

#### **Performance Portability** for Embedded GPUs

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#### **GPUcompute on Embedded GPUs**

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#### Keinstein Kei

2011 ITRS - Functions/chip and Chip Size



#### Kerne Programmable embedded GPUs go mainstream in 2014

- Lots of significant announcements recently (at CES etc)
  - Imagination Series 6XT (Rogue) GPU
  - ARM Mali T760
  - Qualcomm Adreno 420
  - AMD Radeon E6XXX (576 GFLOPS), Kaveri
  - Intel IRIS
  - Vivante GC7000 series
  - Nvidia Tegra K1
  - Other vendors too: Broadcom, ...
- 2014 is the year that OpenCL programmable embedded GPUs will become ubiquitous



# Keritectural trends

- Integrated CPU/GPU with shared virtual memory and cache coherency
  - SVM is a key new feature of OpenCL 2.0
- Efficiency improvements in overheads for launching tasks/kernels
  - Promotes finer-grained heterogeneous parallel programs
  - Supported by OpenCL 2.0 subgroups and nested (dynamic) parallelism
  - Heterogeneous Systems Architecture (HSA) etc



# Where are we now?

- Usefully (OpenCL) programmable GPUs just starting to become available
- OpenCL 2.0, SPIR and HSA will enable much greater efficiency in the exploitation of heterogeneous many-core *integrated* systems
- Embedded GPUs having peak performance in the tens to hundreds of GFLOPS (single precision)
- Memory bandwidth of O(10) Gbytes/s

#### • But...



# 

- Few eGPUs come with easy to use, familiar programming environments or even operating systems for HPC
  - Most are Android
  - Only a few provide Linux
- Many of their architectures are still in the GPU computing "adolescence" stage



# **K**GPU computing evolution

Increasing architectural simplicity

"Adulthood"

Fully programmable, easiest to use and achieve a high fraction of potential performance

"Adolescence"

"Infancy"

First generation programmable, slightly easier to use, delivers small fraction of potential performance

Graphics specific, only GPGPU option is to disguise a computation as a graphics problem



ncreasing micro-architectural cost

# K E.g. Imagination Series 6 "Rogue"



#### Sources:

http://anandtech.com/show/5364/ powervr-series-6-rogue-gpusreleased-to-licensing

http://withimagination.imgtec.com/ index.php/powervr/powervr-roguedesigning-an-optimal-architecture-forgraphics-and-gpu-compute

http://withimagination.imgtec.com/ index.php/powervr/building-efficientmultimedia-architectures-consumerelectronics-mobile-computing

# We Dev platforms are hard to find...

#### ARM Mali-T604 (all Samsung Exynos 5250):

- Arndale development board
- Samsung Chromebook
- Google/Samsung Nexus 10 tablet

#### Qualcomm Adreno 320 or 330:

 Sony Xperia Z, Xperia ZL, Xperia Tablet Z, Xperia ZR, Xperia Z1 and Xperia Z Ultra smartphones

#### Imagination PowerVR Series 5 (SGX544MP3):

- Hardkernel ODROID-XU development board
- Samsung Galaxy S4 smartphone

#### Imagination PowerVR Series 6 ("Rogue"):

 Articles online claim tablets based on MediaTek's new quad-core MT8135 SoC will be appearing imminently











# Keaningful comparisons still difficult to produce





OpenCL Code sources: Adreno SDK and <u>http://developer.sonymobile.com/knowledge-base/tutorials</u> /android\_tutorial/boost-the-performance-of-your-android-app-with-opencl/

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### Version OpenCL ES results from SiSoft





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# SiSoft's OpenCL ES 2014 benchmark conclusion:

"The good news is that the OpenCL run-time works well for all devices, with fast transfers comparable to SIMD optimised transfers (internal copy). The bad news is that upload/ download is diabolically slow and here zerocopy / HSA (Heterogeneous System Architecture) is badly needed to reduce bandwidth pressure."



# CompuBench OpenCL results

Only 2 platforms listed:

- Google Nexus 10 (Android 4.2.2)
  - GPU: ARM Mali T604
- Sony Xperia Z
  - GPU: Qualcomm Adreno 320
- Source:
  - <u>http://compubench.com/result.jsp</u>
  - Uncheck "Desktop" and "Notebook" on the right



### CompuBench OpenCL results





# Kerner OpenGL ES 3.0 on iPad Air



Number of particles in 2D N-body physics simulation



From http://ciechanowski.me/blog/2014/01/05/exploring\_gpgpu\_on\_ios/

#### ₭ 3DMark results from Tom's Hardware





#### K GFXBench results from Tom's Hardware





### **K** Conclusions

- Still very early days for GPU computing on embedded GPUs
- But it's finally starting to arrive!
- OpenGL ES already quite common
- OpenCL (ES) starting to appear
- Renderscript seems to be lagging
- Availability of dev. kits proving a problem

# 2014 looks to be the breakout year for fast, easy to use, fully (OpenCL) programmable embedded GPUs!



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