Parallel Reduction

- Common and important data parallel primitive
- Easy to implement in CUDA
  - Harder to get it right
- Serves as a great optimization example
  - We’ll walk step by step through 7 different versions
  - Demonstrates several important optimization strategies
Parallel Reduction

Tree-based approach used within each thread block

Need to be able to use multiple thread blocks
- To process very large arrays
- To keep all multiprocessors on the GPU busy
- Each thread block reduces a portion of the array

But how do we communicate partial results between thread blocks?
Problem: Global Synchronization

If we could synchronize across all thread blocks, could easily reduce very large arrays, right?
- Global sync after each block produces its result
- Once all blocks reach sync, continue recursively

But CUDA has no global synchronization. Why?
- Expensive to build in hardware for GPUs with high processor count
- Would force programmer to run fewer blocks (no more than \# multiprocessors \* \# resident blocks / multiprocessor) to avoid deadlock, which may reduce overall efficiency

Solution: decompose into multiple kernels
- Kernel launch serves as a global synchronization point
- Kernel launch has negligible HW overhead, low SW overhead
Solution: Kernel Decomposition

- Avoid global sync by decomposing computation into multiple kernel invocations

In the case of reductions, code for all levels is the same
  - Recursive kernel invocation
What is Our Optimization Goal?

We should strive to reach GPU peak performance

- Choose the right metric:
  - GFLOP/s: for compute-bound kernels
  - Bandwidth: for memory-bound kernels

Reductions have very low arithmetic intensity
- 1 flop per element loaded (bandwidth-optimal)

Therefore we should strive for peak bandwidth

Will use G80 GPU for this example
- 384-bit memory interface, 900 MHz DDR
- \[ 384 \times 1800 / 8 = 86.4 \text{ GB/s} \]
Reduction #1: Interleaved Addressing

```c
__global__ void reduce0(int *g_idata, int *g_odata) {
    extern __shared__ int sdata[];

    // each thread loads one element from global to shared mem
    unsigned int tid = threadIdx.x;
    unsigned int i = blockIdx.x * blockDim.x + threadIdx.x;
    sdata[tid] = g_idata[i];
    __syncthreads();

    // do reduction in shared mem
    for(unsigned int s=1; s < blockDim.x; s *= 2) {
        if (tid % (2*s) == 0) {
            sdata[tid] += sdata[tid + s];
        }
        __syncthreads();
    }

    // write result for this block to global mem
    if (tid == 0) g_odata[blockIdx.x] = sdata[0];
}
```
Parallel Reduction: Interleaved Addressing

Values (shared memory)

<table>
<thead>
<tr>
<th></th>
<th>10</th>
<th>1</th>
<th>8</th>
<th>-1</th>
<th>0</th>
<th>-2</th>
<th>3</th>
<th>5</th>
<th>-2</th>
<th>-3</th>
<th>2</th>
<th>7</th>
<th>0</th>
<th>11</th>
<th>0</th>
<th>2</th>
</tr>
</thead>
</table>

**Step 1**

<table>
<thead>
<tr>
<th>Thread IDs</th>
<th>0</th>
<th>2</th>
<th>4</th>
<th>6</th>
<th>8</th>
<th>10</th>
<th>12</th>
<th>14</th>
</tr>
</thead>
<tbody>
<tr>
<td>Values</td>
<td>11</td>
<td>1</td>
<td>7</td>
<td>-1</td>
<td>-2</td>
<td>-2</td>
<td>8</td>
<td>5</td>
</tr>
</tbody>
</table>

**Stride 1**

| Thread IDs | 0 | 4 | 8 | 12 |
|---|---|---|----|
| Values | 18 | 1 | 7 | -1 | 6 | -2 | 8 | 5 | 4 | -3 | 9 | 7 | 13 | 11 | 2 | 2 |

**Step 2**

| Thread IDs | 0 | 4 | 8 | 12 |
|---|---|---|----|
| Values | 24 | 1 | 7 | -1 | 6 | -2 | 8 | 5 | 17 | -3 | 9 | 7 | 13 | 11 | 2 | 2 |

**Stride 2**

| Thread IDs | 0 | 8 |
|---|---|
| Values | 41 | 1 | 7 | -1 | 6 | -2 | 8 | 5 | 17 | -3 | 9 | 7 | 13 | 11 | 2 | 2 |

**Step 3**

<table>
<thead>
<tr>
<th>Thread IDs</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Values</td>
<td>60</td>
</tr>
</tbody>
</table>

**Stride 4**

<table>
<thead>
<tr>
<th>Thread IDs</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Values</td>
<td>90</td>
</tr>
</tbody>
</table>

**Step 4**

<table>
<thead>
<tr>
<th>Thread IDs</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Values</td>
<td>120</td>
</tr>
</tbody>
</table>

**Stride 8**
Reduction #1: Interleaved Addressing

```c
__global__ void reduce1(int *g_idata, int *g_odata) {
    extern __shared__ int sdata[];

    // each thread loads one element from global to shared mem
    unsigned int tid = threadIdx.x;
    unsigned int i = blockIdx.x*blockDim.x + threadIdx.x;
    sdata[tid] = g_idata[i];
    __syncthreads();

    // do reduction in shared mem
    for (unsigned int s=1; s < blockDim.x; s *= 2) {
        if (tid % (2*s) == 0) {
            sdata[tid] += sdata[tid + s];
        }
        __syncthreads();
    }
    __syncthreads();

    // write result for this block to global mem
    if (tid == 0) g_odata[blockIdx.x] = sdata[0];
}
```

Problem: highly divergent warps are very inefficient, and % operator is very slow.
### Performance for 4M element reduction

<table>
<thead>
<tr>
<th>Kernel 1: Interleaved addressing with divergent branching</th>
<th>Time ((2^{22}) ints)</th>
<th>Bandwidth</th>
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</thead>
<tbody>
<tr>
<td></td>
<td>8.054 ms</td>
<td>2.083 GB/s</td>
</tr>
</tbody>
</table>

Note: Block Size = 128 threads for all tests
Reduction #2: Interleaved Addressing

Just replace divergent branch in inner loop:

```c
for (unsigned int s=1; s < blockDim.x; s *= 2) {
    if (tid % (2*s) == 0) {
        sdata[tid] += sdata[tid + s];
    }
    __syncthreads();
}
```

With strided index and non-divergent branch:

```c
for (unsigned int s=1; s < blockDim.x; s *= 2) {
    int index = 2 * s * tid;
    if (index < blockDim.x) {
        sdata[index] += sdata[index + s];
    }
    __syncthreads();
}
```
Parallel Reduction: Interleaved Addressing

Values (shared memory)

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<th>2</th>
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Step 1
Stride 1
Thread IDs
0 1 2 3 4 5 6 7
Values
11 1 7 -1 -2 -2 8 5 -5 -3 9 7 11 11 2 2

Step 2
Stride 2
Thread IDs
0 1 2 3
Values
18 1 7 -1 6 -2 8 5 4 -3 9 7 13 11 2 2

Step 3
Stride 4
Thread IDs
0 1
Values
24 1 7 -1 6 -2 8 5 17 -3 9 7 13 11 2 2

Step 4
Stride 8
Thread IDs
0
Values
41 1 7 -1 6 -2 8 5 17 -3 9 7 13 11 2 2

New Problem: Shared Memory Bank Conflicts
## Performance for 4M element reduction

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<th>Cumulative Speedup</th>
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<td></td>
</tr>
<tr>
<td>Kernel 2:</td>
<td>3.456 ms</td>
<td>4.854 GB/s</td>
<td>2.33x</td>
<td>2.33x</td>
</tr>
<tr>
<td>interleaved addressing with bank conflicts</td>
<td></td>
<td></td>
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<td></td>
</tr>
</tbody>
</table>
Parallel Reduction: Sequential Addressing

Sequential addressing is conflict free
Reduction #3: Sequential Addressing

Just replace strided indexing in inner loop:

```c
for (unsigned int s=1; s < blockDim.x; s *= 2) {
    int index = 2 * s * tid;
    if (index < blockDim.x) {
        sdata[index] += sdata[index + s];
    }
__syncthreads();
}
```

With reversed loop and threadID-based indexing:

```c
for (unsigned int s=blockDim.x/2; s>0; s>>=1) {
    if (tid < s) {
        sdata[tid] += sdata[tid + s];
    }
__syncthreads();
}
```
### Performance for 4M element reduction

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<tr>
<td><strong>Kernel 3:</strong></td>
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<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>sequential addressing</td>
<td>1.722 ms</td>
<td>9.741 GB/s</td>
<td>2.01x</td>
<td>4.68x</td>
</tr>
</tbody>
</table>
Idle Threads

Problem:

```cpp
for (unsigned int s=blockDim.x/2; s>0; s>>=1) {
    if (tid < s) {
        sdata[tid] += sdata[tid + s];
    }
    __syncthreads();
}
```

Half of the threads are idle on first loop iteration!

This is wasteful…
Reduction #4: First Add During Load

Halve the number of blocks, and replace single load:

```c
// each thread loads one element from global to shared mem
unsigned int tid = threadIdx.x;
unsigned int i = blockIdx.x*blockDim.x + threadIdx.x;
sdata[tid] = g_idata[i];
__syncthreads();
```

With two loads and first add of the reduction:

```c
// perform first level of reduction,
// reading from global memory, writing to shared memory
unsigned int tid = threadIdx.x;
unsigned int i = blockIdx.x*(blockDim.x*2) + threadIdx.x;
sdata[tid] = g_idata[i] + g_idata[i+blockDim.x];
__syncthreads();
```
## Performance for 4M element reduction

<table>
<thead>
<tr>
<th>Kernel</th>
<th>Time (2^{22} ints)</th>
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<th>Cumulative Speedup</th>
</tr>
</thead>
<tbody>
<tr>
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<td>Kernel 4: first add during global load</td>
<td>0.965 ms</td>
<td>17.377 GB/s</td>
<td>1.78x</td>
<td>8.34x</td>
</tr>
</tbody>
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Instruction Bottleneck

At 17 GB/s, we’re far from bandwidth bound
  And we know reduction has low arithmetic intensity

Therefore a likely bottleneck is instruction overhead
  Ancillary instructions that are not loads, stores, or
  arithmetic for the core computation
  In other words: address arithmetic and loop overhead

Strategy: unroll loops
Unrolling the Last Warp

As reduction proceeds, # “active” threads decreases
- When $s \leq 32$, we have only one warp left

Instructions are SIMD synchronous within a warp

That means when $s \leq 32$:
- We don’t need to `__syncthreads()`
- We don’t need “if (tid < s)” because it doesn’t save any work

Let’s unroll the last 6 iterations of the inner loop
Reduction #5: Unroll the Last Warp

Note: This saves useless work in all warps, not just the last one!
Without unrolling, all warps execute every iteration of the for loop and if statement
Performance for 4M element reduction

<table>
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<tr>
<th>Kernel 1:</th>
<th>Time (2^{22} ints)</th>
<th>Bandwidth</th>
<th>Step Speedup</th>
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</tr>
<tr>
<td>first add during global load</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Kernel 5:</td>
<td>0.536 ms</td>
<td>31.289 GB/s</td>
<td>1.8x</td>
<td>15.01x</td>
</tr>
<tr>
<td>unroll last warp</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Complete Unrolling

If we knew the number of iterations at compile time, we could completely unroll the reduction
- Luckily, the block size is limited by the GPU to 512 threads
- Also, we are sticking to power-of-2 block sizes

So we can easily unroll for a fixed block size
- But we need to be generic – how can we unroll for block sizes that we don’t know at compile time?

Templates to the rescue!
- CUDA supports C++ template parameters on device and host functions
Unrolling with Templates

Specify block size as a function template parameter:

```c
template <unsigned int blockSize>
__global__ void reduce5(int *g_idata, int *g_odata)
```
Reduction #6: Completely Unrolled

```c
if (blockSize >= 512) {
    if (tid < 256) { sdata[tid] += sdata[tid + 256]; } __syncthreads();
}
if (blockSize >= 256) {
    if (tid < 128) { sdata[tid] += sdata[tid + 128]; } __syncthreads();
}
if (blockSize >= 128) {
    if (tid < 64) { sdata[tid] += sdata[tid + 64]; } __syncthreads();
}
if (tid < 32) {
    if (blockSize >= 64) sdata[tid] += sdata[tid + 32];
    if (blockSize >= 32) sdata[tid] += sdata[tid + 16];
    if (blockSize >= 16) sdata[tid] += sdata[tid + 8];
    if (blockSize >= 8) sdata[tid] += sdata[tid + 4];
    if (blockSize >= 4) sdata[tid] += sdata[tid + 2];
    if (blockSize >= 2) sdata[tid] += sdata[tid + 1];
}
```

Note: all code in RED will be evaluated at compile time.
Results in a very efficient inner loop!
Don’t we still need block size at compile time?

Nope, just a switch statement for 10 possible block sizes:

```c
switch (threads) {
    case 512:
        reduce5<512><<< dimGrid, dimBlock, smemSize >>>(d_idata, d_odata); break;
    case 256:
        reduce5<256><<< dimGrid, dimBlock, smemSize >>>(d_idata, d_odata); break;
    case 128:
        reduce5<128><<< dimGrid, dimBlock, smemSize >>>(d_idata, d_odata); break;
    case 64:
        reduce5< 64><<< dimGrid, dimBlock, smemSize >>>(d_idata, d_odata); break;
    case 32:
        reduce5< 32><<< dimGrid, dimBlock, smemSize >>>(d_idata, d_odata); break;
    case 16:
        reduce5< 16><<< dimGrid, dimBlock, smemSize >>>(d_idata, d_odata); break;
    case  8:
        reduce5<  8><<< dimGrid, dimBlock, smemSize >>>(d_idata, d_odata); break;
    case  4:
        reduce5<  4><<< dimGrid, dimBlock, smemSize >>>(d_idata, d_odata); break;
    case  2:
        reduce5<  2><<< dimGrid, dimBlock, smemSize >>>(d_idata, d_odata); break;
    case  1:
        reduce5<  1><<< dimGrid, dimBlock, smemSize >>>(d_idata, d_odata); break;
}
```
# Performance for 4M element reduction

<table>
<thead>
<tr>
<th>Kernel</th>
<th>Addressing Pattern</th>
<th>Time (2^{22} ints)</th>
<th>Bandwidth</th>
<th>Step Speedup</th>
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</tr>
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<tbody>
<tr>
<td>Kernel 1</td>
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</tr>
<tr>
<td>Kernel 6</td>
<td>completely unrolled</td>
<td>0.381 ms</td>
<td>43.996 GB/s</td>
<td>1.41x</td>
<td>21.16x</td>
</tr>
</tbody>
</table>
Parallel Reduction Complexity

- **Log(N)** parallel steps, each step S does \(N/2^S\) independent ops
  - **Step Complexity** is \(O(\log N)\)

- For \(N=2^D\), performs \(\sum_{S \in [1..D]} 2^{D-S} = N-1\) operations
  - **Work Complexity** is \(O(N)\) – It is work-efficient
    - i.e. does not perform more operations than a sequential algorithm

- With \(P\) threads physically in parallel (\(P\) processors),
  **time complexity** is \(O(N/P + \log N)\)
  - Compare to \(O(N)\) for sequential reduction
  - In a thread block, \(N=P\), so \(O(\log N)\)
What About Cost?

Cost of a parallel algorithm is processors \times time complexity

- Allocate threads instead of processors: $O(N)$ threads
- Time complexity is $O(\log N)$, so cost is $O(N \log N)$: not cost efficient!

Brent’s theorem suggests $O(N/\log N)$ threads

- Each thread does $O(\log N)$ sequential work
- Then all $O(N/\log N)$ threads cooperate for $O(\log N)$ steps
- Cost = $O((N/\log N) \times \log N) = O(N) \rightarrow$ cost efficient

Sometimes called algorithm cascading

- Can lead to significant speedups in practice
Algorithm Cascading

- Combine sequential and parallel reduction
  - Each thread loads and sums multiple elements into shared memory
  - Tree-based reduction in shared memory

- Brent’s theorem says each thread should sum $O(\log n)$ elements
  - i.e. 1024 or 2048 elements per block vs. 256

- In my experience, beneficial to push it even further
  - Possibly better latency hiding with more work per thread
  - More threads per block reduces levels in tree of recursive kernel invocations
  - High kernel launch overhead in last levels with few blocks

- On G80, best perf with 64-256 blocks of 128 threads
  - 1024-4096 elements per thread
Reduction #7: Multiple Adds / Thread

Replace load and add of two elements:

```c
unsigned int tid = threadIdx.x;
unsigned int i = blockIdx.x*(blockDim.x*2) + threadIdx.x;
sdata[tid] = g_idata[i] + g_idata[i+blockDim.x];
__syncthreads();
```

With a while loop to add as many as necessary:

```c
unsigned int tid = threadIdx.x;
unsigned int i = blockIdx.x*(blockSize*2) + threadIdx.x;
unsigned int gridSize = blockSize*2*gridDim.x;
sdata[tid] = 0;

while (i < n) {
    sdata[tid] += g_idata[i] + g_idata[i+blockSize];
    i += gridSize;
}
__syncthreads();
```
Reduction #7: Multiple Adds / Thread

Replace load and add of two elements:

```c
unsigned int tid = threadIdx.x;
unsigned int i = blockIdx.x*(blockDim.x*2) + threadIdx.x;
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__syncthreads();
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With a while loop to add as many as necessary:

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unsigned int tid = threadIdx.x;
unsigned int i = blockIdx.x*(blockSize*2) + threadIdx.x;
unsigned int gridSize = blockSize*2*gridDim.x;
sdata[tid] = 0;
while (i < n) {
    sdata[tid] += g_idata[i] + g_idata[i+blockSize];
    i += gridSize;
}
__syncthreads();
```

Note: gridSize loop stride to maintain coalescing!
## Performance for 4M element reduction

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<td>Kernel 3:</td>
<td>sequential addressing</td>
<td>1.722 ms</td>
<td>9.741 GB/s</td>
<td>2.01x</td>
<td>4.68x</td>
</tr>
<tr>
<td>Kernel 4:</td>
<td>first add during global load</td>
<td>0.965 ms</td>
<td>17.377 GB/s</td>
<td>1.78x</td>
<td>8.34x</td>
</tr>
<tr>
<td>Kernel 5:</td>
<td>unroll last warp</td>
<td>0.536 ms</td>
<td>31.289 GB/s</td>
<td>1.8x</td>
<td>15.01x</td>
</tr>
<tr>
<td>Kernel 6:</td>
<td>completely unrolled</td>
<td>0.381 ms</td>
<td>43.996 GB/s</td>
<td>1.41x</td>
<td>21.16x</td>
</tr>
<tr>
<td>Kernel 7:</td>
<td>multiple elements per thread</td>
<td>0.268 ms</td>
<td>62.671 GB/s</td>
<td>1.42x</td>
<td>30.04x</td>
</tr>
</tbody>
</table>

Kernel 7 on 32M elements: 73 GB/s!
template <unsigned int blockSize>
__global__ void reduce6(int *g_idata, int *g_odata, unsigned int n)
{
    extern __shared__ int sdata[];

    unsigned int tid = threadIdx.x;
    unsigned int i = blockIdx.x*(blockSize*2) + tid;
    unsigned int gridSize = blockSize*2*gridDim.x;
    sdata[tid] = 0;

    while (i < n) { sdata[tid] += g_idata[i] + g_idata[i+blockSize]; i += gridSize; } __syncthreads();

    if (blockSize >= 512) { if (tid < 256) { sdata[tid] += sdata[tid + 256]; } __syncthreads(); }
    if (blockSize >= 256) { if (tid < 128) { sdata[tid] += sdata[tid + 128]; } __syncthreads(); }
    if (blockSize >= 128) { if (tid <  64) { sdata[tid] += sdata[tid +  64]; } __syncthreads(); }
    if (tid < 32) {
        if (blockSize >= 64) sdata[tid] += sdata[tid + 32];
        if (blockSize >= 32) sdata[tid] += sdata[tid + 16];
        if (blockSize >= 16) sdata[tid] += sdata[tid +  8];
        if (blockSize >=  8) sdata[tid] += sdata[tid +  4];
        if (blockSize >=  4) sdata[tid] += sdata[tid +  2];
        if (blockSize >=  2) sdata[tid] += sdata[tid +  1];
    }

    if (tid == 0) g_odata[blockIdx.x] = sdata[0];
}
Performance Comparison

- 1: Interleaved Addressing: Divergent Branches
- 2: Interleaved Addressing: Bank Conflicts
- 3: Sequential Addressing
- 4: First add during global load
- 5: Unroll last warp
- 6: Completely unroll
- 7: Multiple elements per thread (max 64 blocks)
Types of optimization

Interesting observation:

Algorithmic optimizations
- Changes to addressing, algorithm cascading
  - 11.84x speedup, combined!

Code optimizations
- Loop unrolling
  - 2.54x speedup, combined
Conclusion

- Understand CUDA performance characteristics
  - Memory coalescing
  - Divergent branching
  - Bank conflicts
  - Latency hiding
- Use peak performance metrics to guide optimization
- Understand parallel algorithm complexity theory
- Know how to identify type of bottleneck
  - e.g. memory, core computation, or instruction overhead
- Optimize your algorithm, then unroll loops
- Use template parameters to generate optimal code

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