

# EE 4702-1, GPU Programming

## When / Where

- Room 1212 P.F. Taylor Hall, MWF 9:30-10:20 Fall 2024  
<https://www.ece.lsu.edu/koppel/gpup/>

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- Room 3316R Patrick F. Taylor Hall
- Office Hours: Monday-Friday 14:00-15:00

## Prerequisites by topic:

- C++.

# GPU Definition

## GPU: Graphics Processing Unit

- Runs 3D graphics in place of CPU...  
... because it's much better at it.
- Runs other computation in place of CPU, including ML and scientific workloads ...
- ... and yes cryptocurrency mining.

## GPU is Main Component of Video Cards

## Major Companies and Brands

- NVIDIA (RTX, Quadro, Tesla)
- AMD (Radeon, etc.)
- Intel

# This Course

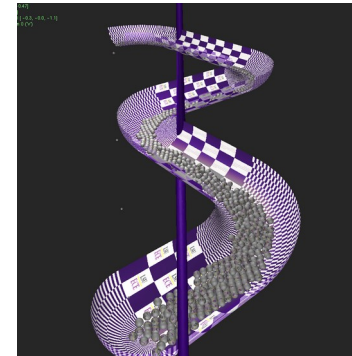
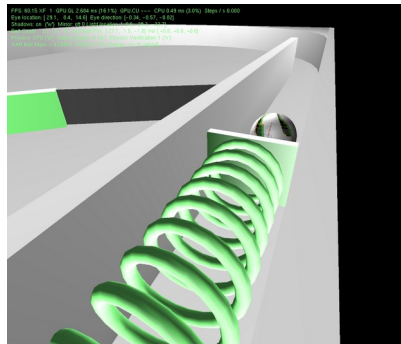
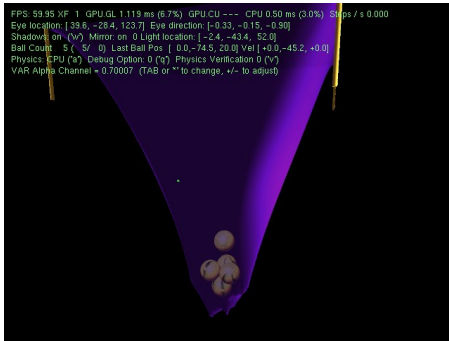
## Focus is on GPU Programming

- *Vulkan* host API; Shader programming with *OpenGL Shader Language (OGSL)*.
- Both *rasterization* and *ray-tracing* rendering techniques.
- *GPGPU* programming with OGSL *Compute Shaders* and *CUDA*.

## Also Some 3D Graphics, Game Physics

- Will cover enough graphics, Vulkan and CUDA to do fun stuff.

## Past Student Project Screenshots:

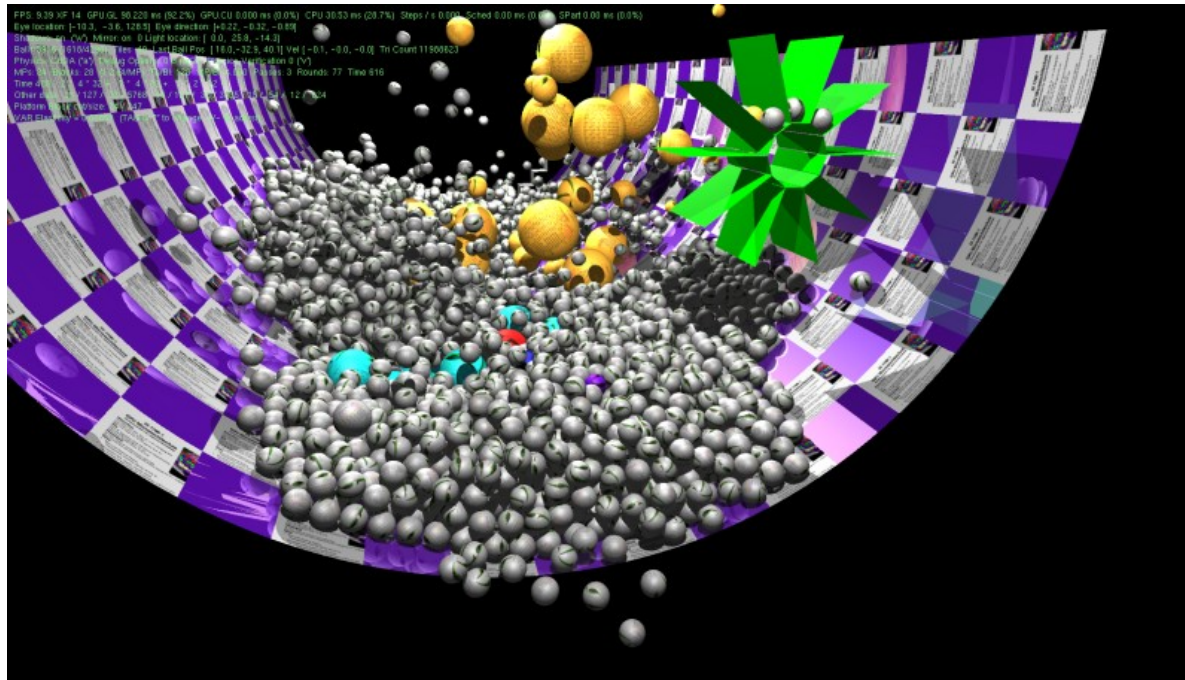


# Balls Demo

## Simulation of balls and wheel on curved platform.

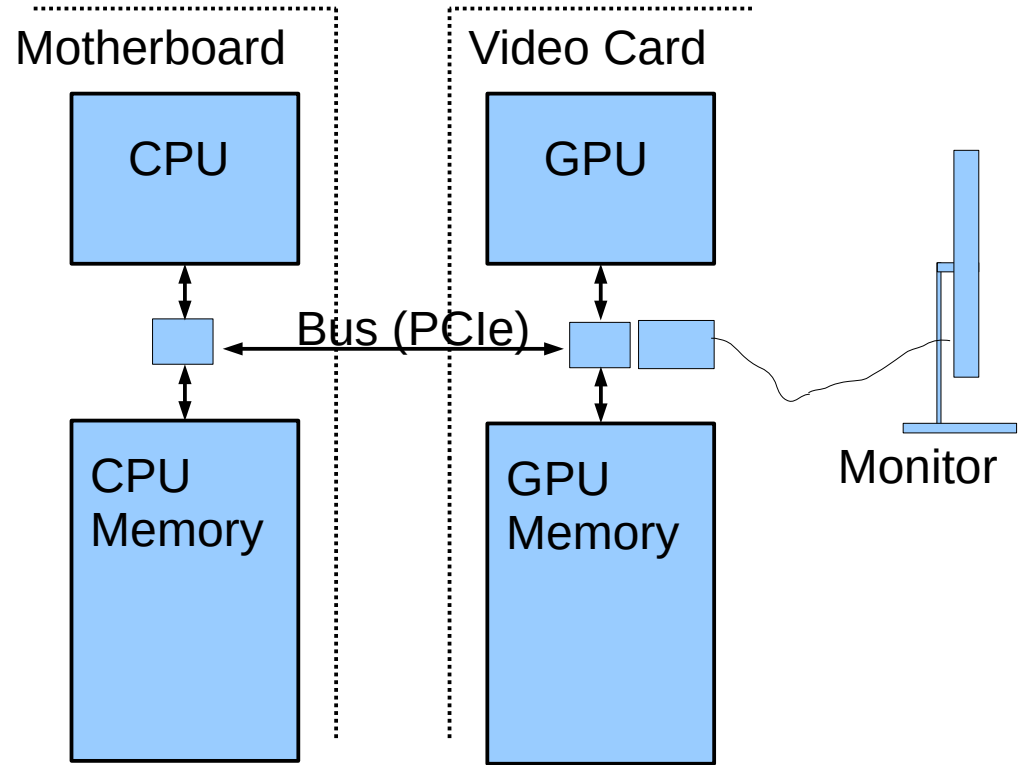
GPU always runs 3D graphics.

Can switch between CPU-only and CPU/GPU physics, and Rasterization and Ray Tracing



## System Overview

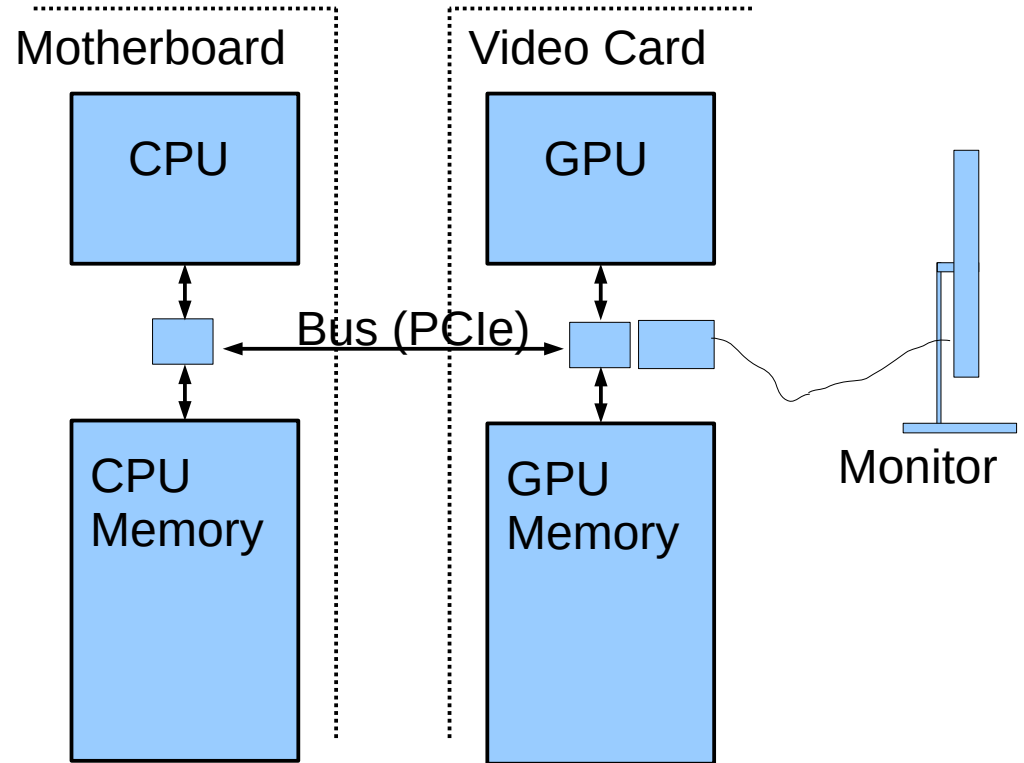
Quick look at how the GPU fits into the larger system...



# System Overview: Hardware

## Typical Hardware

- On Computer motherboard: CPU, CPU Memory
- On Video Card GPU, GPU Memory
- Connection between CPU/GPU via Bus, e.g., PCI Express (PCIe).
- Connection from video card to monitor.



# System Overview: Frame Buffer

## Frame Buffer

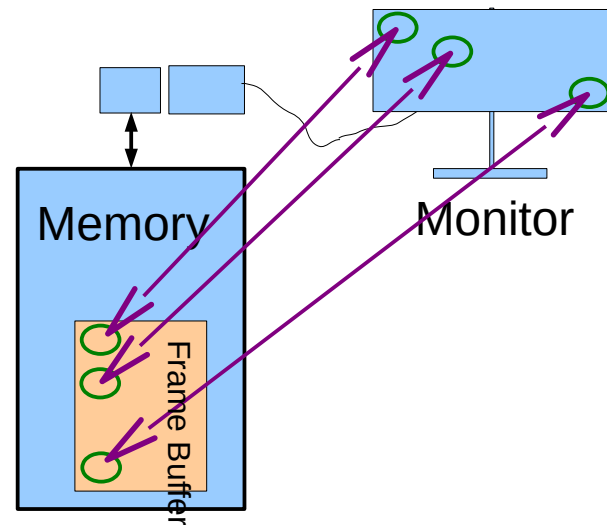
- Area of memory continuously converted to a video signal.
- Simple mapping from memory address to pixel coordinate.

## Older Systems

- Frame buffer in CPU memory.
- Application programs wrote frame buffer directly.

## Typical Current Systems

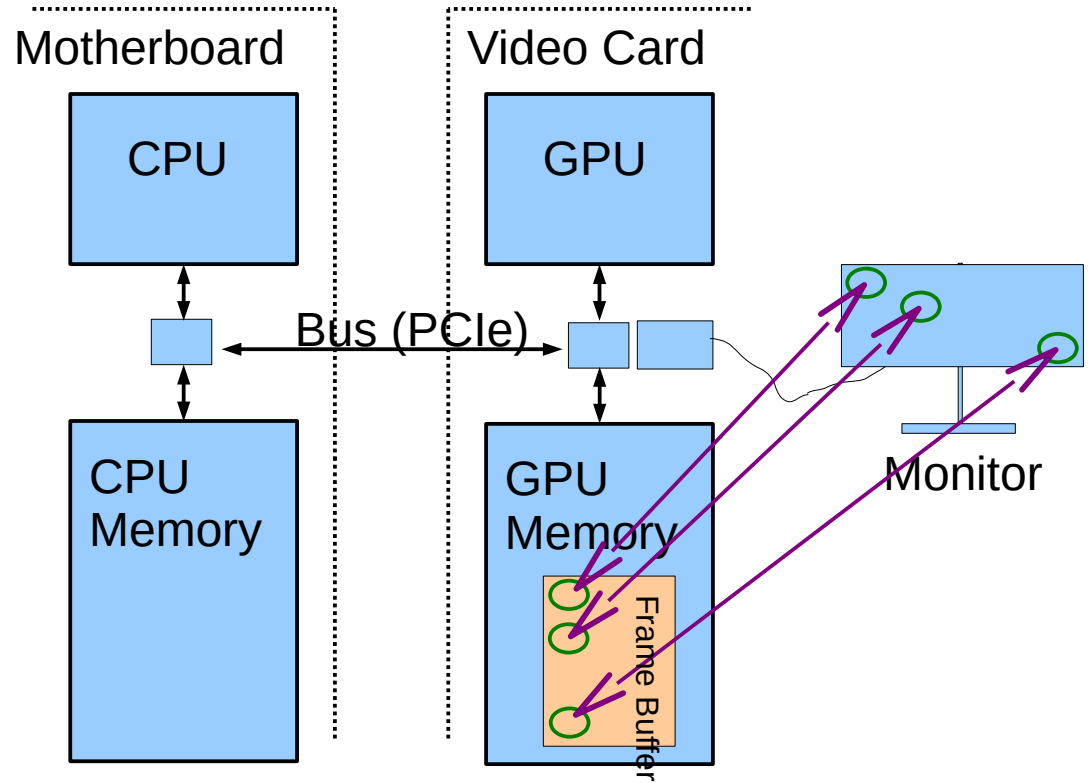
- Frame buffer in GPU memory.
- Frame buffer written by GPU hardware (typical)...  
... in response to code on CPU.



# System Overview: Frame Buffer

## Frame Buffer Contents

- Position in FB corresponds to particular pixel on display.
- In illustration, first FB element is upper-left pixel.
- A common FB element size is 32 bits.
- Frame buffer format varies with video mode and of course system.





# Simple Frame Buffer Code Example

## Consider Code

- `frame_buffer[10][20] = 0;`

## For Simple Code Example Assume

- The frame buffer is in CPU memory.
- Array `frame_buffer` points to the frame buffer location.
- Writing a “1” to the array makes a pixel white.
- Writing a “0” to the array makes a pixel black.

## Simple Frame Buffer Example

```
// Make screen all white. (Assume 1 is white.)
```

```
//
```

```
for ( int x = 0; x < width; x++ )
```

```
    for ( int y = 0; y < height; y++ )
```

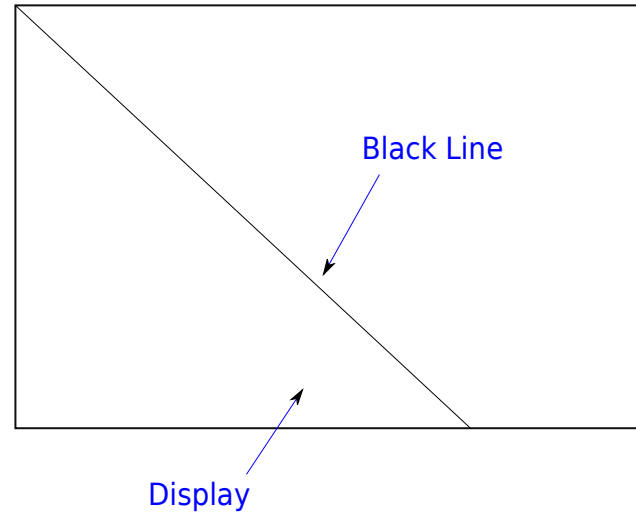
```
        frame_buffer[x][y] = 1;
```

```
// Draw a black diagonal line.
```

```
//
```

```
for ( int x = 0; x < height; x++ )
```

```
    frame_buffer[x][x] = 0;
```



## GPU Rationale

Code on prior slide looked simple.

How much more complex would balls code be?

A lot, of course!

Motivation for a GPU:

- Graphics (3D animated, especially) requires a lot of computation.
- CPU is less suited for that kind of computation.

# Course Coverage

Emphasis: GPU coding for high performance.

Topics Needed For Term Project (a dynamic simulation)

## Topics

- Rudiments of Animation by Dynamic Simulation
- 3D Graphics basics: coordinates, transforms, primitives, colors, textures.
- Rasterization and Ray Tracing.
- Coding with GPU Vulkan/OpenGL *shader* model, CPU/GPU load balancing.
- Coding with CUDA, GPU physics.

# APIs, Languages, Standards Used

## API for Controlling GPU from CPU

- Vulkan (Version 1.3)

## OpenGL Shader Language (Version 4.60)

- A language for code (usually graphical) that runs on GPUs.

## CUDA (Version 12.6)

- An NVIDIA language for code (usually not graphical) that runs on GPUs.

## C++20

- A common programming language.
- Students are assumed to be familiar with C++.

# Toolchain

## Operating Systems

- Red Hat Enterprise Linux 9

## Compiler

- gcc (GNU C Compiler)

## Debugger

- gdb (GNU Debugger)
- Students expected to learn **and use** gdb.

## Text Editor

- EMACS (recommended)

## Code Repository

- Git. (Classroom examples, homework assignments, etc.)

# Graphics Equipment

For assignments, use equipment in Workstation Lab

## Workstation Lab

- Live Status Updates: <https://www.ece.lsu.edu/koppel/gpup/sys-status.html>
- Back of room 2241 P.F. Taylor Hall
- Several kinds of computers.

## Graphics Workstations

- Mix of high-end graphics GPUs.
  - NVIDIA RTX 4090s.
- Some machines have scientific-computing-grade accelerators:
  - NVIDIA H100