

# GPU Algorithms

Scan, compact and sparse matrixes

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# GPU Algorithms

- Reduction
- Scan (covered in more details earlier)
  - Hillis/Steele
  - Blelloch
- Compact
  - Using Sparse Matrixes
- Sorting – Next Class

# Scan

- Prefix Sum Example

INPUT

1	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---

OUTPUT

1	3	6	10	15	21	28	36
---	---	---	----	----	----	----	----

# Types of Scan

INPUT    

1	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---

- Exclusive

- Output all elements **excluding** the current

OUTPUT    

0	1	3	6	10	15	21	28
---	---	---	---	----	----	----	----

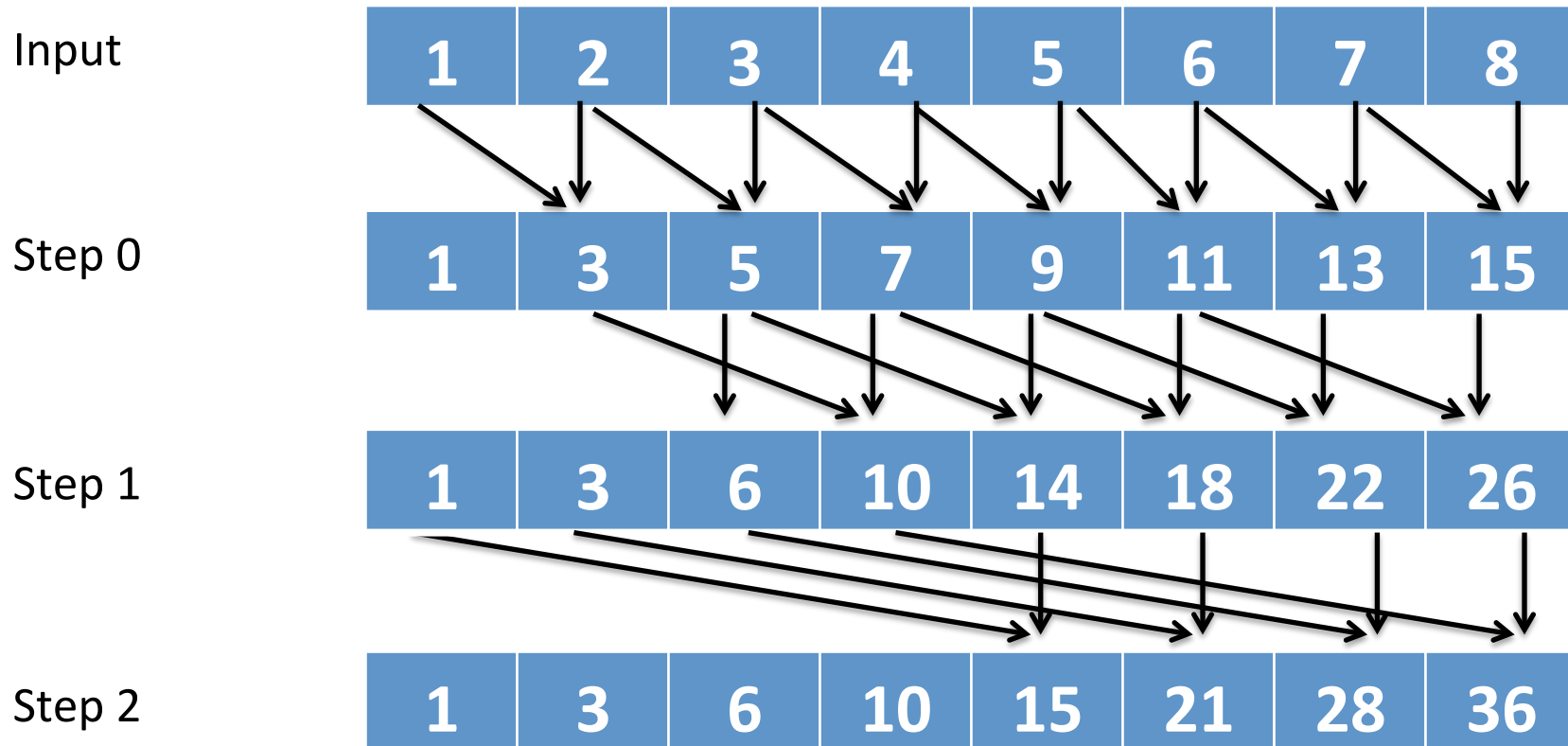
- Inclusive

- Output all elements **including** the current

OUTPUT    

1	3	6	10	15	21	28	36
---	---	---	----	----	----	----	----

# Hillis/Steele Inclusive Scan



You now have the inclusive scan.

Steps =  $O(\log n)$

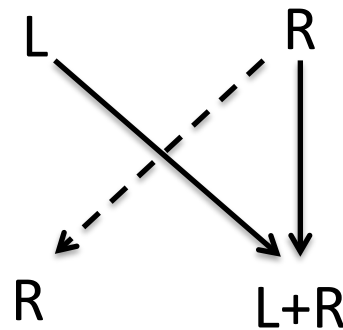
Work =  $O(n \log n)$  <- dimensions of rectangle above

# Blelloch Exclusive Scan

- Happens in two passes:
  - Reduce
    - Like previous reduce steps but keep around intermediate results
  - Down sweep
    - New operation

# Blelloch Down Sweep Operation

- Reverse reduce step
  - Same inputs (left and right)
  - But two outputs also left and right
    - Add  $L+R$  and put on right
    - Copy down  $R$  and put it on left



Input

1	2	3	4	5	6	7	8
---	---	---	---	---	---	---	---

Reduce Step 0

	3		7		11		15
--	---	--	---	--	----	--	----

Reduce Step 1

			10				26
--	--	--	----	--	--	--	----

Reduce Step 2

							36
--	--	--	--	--	--	--	----

Identity Elem

			10				0
--	--	--	----	--	--	--	---

Down Sweep 0

	3		0		11		10
--	---	--	---	--	----	--	----

Down Sweep 1

1	0	3	3	5	10	7	21
---	---	---	---	---	----	---	----

Down Sweep 2

0	1	3	6	10	15	21	28
---	---	---	---	----	----	----	----

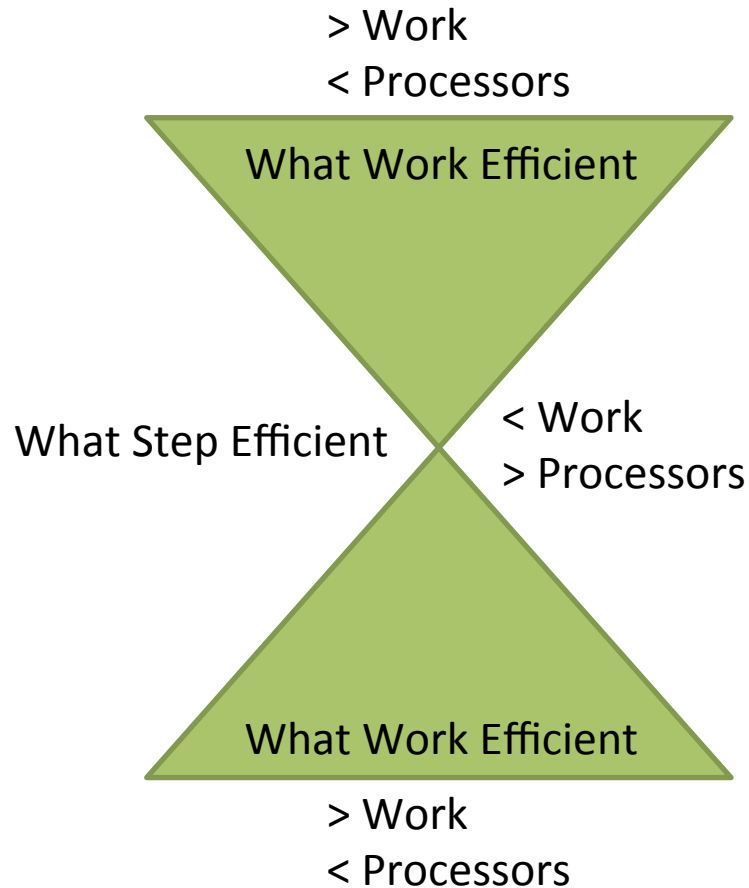


# Blelloch Exclusive Scan

- # Steps?
  - $2 \log n = O(\log n)$
- Work?
  - $O(n)$

# Work Efficient or Step Efficient?

- Depends on the amount of work and amount of workers/processors.



# Compact

- Many times you have lots of data and you only want to perform some computation on a subset of that data.
  - Logs analysis: only look at logs containing a certain search term or type of search term
  - Graphics: only perform ray tracing on elements in the viewport
  - Big Data: Calculate histogram of incomes for everyone with a dog

# What is compact

- Given some predicate function remove those elements which return false and “squeeze” the data into the required space.

Input	1	2	3	4	5	6	7	8
Predicate Is odd?	T	F	T	F	T	F	T	F
Output	1	3	5	7				

# Parallel Compact

- Just have each thread evaluate predicate and copy only on true.

Input	1	2	3	4	5	6	7	8
Predicate Is odd?	T	F	T	F	T	F	T	F
Sparse Output	1	-	3	-	5	-	7	-
Dense Output	1	3	5	7	Sparse is easy in parallel, how do we get dense output in parallel?			

# Parallel Compact

- Just have each thread evaluate predicate and copy only on true.

Input	1	2	3	4	5	6	7	8
Predicate Is odd?	T	F	T	F	T	F	T	F
Sparse Output	1	-	3	-	5	-	7	-
Dense Output	1	3	5	7	Sparse is easy in parallel, how do we get dense output in parallel?			

# Parallel Compact

Input	1	2	3	4	5	6	7	8
Predicate Is odd?	T	F	T	F	T	F	T	F
Sparse Output	1	-	3	-	5	-	7	-
Look at the desired address locations in the dense output for each for each element in the sparse output								
Address in dense output	0	-	1	-	2	-	3	-
Dense Output	1	3	5	7				

# Parallel Compact

Input	1	2	3	4	5	6	7	8
Predicate Is odd?	T	F	T	F	T	F	T	F
True/False = 1/0	1	0	1	0	1	0	1	0
Exclusive Scan on 1/0	0	1	1	2	2	3	3	4
Address in dense output	0	-	1	-	2	-	3	-
Dense Output	1	3	5	7	To get addresses for dense output run a SCAN !!			



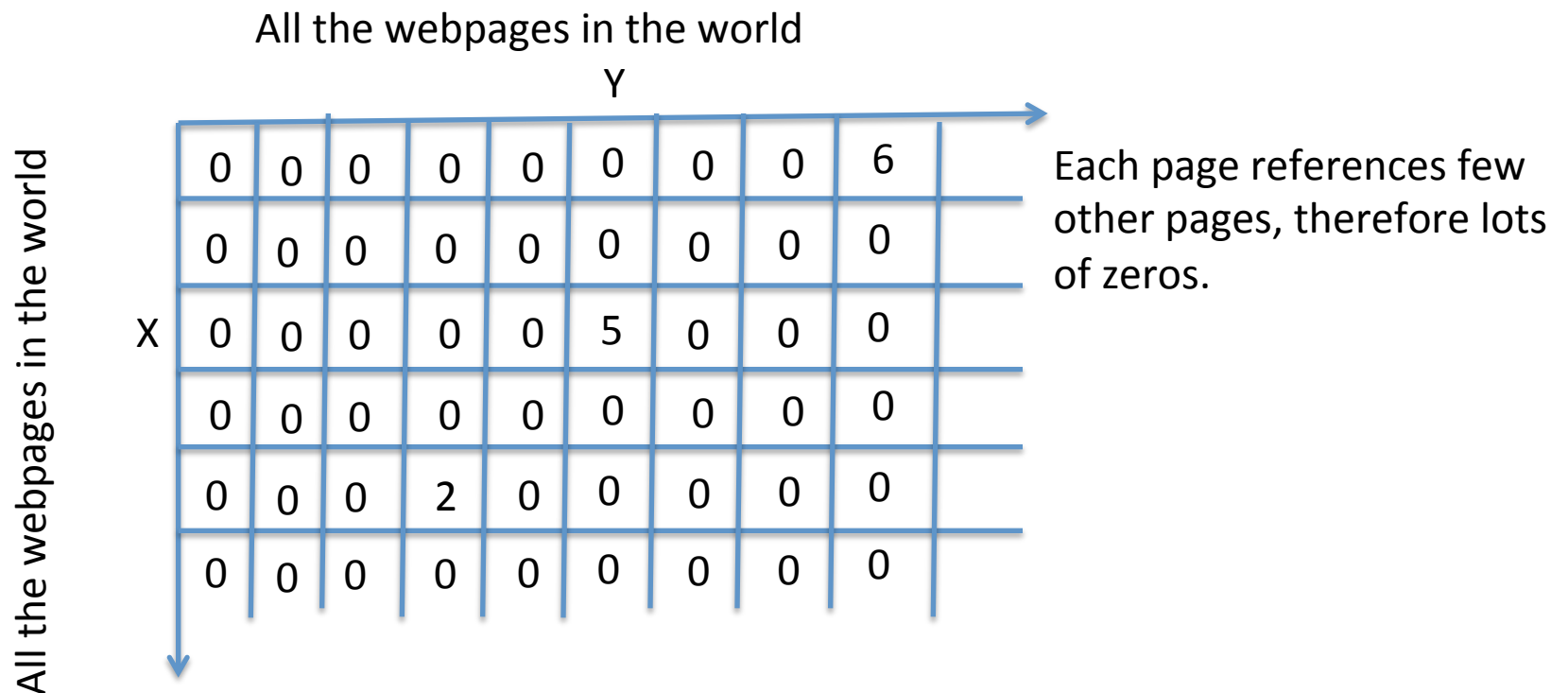
# Parallel Compact Steps

1. Run Predicate
2. Create a scan-in array
  - True = 1
  - False = 0
3. Run exclusive scan over scan-in array
  - Output is the scatter addresses for input
4. Scatter the input into output addresses



# Sparse Matrix

- Often matrixes are full of zeros, we want a way to squeeze out the zeros.
  - Example: Page Rank



# Sparse Matrix Representation

- Compressed Sparse Row (CSR) Format

$$\begin{bmatrix} a & 0 & b \\ c & d & e \\ 0 & 0 & f \end{bmatrix}$$

Row	a	b	c	d	e	f
Column	0	2	0	1	2	2
Row Pointer	0	2	5			

Represent a matrix using three vectors

- Row = Simply all non-zero elements written in order they appear in matrix Left to Right Top to Bottom
- Column = For each element in row indicate which column the element appears in the original matrix
- Row Pointer = Indicate where each row starts in the row vector

# Sparse Matrix Vector Multiplication

$$\begin{bmatrix} a & 0 & b \\ c & d & e \\ 0 & 0 & f \end{bmatrix} \begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} ax + 0x + by \\ cy + dy + ez \\ 0x + 0y + fz \end{bmatrix}$$

Row	a	b	c	d	e	f
Column	0	2	0	1	2	2
Row Pointer	0	2	5			

1. Create Segmented Scan  
[a b | c d e | f]
2. Gather from vector using column  
[ x z x y z z]
3. Map vectors in (1) and (2) using product  
[ ax bz cx dy ez fz ]
4. Perform segmented scan  
[ ax +bz cx + dy + ez fz ]