CS 677: Parallel Programming for Many-core Processors
Lecture 3

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Overview

- A Common Programming Strategy
- Threading Hardware
- Memory Hardware
- Control Flow
  - Simple Reduction
A Common Programming Strategy

• Global memory resides in device memory (DRAM)
  – Much slower access than shared memory

• Tile data to take advantage of fast shared memory:
  – Generalize from adjacent_difference example
    • Lecture 2, slides 35-40
  – Divide and conquer
A Common Programming Strategy

- **Partition** data into *subsets* that fit into shared memory
A Common Programming Strategy

- Handle each data subset with one thread block
A Common Programming Strategy

- Load the subset from global memory to shared memory, using multiple threads to exploit memory-level parallelism.
A Common Programming Strategy

- Perform the computation on the subset from shared memory
A Common Programming Strategy

- Copy the result from shared memory back to global memory
A Common Programming Strategy

• Carefully partition data according to access patterns
• Read-only ➞ __constant__ memory (fast)
• R/W & shared within block ➞ __shared__ memory (fast)
• R/W within each thread ➞ registers (fast)
• Indexed R/W within each thread ➞ local memory (slow)
• R/W inputs/results ➞ cudaMemcpy‘ed global memory (slow)
Communication Through Memory

• Question:

```c
__global__ void race(void)
{
    __shared__ int my_shared_variable;
    my_shared_variable = threadIdx.x;

    // what is the value of
    // my_shared_variable?
}
```
Communication Through Memory

- This is a race condition
- The result is undefined
- The order in which threads access the variable is undefined without explicit coordination
- Use barriers (e.g., __syncthreads) or atomic operations (e.g., atomicAdd) to enforce well-defined semantics
Threading Hardware
Single-Program Multiple-Data (SPMD)

- CUDA integrated CPU + GPU application C program
  - Serial C code executes on CPU
  - Parallel Kernel C code executes on GPU thread blocks

CPU Serial Code

GPU Parallel Kernel
KernelA<<< nBlk, nTid >>>(args);

CPU Serial Code

GPU Parallel Kernel
KernelB<<< nBlk, nTid >>>(args);
CUDA Thread Block: Review

• Programmer declares (Thread) Block:
  – Block size 1 to 512 concurrent threads
  – Block shape 1D, 2D, or 3D
  – Block dimensions in threads

• All threads in a Block execute the same thread program
• Threads share data and synchronize while doing their share of the work
• Threads have thread id numbers within Block
• Thread program uses thread id to select work and address shared data

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GeForce-8 Series HW Overview

Streaming Processor Array

Texture Processor Cluster

Streaming Multiprocessor

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CUDA Processor Terminology

- **SPA**
  - Streaming Processor Array

- **TPC**
  - Texture Processor Cluster (2 or more SM + TEX)

- **SM**
  - Streaming Multiprocessor (8 or more SP)
  - Multi-threaded processor core
  - Fundamental processing unit for CUDA thread block

- **SP**
  - Streaming Processor
  - Scalar ALU for a single CUDA thread
Streaming Multiprocessor (SM)

- Streaming Multiprocessor (SM)
  - 8 Streaming Processors (SP)
  - 2 Super Function Units (SFU)
- Multi-threaded instruction dispatch
  - 1 to 512 threads active
  - Shared instruction fetch per 32 threads
  - Cover latency of texture/memory loads
- 20+ GFLOPS
- 16 KB shared memory
- Texture and global memory access
Thread Lifecycle in HW

- Grid is launched on the SPA
  - Thread Blocks are serially distributed to all the SM's
    - Potentially >1 Thread Block per SM
- Each SM launches Warps of Threads
  - 2 levels of parallelism
- SM schedules and executes Warps that are ready to run
- As Warps and Thread Blocks complete, resources are freed
  - SPA can distribute more Thread Blocks
Threads in Linear Order

- If the block was 3D, we would start with threads whose threadIdx.z=0, then threadIdx.z=1, etc.
SM Executes Blocks

- Threads are assigned to SMs in Block granularity
  - Up to 8 Blocks to each SM as resource allows
  - SM in G80 can take up to 768 threads
    - Could be 256 (threads/block) * 3 blocks
    - Or 128 (threads/block) * 6 blocks, etc.

- Threads run concurrently
  - SM assigns/maintains thread id #s
  - SM manages/schedules thread execution
Thread Scheduling/Execution

• Each Thread Blocks is divided in 32-thread Warps
  – This is an implementation decision, not part of the CUDA programming model
• Warps are scheduling units in SM
• If 3 blocks are assigned to an SM and each Block has 256 threads, how many Warps are there in an SM?
  – Each Block is divided into 256/32 = 8 Warps
  – There are 8 * 3 = 24 Warps
  – At any point in time, only one of the 24 Warps will be selected for instruction fetch and execution.
SM Warp Scheduling

- SM hardware implements zero-overhead Warp scheduling
  - Warps whose next instruction has its operands ready for consumption are eligible for execution
  - Eligible Warps are selected for execution on a prioritized scheduling policy
  - All threads in a Warp execute the same instruction when selected

4 clock cycles needed to dispatch the same instruction for all threads in a Warp in G80
- If one global memory access is needed for every 4 instructions
- A minimum of 13 Warps are needed to fully tolerate 200-cycle memory latency
SM Instruction Buffer - Warp Scheduling

- Fetch one warp instruction/cycle
  - from instruction L1 cache
  - into any instruction buffer slot
- Issue one “ready-to-go” warp instruction/cycle
  - from any warp - instruction buffer slot
  - operand scoring used to prevent hazards
- Issue selection based on round-robin/age of warp
- SM broadcasts the same instruction to 32 Threads of a Warp
Scoreboarding

• How to determine if an instruction is ready to execute?

• A **scoreboard** is a table in hardware that tracks
  – instructions being fetched, issued, executed
  – resources (functional units and operands) they need
  – which instructions modify which registers

• Old concept from CDC 6600 (1960s) to separate memory and computation
Scoreboarding Example

- Consider three separate instruction streams: \textit{warp1}, \textit{warp3} and \textit{warp8}

\begin{center}
\begin{tabular}{|c|c|c|}
\hline
Warp & Current Instruction & Instruction State \\
\hline
Warp 1 & 42 & Computing \\
\hline
Warp 3 & 95 & Computing \\
\hline
Warp 8 & 11 & Operands ready to go \\
\hline
\end{tabular}
\end{center}
Scoreboarding Example

- Consider three separate instruction streams: **warp1**, **warp3** and **warp8**

<table>
<thead>
<tr>
<th>Warp</th>
<th>Current Instruction</th>
<th>Instruction State</th>
</tr>
</thead>
<tbody>
<tr>
<td>Warp 1</td>
<td>42</td>
<td>Ready to write result</td>
</tr>
<tr>
<td>Warp 3</td>
<td>95</td>
<td>Computing</td>
</tr>
<tr>
<td>Warp 8</td>
<td>11</td>
<td>Computing</td>
</tr>
</tbody>
</table>

Schedule at time \( k+1 \)
Scoreboarding

• All register operands of all instructions in the Instruction Buffer are scoreboarded
  – Status becomes ready after the needed values are deposited
  – prevents hazards
  – cleared instructions are eligible for issue

• Decoupled Memory/Processor pipelines
  – any thread can continue to issue instructions until scoreboardin
  – allows Memory/Processor ops to proceed in shadow of other waiting Memory/Processor ops

Instruction:

\[
\begin{array}{cccccccc}
1 & 2 & 3 & 4 & 5 & 6 & 1 & 2 \\
\hline
TB1 & W1 & TB2 & W1 & TB3 & W1 & TB3 & W2 \\
\hline
TB2 & W1 & TB3 & W1 & TB3 & W2 & TB2 & W1 \\
\hline
& & & & & & & \\
TB1 & W1 & TB1 & W2 & TB1 & W3 & TB1 & W2 \\
\hline
& & & & & & & \\
TB1 & W3 & TB3 & W1 & TB3 & W2 & & \\
\hline
& & & & & & & \\
& & & & & & & \\
\end{array}
\]

Time

TB = Thread Block, W = Warp

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Memory Hardware
CUDA Device Memory Space: Review

• Each thread can:
  – R/W per-thread registers
  – R/W per-thread local memory
  – R/W per-block shared memory
  – R/W per-grid global memory
  – Read only per-grid constant memory
  – Read only per-grid texture memory

• The host can R/W global, constant, and texture memories

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Parallel Memory Sharing

- **Local Memory**: per-thread
  - Private per thread
  - Auto variables, register spill
- **Shared Memory**: per-Block
  - Shared by threads of the same block
  - Inter-thread communication
- **Global Memory**: per-application
  - Shared by all threads
  - Inter-Grid communication

![Diagram of Parallel Memory Sharing]
• Threads in a block share data & results
  – In Memory and Shared Memory
  – Synchronize at barrier instruction

• Per-Block Shared Memory Allocation
  – Keeps data close to processor
  – Minimize trips to global Memory
  – Shared Memory is dynamically allocated to blocks, one of the limiting resources
Texture Memory

• Read only
• More closely related to graphics pipeline
• Small, but can be faster than global memory due to cache
  – More relaxed coalescing requirements
  – Optimized for 2D spatial locality
  – Can pack 4 8-bit ints into 1 float
  – Converts data to [0.0 .. 1.0] or [-1.0 .. 1.0] range
  – Automatic boundary handling

⇒ out of scope for now

See http://cuda-programming.blogspot.com/2013/02/texture-memory-in-cuda-what-is-texture.html if interested
SM Register File

- Register File (RF)
  - 32 KB (8K entries) for each SM in G80
- TEX pipe can also read/write RF
  - 2 SMs share 1 TEX in G80, 3 SMs per TEX in GTX 200
  - Related to graphics mode (out of scope)
- Load/Store pipe can also read/write RF

MAD: Multiply and Add unit
SFU: Super Function Unit - where more complex instructions are executed
There are 8192 registers in each SM in G80
- This is an implementation decision, not part of CUDA
- Registers are dynamically partitioned across all blocks assigned to the SM
- Once assigned to a block, the register is NOT accessible by threads in other blocks
- Each thread in the same block only access registers assigned to itself

(This has changed but the example is still useful)
Matrix Multiplication Example

• If each Block has 16X16 threads and each thread uses 10 registers, how many threads can run on each SM?
  – Each block requires 10*256 = 2560 registers
  – 8192 = 3 * 2560 + change
  – So, three blocks can run on an SM as far as registers are concerned

• How about if each thread increases the use of registers by 1?
  – Each Block now requires 11*256 = 2816 registers
  – 8192 < 2816 * 3
  – Only two Blocks can run on an SM, 1/3 reduction of parallelism!!!
More on Dynamic Partitioning

• Dynamic partitioning gives more flexibility to compilers/programmers
  – One can run a smaller number of threads that require many registers each or a large number of threads that require few registers each
    • This allows for finer grain threading than traditional CPU threading models
  – The compiler can tradeoff between instruction-level parallelism and thread level parallelism
ILP vs. TLP Example

• Assume that a kernel has 256-thread Blocks, 4 independent instructions for each global memory load in the thread program, and each thread uses 10 registers, global loads take 200 cycles
  – 3 Blocks can run on each SM

• If a compiler can use one more register to change the dependence pattern so that 8 independent instructions exist for each global memory load
  – Only two can run on each SM
  – However, one only needs \( \frac{200}{(8 \times 4)} = 7 \) Warps to tolerate the memory latency
  – Two blocks have 16 Warps. The performance can be actually higher!

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Resource Allocation Example

(a) Pre-“optimization”

Increase in per-thread performance, but fewer threads:
Lower overall performance in this case

(b) Post-“optimization”

Insufficient registers to allocate 3 blocks
CUDA Occupancy Calculator

Memory Layout of a Matrix in C

M

M0,0 M1,0 M2,0 M3,0
M0,1 M1,1 M2,1 M3,1
M0,2 M1,2 M2,2 M3,2
M0,3 M1,3 M2,3 M3,3

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Memory Coalescing*

- When accessing global memory, peak performance utilization occurs when all threads in a half warp access continuous memory locations.

![Diagram showing coalesced and non-coalesced memory access]

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Memory Layout of a Matrix in C

Access direction in Kernel code

Time Period 1

T₁ T₂ T₃ T₄

Time Period 2

T₁ T₂ T₃ T₄

…

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Memory Layout of a Matrix in C
Matrix Multiplication

__global__ void MatrixMulKernel(float* Md, float* Nd, float* Pd, int Width)
{
  1.  __shared__ float Mds[TILE_WIDTH][TILE_WIDTH];
  2.  __shared__ float Nds[TILE_WIDTH][TILE_WIDTH];

  3.  int bx = blockIdx.x;  int by = blockIdx.y;
  4.  int tx = threadIdx.x; int ty = threadIdx.y;

  // Identify the row and column of the Pd element to work on
  5.  int Row = by * TILE_WIDTH + ty;
  6.  int Col = bx * TILE_WIDTH + tx;

  7.  float Pvalue = 0;
  // Loop over the Md and Nd tiles required to compute the Pd element
  8.  for (int m = 0; m < Width/TILE_WIDTH; ++m) {

    // Collaborative loading of Md and Nd tiles into shared memory
    9.  Mds[ty][tx] = Md[Row*Width + (m*TILE_WIDTH + tx)];
    10. Nds[ty][tx] = Nd[(m*TILE_WIDTH + ty)*Width + Col];
    11.  __syncthreads();

    12.  for (int k = 0; k < TILE_WIDTH; ++k)
    13.    Pvalue += Mds[ty][k] * Nds[k][tx];
    14.  __syncthreads();
  }
  15.  Pd[Row*Width + Col] = Pvalue;
}

Why this works:
• threads in warp have same ty
• adjacent threads read adjacent elements from memory

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* Coalescing since 2013

- GPUs now have cache
  => Coalescing is less important as it is done by the hardware
- Make sure you have enough cache available for each warp
- There may still be some loss of performance (20-50%) due to uncoalesced access
Cache (Compute Capability 3.x)

- L1 cache for each multiprocessor
- L2 cache shared by all multiprocessors
- Both are used to cache accesses to local or global memory, including temporary register spills
- Cache behavior (e.g., whether reads are cached in both L1 and L2 or in L2 only) can be partially configured
Configuring the Cache

• The same on-chip memory is used for both L1 and shared memory. It can be configured as:
  – 48 KB of shared memory and 16 KB of L1 cache
  – 16 KB of shared memory and 48 KB of L1 cache
  – 32 KB of shared memory and 32 KB of L1 cache

• using `cudaFuncSetCacheConfig()`
Cache Preferences

// Host code

// cudaFuncCachePreferShared: shared memory is 48 KB
// cudaFuncCachePreferEqual: shared memory is 32 KB
// cudaFuncCachePreferL1: shared memory is 16 KB
// cudaFuncCachePreferNone: no preference

cudaFuncSetCacheConfig(MyKernel,
        cudaFuncCachePreferShared);
Cache Preferences

• The default cache configuration is "prefer none"
• If a kernel has no preference, then it will default to the preference of the current CPU thread/context
• If the current thread/context also has no preference, then most recent cache configuration will be used
  – unless a different cache configuration is required to launch the kernel (e.g., due to shared memory requirements)
• The initial configuration is 48 KB of shared memory and 16 KB of L1 cache
Constants

- Immediate address constants (\#define)
- Indexed address constants
- Constants stored in DRAM, and cached on chip
  - L1 per SM
- A constant value can be broadcast to all threads in a warp
  - Extremely efficient way of accessing a value that is common for all threads in a block!

```c
// specify as global variable
__device__ __constant__ float gpuGamma[2];
// copy gamma value to constant device memory
cudaMemcpyToSymbol(gpuGamma, &gamma, sizeof(float));
...
// access as global variable in kernel
res = gpuGamma[0] * threadIdx.x;
```
Shared Memory

• Each SM has 16 or more KB of Shared Memory
  – 16 banks of 32-bit words
  – 64-bit access is also supported now

• CUDA uses Shared Memory as shared storage visible to all threads in a thread block
  – read and write access
Parallel Memory Architecture

- In a parallel machine, many threads access memory
  - Therefore, memory is divided into banks
  - Essential to achieve high bandwidth

- Each bank can service one address per cycle
  - A memory can service as many simultaneous accesses as it has banks

- Multiple simultaneous accesses to a bank result in a bank conflict
  - Conflicting accesses are serialized
Bank Addressing Examples

- No Bank Conflicts
  - Linear addressing
    stride == 1

- No Bank Conflicts
  - Random 1:1 Permutation
Bank Addressing Examples

- **2-way Bank Conflicts**
- **8-way Bank Conflicts**
How Addresses Map to Banks on G80

• Each bank has a bandwidth of 32 bits per clock cycle
• Successive 32-bit words are assigned to successive banks
• G80 has 16 banks
  – So bank = address % 16
  – Same as the size of a half-warp
    • No bank conflicts between different half-warps, only within a single half-warp
Shared Memory Bank Conflicts

• Shared memory is as fast as registers if there are no bank conflicts

• The fast case:
  – If all threads of a half-warp access different banks, there is no bank conflict
  – If all threads of a half-warp access an identical address, there is no bank conflict (broadcast)

• The slow case:
  – Bank Conflict: multiple threads in the same half-warp access the same bank
  – Must serialize the accesses
  – Cost = max # of simultaneous accesses to a single bank
Linear Addressing

• Given:

```c
__shared__ float shared[256];
float foo =
    shared[baseIndex + s * threadIdx.x];
```

• This is only bank-conflict-free if s shares no common factors with the number of banks
  – 16 on G80, so s must be odd
Compute Capability 3.x

• Left: Linear addressing with a stride of one 32-bit word (no bank conflict)
• Middle: Linear addressing with a stride of two 32-bit words (no bank conflict)
• Right: Linear addressing with a stride of three 32-bit words (no bank conflict)

• More flexible definition of alignment within banks enables last two examples
Compute
Capability 3.x

- Left: Conflict-free access via random permutation
- Middle: Conflict-free access since threads 3, 4, 6, 7, and 9 access the same word within bank 5
- Right: Conflict-free broadcast access (threads access the same word within a bank)
Control Flow
Control Flow Instructions

• Main performance concern with branching is divergence
  – Threads within a single warp take different paths
  – Different execution paths are serialized on GPU
    • The control paths taken by the threads in a warp are traversed one at a time until there is no more.

• A common case: avoid divergence when branch condition is a function of thread ID
  – Example with divergence:
    • If (threadIdx.x > 2) { }
    • This creates two different control paths for threads in a block
    • Branch granularity < warp size; threads 0, 1 and 2 follow different path than the rest of the threads in the first warp
  – Example without divergence:
    • If (threadIdx.x / WARP_SIZE > 2) { }
    • Also creates two different control paths for threads in a block
    • Branch granularity is a whole multiple of warp size; all threads in any given warp follow the same path
Parallel Reduction

• Given an array of values, “reduce” them to a single value in parallel

• Examples
  – Sum reduction: sum of all values in the array
  – Max reduction: maximum of all values in the array

• Typically parallel implementation:
  – Recursively halve # threads, add two values per thread
  – Takes log(n) steps for n elements, requires n/2 threads
A Vector Reduction Example

• Assume an in-place reduction using shared memory
  – The original vector is in device global memory
  – The shared memory is used to hold a partial sum vector
  – Each iteration brings the partial sum vector closer to the final sum
  – The final solution will be in element 0
A simple implementation

• Assume we have already loaded array into
  
  ```
  __shared__ float partialSum[]
  
  unsigned int t = threadIdx.x;
  for (unsigned int stride = 1; stride < blockDim.x; stride *= 2)
  {
    __syncthreads();
    if (t % (2*stride) == 0)
      partialSum[t] += partialSum[t+stride];
  }
  ```

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Vector Reduction with Branch Divergence

Thread 0  Thread 2  Thread 4  Thread 6  Thread 8  Thread 10

iterations

Array elements

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Some Observations

• In each iteration, two control flow paths will be sequentially traversed for each warp
  – Threads that perform addition and threads that do not
  – Threads that do not perform addition may cost extra cycles depending on the implementation of divergence

• No more than half of threads will be executing at any time
  – All odd index threads are disabled right from the beginning!
  – On average, less than ¼ of the threads will be activated for all warps over time.
  – After the 5th iteration, entire warps in each block will be disabled, poor resource utilization but no divergence
    • This can go on for a while, up to 4 more iterations (512/32=16= 2^4), where each iteration only has one thread activated until all warps retire
Shortcomings of the implementation

• Assume we have already loaded array into

```c
__shared__ float partialSum[];

unsigned int t = threadIdx.x;
for (unsigned int stride = 1;
    stride < blockDim.x; stride *= 2) {
    __syncthreads();
    if (t % (2*stride) == 0)
        partialSum[t] += partialSum[t+stride];
}
```

BAD: Divergence due to interleaved branch decisions
A better implementation

• Assume we have already loaded array into
  __shared__ float partialSum[]

  unsigned int t = threadIdx.x;
  for (unsigned int stride = blockDim.x/2;
   stride > 1;  stride >>= 1)
  {
    __syncthreads();
    if (t < stride)
      partialSum[t] += partialSum[t+stride];
  }
No Divergence until $\leq 16$ sub-sums

Thread 0  Thread 1  Thread 2  Thread 14  Thread 15

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Prefetching and Instruction Mix
Prefetching

• One could double buffer the computation, getting better instruction mix within each thread
  – This is classic software pipelining in ILP compilers

```
Loop {
  Load next tile from global memory
  Loop {
    Deposit current tile to shared memory
    syncthreads()
    Compute current tile
    syncthreads()
  }
  Compute current tile
  syncthreads()
}
```
Prefetch

- Deposit blue tile from register into shared memory
- Syncthreads
- Load orange tile into register
- Compute Blue tile
- Deposit orange tile into shared memory
- ....
Instruction Mix Considerations

for (int k = 0; k < BLOCK_SIZE; ++k)
    Pvalue += Ms[ty][k] * Ns[k][tx];

There are very few mul/add between branches and address calculation

Loop unrolling can help. (Be aware that any local arrays used after unrolling will be dumped into Local Memory)

Pvalue += Ms[ty][k] * Ns[k][tx] + …
    Ms[ty][k+15] * Ns[k+15][tx];
Unrolling

```
Ctemp = 0;
for (...) {
    __shared__ float As[16][16];
    __shared__ float Bs[16][16];

    // load input tile elements
    As[ty][tx] = A[indexA];
    Bs[ty][tx] = B[indexB];
    indexA += 16;
    indexB += 16 * widthB;
    __syncthreads();

    // compute results for tile
    for (i = 0; i < 16; i++)
        Ctemp += As[ty][i]
                  * Bs[i][tx];
    __syncthreads();
}
C[indexC] = Ctemp;
```

(b) Tiled Version

```
Ctemp = 0;
for (...) {
    __shared__ float As[16][16];
    __shared__ float Bs[16][16];

    // load input tile elements
    As[ty][tx] = A[indexA];
    Bs[ty][tx] = B[indexB];
    indexA += 16;
    indexB += 16 * widthB;
    __syncthreads();

    // compute results for tile
    Ctemp +=
             As[ty][0] * Bs[0][tx];
    ...
    Ctemp +=
             As[ty][15] * Bs[15][tx];
    __syncthreads();
}
C[indexC] = Ctemp;
```

(c) Unrolled Version

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