GPU accelerated programing

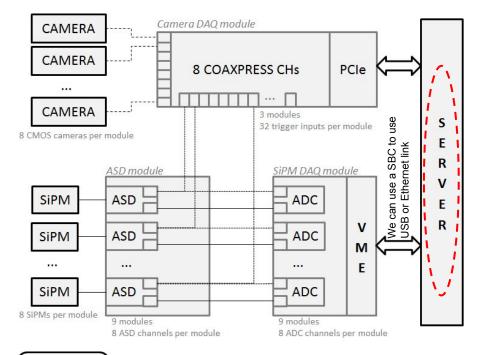
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CYGNO system overview



- The detector is composed of 18 readout regions, each equipped with 1 sCMOS sensor and 4 Photomultipliers.

 \rightarrow TOTAL: 18 sCMOS sensors and 72 Photomultipliers.

The need of Trigger Decisions based on tracking images might make it necessary to use GPU processing

This presentation serves to kick-start the search for a GPU-based solution

It is important to start it now as the selection of the readout hardware might be influenced by it

----- Trigger signals ---- Analog signals ---- CoaxPress links

PROPOSAL PRESENTED FOR THE MAECI-CONFAP CALL

Why parallel computing on a GPU?



- Optimized for data parallel operations
 - Particularly matrix calculations
- Very fast compared with procedural computing

Frame grabbers support



- To increase speed, some framegrabbers have PCI access to the GPU internal memory
- Technologies:
 - DirectGMA (AMD)
 - <u>FireBird frame grabber</u> are compatible with GPUDirect
 - GPUDirect (NVIDIA)
 - <u>FireBird and Phoenix frame grabbers</u> are compatible with GPUDirect



FireBird CoaXPress Frame Grabber (4xCXP12-3PE8)

Part Number: AS-FBD-4XCXP12-3PE8

The **FireBird Quad CXP-12 3PE8** frame grabber is a high-performance four-link board, compliant to CoaXPress v2.0. This 8-lane Gen3 PCI Express frame grabber supports CoaXPress speeds up to 4 x CXP-12, resulting in data rates of up to 12.5 Gbps per link. It is fitted with Micro-BNC connectors and offers I/O access on the end bracket.

GPU hardware

Possibilities should be investigated...but

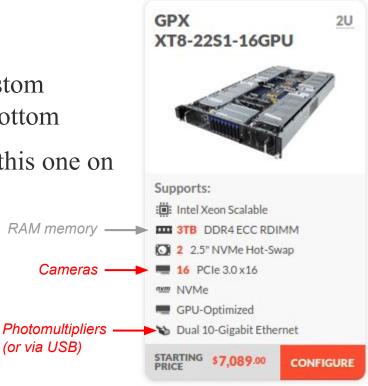
- We could buy GPU cards to assembly custom computers using cards like those on the bottom
- Or buy GPU servers with PCIe slots like this one on the right (just an example)

FEATURES

- Four DisplayPort 1.4 Connectors³
- > DisplayPort with Audio
- > 3D Stereo Support with Stereo Connector³ NV/IDIA CDI/Direct[™] Support
- > NVIDIA GPUDirect[™] Support > NVIDIA NVLink Support¹
- > Quadro Sync II⁴ Compatibility
- > NVIDIA nView[®] Desktop Management Software
- > HDCP 2.2 Support
- > NVIDIA Mosaic⁵
- Dedicated hardware video encode and decode engines⁶



PECIFICATIONS				
GPU Memory	32 GB HBM2			
Memory Interface	4096-bit			
Memory Bandwidth	Up to 870 GB/s			
ECC	Yes			
NVIDIA CUDA Cores	5,120			



Code development



CUDA

- C, C++, Fortran
- Can be used with python with Pycuda (3rd party)
- OPENCL
 - C, C++
 - Can be used with python with Pyopencl (3rd party)

Code development



- Although you could use python for analysis, calculation modules could still be written in C/C++
- Python hill hinder the speed of analysis

Portability



- Python code used nowadays could potentially be parallelized with GPU acceleration
- A port to a faster language should be discussed

Accessibility



NVIDIA

- Well documented
- Most cards have CUDA support
- Drivers are proprietary

• AMD

- Poorly documented
- Most cards have OPENCL
- Only FirePro cards have DIRECTGMA
- Open source drivers

Simple example:



Simple kernel that adds two values, 2^20 numbers

```
41 // function to add the elements of two arrays
40 __global__
39 void add(int n, float *x, float *y)
38 {
37 int index = threadIdx.x;
36 int stride = blockDim.x;
35 for (int i = index; i < n; i += stride)
34 y[i] = x[i] + y[i];
33 }
32</pre>
```

The setup:



First with a single thread and memory block:

[amaro@Skynet cud					(
==247863== NVPROF Max error: 0	is brorr	ling proces	5 24/803,	command:	./addi		
==247863== Profil	ing annli	cation. /a	dd1				
==247863== Profil							
		Time	Calls	Avg	Min	Max	Name
GPU activities:		272.87ms			272.87ms		add(int, float*, float*)
API calls:		272.87ms			272.87ms		
AFI CAIIS.	34.98%	150.29ms			551.47us		
	1.24%	5.3426ms			5.3426ms		
	0.17%	737.82us			321.21us		
	0.17%	198.24us		2.0430us			cudariee cuDeviceGetAttribute
							cuDeviceGetAllibule
	0.02%	82.698us					
	0.01%	40.885us					cuDeviceGetName
	0.00%	3.6010us					cuDeviceGetPCIBusId
	0.00%	1.8940us	3			1.0230us	
	0.00%	888ns		444ns			cuDeviceGet
	0.00%	374ns	1	374ns	374ns	374ns	cuDeviceGetUuid
==247863== Unifie			esult:				
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		KB 0.9961M	B 12.000	00MB 7.03	2640ms De	vice To Ho	st
Total CPU Page fa	ults: 48						

The setup:



Then one memory block with 256 threads:

[amaro@Skynet cuc	a testl\$	nyprof /add	cuda				
==248128== NVPROF				command:	./add_cuda		
Max error: 0		TTUP Proceed	2.1022007	o o minicarra i	., add_odda		
==248128== Profil	ing annli	cation: /ad	d cuda				
==248128== Profil			a_000a				
240120 10111 Type	Time(%)	Time	Calls	Avg	Min	Мах	Name
GPU activities:		1.9201ms			1.9201ms	1.9201ms	add(int, float*, float*)
API calls:		168.92ms	2		609.36us		cudaMallocManaged
	2.99%	5.3088ms		5.3088ms			
	1.08%	1.9261ms			1.9261ms		cudaDeviceSynchronize
	0.41%	727.80us			329.18us		cudaFree
	0.26%	462.53us	97		588ns	188.72us	cuDeviceGetAttribute
	0.13%	230.53us	1	230.53us	230.53us	230.53us	cuDeviceTotalMem
	0.05%	97.540us	1	97.540us	97.540us	97.540us	cuDeviceGetName
	0.00%	5.6500us	3	1.8830us	804ns	3.9670us	cuDeviceGetCount
	0.00%	4.2140us	1	4.2140us	4.2140us	4.2140us	cuDeviceGetPCIBusId
	0.00%	3.1210us	2	1.5600us	606ns	2.5150us	cuDeviceGet
	0.00%	1.1670us	1	1.1670us	1.1670us	1.1670us	cuDeviceGetUuid
==248128== Unifie	d Memory	profiling re	sult:				
Device "GeForce 9	30MX (0)"						
Count Avg Siz	e Min Si	.ze Max Size	Total	Size Tota	l Time Na	me	
6 1.3333M	IB 512.00	KB 2.0000MB	8.0000	00MB 5.07	3760ms Ho	st To Devi	ce
96 128.00k	(B 4.0000	KB 0.9961MB	12.000	00MB 7.04	6080ms De	vice To Ho	st
Total CPU Page fa	ults: 48						

The setup:



Then ~4 thousand blocks with 256 threads:

=248226== Profil	ing appli	cation: ./a	dd_grid				
=248226== Profil	ing resul	t.					
Туре	Time(%)	🔪 Time	Calls	Avg	Min	Max	Name
GPU activities:	100.00%	467.69us	1	467.69us	467.69us	467.69us	add(int, float*, float*)
API calls:	95.86%	164.57ms	2	82.287ms	479.30us	164.09ms	cudaMallocManaged
	3.10%	5.3136ms	1	5.3136ms	5.3136ms	5.3136ms	cudaLaunchKernel
	0.44%	752.45us	2	376.22us	323.61us	428.83us	cudaFree
	0.28%	473.92us	1	473.92us	473.92us	473.92us	cudaDeviceSynchronize
	0.19%	333.29us	97	3.4360us	383ns	137.45us	cuDeviceGetAttribute
	0.09%	155.83us	1	155.83us	155.83us	155.83us	cuDeviceTotalMem
	0.04%	66.107us	1	66.107us	66.107us	66.107us	cuDeviceGetName
	0.00%	4.3400us	1	4.3400us	4.3400us	4.3400us	cuDeviceGetPCIBusId
	0.00%	3.8510us	3	1.2830us	565ns	2.5660us	cuDeviceGetCount
	0.00%	1.7300us	2	865ns	483ns	1.2470us	cuDeviceGet
	0.00%	802ns	1	802ns	802ns	802ns	cuDeviceGetUuid
=248226== Unifie	d Memory	profiling re	esult:				
evice "GeForce 9							
Count Avg Siz			e Total	Size Tota	l Time Na	me	
6 1.3333M						st To Devi	ce
96 128.00k						vice To Ho	
otal CPU Page fa							

Conclusions



- We are starting to study the possibilities and potential of using GPU in the trigger processing part
- A decision on the use of DirectGMA (AMD)/GPUDirect (NVIDIA) must be made, as it influences the choice of the readout electronics and computing hardware
- The code environment (C++,Python,etc) and GPU hardware should also be chosen but it is not strongly related to the readout electronics.
- Is there any initial orientations/requirements related to the subject to serve as a guide for making those decisions?