc declare copyin(coef)
. . .
#pragma acc parallel
{
    float y = sin(coef);
    #pragma acc loop
    for (i = 0; i < n; ++i)
        \times[i] *= v;
}
```