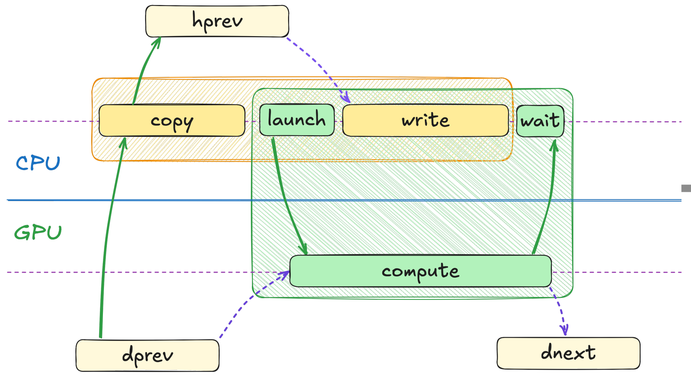
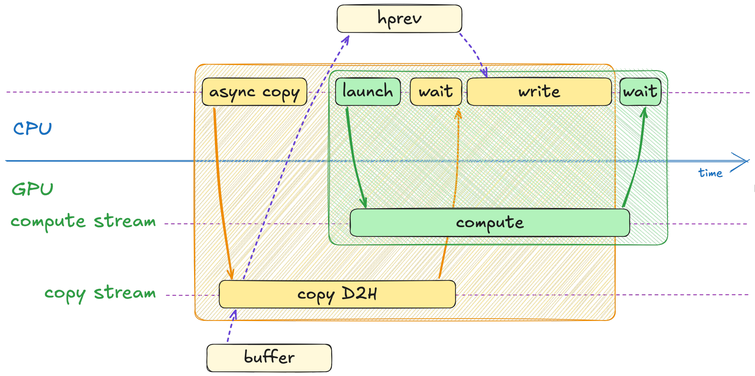
Unlocking the GPU’s Full Potential: Asynchrony and CUDA Streams

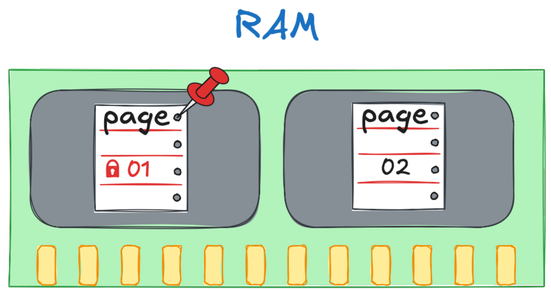
Section at a Glance



Learn the notion of 2.2 **Asynchrony** as we overlap computation and IO to achieve 2x speedup



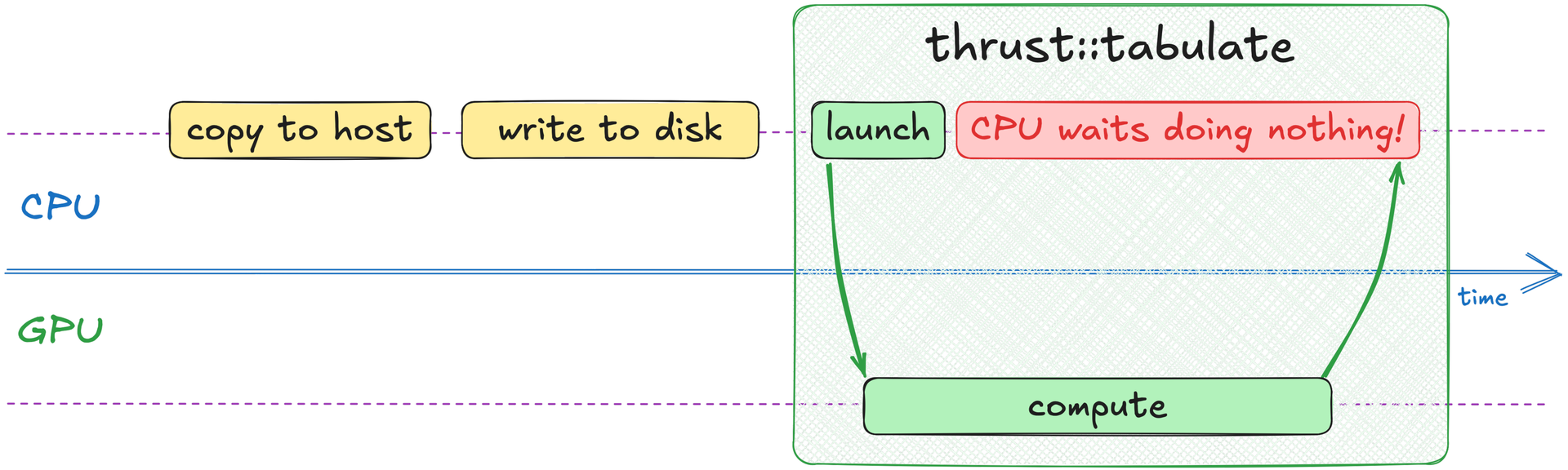
Learn the notion of 2.3 **CUDA Streams** as we overlap computation with memory transfers



Learn the notion of 2.4 **Pinned Memory** as we make memory transfers asynchronous

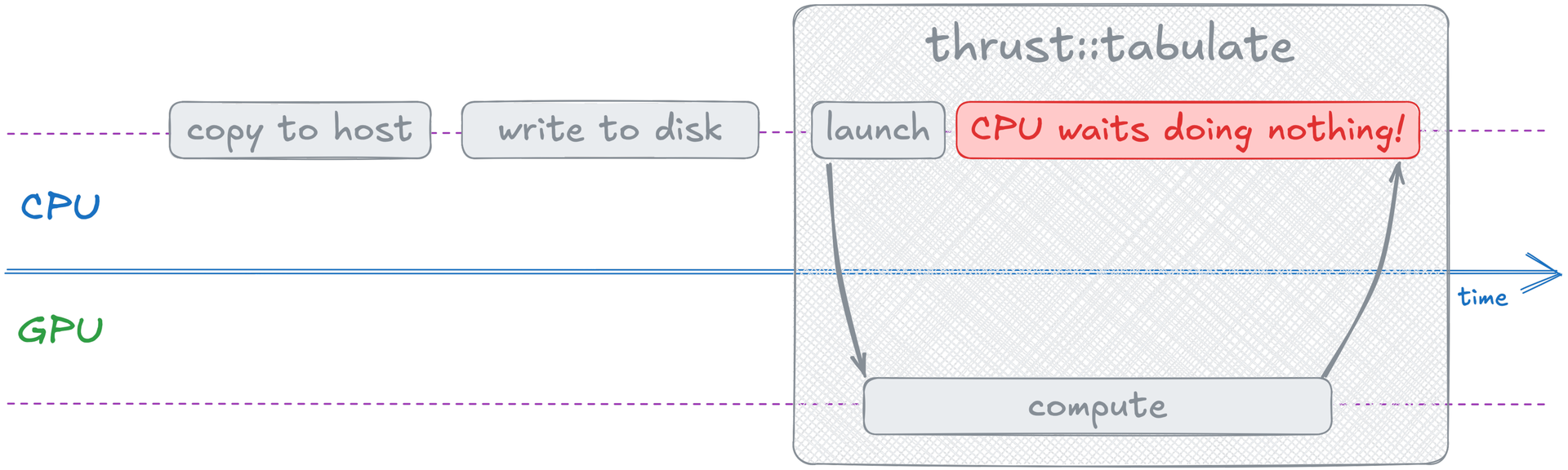
Recap of Current State

- Copy previous data to CPU and write it to disk
- Invoke **thrust::tabulate** that reads previous state and writes next one



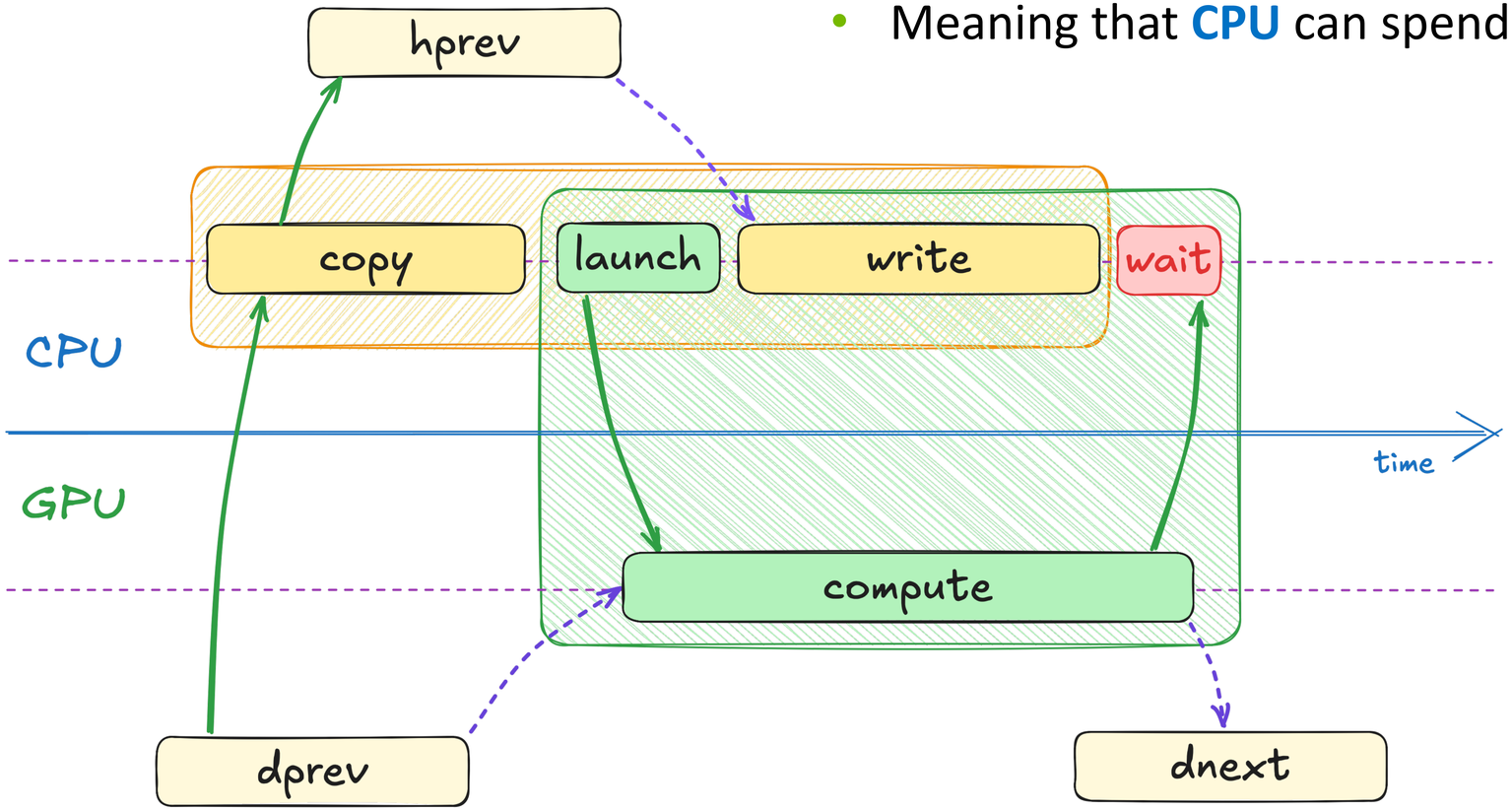
Idle Resources

- Under the hood, Thrust launches work on GPU and waits for it to finish (synchronous)
- Writing efficient heterogeneous program means utilizing all recourses, including **CPU**
- Can we find anything useful for **CPU** to do while **GPU** is busy?



Data Dependency

- Write step reads host copy of previous state
- Compute step reads device copy of previous state
- So, there's no dependency between the two
- Meaning that **CPU** can spend time writing results on disk



- But that'd require splitting Thrust call into launch and wait

CUB

Sorting

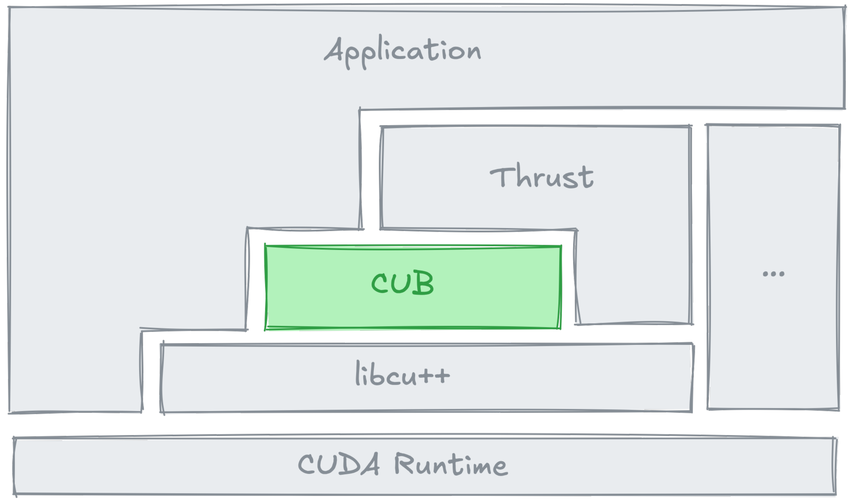
- cub::DeviceTransform
- cub::DeviceRadixSort
- ...

Iterators

- cub::CacheModifiedInputIterator
- cub::CacheModifiedOutputIterator
- ...

Types

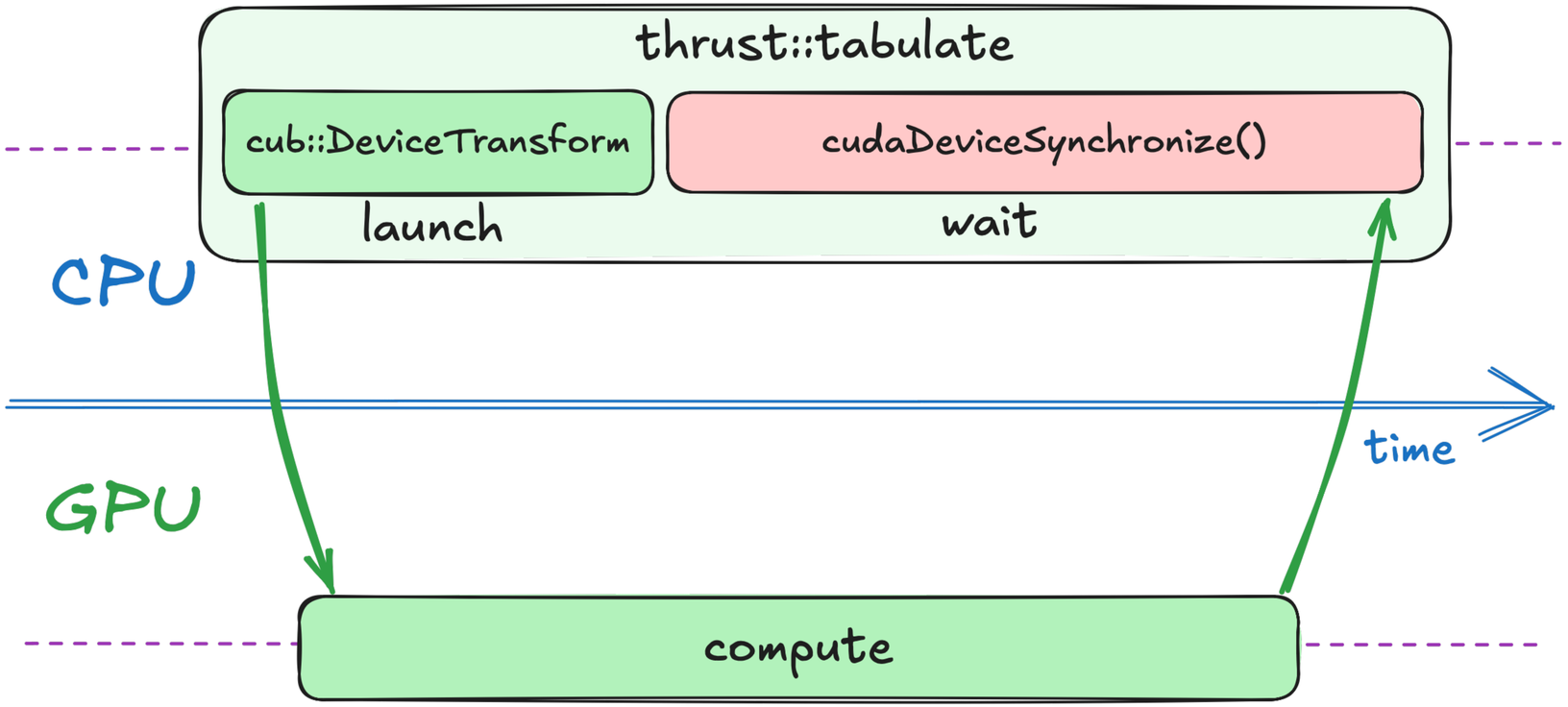
- cub::FutureValue
- cub::DoubleBuffer
- ...



https://nvidia.github.io/cccl/cub

Synchronous vs Asynchronous

- Thrust calls into another layer of CUDA Core Libraries called CUB
- Unlike Thrust, CUB is asynchronous (control flow doesn't wait for algorithm to finish)
- To synchronize with all asynchronous work on GPU, Thrust uses cudaDeviceSynchronize



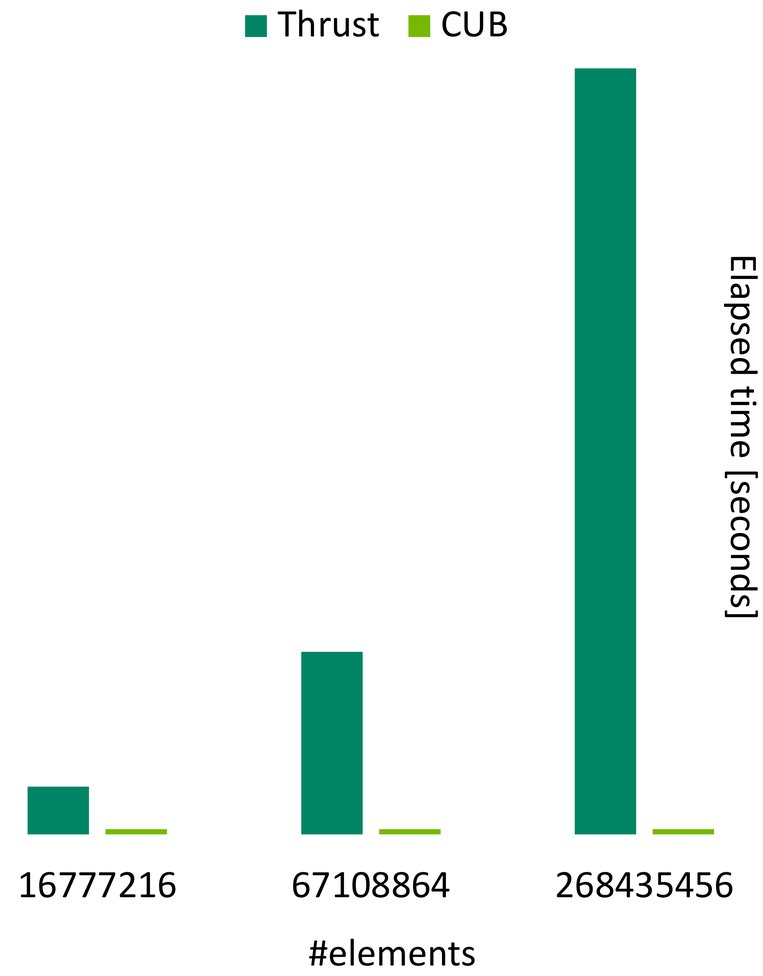
CUB is Asynchronous

Thrust

```
auto begin = std::chrono::high_resolution_clock::now();
thrust::tabulate(thrust::device, out.begin(), out.end(), compute);
auto end = std::chrono::high_resolution_clock::now();
```

CUB

```
auto begin = std::chrono::high_resolution_clock::now();
auto cell_ids = thrust::make_counting_iterator(0);
cub::DeviceTransform::Transform(cell_ids, out.begin(), num_cells, compute);

auto end = std::chrono::high_resolution_clock::now();
```



- CPU doesn’t wait for the transformation to finish before executing the next instruction (recording end time)
- That’s why CUB elapsed time doesn’t scale with problem size

Explicit Device Synchronization

Thrust

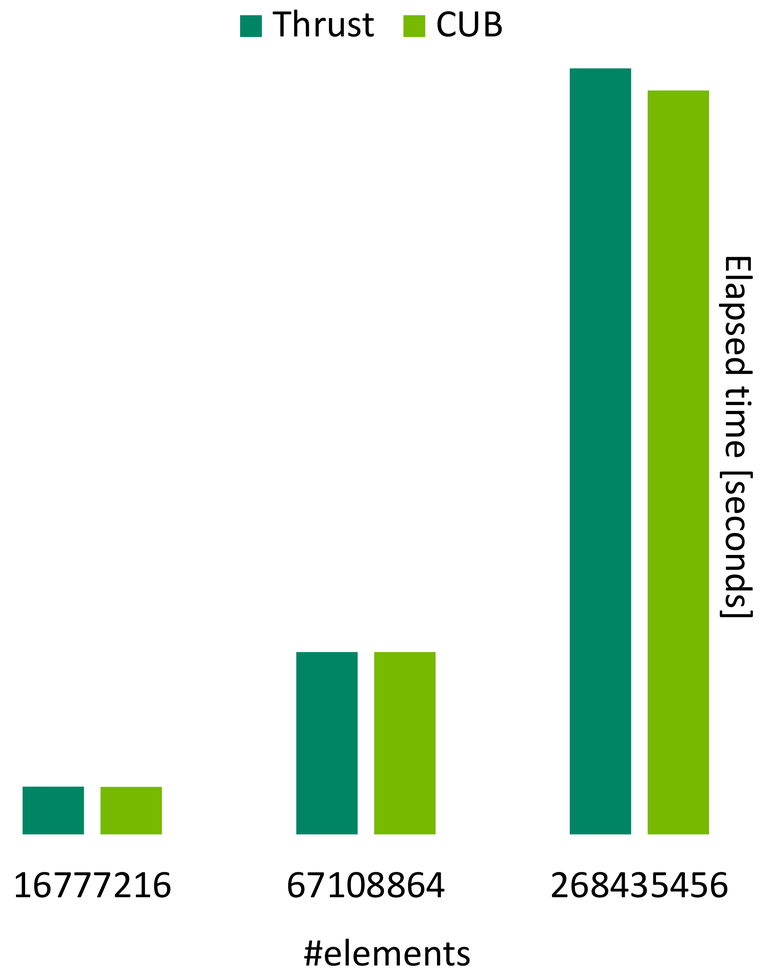
```
auto begin = std::chrono::high_resolution_clock::now();
thrust::tabulate(thrust::device, out.begin(), out.end(), compute);
auto end = std::chrono::high_resolution_clock::now();
```

CUB

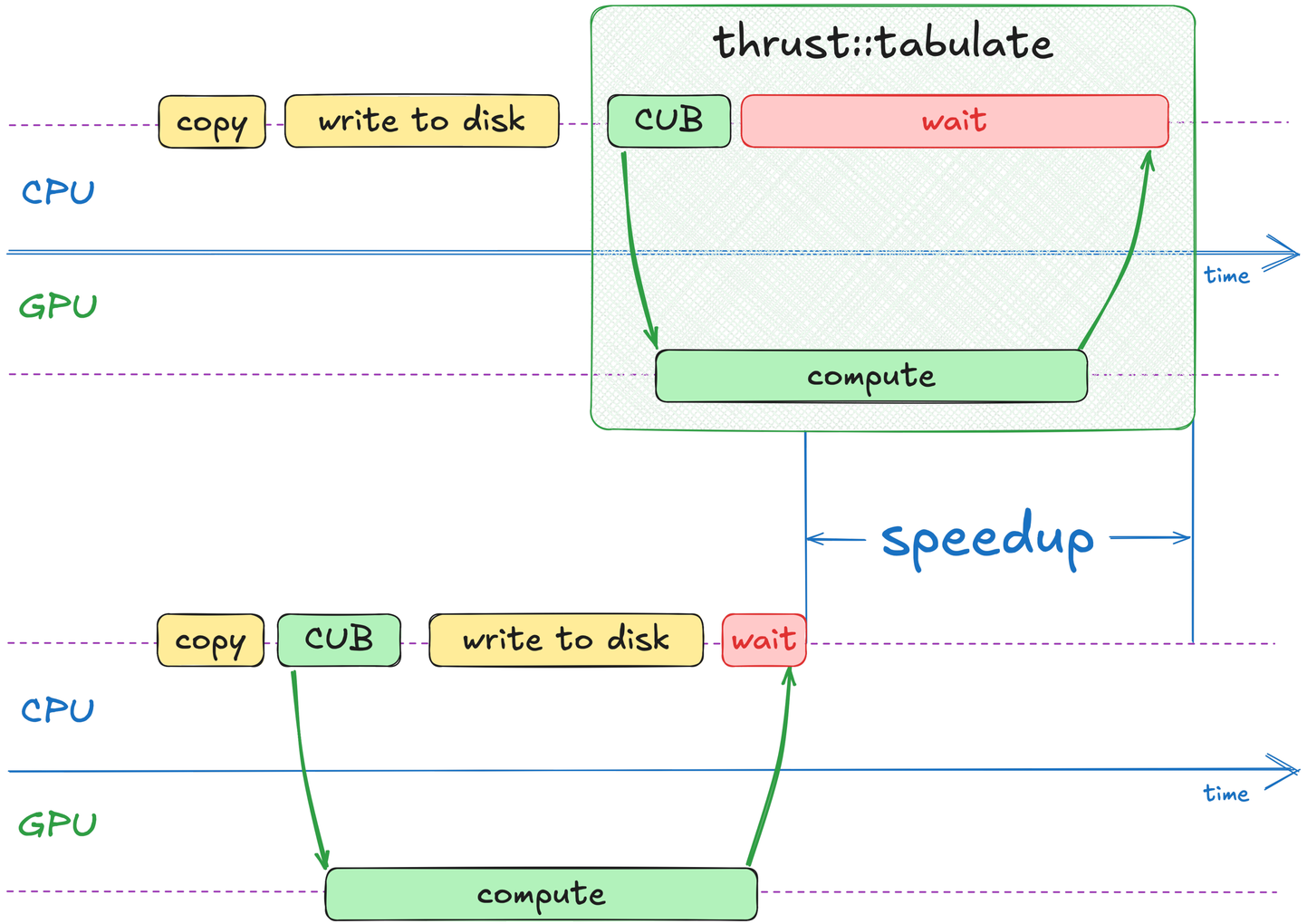
```
auto begin = std::chrono::high_resolution_clock::now();
auto cell_ids = thrust::make_counting_iterator(0);
cub::DeviceTransform::Transform(cell_ids, out.begin(), num_cells, compute);
cudaDeviceSynchronize();
auto end = std::chrono::high_resolution_clock::now();
```

cudaDeviceSynchronize

- is part of CUDA Runtime
- blocks until all work on GPU finishes
- Makes CUB version synchronous as well



Synchronous vs Asynchronous



- By using asynchronous CUB API along with CUDA Runtime directly, we can keep CPU busy with writing results on disk
- This should result in speedup

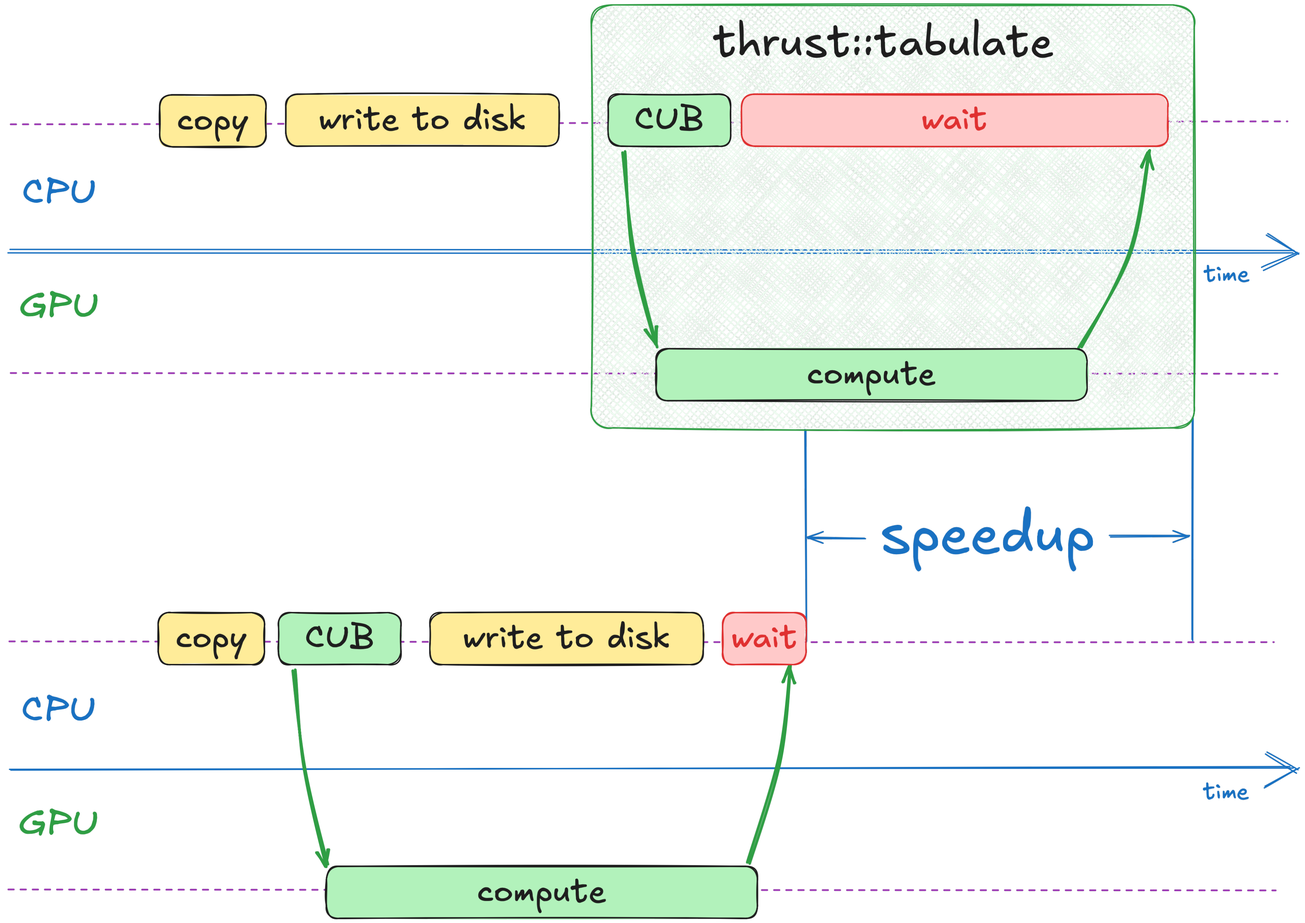
Exercise: Compute-IO Overlap

10 minutes

1. Replace thrust::tabulate

```
thrust::tabulate(
  thrust::device, out.begin(), out.end(),
  compute);

with cub::DeviceTransform::Transform

auto cell_ids =
  thrust::make_counting_iterator(0);
cub::DeviceTransform::Transform(
  cell_ids, out.begin(), num_cells,
  compute);
```

2. Add cudaDeviceSynchronize after storing results on disk to match scheme on the right



02.02-Asynchrony/02.02.02-Exercise-Compute-IO-Overlap.ipynb

Exercise: Compute-IO Overlap

Solution

- CUB returns control immediately without waiting for transformation to finish

```
thrust::copy(dprev.begin(), dprev.end(), hprev.begin());

for (int step = 0; step < steps; step++)
{
  simulate(height, width, dprev, dnext);
  dprev.swap(dnext);
}

store(write, height, width, hprev);
cudaDeviceSynchronize();
```

```
void simulate(int width,
              int height,
              const thrust::device_vector<float> &in,
                    thrust::device_vector<float> &out)
{
  // ...
  auto cell_ids = thrust::make_counting_iterator(0);
  cub::DeviceTransform::Transform(
    cell_ids, out.begin(),
    width * height,
    compute);
}
```

Exercise: Compute-IO Overlap

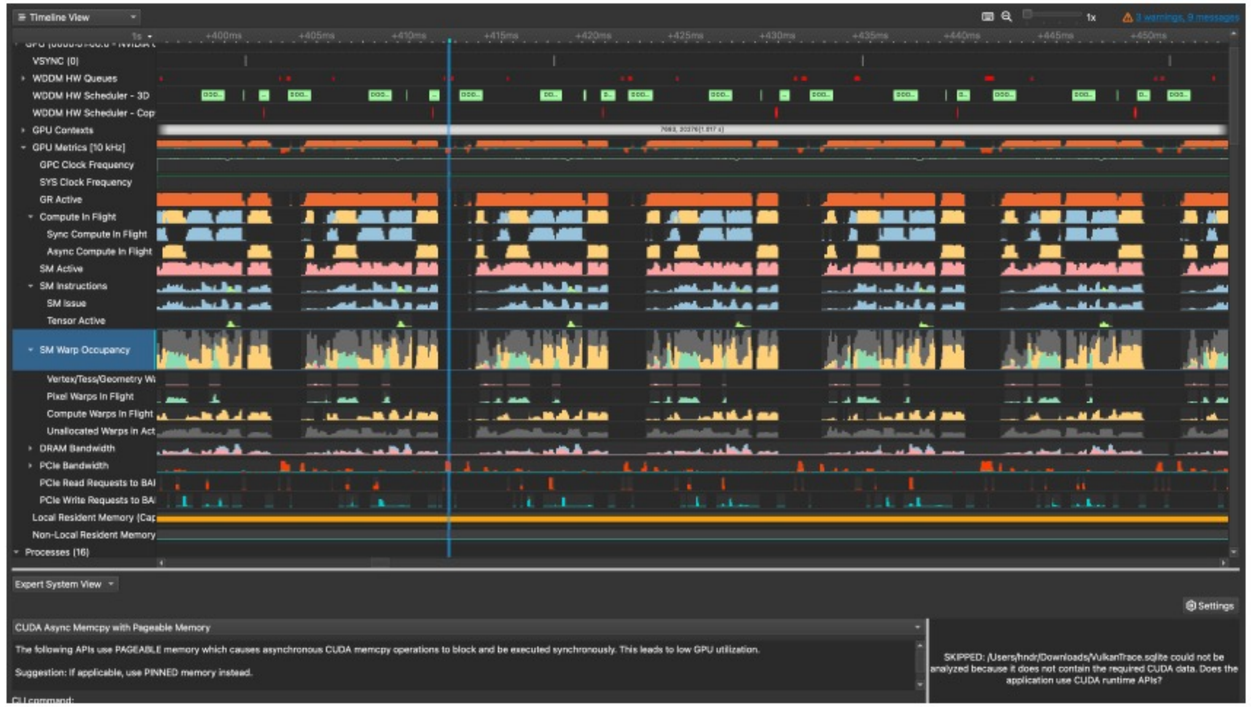
Solution

- CUB returns control immediately without waiting for transformation to finish
- So, we must add cudaDeviceSynchronize explicitly

```
thrust::copy(dprev.begin(), dprev.end(), hprev.begin());

for (int step = 0; step < steps; step++)
{
  simulate(height, width, dprev, dnext);
  dprev.swap(dnext);
}

store(write, height, width, hprev);
cudaDeviceSynchronize();
```

```
void simulate(int width,
              int height,
              const thrust::device_vector<float> &in,
                    thrust::device_vector<float> &out)
{
  // ...
  auto cell_ids = thrust::make_counting_iterator(0);
  cub::DeviceTransform::Transform(
    cell_ids, out.begin(),
    width * height,
    compute);
}
```

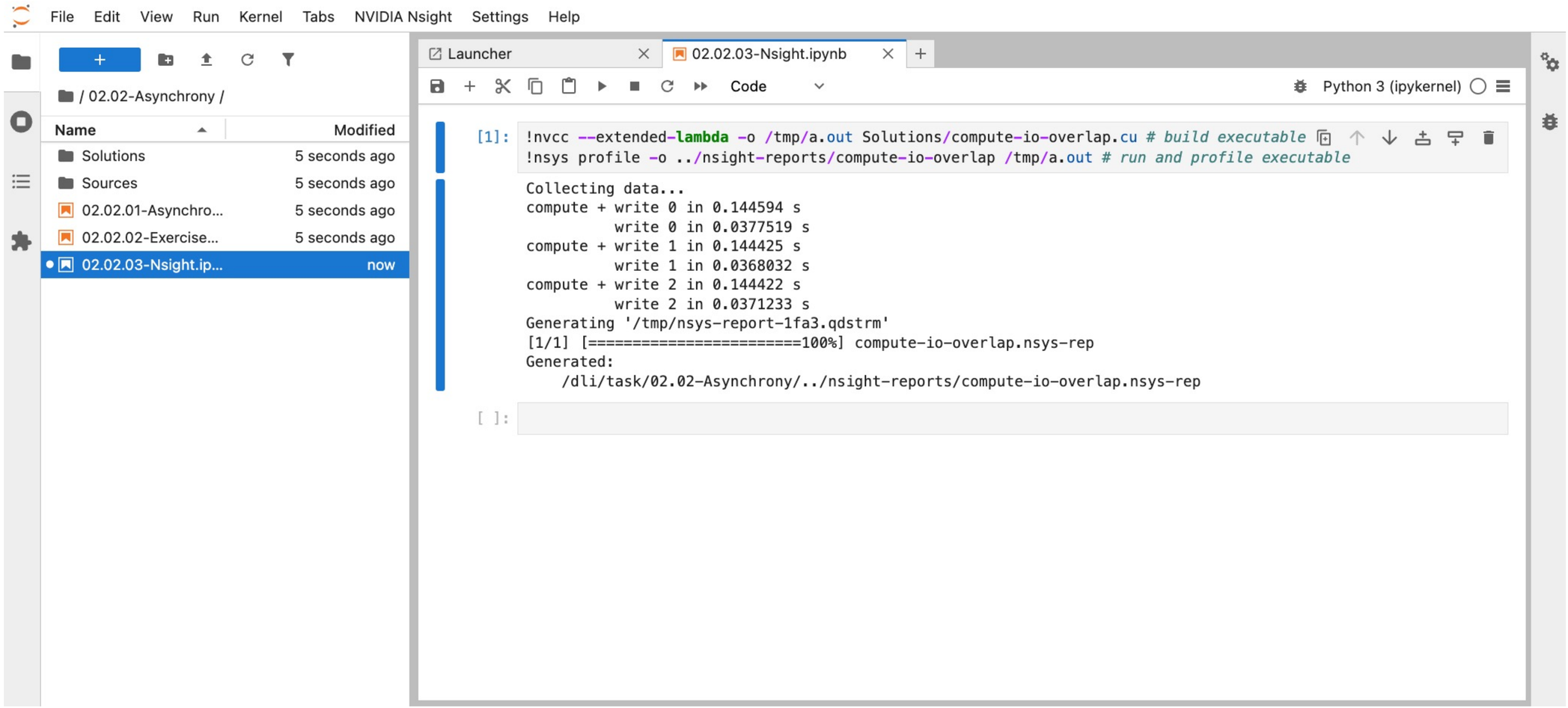
Nsight Systems



- Nsight Systems provides system-wide view of **GPU** and **CPU** activities
- It visually represents asynchronous compute and memory transfers
- It allows us to visually identify optimization opportunities

Exercise: Profile Your Code with Nsight Systems

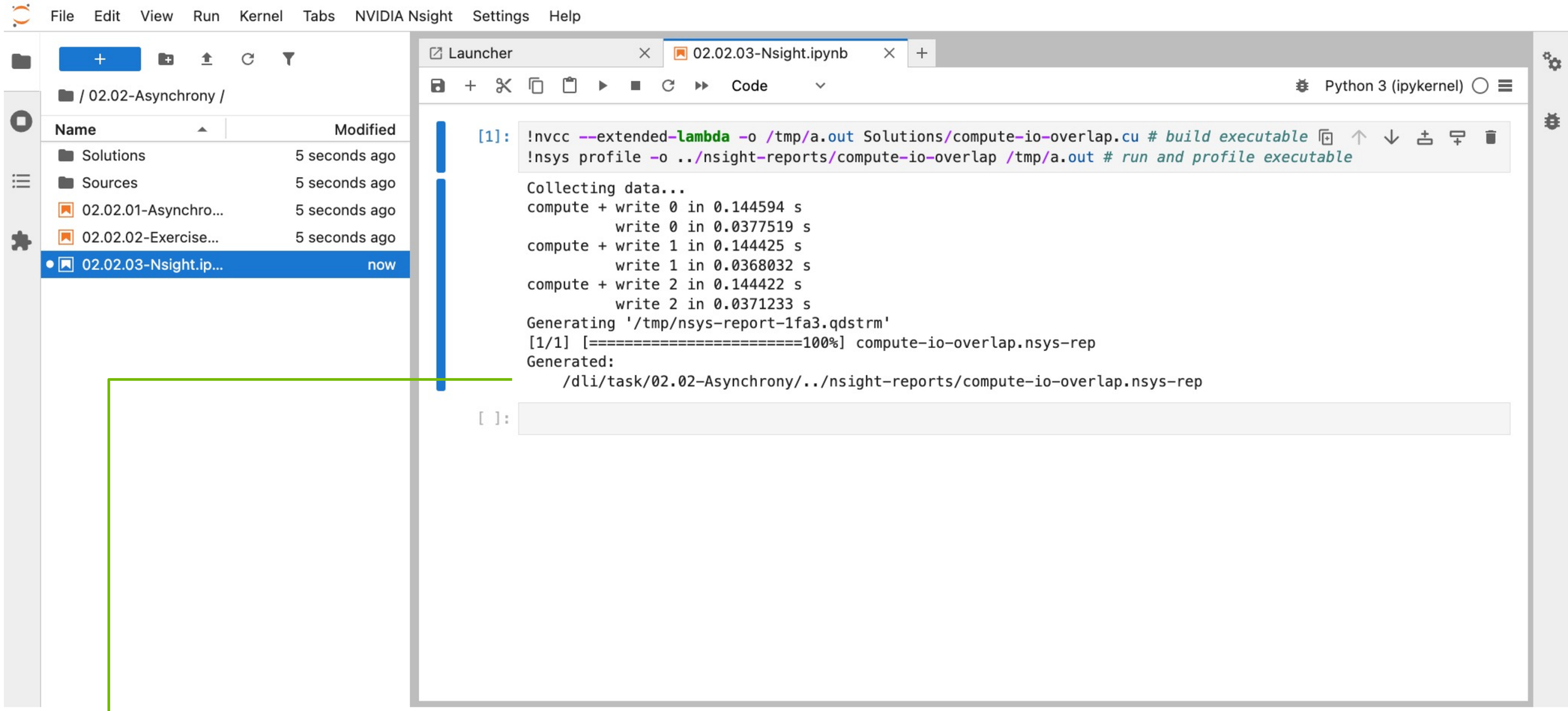
10 minutes



02.02-Asynchrony/02.02.03-Exercise-Nsight.ipynb

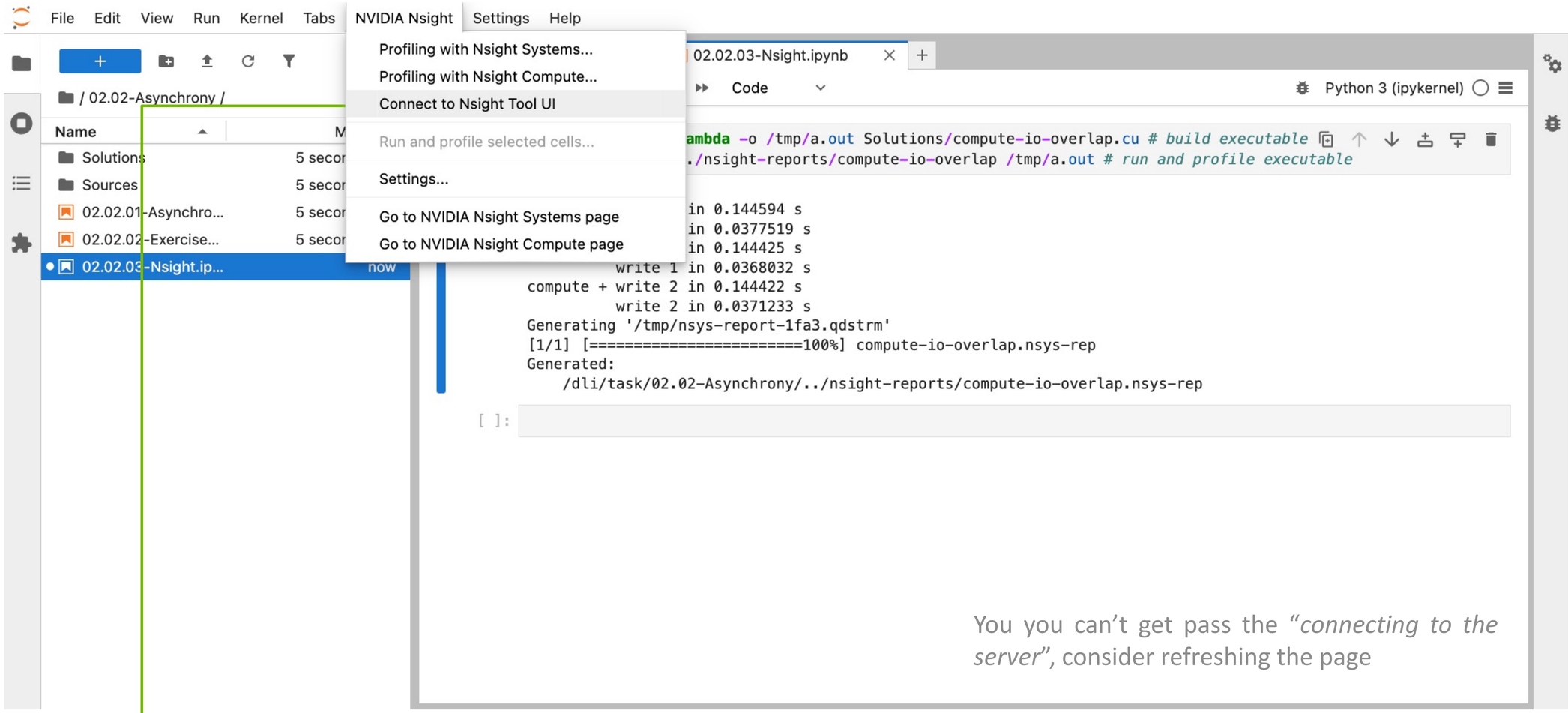
Exercise: Profile Your Code with Nsight Systems

10 minutes



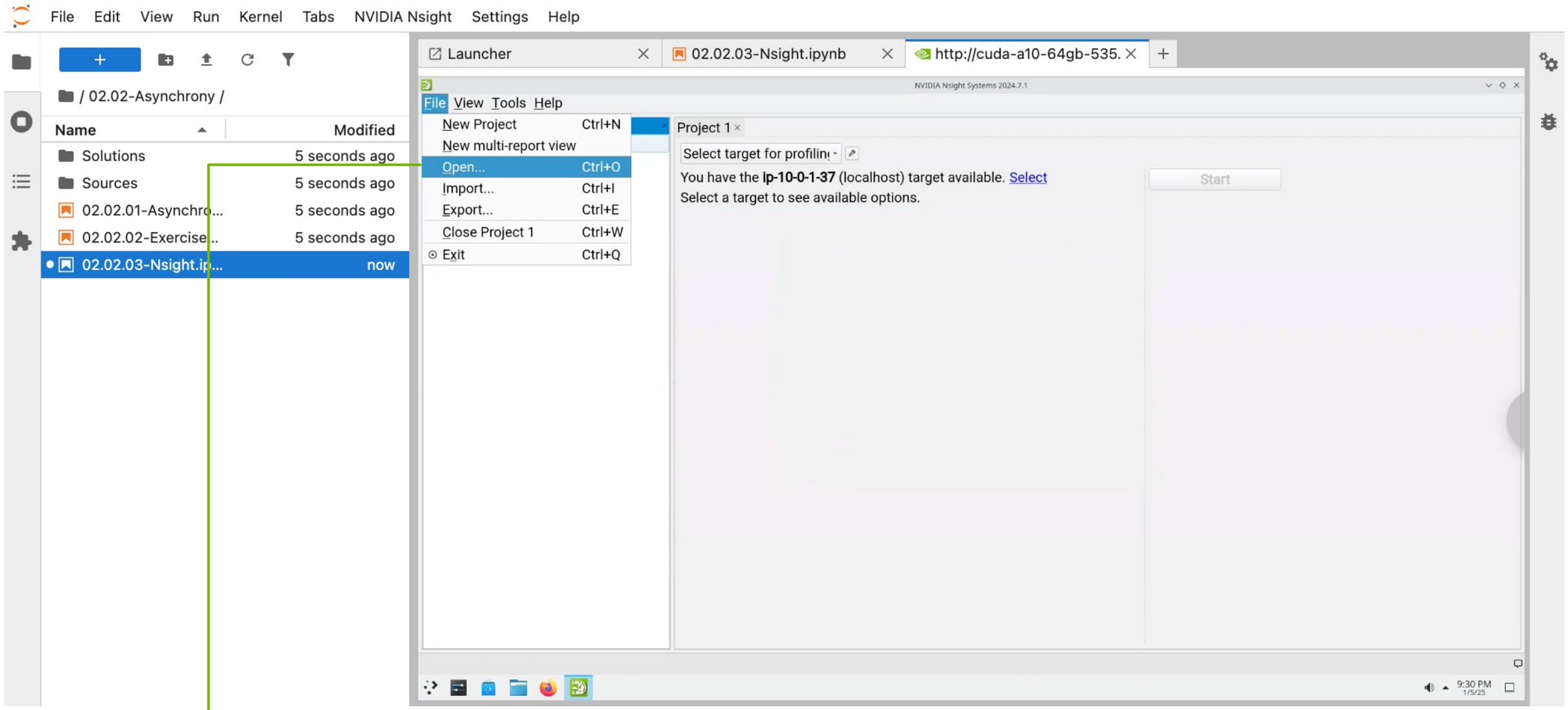
Profile your app with nsys profile and store the report file

Exercise: Profile Your Code with Nsight Systems



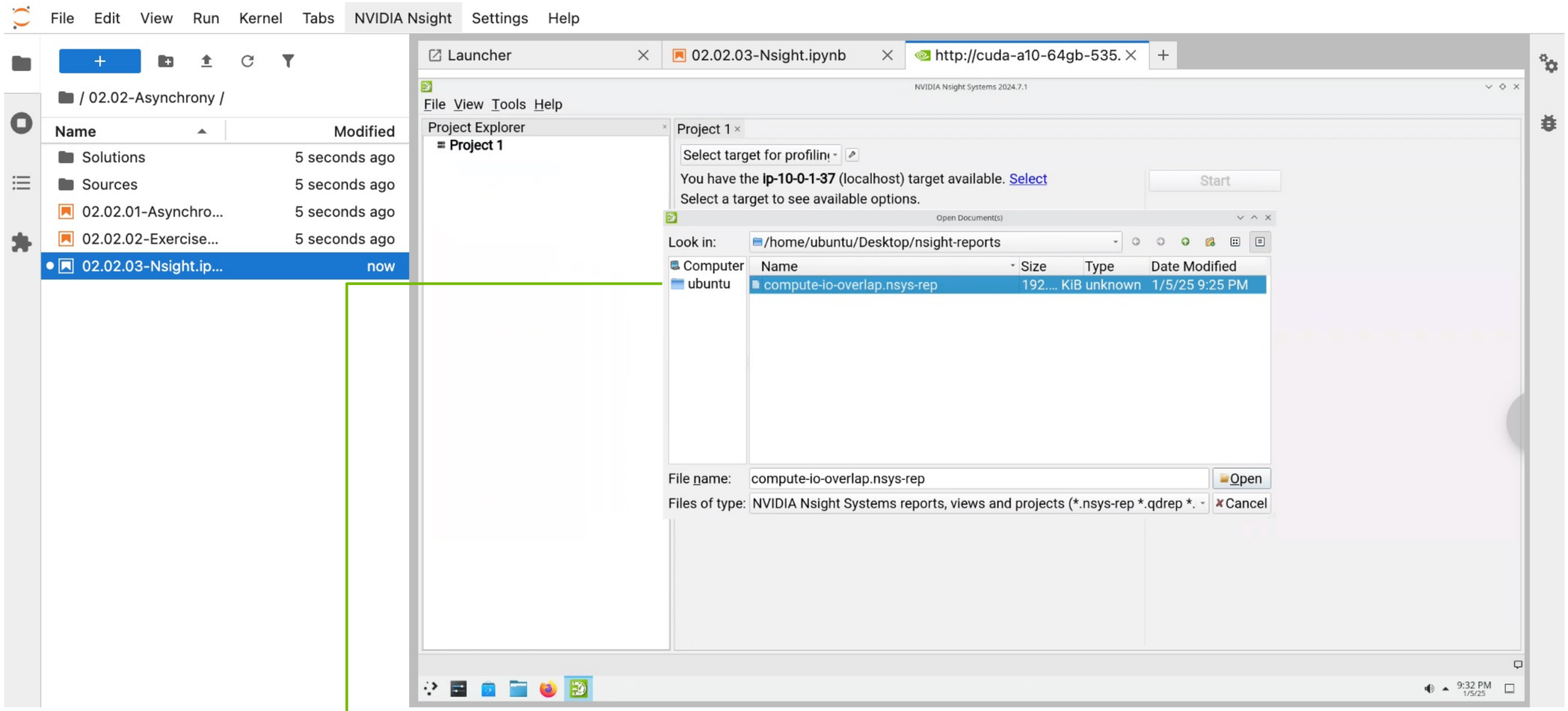
Click "Connect to Nsight Tool UI" in the "NVIDIA Nsight" tab

Exercise: Profile Your Code with Nsight Systems



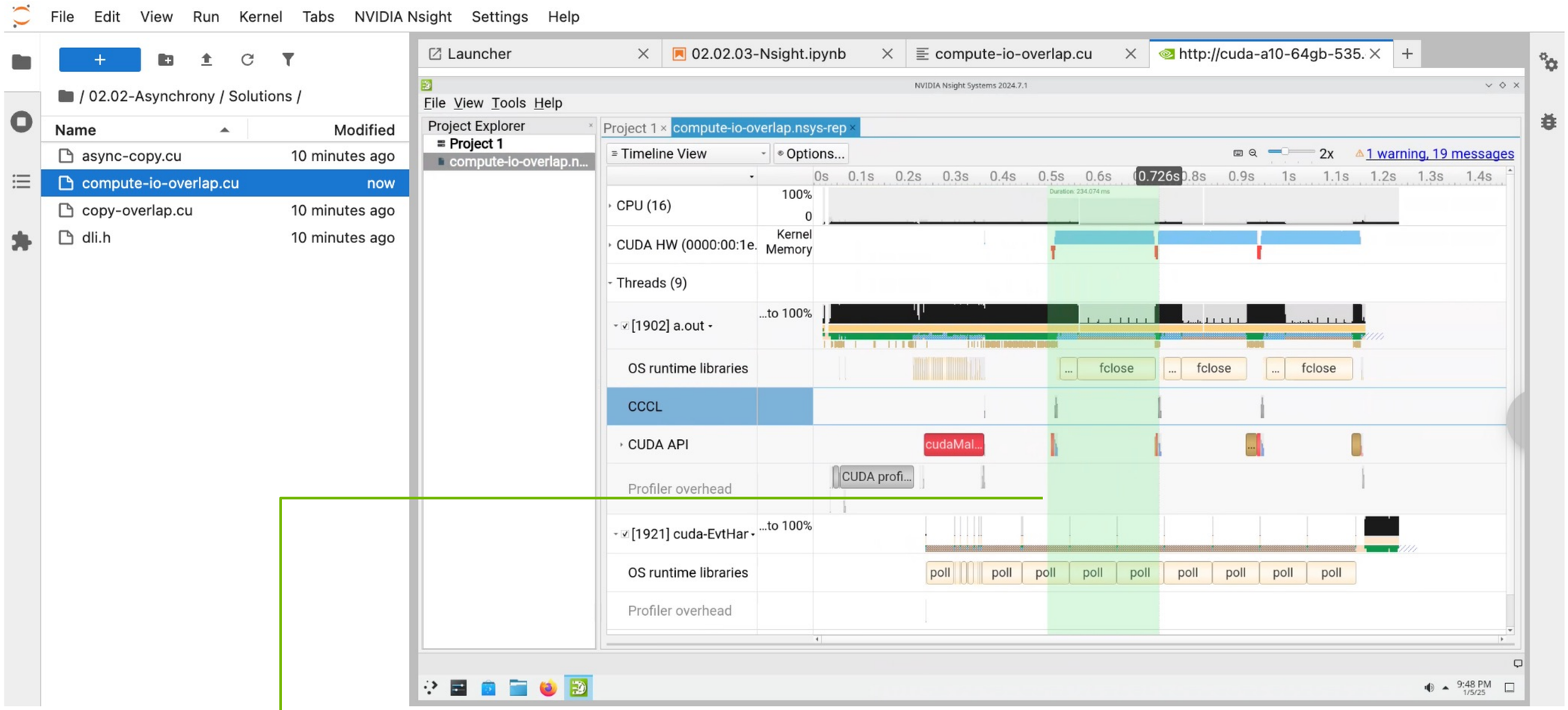
Open Nsight Systems: File – Open…

Exercise: Profile Your Code with Nsight Systems



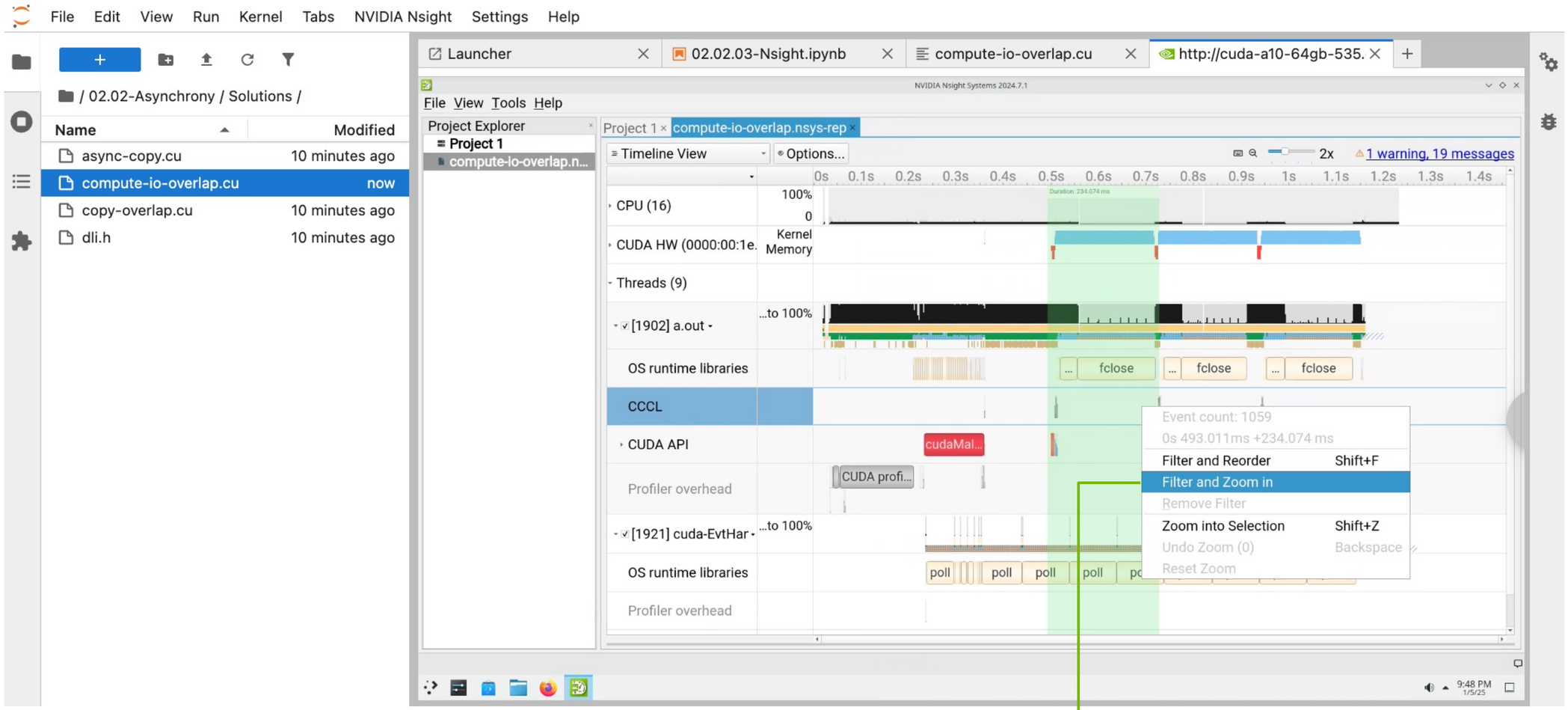
Navigate to the report you just saved

Exercise: Profile Your Code with Nsight Systems



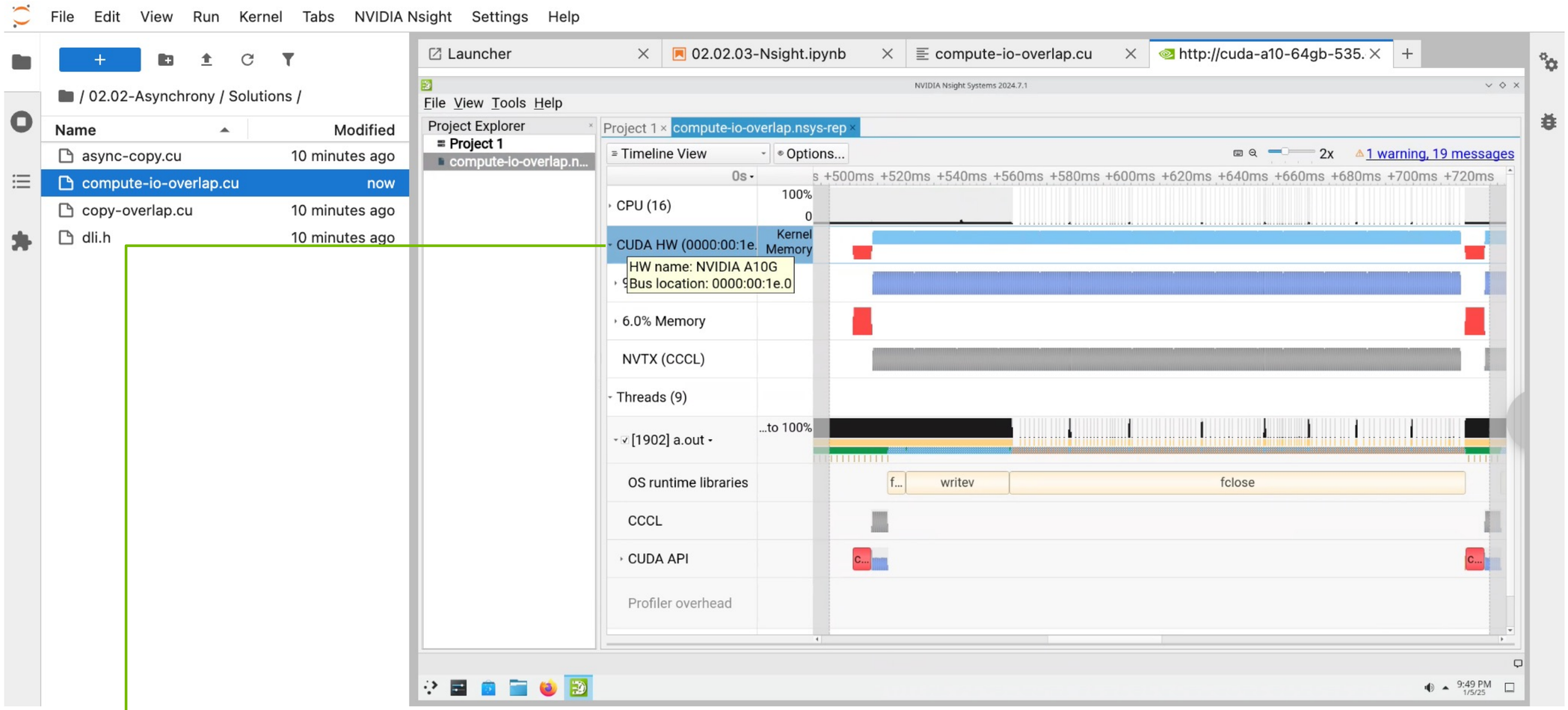
Click and drag to select a time region

Exercise: Profile Your Code with Nsight Systems



Click “Filter and Zoom in”

Exercise: Profile Your Code with Nsight Systems



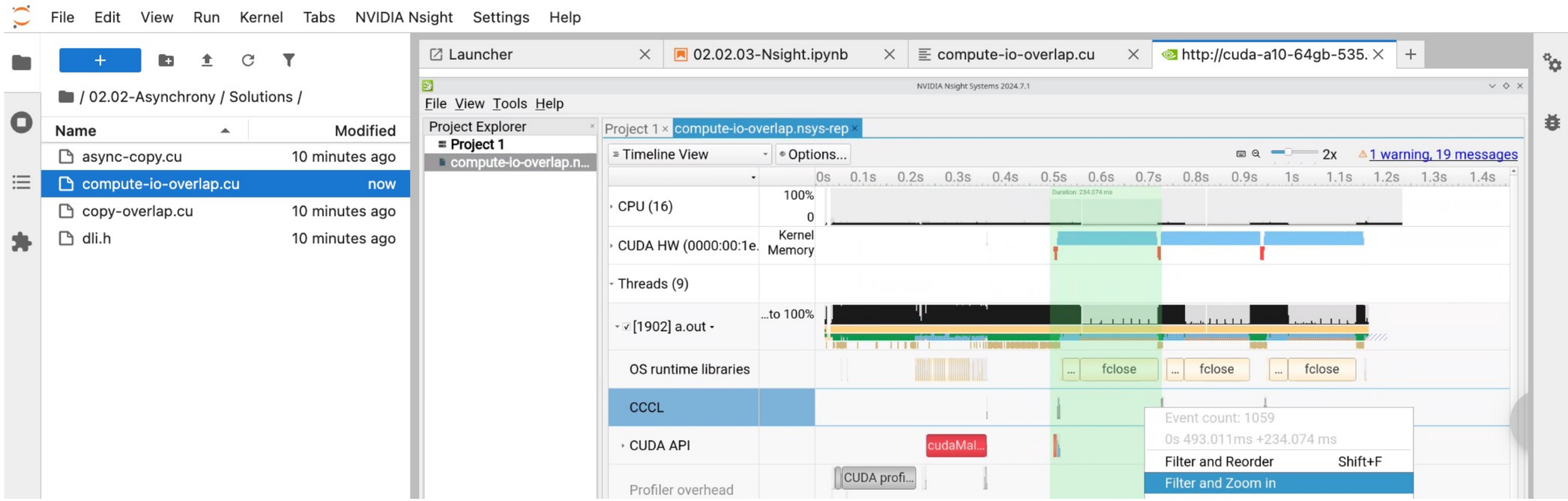
Unfold “CUDA HW” to see more details on what GPU is doing

Exercise: Profile Your Code with Nsight Systems

10 minutes

Look around the timeline of *Desktop/nsight-reports/compute-io-overlap.nsys-rep* to identify:

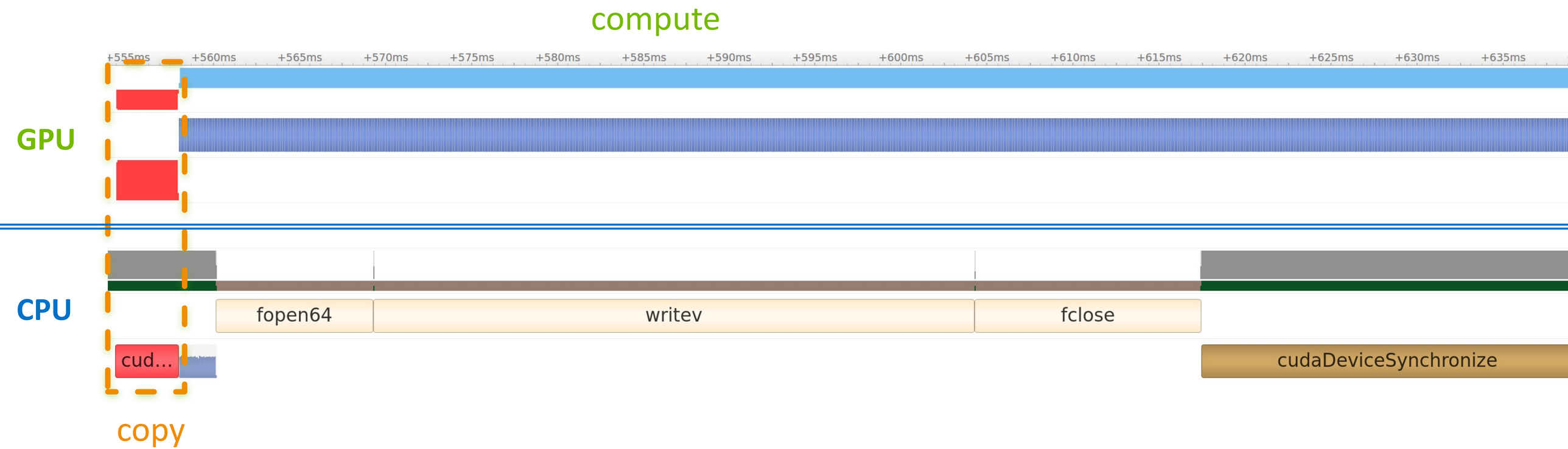
- when GPU compute is launched
- when CPU writes data on disk
- when CPU waits for GPU
- when data is transferred



02.02-Asynchrony/02.02.03-Exercise-Nsight.ipynb

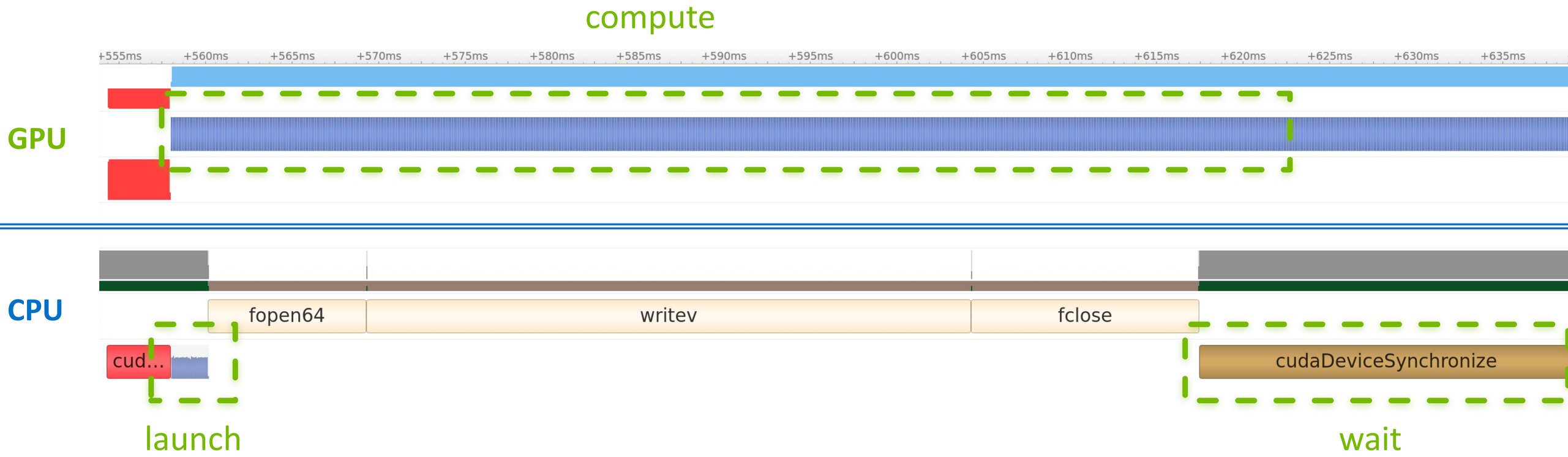
Exercise: Profile code with Nsight

Solution



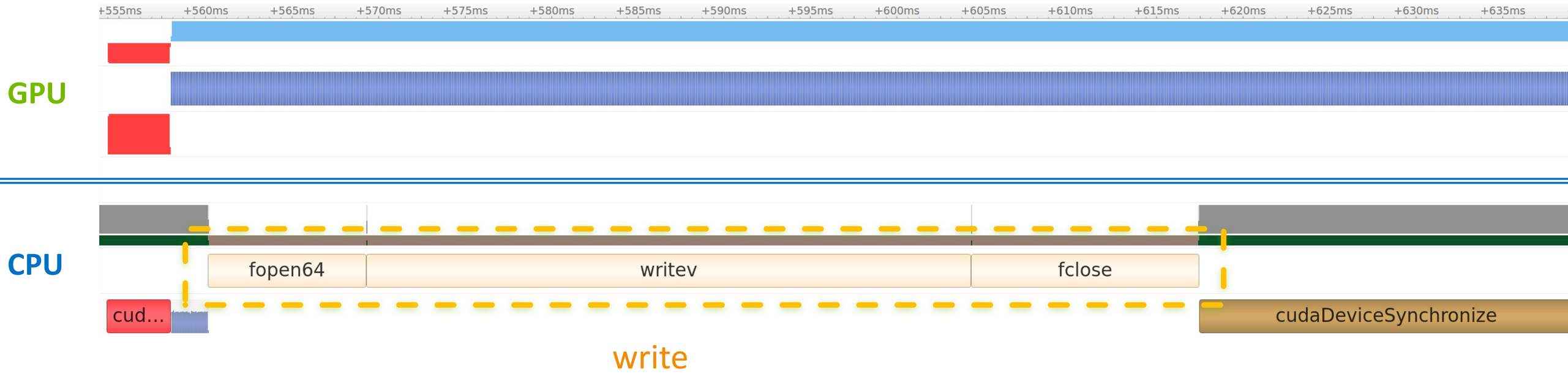
Exercise: Profile code with Nsight

Solution



- Algorithms are now asynchronous
- Synchronization with GPU is now explicit

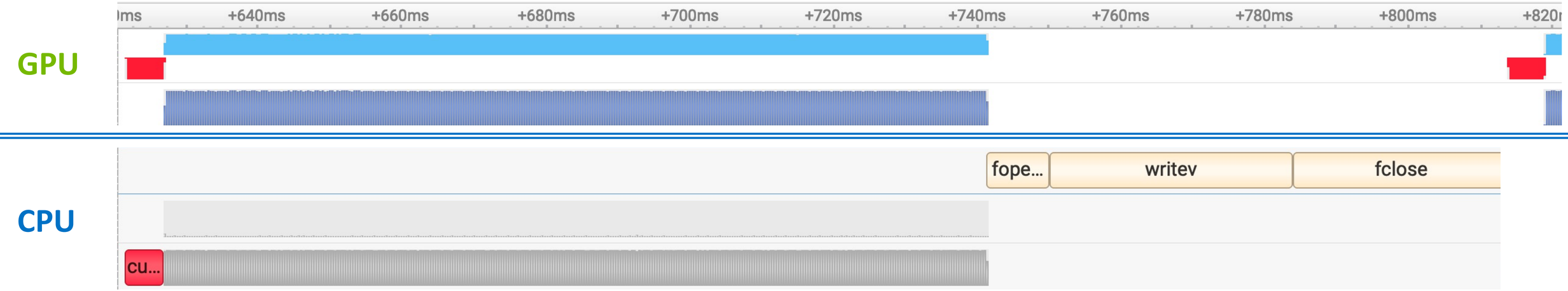
Exercise: Profile code with Nsight



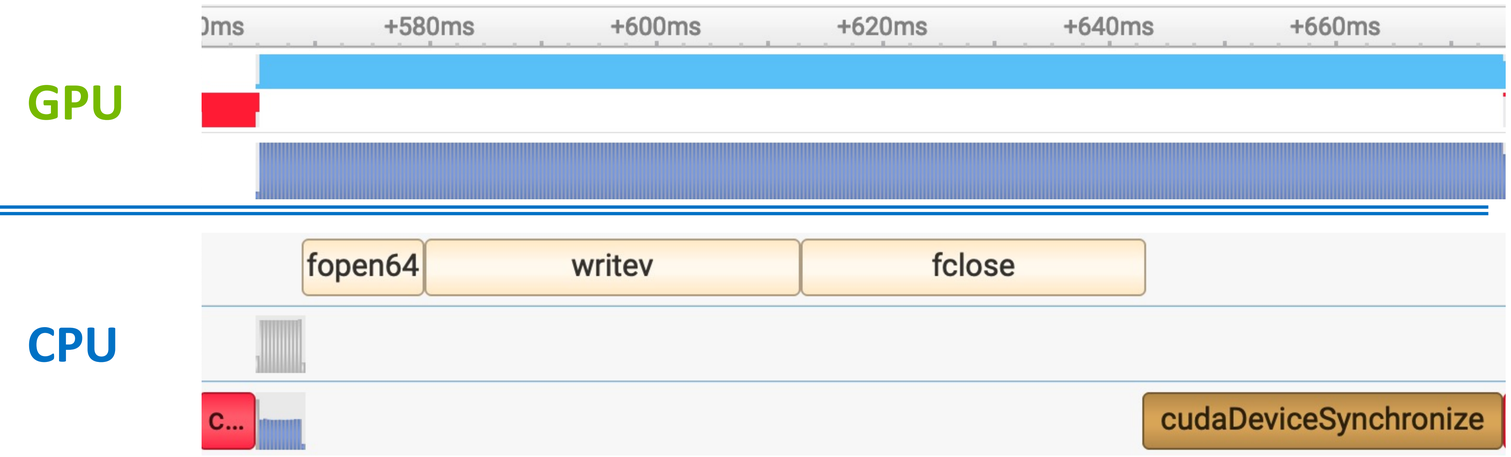
- Algorithms are now asynchronous
- Synchronization with GPU is now explicit
- Compute on GPU now overlaps writing on CPU

Synchronous vs Asynchronous

Synchronous



Asynchronous



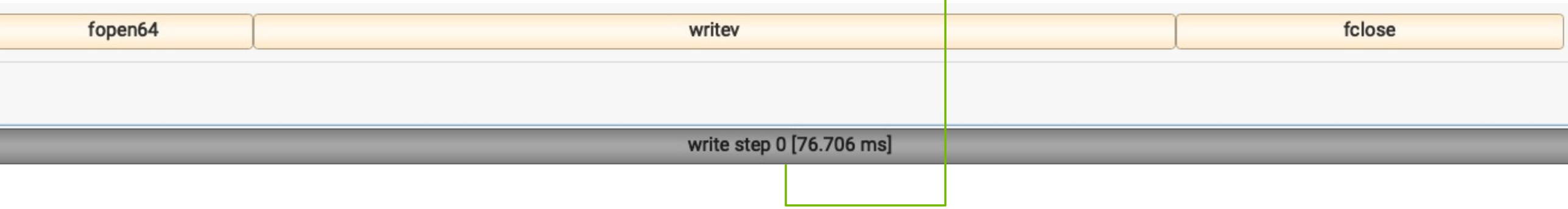
- Our simulation has enough compute to fully overlap IO
- This makes version with compute / IO overlap almost twice as fast

NVIDIA Tools Extension (NVTX)

https://github.com/NVIDIA/NVTX

- Inspecting Nsight report for a complex application can be intimidating
- NVTX allows you to create custom ranges in Nsight Systems from code

```
int main()
{
  for (int write_step = 0; write_step < write_steps; write_step++)
  {
    nvtx3::scoped_range r{std::string("write step ") + std::to_string(write_step)};
    ...
  }
}
```

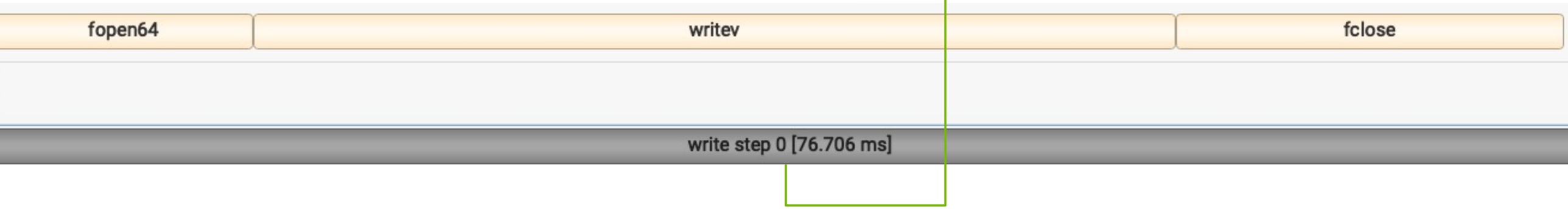


Exercise: Use NVTX

8 minutes

- Use nvtx3::scoped_range to annotate copy, compute, write, and wait steps
- Profile your application with Nsight Systems and locate specified ranges

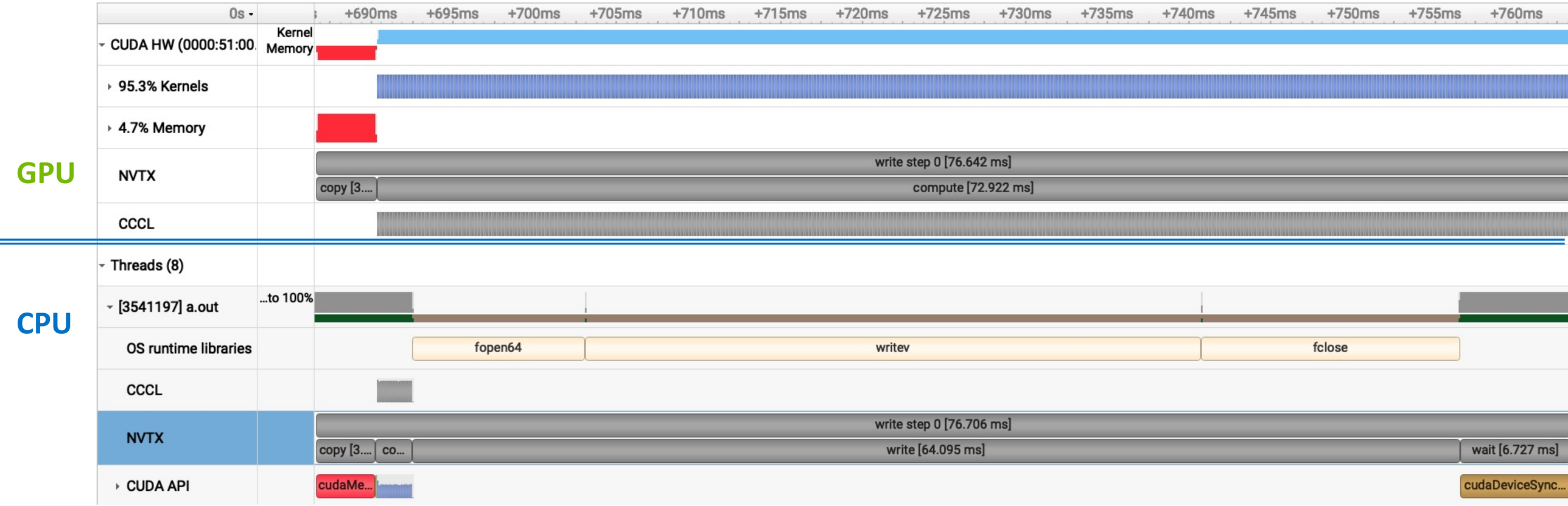
```
int main()
{
  for (int write_step = 0; write_step < write_steps; write_step++)
  {
    nvtx3::scoped_range r{std::string("write step ") + std::to_string(write_step)};
    ...
  }
}
```



02.02-Asynchrony/02.02.04-Exercise-NVTX.ipynb

Exercise: Use NVTX

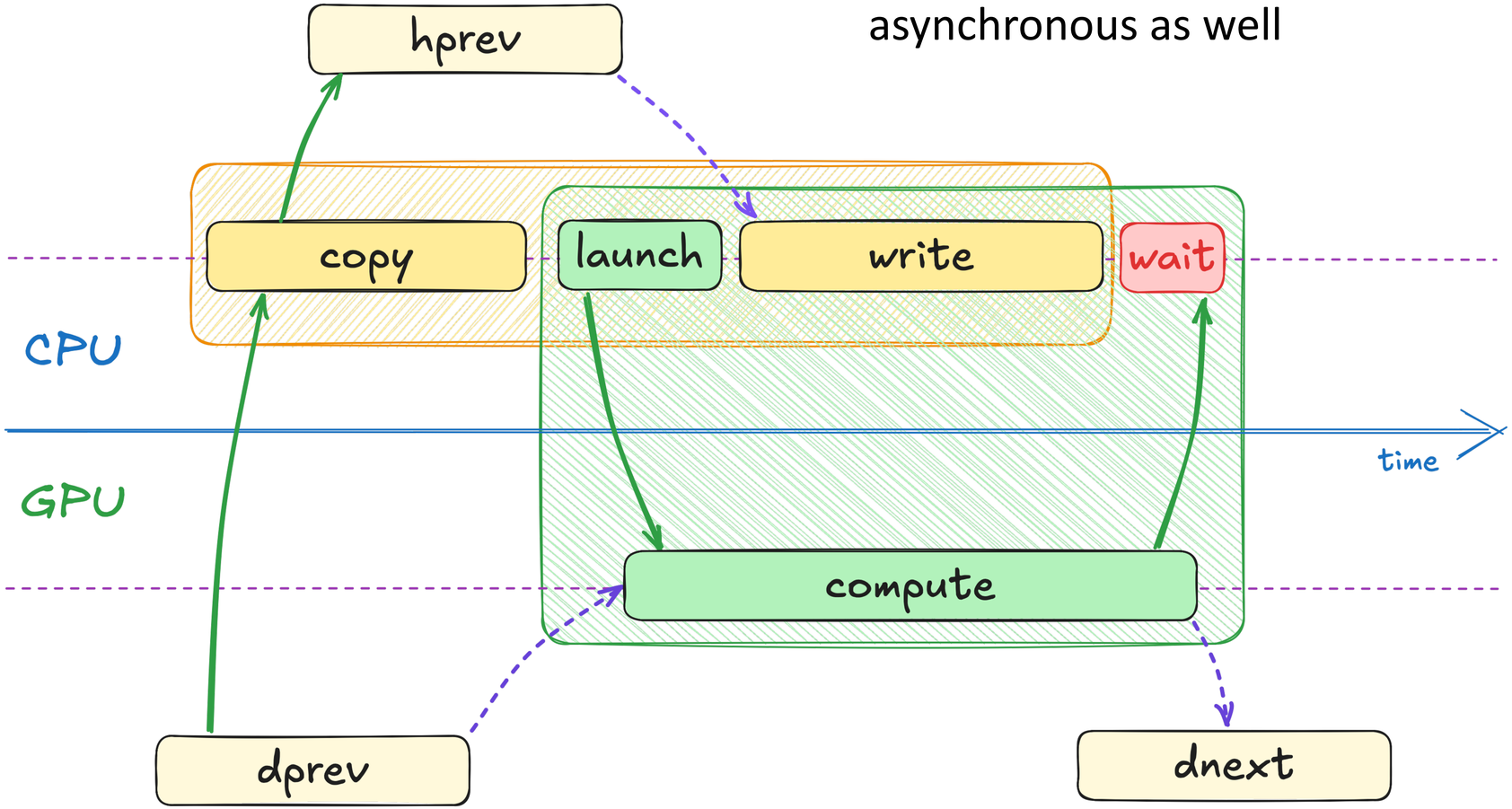
Solution



- Now all the steps are much easier to locate

CUDA Streams

- Observe how compute unnecessarily waits for copy to finish
- Fortunately, there's cudaMemcpyAsync, that can make copy asynchronous as well



CUDA Streams

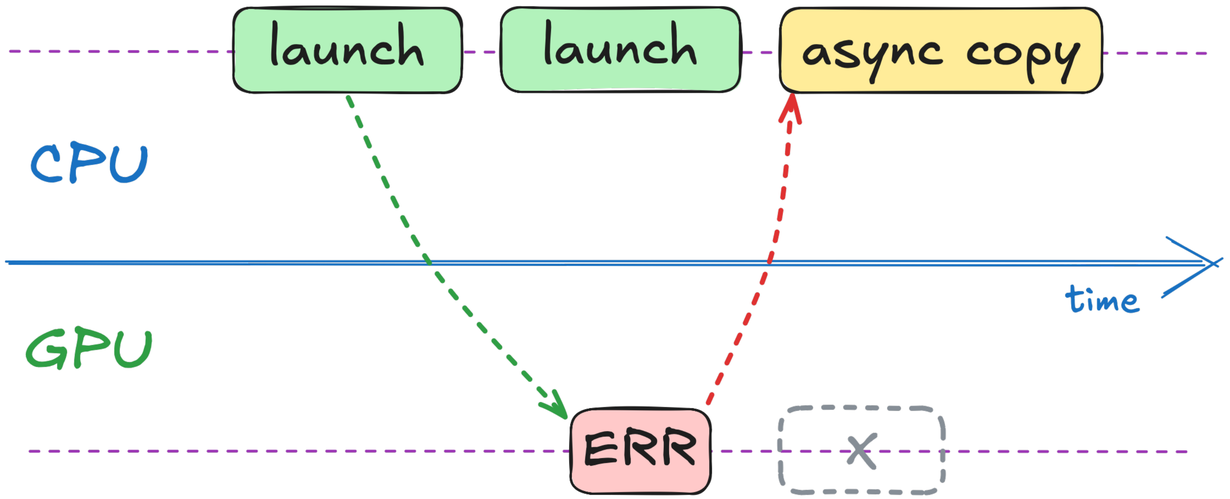
- cudaMemcpyAsync is the magic behind thrust::copy
- Warning:
  - Not type-save
  - Operates in bytes not elements
  - Explicitly specified copy direction
  - Asynchronous errors are easy to miss

```
cudaError_t cudaMemcpyAsync(
  void*          dst,
  const void*    src,
  size_t         count,
  cudaMemcpyKind kind
);
```

- dst → Destination memory address
- src → Source memory address
- count → Size **in bytes** to copy
- kind →
  - cudaMemcpyHostToHost
  - cudaMemcpyHostToDevice
  - cudaMemcpyDeviceToHost
  - cudaMemcpyDeviceToDevice

CUDA Errors

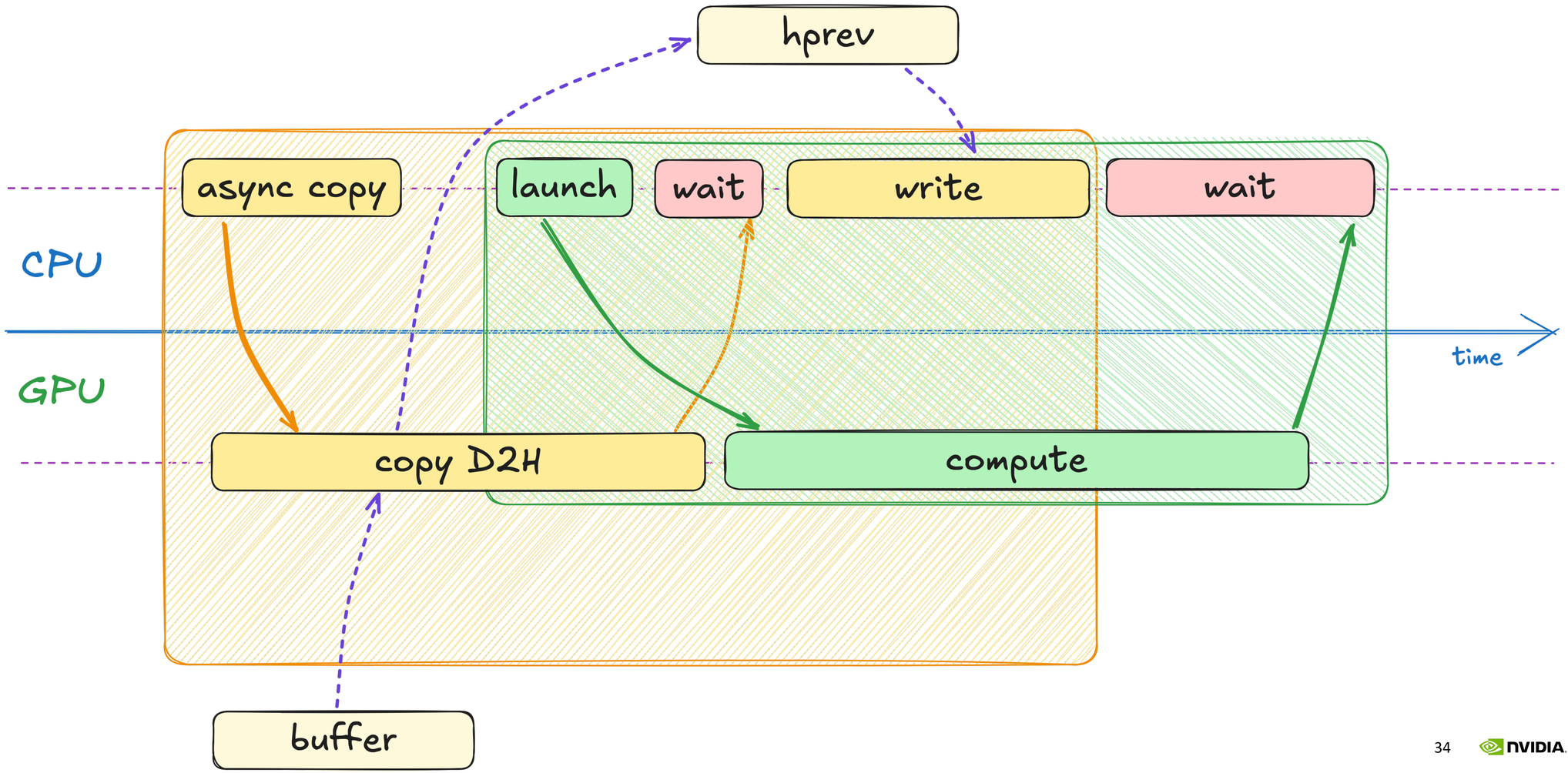
- What kind of error does cudaMemcpyAsync return?
- The error can be caused any prior asynchronous operation




```
cudaError_t cudaMemcpyAsync(
  void*          dst,
  const void*    src,
  size_t         count,
  cudaMemcpyKind kind
);
```

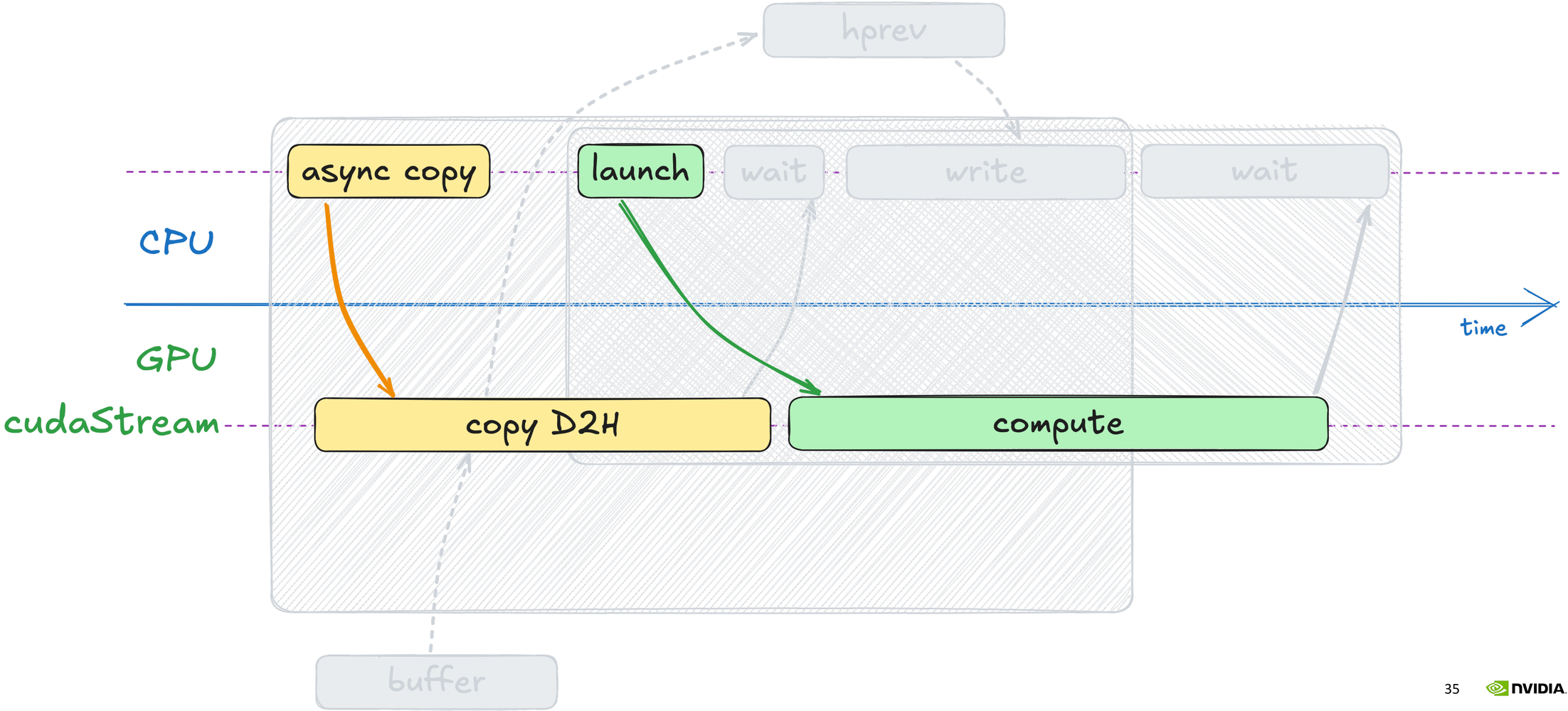
CUDA Streams

- In this setup, cudaMemcpyAsync wouldn't give us any speedup
- All the submitted work **is ordered** on GPU



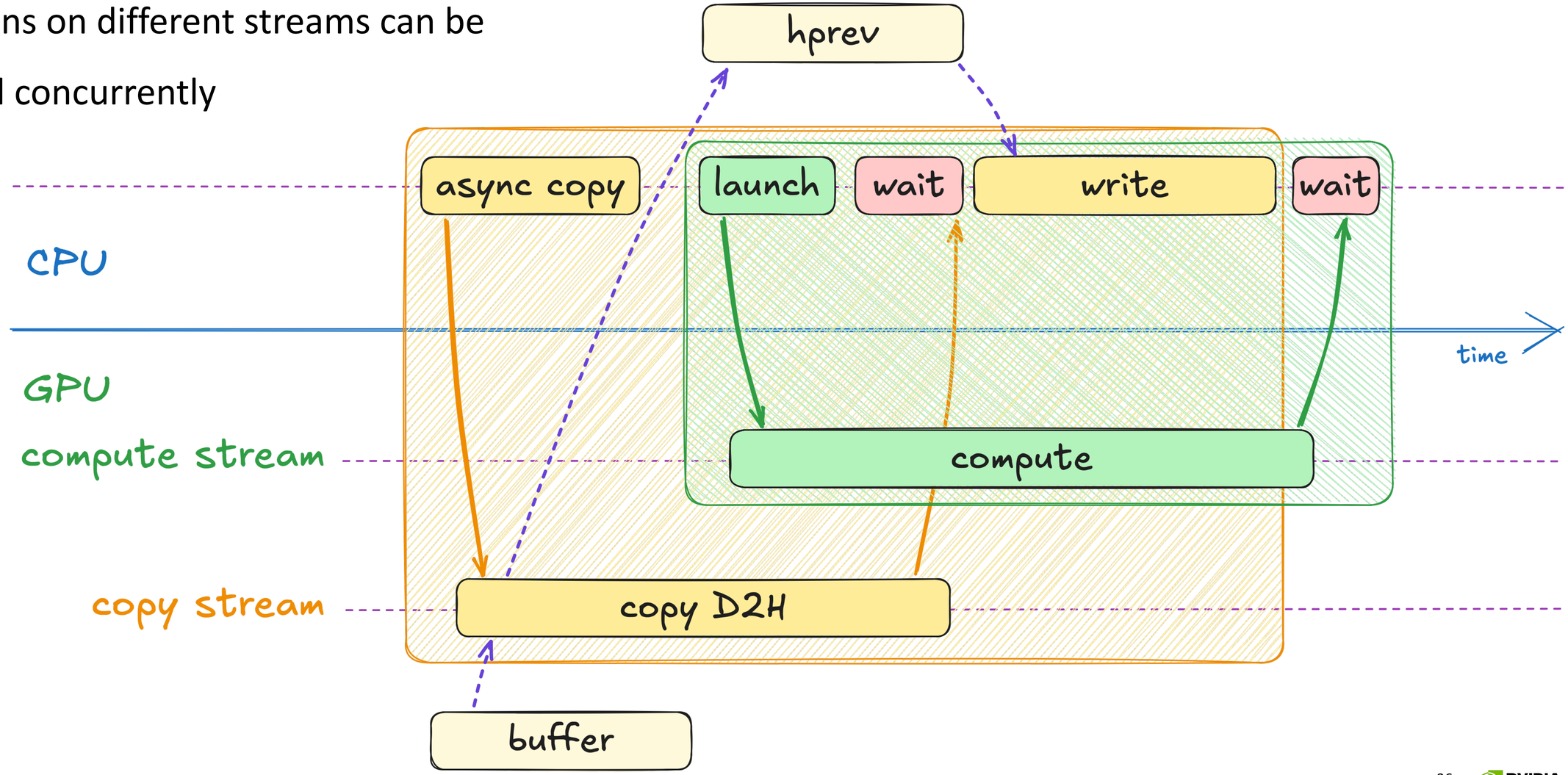
CUDA Streams

- This ordering of operations on GPU is called **cudaStream**
- When you don't specify a stream, default one is used



CUDA Streams

- We can have more than one stream
- Operations on different streams can be executed concurrently



Operations on Streams

```
cudaStream_t copy_stream, compute_stream;
```

Ⅰ Construction

```
cudaStreamCreate(&compute_stream);
cudaStreamCreate(&copy_stream);
```

Ⅱ Destruction

```
cudaStreamDestroy(compute_stream);
cudaStreamDestroy(copy_stream);
```

Ⅲ Synchronization

```
cudaStreamSynchronize(compute_stream);
cudaStreamSynchronize(copy_stream);
```

- Waits until all preceding commands in the stream have completed
- More lightweight compared to synchronizing the entire GPU

Usage of CUDA Streams

CUDA Runtime

```
cudaError_t
cudaMemcpyAsync(
  void*           dst,
  const void*     src,
  size_t          count,
  cudaMemcpyKind kind,
  cudaStream_t stream = 0
);
```

CUB

```
cudaError_t
cub::DeviceTransform::Transform(
  IteratorIn   input,
  IteratorOut  output,
  int          num_items,
  TransformOp          op,
  cudaStream_t stream = 0
);
```

cuBLAS

```
cublasStatus_t
cublasLtMatmul(
  cublasLtHandle_t     lightHandle,
  cublasLtMatmulDesc_t computeDesc,
  const void                *alpha,
  const void                   *A,
  ...
  cudaStream_t             stream
);
```

- Majority of asynchronous CUDA libraries accept cudaStream_t
- The idea is that you'll likely want to overlap their API with:
  - memory transfers,
  - host-side compute or IO,
  - or even another device-side compute!

CUDA Streams

```
cudaStream_t copy_stream, compute_stream;
cudaStreamCreate(&compute_stream);
cudaStreamCreate(&copy_stream);

// ...

cudaMemcpyAsync(hprev_ptr,
                dprev_ptr,
                num_cells * sizeof(float),
                          cudaMemcpyDeviceToHost,
                          copy_stream);

for (int step = 0; step < steps; step++)
{
  simulate(width, height, dprev, dnext, compute_stream);
  dprev.swap(dnext);
}

cudaStreamSynchronize(copy_stream);

store(write_step, height, width, hprev);
cudaStreamSynchronize(compute_stream);
```

Create copy and compute streams

CUDA Streams

```
cudaStream_t copy_stream, compute_stream;
cudaStreamCreate(&compute_stream);
cudaStreamCreate(&copy_stream);

// ...

cudaMemcpyAsync(hprev_ptr,
                dprev_ptr,
                num_cells * sizeof(float),
                          cudaMemcpyDeviceToHost,
                          copy_stream);

for (int step = 0; step < steps; step++)
{
  simulate(width, height, dprev, dnext, compute_stream);
  dprev.swap(dnext);
}

cudaStreamSynchronize(copy_stream);

store(write_step, height, width, hprev);
cudaStreamSynchronize(compute_stream);
```

Copy device vector to host using asynchronous cudaMemcpyAsync on copy stream

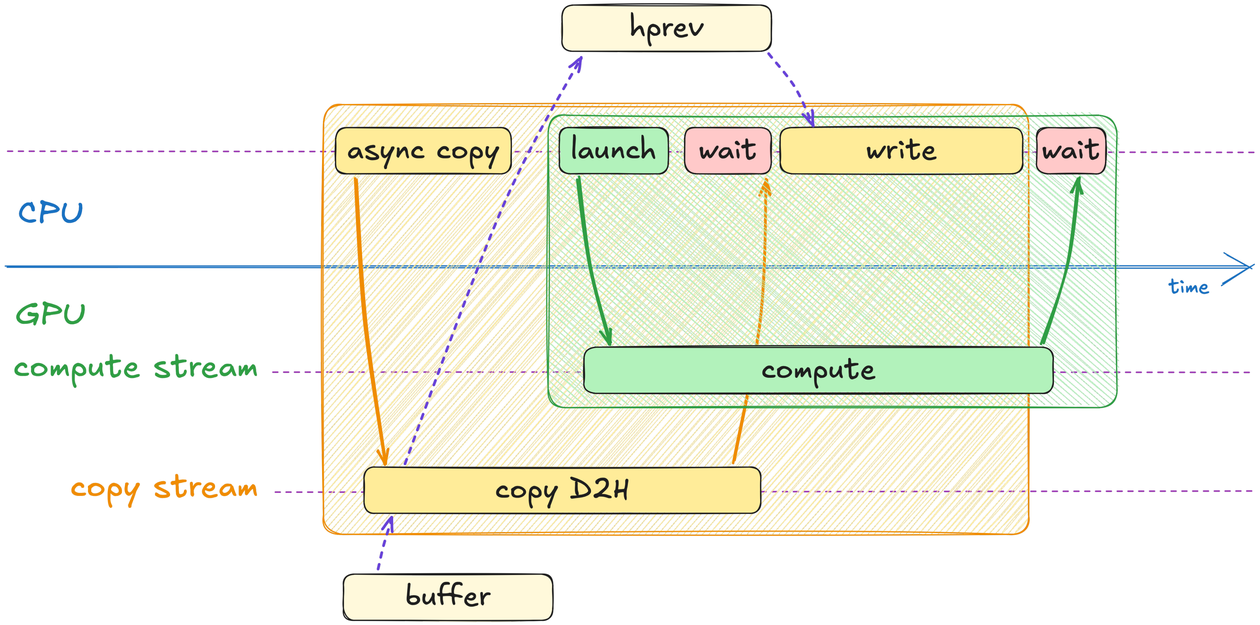
CUDA Streams

```
cudaStream_t copy_stream, compute_stream;
cudaStreamCreate(&compute_stream);
cudaStreamCreate(&copy_stream);

// ...

cudaMemcpyAsync(hprev_ptr,
                dprev_ptr,
                num_cells * sizeof(float),
                          cudaMemcpyDeviceToHost,
                          copy_stream);

for (int step = 0; step < steps; step++)
{
  simulate(width, height, dprev, dnext, compute_stream);
  dprev.swap(dnext);
}

cudaStreamSynchronize(copy_stream);

store(write_step, height, width, hprev);
cudaStreamSynchronize(compute_stream);
```

Launch CUB transform on compute stream

CUDA Streams

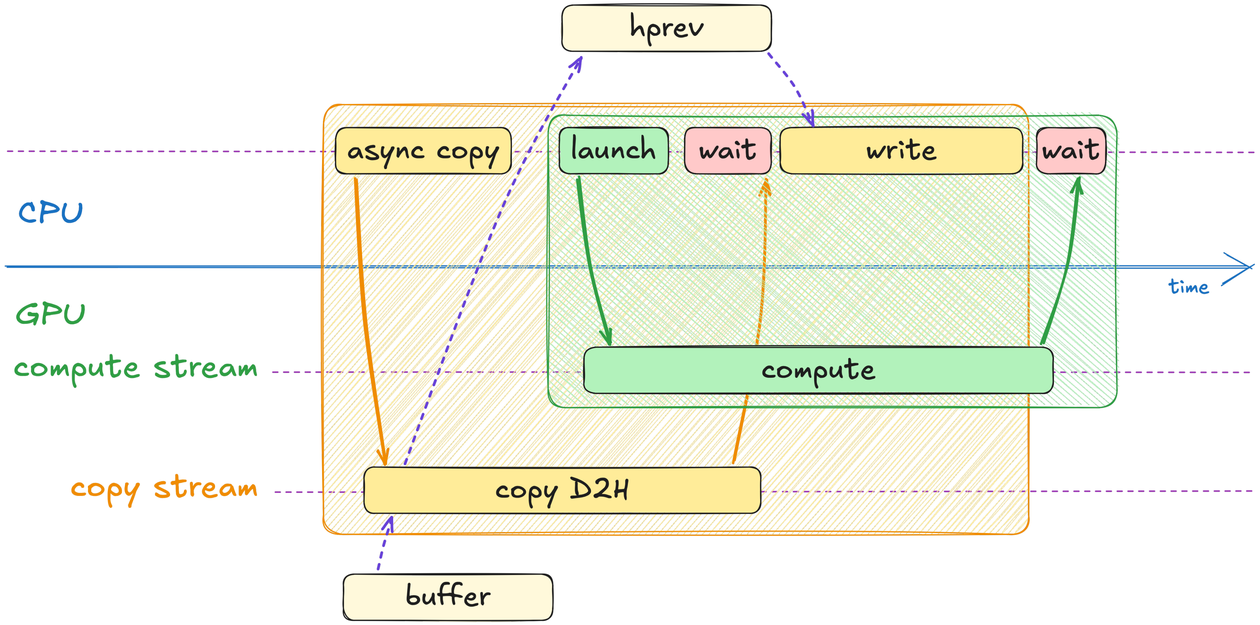
```
cudaStream_t copy_stream, compute_stream;
cudaStreamCreate(&compute_stream);
cudaStreamCreate(&copy_stream);

// ...

cudaMemcpyAsync(hprev_ptr,
                dprev_ptr,
                num_cells * sizeof(float),
                          cudaMemcpyDeviceToHost,
                          copy_stream);

for (int step = 0; step < steps; step++)
{
  simulate(width, height, dprev, dnext, compute_stream);
  dprev.swap(dnext);
}

cudaStreamSynchronize(copy_stream);

store(write_step, height, width, hprev);
cudaStreamSynchronize(compute_stream);
```



Synchronize copy stream before reading host vector

CUDA Streams

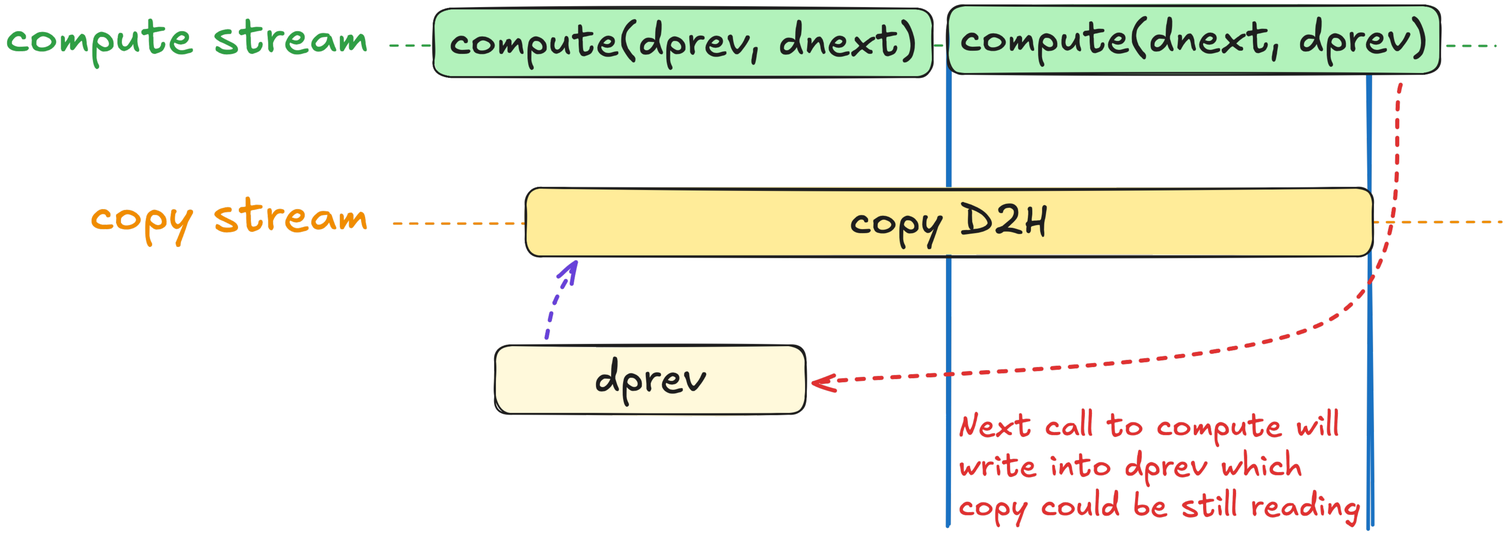
```
cudaStream_t copy_stream, compute_stream;
cudaStreamCreate(&compute_stream);
cudaStreamCreate(&copy_stream);

// ...

cudaMemcpyAsync(hprev_ptr,
                dprev_ptr,
                num_cells * sizeof(float),
                        cudaMemcpyDeviceToHost,
                        copy_stream);

for (int step = 0; step < steps; step++)
{
  simulate(width, height, dprev, dnext, compute_stream);
  dprev.swap(dnext);
}

cudaStreamSynchronize(copy_stream);

store(write_step, height, width, hprev);
cudaStreamSynchronize(compute_stream);
```



Synchronize compute stream before starting the next step

CUDA Streams

```
cudaStream_t copy_stream, compute_stream;
cudaStreamCreate(&compute_stream);
cudaStreamCreate(&copy_stream);

// ...

cudaMemcpyAsync(hprev_ptr,
                dprev_ptr,
                num_cells * sizeof(float),
                        cudaMemcpyDeviceToHost,
                        copy_stream);

for (int step = 0; step < steps; step++)
{
  simulate(width, height, dprev, dnext, compute_stream);
  dprev.swap(dnext);
}

cudaStreamSynchronize(copy_stream);

store(write_step, height, width, hprev);
cudaStreamSynchronize(compute_stream);
```



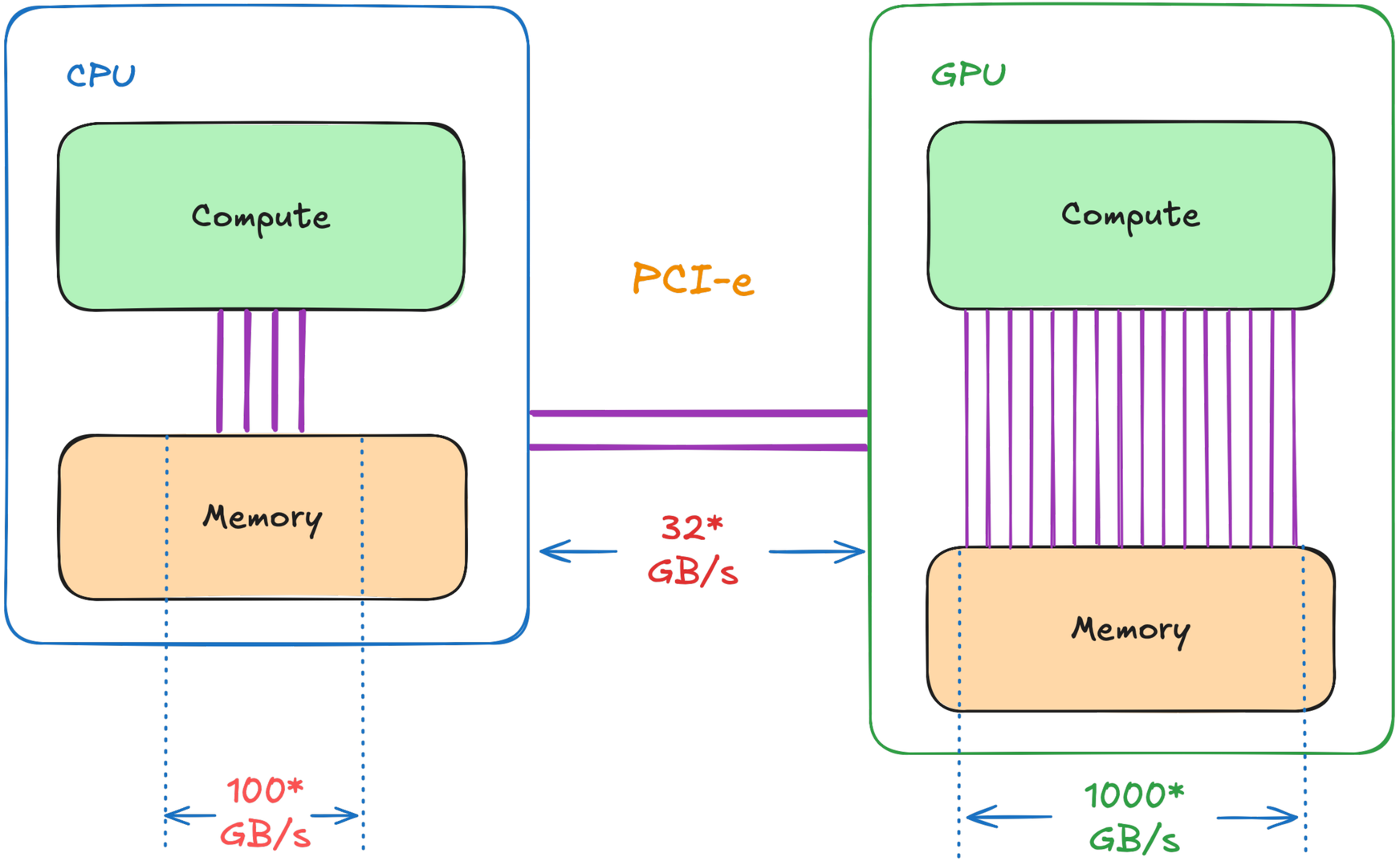
- This code has a data race!
- Different streams execute their operations out of order

CUDA Streams

```
thrust::copy(d_prev.begin(), d_prev.end(), d_buffer.begin());
cudaMemcpyAsync(htemp_ptr, dbuffer_ptr, num_bytes, cudaMemcpyDeviceToHost, copy_stream);

for (int step = 0; step < steps; step++)
{
  simulate(width, height, dprev, dnext, compute_stream);
  dprev.swap(dnext);
}
```

- Most problems can be solved with another level of indirection
- Let's:
  - Allocate a device buffer
  - Copy dprev into it in compute stream
  - Start asynchronous copy from this buffer to hprev

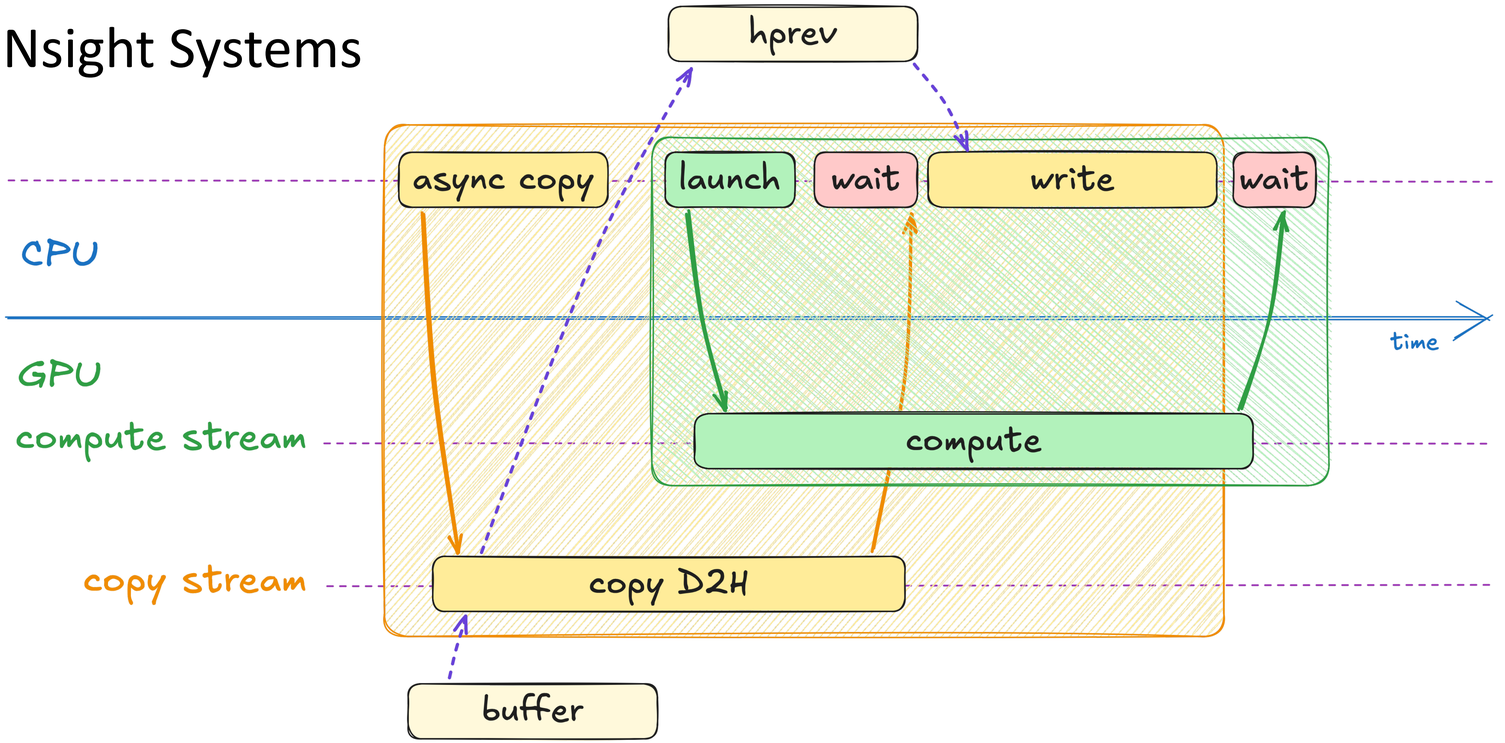
Evaluating D2D Copy Overhead



Exercise: Overlap Compute and Copy

15 minutes

- Use cudaMemcpyAsync instead of thrust::copy
- Put compute and async copy on different streams
- Profile resulting code with Nsight Systems



02.03-Streams/02.03.02-Exercise-Async-Copy.ipynb

Exercise: Overlap Compute and Copy

Solution

```
cudaStream_t copy_stream, compute_stream;
cudaStreamCreate(&compute_stream);
cudaStreamCreate(&copy_stream);

thrust::host_vector<float> hprev(height * width);

thrust::copy(d_prev.begin(), d_prev.end(), d_buffer.begin());
cudaMemcpyAsync(thrust::raw_pointer_cast(htemp.data()),
                thrust::raw_pointer_cast(dbuffer.data()),
                num_cells * sizeof(float), cudaMemcpyDeviceToHost,
                copy_stream);

for (int compute_step = 0; compute_step < compute_steps; compute_step++)
{
  simulate(width, height, dprev, dnext, compute_stream);
  dprev.swap(dnext);
}

cudaStreamSynchronize(copy_stream);
store(write_step, height, width, hprev);

cudaStreamSynchronize(compute_stream);
```

Create compute and copy streams

Exercise: Overlap Compute and Copy

Solution

```
cudaStream_t copy_stream, compute_stream;
cudaStreamCreate(&compute_stream);
cudaStreamCreate(&copy_stream);

thrust::host_vector<float> hprev(height * width);

thrust::copy(d_prev.begin(), d_prev.end(), d_buffer.begin());
cudaMemcpyAsync(thrust::raw_pointer_cast(htemp.data()),
                thrust::raw_pointer_cast(dbuffer.data()),
                num_cells * sizeof(float), cudaMemcpyDeviceToHost,
                copy_stream);

for (int compute_step = 0; compute_step < compute_steps; compute_step++)
{
  simulate(width, height, dprev, dnext, compute_stream);
  dprev.swap(dnext);
}

cudaStreamSynchronize(copy_stream);
store(write_step, height, width, hprev);

cudaStreamSynchronize(compute_stream);
```

Synchronously copy into the staging buffer

Exercise: Overlap Compute and Copy

Solution

```
cudaStream_t copy_stream, compute_stream;
cudaStreamCreate(&compute_stream);
cudaStreamCreate(&copy_stream);

thrust::host_vector<float> hprev(height * width);

thrust::copy(d_prev.begin(), d_prev.end(), d_buffer.begin());
cudaMemcpyAsync(thrust::raw_pointer_cast(htemp.data()),
                thrust::raw_pointer_cast(dbuffer.data()),
                num_cells * sizeof(float), cudaMemcpyDeviceToHost,
                copy_stream);

for (int compute_step = 0; compute_step < compute_steps; compute_step++)
{
  simulate(width, height, dprev, dnext, compute_stream);
  dprev.swap(dnext);
}

cudaStreamSynchronize(copy_stream);
store(write_step, height, width, hprev);

cudaStreamSynchronize(compute_stream);
```

Asynchronously copy from staging buffer into host vector in the copy stream

Exercise: Overlap Compute and Copy

Solution

```
cudaStream_t copy_stream, compute_stream;
cudaStreamCreate(&compute_stream);
cudaStreamCreate(&copy_stream);

thrust::host_vector<float> hprev(height * width);

thrust::copy(d_prev.begin(), d_prev.end(), d_buffer.begin());
cudaMemcpyAsync(thrust::raw_pointer_cast(htemp.data()),
                thrust::raw_pointer_cast(dbuffer.data()),
                num_cells * sizeof(float), cudaMemcpyDeviceToHost,
                copy_stream);

for (int compute_step = 0; compute_step < compute_steps; compute_step++)
{
  simulate(width, height, dprev, dnext, compute_stream);
  dprev.swap(dnext);
}

cudaStreamSynchronize(copy_stream);
store(write_step, height, width, hprev);

cudaStreamSynchronize(compute_stream);
```

Launch compute on compute stream

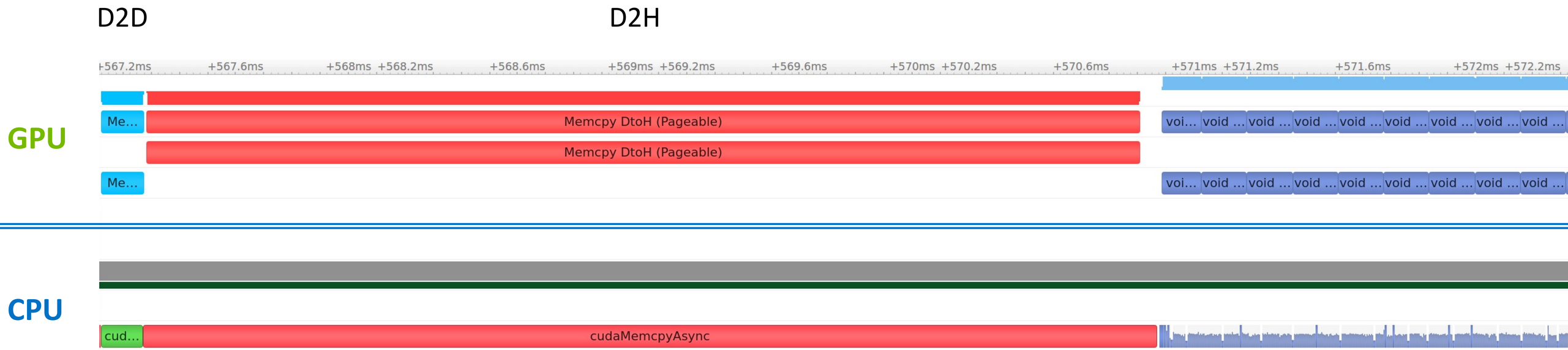
Exercise: Overlap Compute and Copy

Solution

```
cudaStream_t copy_stream, compute_stream;
cudaStreamCreate(&compute_stream);
cudaStreamCreate(&copy_stream);

thrust::host_vector<float> hprev(height * width);

thrust::copy(d_prev.begin(), d_prev.end(), d_buffer.begin());
cudaMemcpyAsync(thrust::raw_pointer_cast(htemp.data()),
                thrust::raw_pointer_cast(dbuffer.data()),
                num_cells * sizeof(float), cudaMemcpyDeviceToHost,
                copy_stream);

for (int compute_step = 0; compute_step < compute_steps; compute_step++)
{
  simulate(width, height, dprev, dnext, compute_stream);
  dprev.swap(dnext);
}

cudaStreamSynchronize(copy_stream);
store(write_step, height, width, hprev);

cudaStreamSynchronize(compute_stream);
```

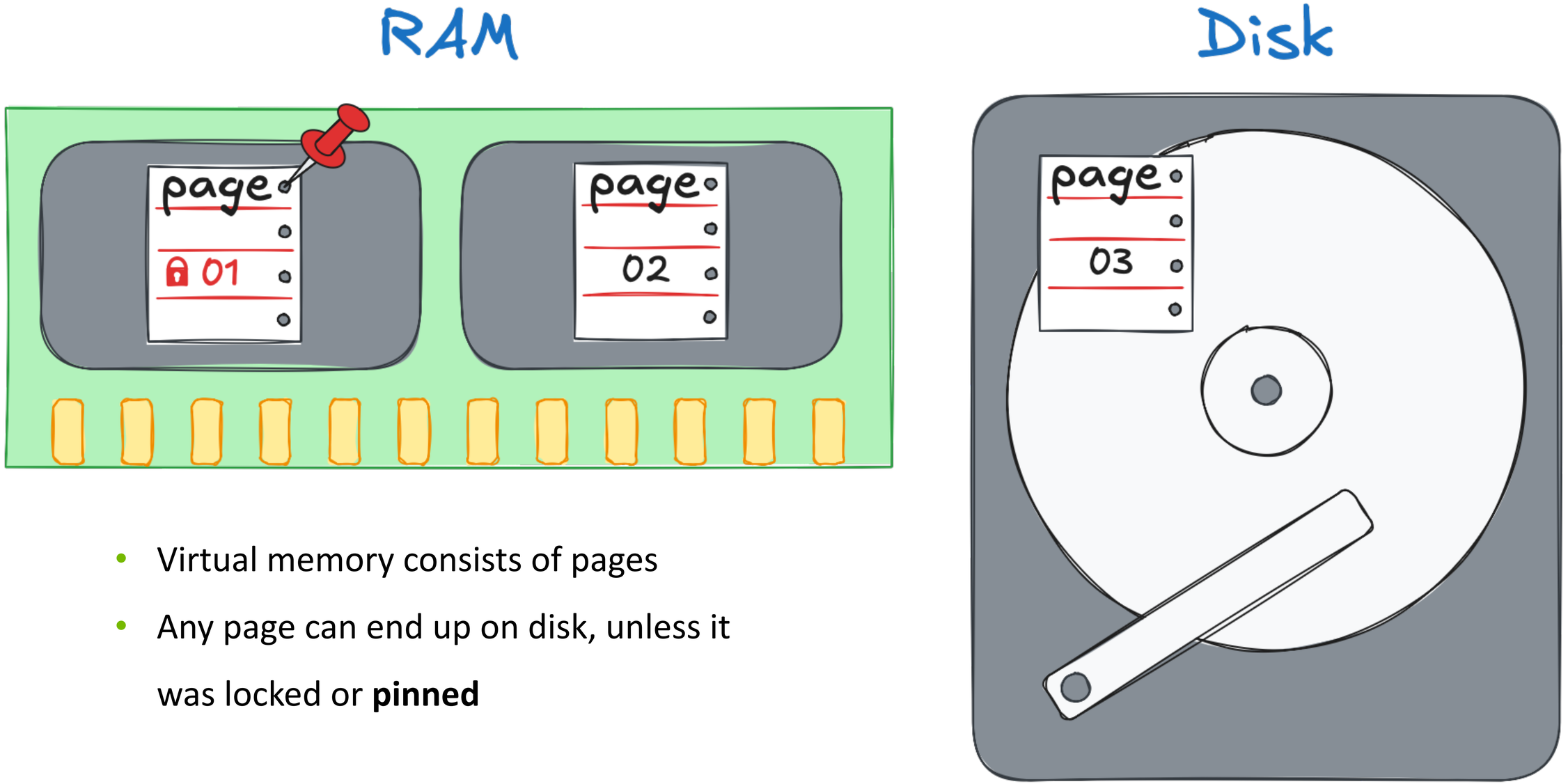
Wait for copy on the copy stream to finish before reading the data

CUDA Streams



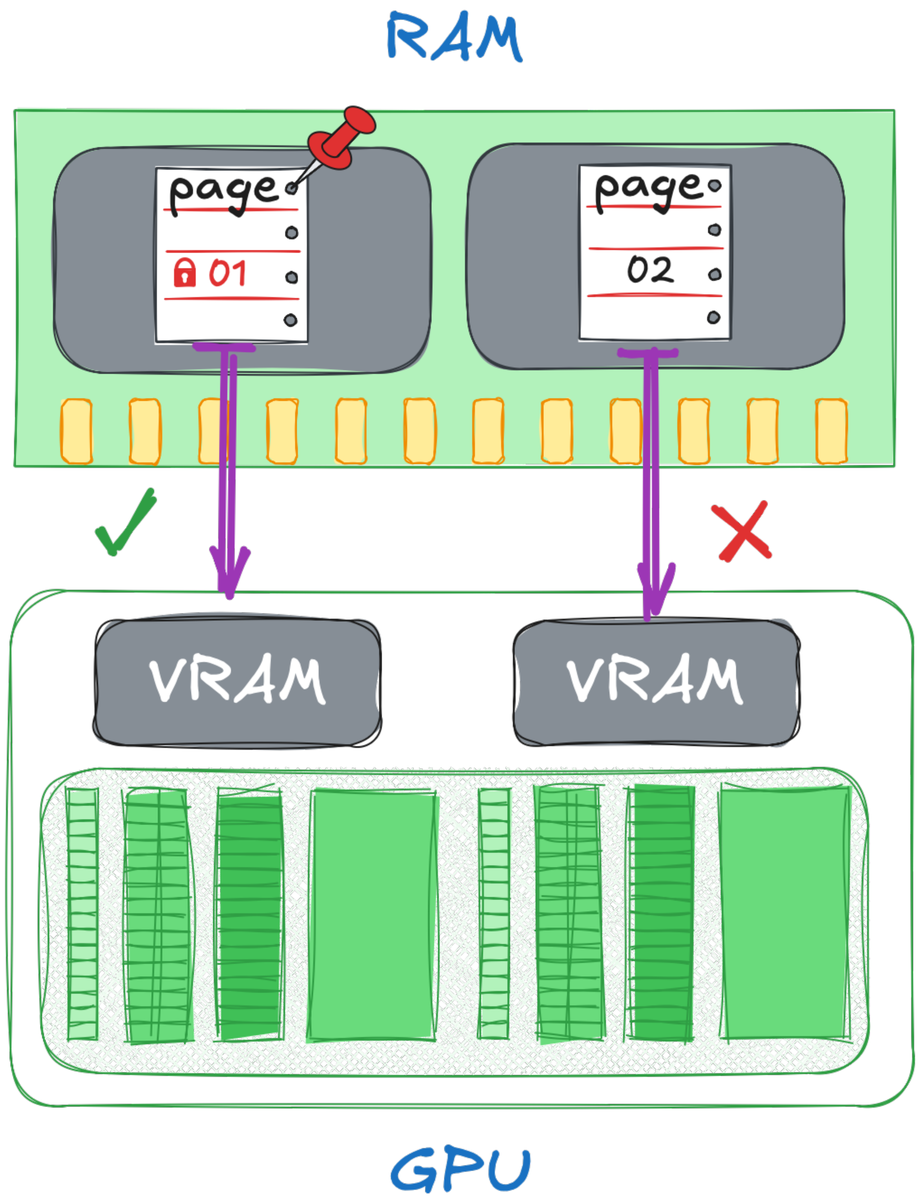
- D2D copy is close to no overhead compared to D2H
- Regardless, there's something wrong with the profile
- Transformation doesn't start before copy finishes

Virtual Memory at a Glance



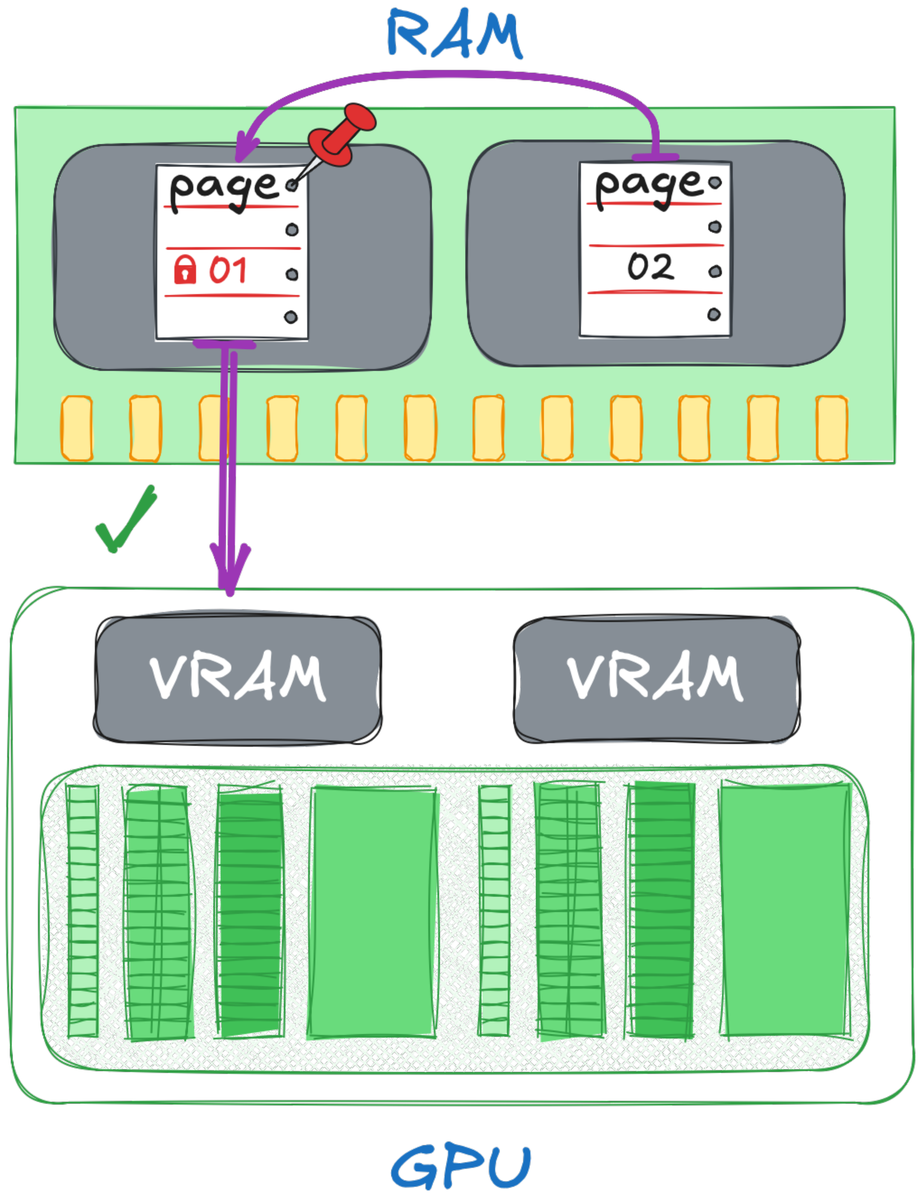
- Virtual memory consists of pages
- Any page can end up on disk, unless it was locked or **pinned**

Virtual Memory at a Glance



- GPU can only read from pinned memory!
- But then, how does cudaMemcpyAsync work?

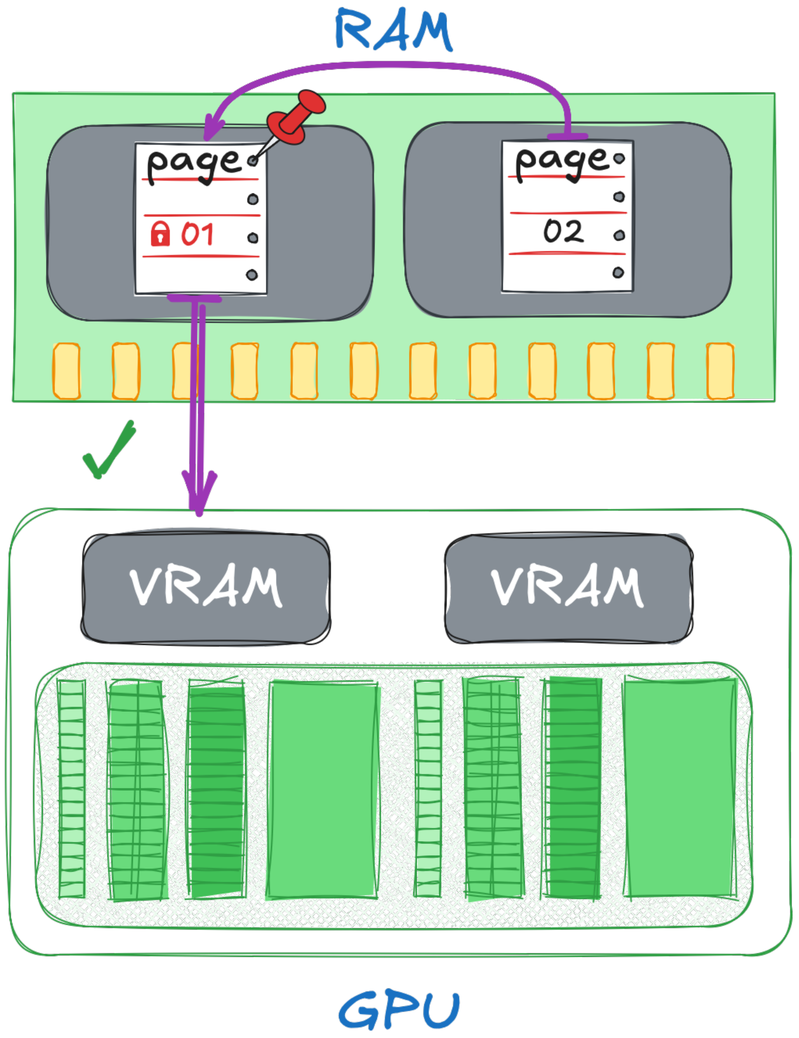
Virtual Memory at a Glance



- Transfers from pageable memory work through a staging buffer in pinned memory
- Hence, transfers from pageable memory take longer and hinders asynchrony
- Fortunately, we can use pinned memory with thrust::universal_host_pinned_vector

Exercise: Use Pinned Memory

5 minutes



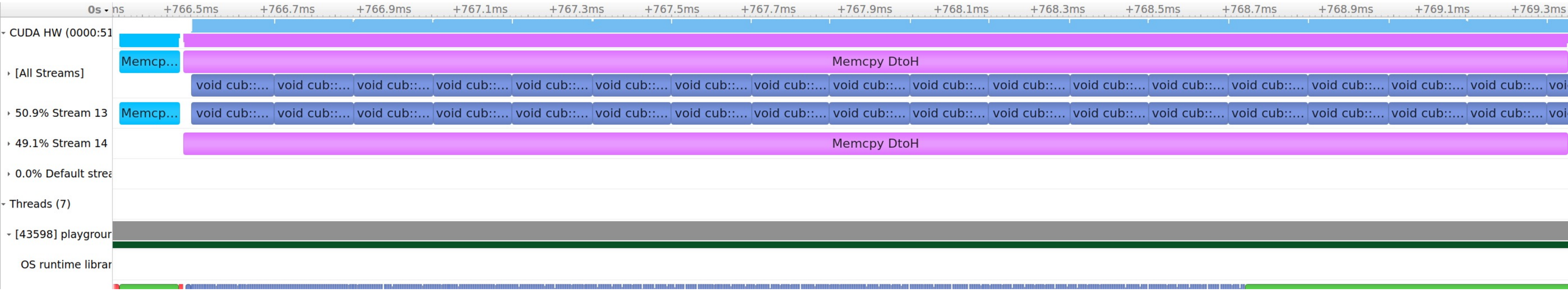
- Use thrust::universal_host_pinned_vector to allocate host vector in pinned memory
- Profile your application after the change
- Locate device-to-host copy and identify if it is being overlapped with compute

02.04-Pinned-Memory/02.04.02-Exercise-Copy-Overlap.ipynb

Exercise: Use Pinned Memory

Solution

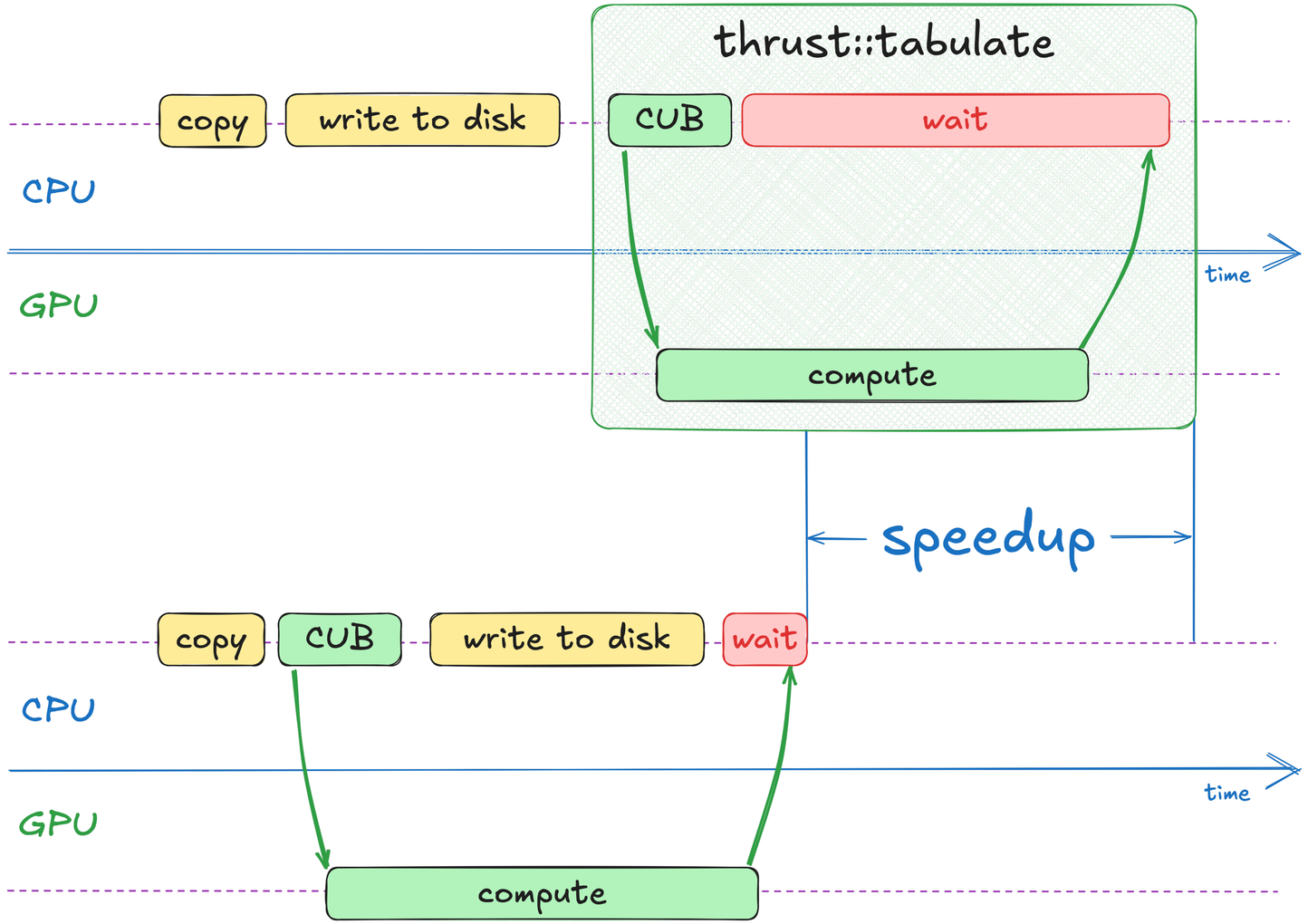
```
cudaStream_t copy_stream, compute_stream;
cudaStreamCreate(&compute_stream);
cudaStreamCreate(&copy_stream);

thrust::universal_host_pinned_vector<float> hprev(height * width);

cudaMemcpy(thrust::raw_pointer_cast(dbuffer.data()),
           thrust::raw_pointer_cast(dprev.data()),
           num_cells * sizeof(float), cudaMemcpyDeviceToDevice);
...
```



Takeaways

Prefer asynchronous programming model:

- to overlap memory transfers
- to overlap CPU and GPU computation
- or even different GPU computations



Takeaways

Prefer asynchronous programming model:

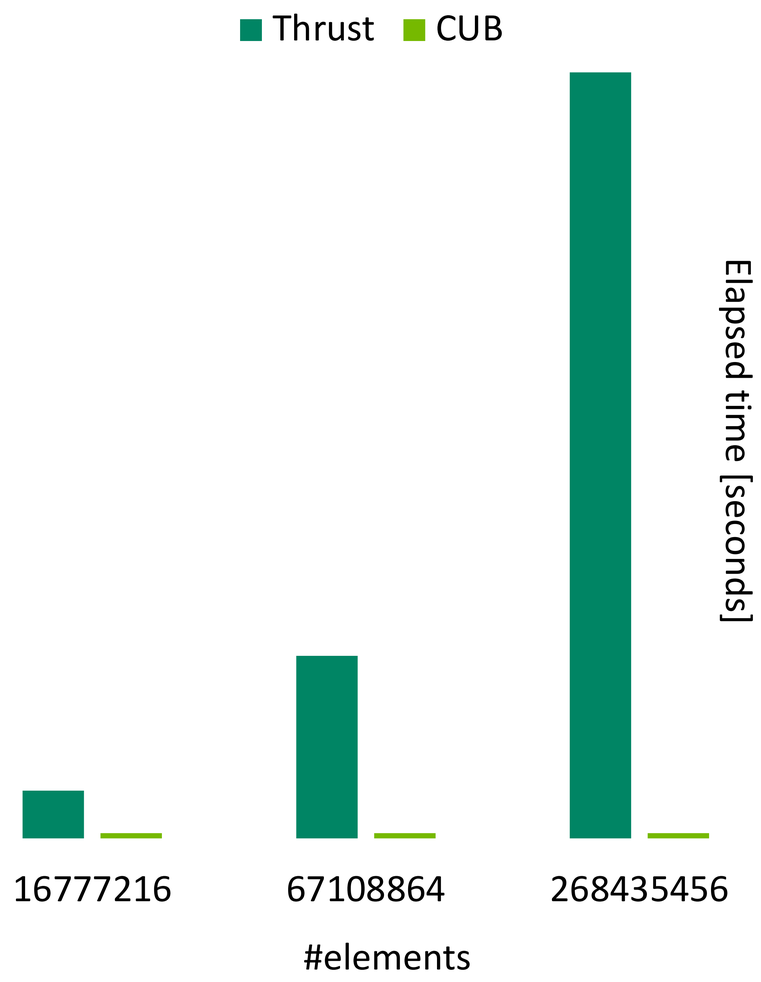
- to overlap memory transfers
- to overlap CPU and GPU computation
- or even different GPU computations

Use CUB for

- asynchronous general-purpose parallel algorithms

CUB

```
auto begin = std::chrono::high_resolution_clock::now();
auto cell_ids = thrust::make_counting_iterator(0);
cub::DeviceTransform::Transform(
  cell_ids, out.begin(), num_cells, compute);
auto end = std::chrono::high_resolution_clock::now();
```



Takeaways

Prefer asynchronous programming model:

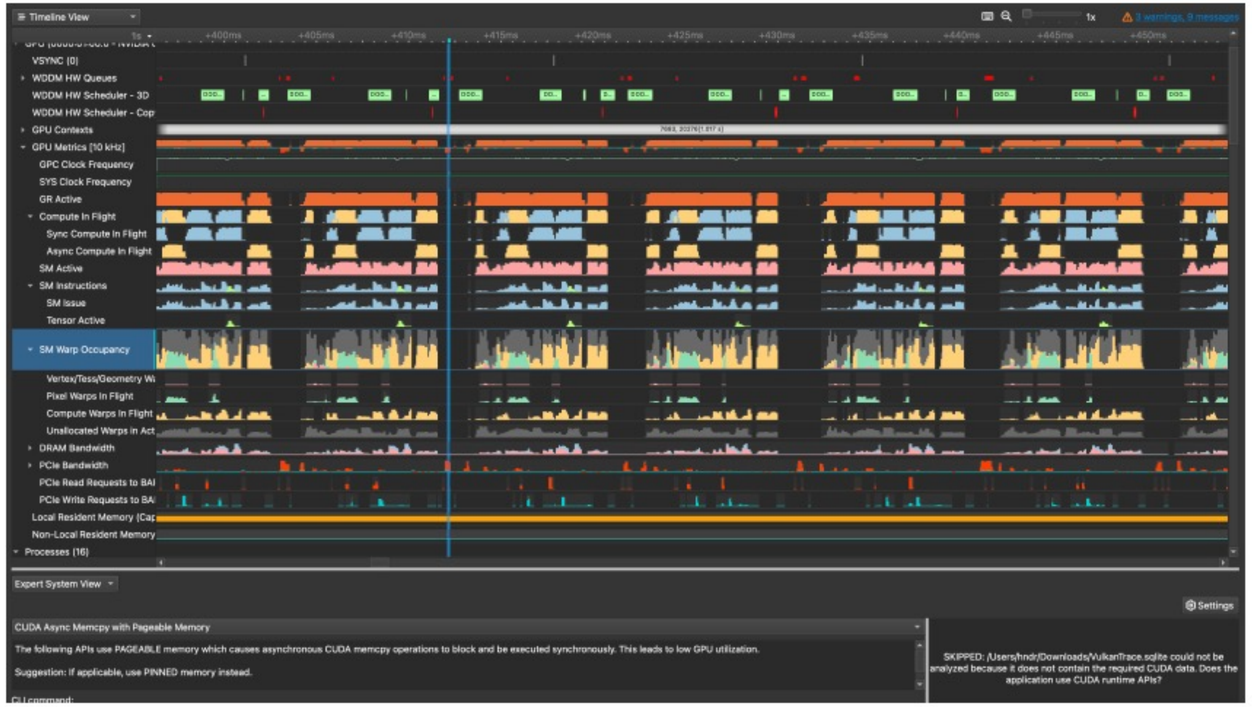
- to overlap memory transfers
- to overlap CPU and GPU computation
- or even different GPU computations

Use CUB for

- asynchronous general-purpose parallel algorithms

Use NVIDIA Nsight Systems:

- to profile your code
- identify opportunities for optimization
- visualize asynchronous execution
- use NVTX to simplify profiling



Takeaways

Prefer asynchronous programming model:

- to overlap memory transfers
- to overlap CPU and GPU computation
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Use CUB for

- asynchronous general-purpose parallel algorithms

Use NVIDIA Nsight Systems:

- to profile your code
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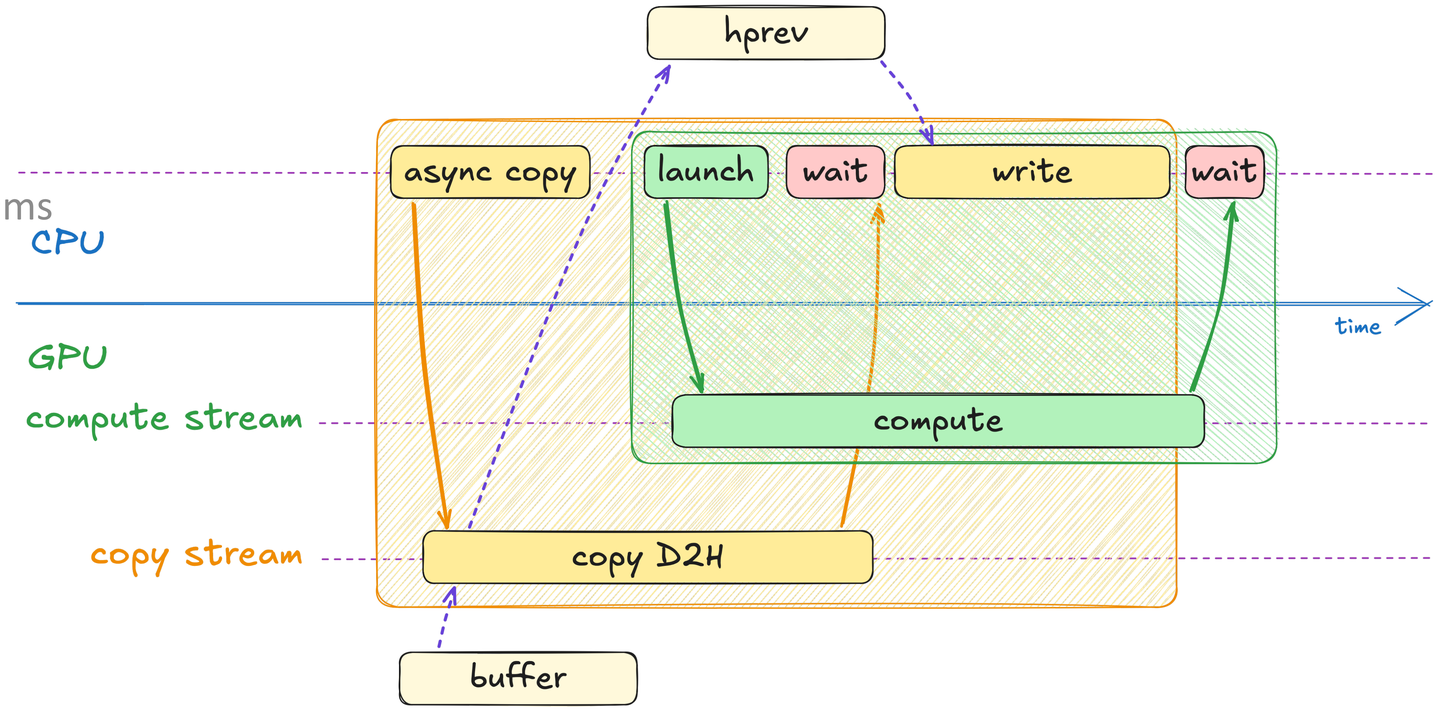
- use NVTX to simplify profiling

Use cudaStream_t:

- to enable asynchronous execution with CPU and other streams



Takeaways

Prefer asynchronous programming model:

- to overlap memory transfers
- to overlap CPU and GPU computation
- or even different GPU computations

Use CUB for

- asynchronous general-purpose parallel algorithms

Use NVIDIA Nsight Systems:

- to profile your code
- identify opportunities for optimization
- visualize asynchronous execution
- use NVTX to simplify profiling

Use cudaStream_t:

- to enable asynchronous execution with CPU and other streams

Use cudaMemcpyAsync:

- to make memory copies asynchronous with respect to CPU

```
cudaError_t cudaMemcpyAsync(
  void*          dst,
  const void*    src,
  size_t         count,
  cudaMemcpyKind kind
);
```

- dst → Destination memory address
- src → Source memory address
- count → Size **in bytes** to copy
- kind → cudaMemcpyHostToHost, ...

Takeaways

Prefer asynchronous programming model:

- to overlap memory transfers
- to overlap CPU and GPU computation
- or even different GPU computations

Use CUB for

- asynchronous general-purpose parallel algorithms

Use NVIDIA Nsight Systems:

- to profile your code
- identify opportunities for optimization
- visualize asynchronous execution
- use NVTX to simplify profiling

Use cudaStream_t:

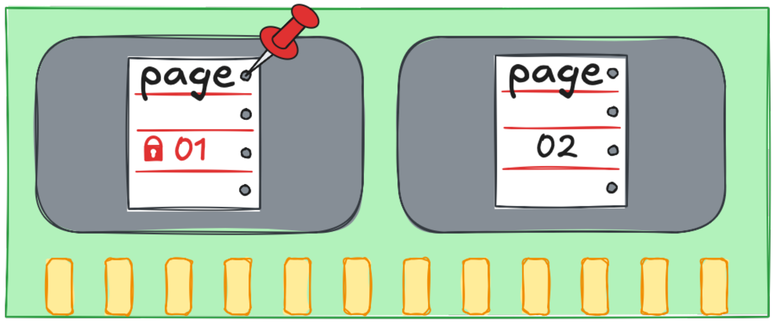
- to enable asynchronous execution with CPU and other streams

Use cudaMemcpyAsync:

- to make memory copies asynchronous with respect to CPU

Use pinned memory to:

- to make copy from and to device asynchronous
- make copy from and to device faster



Break

10 minutes