

Accelerator BoF

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mapping

- teams – grid
- threads in a team – warps in a block
- simd lanes – threads in a warp

libgomp reliance on pthreads

- Threads spawned one-by-one
 - need to spawn at least whole teams
- Sync primitives (mutexes/sems/barriers)
 - replace with spinlocks (ticket locks?) / PTX barriers

Looks like more libgomp functionality needs to move to config/ ?

PTX runtime gives us:

- math library
- malloc/free
- printf

In particular, does not give:

- TLS
- VLA/alloca
- indirect branches (but indirect calls OK)