alpaka Parallel Programming - Online Tutorial

Lecture 00 – Getting Started with alpaka

Lesson 03: Single-Source Applications for Many Ecosystems



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Single-source programming style

```
impl.cpp
void myKernel(...)
int hostFunc()
    myKernel(args);
```

Split-source programming style

```
impl_device.ext
void myKernel(...)
    // Implementation
```

```
impl_host.cpp
int hostFunc()
   myKernel(args);
```



Single-source

- Standard C++ programming style
- Kernel is embedded in application code
- Allows for easy reuse of common functionality
- Lower API complexity

Split-source

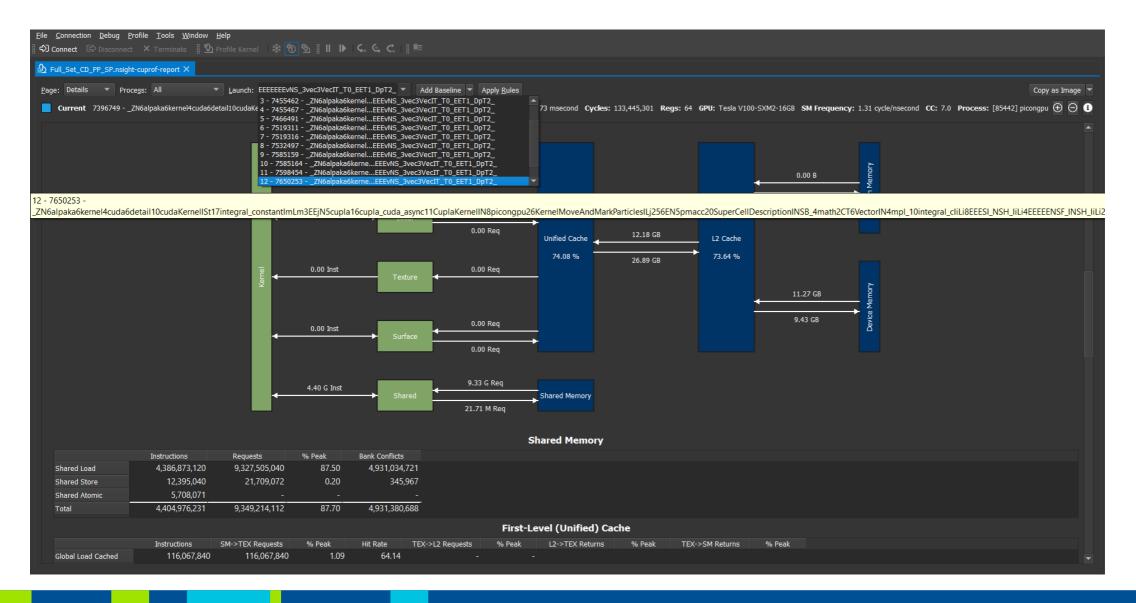
- Different from standard C++ style
- Kernel and application code are separate
 - → No shared information
- Possibly leads to code duplication
- API requires additional mechanisms to load and execute kernel



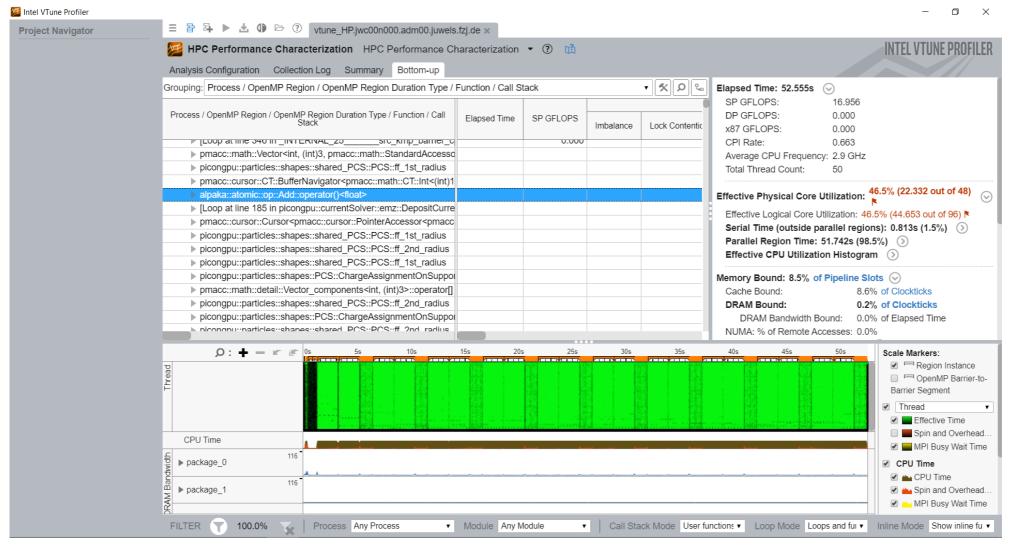
Portability across ecosystems

- At compilation time: alpaka kernels are transformed into native kernels
 - NVIDIA: alpaka kernel → native CUDA kernel
 - AMD: alpaka kernel → native HIP kernel
- alpaka is fully compatible with the vendors' ecosystems
 - Important for NVIDIA GPUs: can't debug / profile OpenCL or SYCL kernels with CUDA tools
- No extra cost!
- Does not hurt portability!











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