

GPU Coder™

Reference



MATLAB®

R2020b



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GPU Coder™ Reference

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Apps

GPU Coder

Generate GPU code from MATLAB code

Description

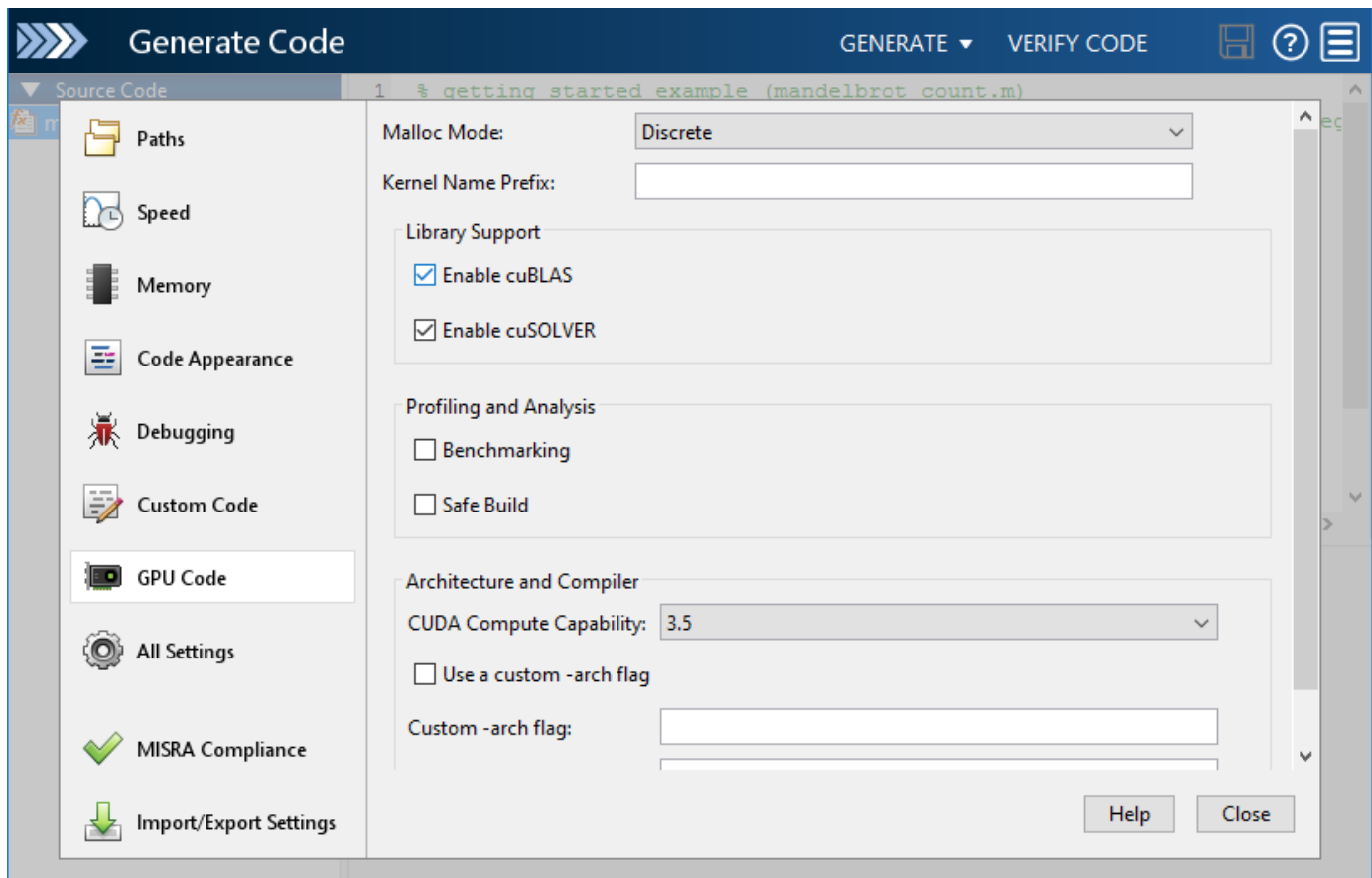
The **GPU Coder** app generates CUDA[®] C code from MATLAB[®] code. You can generate:

- CUDA C source code, static libraries, dynamically linked libraries, and executables that you can integrate into existing CUDA C applications outside of MATLAB.
- MEX functions for accelerated versions of your MATLAB functions.

The workflow-based user interface steps you through the code generation process. Using the app, you can:

- Create a project or open an existing project. The project specifies the input files, entry-point function input types, and build configuration.
- Review code generation readiness issues, including unsupported functions.
- Check your MATLAB function for run-time issues.
- Fix issues in your MATLAB code using the integrated editor.
- Convert double-precision MATLAB code to single-precision C code (requires a Fixed-Point Designer[™] license).
- See static code metrics.
- Verify the numerical behavior of generated code using software-in-the-loop execution (requires an Embedded Coder[®] license).
- Export project settings in the form of a MATLAB script.
- Access generated files.
- Package generated files as a single zip file for deployment outside of MATLAB.

Note The app is not supported on MATLAB online.



Open the GPU Coder App

- MATLAB toolstrip: On the **Apps** tab, under **Code Generation**, click the app icon.
- MATLAB Command Window: Enter `gpcoder`.

Programmatic Use

`gpcoder`

See Also

Apps

[GPU Environment Check | MATLAB Coder](#)

Functions

`codegen` | `coder.checkGpuInstall`

Objects

`coder.gpuEnvConfig`

Topics

“GPU Programming Paradigm”

“Installing Prerequisite Products”

“Setting Up the Prerequisite Products”

“Code Generation by Using the GPU Coder App”

“Code Generation for Deep Learning Networks by Using cuDNN”

“Code Generation for Deep Learning Networks by Using TensorRT”

“The GPU Environment Check and Setup App”

Introduced in R2017b

GPU Environment Check

Verify and set up GPU code generation environment

Description

The **GPU Environment Check** app is an interactive tool to verify and set up the GPU code generation environment. You can run these checks for your development computer and hardware platforms such as the NVIDIA® DRIVE and Jetson. Using the app, you can:

- Verify your development computer environment for all the required NVIDIA compilers and libraries for GPU code generation. These tests check for the presence of:
 - A CUDA compatible GPU device.
 - The CUDA run time.
 - The cuFFT, cuSOLVER, and cuBLAS libraries.
 - The CUDA Deep Neural Network libraries.
 - NVIDIA TensorRT - high performance deep learning inference optimizer and run-time libraries.
 - NVIDIA nvtx libraries required for profiling.
- Perform basic code generation and execution tests on the development computer. These tests validate code execution by comparing the results to the MATLAB simulation.
- Perform deep learning code generation and execution tests on the development computer. In this test, you can target the cuDNN or TensorRT libraries.
- Connect to NVIDIA boards such as DRIVE and Jetson and perform code generation and execution tests. To perform these tests, you must install the GPU Coder Support Package for NVIDIA GPUs.
- Specify the location of the libraries by using the app and generating a MATLAB script that sets up the environment variables required by GPU Coder.

Note The app is not supported on MATLAB online.

For more information, see “The GPU Environment Check and Setup App”.

GPU Code Generation Environment Check / Setup

Select Hardware Host (for MEX) ▼

Select GPU GPU0-Tesla K20c ▼

Workflow Checks

Basic Code Generation

Generate Code

Generate and Execute

SIL profiling

Deep Learning Code Generation

Generate Code





Generate and Execute



Target TensorRT ▼

Data Type FP32 ▼

Check

Environment Checks

CUDA Installation Path	<input type="text" value="C:\Program Files\NVIDIA GPU Computing Toolkit\CUDA\v10.1"/>	
cuDNN	<input type="text" value="C:\Program Files\NVIDIA GPU Computing Toolkit\CUDA\v10.1\cu"/>	
TensorRT	<input type="text" value="C:\Program Files\NVIDIA GPU Computing Toolkit\CUDA\v10.1\Te"/>	
NVTX Library Path	<input type="text" value="C:\Program Files\NVIDIA Corporation\NvToolsExt\"/>	

 Run Checks  Export Settings

Open the GPU Environment Check App

- MATLAB Command Window: Enter `gpuCoderSetup`.

Examples

- “GPU Programming Paradigm”
- “Installing Prerequisite Products”
- “Setting Up the Prerequisite Products”
- “The GPU Environment Check and Setup App”
- “Verify Setup”
- “Code Generation by Using the GPU Coder App”
- “Code Generation for Deep Learning Networks by Using cuDNN”
- “Code Generation for Deep Learning Networks by Using TensorRT”
- “Code Generation by Using the GPU Coder App”

See Also

Apps

GPU Coder

Functions

`codegen` | `coder.checkGpuInstall`

Objects

`coder.gpuEnvConfig`

Topics

“GPU Programming Paradigm”

“Installing Prerequisite Products”

“Setting Up the Prerequisite Products”

“The GPU Environment Check and Setup App”

“Verify Setup”

“Code Generation by Using the GPU Coder App”

“Code Generation for Deep Learning Networks by Using cuDNN”

“Code Generation for Deep Learning Networks by Using TensorRT”

“Code Generation by Using the GPU Coder App”

Introduced in R2019a

Functions

coder.checkGpuInstall

Verify GPU code generation environment

Syntax

```
results = coder.checkGpuInstall(cfg)
```

Description

`results = coder.checkGpuInstall(cfg)` performs checks to verify if your environment has the all third-party tools and libraries required for GPU code generation. `cfg` must be an `coder.gpuEnvConfig` object. This function verifies the GPU code generation environment based on the properties specified in the given configuration object.

You can also use the equivalent GUI-based application that performs the same checks. To open this application, use the MATLAB command, **`coder.checkGpuInstallApp`**.

Examples

Check GPU Code Generation Environment

Perform a complete check of all third-party tools required for GPU code generation. The output shown here is representative. Your results might differ.

```
gpuEnvObj = coder.gpuEnvConfig;  
gpuEnvObj.GpuId = 1;  
gpuEnvObj.BasicCodegen = 1;  
gpuEnvObj.BasicCodeexec = 1;  
results = coder.checkGpuInstall(gpuEnvObj)
```

```
Compatible GPU           : PASSED  
CUDA Environment        : PASSED  
  Runtime               : PASSED  
  cuFFT                  : PASSED  
  cuSOLVER               : PASSED  
  cuBLAS                 : PASSED  
Basic Code Generation   : PASSED  
Basic Code Execution    : PASSED
```

```
results =
```

```
  struct with fields:
```

```
      gpu: 1  
      cuda: 1  
      cudnn: 0  
      tensorrt: 0  
      basiccodegen: 1  
      basiccodeexec: 1  
      deepcodegen: 0  
      deepcodeexec: 0
```



```
tensorrtdatatype: 0  
profiling: 0
```

Input Arguments

cfg — `coder.gpuEnvConfig` configuration object
object

`coder.gpuEnvConfig` object contains the configuration parameters that `coder.checkGpuInstall` uses to verify the GPU code generation environment.

Output Arguments

results — GPU environment checking results
structure array

Results of checking the GPU code generation environment, returned as a 1-by-1 structure.

See Also

Apps

[GPU Coder | GPU Environment Check](#)

Functions

[codegen](#) | [coder.gpu.kernel](#) | [coder.gpu.kerndfun](#) | [getenv](#) | [gpuDevice](#) | [gpuDeviceCount](#) | [setenv](#)

Objects

[coder.CodeConfig](#) | [coder.EmbeddedCodeConfig](#) | [coder.MexCodeConfig](#) | [coder.gpuConfig](#) | [coder.gpuEnvConfig](#)

Topics

[“GPU Programming Paradigm”](#)

[“Installing Prerequisite Products”](#)

[“Setting Up the Prerequisite Products”](#)

[“The GPU Environment Check and Setup App”](#)

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[“Code Generation by Using the GPU Coder App”](#)

[“Code Generation Using the Command Line Interface”](#)

[“Code Generation for Deep Learning Networks by Using cuDNN”](#)

[“Code Generation for Deep Learning Networks by Using TensorRT”](#)

Introduced in R2017b

coder.gpuConfig

Configuration parameters for CUDA code generation from MATLAB code by using GPU Coder

Description

The `coder.gpuConfig` object contains the configuration parameters that `codegen` uses for generating CUDA MEX, a static library, a dynamically linked library, or an executable program with GPU Coder. Pass the object to the `codegen` function by using the `-config` option.

Creation

Syntax

```
cfg = coder.gpuConfig(build_type)
cfg = coder.gpuConfig(build_type,'ecoder',false)
cfg = coder.gpuConfig(build_type,'ecoder',true)
```

Description

`cfg = coder.gpuConfig(build_type)` creates a code generation configuration object for the specified build type, which can be CUDA MEX, a static library, a dynamically linked library, or an executable program. If the Embedded Coder product is installed, it creates a `coder.EmbeddedCodeConfig` object for static library, dynamic library, or executable build types.

`cfg = coder.gpuConfig(build_type,'ecoder',false)` creates a code generation configuration object to generate CUDA 'lib', 'dll', or 'exe' output even if the Embedded Coder product is installed.

`cfg = coder.gpuConfig(build_type,'ecoder',true)` creates a `coder.EmbeddedCodeConfig` configuration object even if the Embedded Coder product is not installed. However, code generation using a `coder.EmbeddedCodeConfig` object requires an Embedded Coder license.

Input Arguments

build_type — Output to build from generated CUDA C/C++ code

'MEX' | 'LIB' | 'DLL' | 'EXE'

Output to build from generated CUDA C/C++ code, specified as one of the values in this table.

Value	Description
'MEX'	CUDA MEX
'LIB'	Static library
'DLL'	Dynamically linked library
'EXE'	Executable program

Properties

`coder.GpuConfig` contains only GPU specific configuration parameters of the code configuration object. To see all the properties of the code configuration object, see `coder.CodeConfig` and `coder.EmbeddedCodeConfig`.

Enabled — Control GPU code generation

`true` (default) | `false`

Control generation of CUDA (*.cu) files by using one of the values in this table.

Value	Description
<code>true</code>	This value is the default value. Enables CUDA code generation.
<code>false</code>	Disables CUDA code generation.

Example: `cfg.GpuConfig.Enabled = true`

MallocMode — GPU memory allocation

`'discrete'` (default) | `'unified'`

Memory allocation (`malloc`) mode to be used in the generated CUDA code, specified as one of the values in this table.

Value	Description
<code>'discrete'</code>	This value is the default value. The generated code uses the <code>cudaMalloc</code> API for transferring data between the CPU and the GPU. From the programmers point-of-view, the discrete mode has a traditional memory architecture with separate CPU and GPU global memory address space.
<code>'unified'</code>	The generated code uses the <code>cudaMallocManaged</code> API that uses a shared (unified) CPU and GPU global memory address space.

For more information, see “Discrete and Managed Modes”.

Example: `cfg.GpuConfig.MallocMode = 'discrete'`

KernelNamePrefix — Custom kernel name prefixes

`''` (default) | character vector

Specify a custom name prefix for all the kernels in the generated code. For example, using the value `'CUDA_'` creates kernels with names `CUDA_kernel1`, `CUDA_kernel2`, and so on. If no name is provided, GPU Coder prepends the kernel name with the name of the entry-point function. Kernel names can contain upper-case letters, lowercase letters, digits 0-9, and underscore character `_`. GPU Coder removes unsupported characters from the kernel names and appends `alpha` to prefixes that do not begin with an alphabetic letter.

Example: `cfg.GpuConfig.KernelNamePrefix = 'myKernel'`

EnableCUBLAS — Use cuBLAS library

`true` (default) | `false`

Replacement of math function calls with NVIDIA cuBLAS library calls, specified as one of the values in this table.

Value	Description
<code>true</code>	This value is the default value. Allows GPU Coder to replace appropriate math function calls with calls to the cuBLAS library. For functions that have no replacements in CUDA, GPU Coder uses portable MATLAB functions and attempts to map them to the GPU.
<code>false</code>	Disable the use of the cuBLAS library in the generated code.

For more information, see “Kernels from Library Calls”.

Example: `cfg.GpuConfig.EnableCUBLAS = true`

EnableCUSOLVER — Use cuSOLVER library

`true` (default) | `false`

Replacement of math function calls with NVIDIA cuSOLVER library calls, specified as one of the values in this table.

Value	Description
<code>true</code>	This value is the default value. Allows GPU Coder to replace appropriate math function calls with calls to the cuSOLVER library. For functions that have no replacements in CUDA, GPU Coder uses portable MATLAB functions and attempts to map them to the GPU.
<code>false</code>	Disable the use of the cuSOLVER library in the generated code.

For more information, see “Kernels from Library Calls”.

Example: `cfg.GpuConfig.EnableCUSOLVER = true`

EnableCUFFT — Use cuFFT library

`true` (default) | `false`

Replacement of `fft` function calls with NVIDIA cuFFT library calls, specified as one of the values in this table.

Value	Description
true	This value is the default value. Allows GPU Coder to replace appropriate <code>fft</code> calls with calls to the <code>cuFFT</code> library.
false	Disables use of the <code>cuFFT</code> library in the generated code. With this option, GPU Coder uses C FFTW libraries where available or generates kernels from portable MATLAB <code>fft</code> code.

For more information, see “Kernels from Library Calls”.

Example: `cfg.GpuConfig.EnableCUFFT = true`

Benchmarking — Add benchmarking to the generated code

false (default) | true

Control addition of benchmarking code to the generated CUDA code by using one of the values in this table.

Value	Description
false	This value is the default value. The generated CUDA code does not contain benchmarking functionality.
true	Generates CUDA code with benchmarking functionality. This option uses CUDA APIs such as <code>cudaEvent</code> to accurately time kernel, <code>memcpy</code> , and other events.

Example: `cfg.GpuConfig.Benchmarking = true`

SafeBuild — Error checking in the generated code

false (default) | true

Add error-checking functionality to the generated CUDA code by using one of the values in this table.

Value	Description
false	This value is the default value. The generated CUDA code does not contain error-checking functionality.
true	Generates code with error-checking for CUDA API and kernel calls.

Example: `cfg.GpuConfig.SafeBuild = true`

ComputeCapability — Minimum compute capability for code generation

'3.5' (default) | '3.2' | '3.7' | '5.0' | '5.2' | '5.3' | '6.0' | '6.1' | '6.2' | '7.0' | '7.1' | '7.2'

Select the minimum compute capability for code generation. The compute capability identifies the features supported by the GPU hardware. It is used by applications at run time to determine which hardware features, instructions are available on the present GPU. If you specify custom compute capability, GPU Coder ignores this setting.

Example: `cfg.GpuConfig.ComputeCapability = '6.1'`

CustomComputeCapability – Control GPU code generation

' ' (default) | character vector

Specify the name of the NVIDIA virtual GPU architecture for which the CUDA input files must be compiled.

For example, to specify a virtual architecture type `-arch=compute_50`. You can specify a real architecture using `-arch=sm_50`. For more information, see the *Options for Steering GPU Code Generation* topic in the CUDA toolkit documentation.

Example: `cfg.GpuConfig.CustomComputeCapability = '-arch=compute_50'`

CompilerFlags – Additional flags to the GPU compiler

' ' (default) | character vector

Pass additional flags to the GPU compiler. For example, `--fmad=false` instructs the `nvcc` compiler to disable contraction of floating-point multiply and add to a single Floating-Point Multiply-Add (FMAD) instruction.

For similar NVIDIA compiler options, see the topic on *NVCC Command Options* in the CUDA toolkit documentation.

Example: `cfg.GpuConfig.CompilerFlags = '--fmad=false'`

StackLimitPerThread – Stack limit per GPU thread

1024 (default) | integer

Specify the maximum stack limit per GPU thread as an integer value.

Example: `cfg.GpuConfig.StackLimitPerThread = 1024`

MallocThreshold – Malloc threshold

200 (default) | integer

Specify the size above which the private variables are allocated on the heap instead of the stack, as an integer value.

Example: `cfg.GpuConfig.MallocThreshold = 256`

SelectCudaDevice – CUDA device selection

-1 (default) | deviceID

In a multi GPU environment such as NVIDIA Drive platforms, specify the CUDA device to target.

Example: `cfg.GpuConfig.SelectCudaDevice = <DeviceID>`

Note `SelectCudaDevice` can be used with `gpuArray` only if `gpuDevice` and `SelectCudaDevice` point to the same GPU. If `gpuDevice` points to a different GPU, a `CUDA_ERROR_INVALID_VALUE` runtime error is thrown.

Examples

Generate CUDA MEX

Generate CUDA MEX function from a MATLAB function that is suitable for GPU code generation. Also, enable a code generation report.

Write a MATLAB function `VecAdd`, that performs vector addition of inputs `A` and `B`.

```
function [C] = VecAdd(A,B) %#codegen
    C = coder.nullcopy(zeros(size(A)));
    coder.gpu.kernelfun();
    C = A + B;
end
```

To generate a MEX function, create a code generation configuration object.

```
cfg = coder.gpuConfig('mex');
```

Enable the code generation report.

```
cfg.GpuConfig.EnableCUBLAS = true;
cfg.GenerateReport = true;
```

Generate a MEX function in the current folder specifying the configuration object using the `-config` option.

```
% Generate a MEX function and code generation report
codegen -config cfg -args {zeros(512,512,'double'),zeros(512,512,'double')} VecAdd
```

Limitations

- GPU Coder always sets the `PassStructByReference` property of the code configuration object to `true`.

See Also

Apps

GPU Coder

Functions

`codegen` | `coder.gpu.constantMemory` | `coder.gpu.kernel` | `coder.gpu.nokernel` | `gpcoder.matrixMatrixKernel` | `gpcoder.reduce` | `gpcoder.sort` | `gpcoder.stencilKernel`

Objects

`coder.CodeConfig` | `coder.EmbeddedCodeConfig` | `coder.MexCodeConfig` | `coder.gpuConfig`

Topics

“GPU Programming Paradigm”
 “Code Generation by Using the GPU Coder App”
 “Code Generation Using the Command Line Interface”
 “Kernels from Element-Wise Loops”

“Kernels from Scatter-Gather Type Operations”
“Kernels from Library Calls”
“Design Patterns”

Introduced in R2017b


gpucoder

Open GPU Coder app

Syntax

```
gpucoder
gpucoder projectname
gpucoder -open projectname
gpucoder -new projectname
gpucoder -ecoder false -new projectname
gpucoder -build projectname
gpucoder -tocode projectname -script scriptname
gpucoder -tocode projectname
```

Description

gpucoder opens the GPU Coder app. To create a project, provide the entry-point file name on the **Select Source Files** page. The app creates a project with the name of the first entry-point file as the default name. To open an existing project, click , and select **Open existing project**.

If the Embedded Coder product is installed, the app enables Embedded Coder features when it creates a project. To disable Embedded Coder features, in the project build settings, on the **All Settings** tab, under **Advanced**, set **Use Embedded Coder features** to **No**.

gpucoder projectname or gpucoder -open projectname opens the existing project named projectname.prj by using the GPU Coder app.

gpucoder -new projectname creates a GPU Coder project named projectname.prj and opens the GPU Coder app. If the Embedded Coder product is installed, the app enables Embedded Coder features when it creates a project.

gpucoder -ecoder false -new projectname opens the GPU Coder app creating a project named projectname.prj. The app creates a project with the Embedded Coder features disabled, even if the Embedded Coder product is installed.

gpucoder -build projectname builds the existing project named projectname.prj.

gpucoder -tocode projectname -script scriptname creates a script named scriptname.m containing the equivalent MATLAB commands for the project settings in projectname.prj.

If scriptname.m exists, gpucoder overwrites it. The script:

- Creates a configuration object named `cfg` that contains project build configuration.
- Defines the variable `ARGS` for the function input types.
- Defines the variable `GLOBALS` for global data initial values.
- Runs the `codegen` command. When you run the script, the entry-point functions that are arguments to `codegen` must be on the search path.

`cfg`, `ARGS`, and `GLOBALS` appear in the base workspace only after you run the script.

`gpucoder -tocode projectname` converts the existing project named `projectname.prj` to the equivalent list of MATLAB commands and writes them to the Command Window.

Examples

Convert a GPU Coder Project to a MATLAB Script

Convert the GPU Coder project named `myGPU_project.prj` to the MATLAB script named `myGPU_script.m`.

```
coder -tocode myGPU_project -script myGPU_script.m
```

Input Arguments

projectname — Name of the GPU Coder project

character vector

Name of GPU Coder project that you want to create, open, or build. The project name must not contain spaces.

scriptname — Name of script file

character vector

Name of script that you want to create when using the `-tocode` option with the `-script` option. The script name must not contain spaces.

See Also

Apps

[GPU Coder | GPU Environment Check](#)

Functions

[codegen](#) | `coder.checkGpuInstall`

Objects

`coder.gpuEnvConfig`

Topics

[“GPU Programming Paradigm”](#)

[“Installing Prerequisite Products”](#)

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[“Code Generation for Deep Learning Networks by Using cuDNN”](#)

[“Code Generation for Deep Learning Networks by Using TensorRT”](#)

Introduced in R2017b

coder.gpu.kernel

Pragma that maps for-loops to GPU kernels

Syntax

```
coder.gpu.kernel()
coder.gpu.kernel(B,T)
coder.gpu.kernel(B,T,M,name)
```

Description

`coder.gpu.kernel()` is a loop-level pragma that you must place immediately before a for loop. It generates a kernel with the dimensions computed from the loop parameters.

Note The `coder.gpu.kernel` pragma overrides all parallel loop analysis checks that the software performs. Use `coder.gpu.kernelfun` first before using the more advanced functionality of the `coder.gpu.kernel` pragma.

`coder.gpu.kernel(B,T)` is a loop-level pragma that you must place immediately before a for loop. It generates a kernel with the dimensions specified by `B` and `T`. `B[Bx,By,1]` is an array that defines the number of blocks in the grid along dimensions `x` and `y` (`z` not used). `T[Tx,Ty,Tz]` is an array that defines the number of threads in the block along dimensions `x`, `y`, and `z`.

A value of -1 for `B` and `T` indicates that GPU Coder must infer the grid and block dimensions automatically. The `coder.gpu.kernel` pragma generates errors for invalid grid and block dimensions.

`coder.gpu.kernel(B,T,M,name)` expects the same `B` and `T` arguments. You can specify optional arguments `M` and `name`. `M` is a positive integer specifying the minimum number of blocks per streaming multiprocessor. Sometimes, increasing `M` can reduce the register usage within a kernel and improve kernel occupancy. A value of -1 for `M` indicates that GPU Coder must use the default value of 1. `name` is a character array that allows you to customize the name of the generated kernel.

Specifying the kernel pragma overrides all parallel loop analysis checks. This override allows loops to be parallelized in situations where parallel loop analysis cannot prove that all iterations are independent of each other. First, ensure that the loop is safe to parallelize.

This function is a code generation function. It has no effect in MATLAB.

Examples

Generate CUDA Code for MATLAB Function

This example shows how to use the `kernel` pragma in a function and generate CUDA code.

In one file, write the entry-point function `scalars` that accepts two vector inputs `x`, `y` of size `1x4096` and one scalar input `scale`. The function has two `for`-loops of different iteration lengths, one for

vector addition and one for finding the cumulative sum. Place the `coder.gpu.kernel(1,1024)` pragma outside the first loop. This pragma creates a kernel with one block having 1024 threads. Place the `coder.gpu.kernel(8,512,512, 'reduction')` pragma outside the second loop. This pragma creates a kernel with eight blocks having 512 threads per block. The kernel created for this block is named `reduction`.

```
function [vout, sout1] = scalars(x,y,scale)
    sout1 = 0;
    vout = coder.nullcopy(zeros(size(x)));

    coder.gpu.kernel(1,1024);
    for i=1:1024
        vout(i) = x(i) + y(i);
    end

    coder.gpu.kernel(8,512,512, 'reduction');
    for i=1:4096
        sout1 = (x(i)*scale) + sout1;
    end
end
```

Use the `codegen` function to generate CUDA MEX function.

```
codegen -config coder.gpuConfig('mex')...
        -args {ones(1,4096,'double'),ones(1,4096,'double'),coder.typeof(0)}...
        -report scalars
```

GPU Coder creates two kernels: `scalars_kernel1` for vector addition and `scalarsreduction` kernel for the cumulative sum. No kernel is needed for initializing `sout1=0`.

```
cudaMemcpy(gpu_y, y, 32768U, cudaMemcpyHostToDevice);
cudaMemcpy(gpu_x, x, 32768U, cudaMemcpyHostToDevice);
scalars_kernel1<<<dim3(1U, 1U, 1U), dim3(1024U, 1U, 1U)>>>(gpu_y, gpu_x, gpu_vout);
cudaMemcpy(gpu_sout1, sout1, 8U, cudaMemcpyHostToDevice);
scalarsreduction<<<dim3(8U, 1U, 1U), dim3(512U, 1U, 1U)>>>(scale, gpu_x, gpu_sout1);
cudaMemcpy(vout, gpu_vout, 32768U, cudaMemcpyDeviceToHost);
cudaMemcpy(sout1, gpu_sout1, 8U, cudaMemcpyDeviceToHost);
```

`scalars_kernel1` has one block with 1024 threads per block, one for adding each element. `scalarsreduction` kernel has eight blocks with 512 threads per block, resulting in a total of 4096 threads.

You can use variables or expressions when specifying the kernel dimensions. For example, you can rewrite the `scalars` entry-point function such that the grid and block dimensions are specified at compile time.

```
function [vout, sout1] = scalars(x,y,scale, a, b)
    sout1 = 0;
    vout = zeros(size(x));

    coder.gpu.kernel(1,1024);
    for i=1:1024
        vout(i) = x(i) + y(i);
    end

    coder.gpu.kernel([a,a*b,1], [a*b, 1, 1], 'reduction');
    for i=1:length(x)
        sout1 = (x(i)*scale) + sout1;
    end
end
```

Use the `codegen` function to generate CUDA MEX function.

```
codegen -config coder.gpuConfig('mex')...  
-args {ones(1,4096,'double'),ones(1,4096,'double'),20,8,4}...  
-report scalars
```

See Also

Apps

GPU Coder

Functions

`codegen` | `coder.gpu.constantMemory` | `coder.gpu.kernelfun` | `coder.gpu.nokernel` |
`gpucoder.reduce` | `gpucoder.sort` | `gpucoder.stencilKernel`

Objects

`coder.CodeConfig` | `coder.EmbeddedCodeConfig` | `coder.MexCodeConfig` |
`coder.gpuConfig`

Topics

“GPU Programming Paradigm”
“Code Generation by Using the GPU Coder App”
“Code Generation Using the Command Line Interface”
“Kernels from Element-Wise Loops”
“Kernels from Scatter-Gather Type Operations”
“Kernels from Library Calls”
“Design Patterns”

Introduced in R2017b

coder.gpu.kernelfun

Pragma that maps function to GPU kernels

Syntax

```
coder.gpu.kernelfun()
```

Description

`coder.gpu.kernelfun()` is a global-level pragma that attempts to map all the computation within the function it resides in on to the GPU. Loops within this function are parallelized into GPU kernels only if they pass the parallel-loop analysis check. This analysis tries to prove that every loop iteration is independent of each other.

This pragma does not require any input parameters. It generates kernels whose dimensions are computed automatically based on loop parameters.

This function is a code generation function. It has no effect in MATLAB.

Examples

Generate CUDA Code for MATLAB Function

This example shows how to use the `kernelfun` pragma in a function and generate CUDA code.

In one file, write the entry-point function `scalars` that accepts two vector inputs `x`, `y` of size `1x4096` and one scalar input `scale`. The function has two `for`-loops of different iteration lengths, one for vector addition and one for finding the cumulative sum. Place the `coder.gpu.kernelfun()` pragma within the `scalars` function.

```
function [vout, sout1] = scalars(x,y,scale)
    coder.gpu.kernelfun;
    sout1 = 0;
    vout = coder.nullcopy(zeros(1,1024));

    for i=1:1024
        vout(i) = x(i) + y(i);
    end

    for i=1:4096
        sout1 = (x(i)*scale) + sout1;
    end
end
```

Use the `codegen` function to generate CUDA MEX function.

```
codegen -config coder.gpuConfig('mex')...
        -args {ones(1,4096,'double'),ones(1,4096,'double'),coder.typeof(0)}...
        -report scalars
```

GPU Coder creates three kernels: `scalars_kernel1` for initializing `sout1=0`, `scalars_kernel2` for vector addition, and `scalars_kernel3` is the reduction kernel for the cumulative sum.

```
scalars_kernel1<<<dim3(1U, 1U, 1U), dim3(32U, 1U, 1U)>>>(gpu_sout1);
cudaMemcpy(gpu_y, y, 32768U, cudaMemcpyHostToDevice);
cudaMemcpy(gpu_x, x, 32768U, cudaMemcpyHostToDevice);
scalars_kernel2<<<dim3(2U, 1U, 1U), dim3(512U, 1U, 1U)>>>(gpu_y, gpu_x, gpu_vout);
scalars_kernel3<<<dim3(8U, 1U, 1U), dim3(512U, 1U, 1U)>>>(scale, gpu_x, gpu_sout1);
cudaMemcpy(vout, gpu_vout, 32768U, cudaMemcpyDeviceToHost);
cudaMemcpy(sout1, gpu_sout1, 8U, cudaMemcpyDeviceToHost);
```

`scalars_kernel2` has two blocks with 512 threads per block for a total of 1024 threads, one for adding each element. Similarly, `scalars_kernel3` has eight blocks with 512 threads per block resulting in a total of 4096 threads. GPU Coder also performs an optimization that minimizes the number of `cudaMemcpy` function calls. In this example, a copy of the input `x` is in the GPU, no extra `cudaMemcpy` is required between `scalars_kernel2` and `scalars_kernel3`. In addition to memory optimization, any sequential code between kernels is mapped to the CUDA threads to keep data on the GPU.

See Also

Apps

GPU Coder

Functions

`codegen` | `coder.gpu.constantMemory` | `coder.gpu.kernel` | `coder.gpu.nokernel` | `gpuCoder.reduce` | `gpuCoder.sort` | `gpuCoder.stencilKernel`

Objects

`coder.CodeConfig` | `coder.EmbeddedCodeConfig` | `coder.MexCodeConfig` | `coder.gpuConfig`

Topics

“GPU Programming Paradigm”
 “Code Generation by Using the GPU Coder App”
 “Code Generation Using the Command Line Interface”
 “Kernels from Element-Wise Loops”
 “Kernels from Scatter-Gather Type Operations”
 “Kernels from Library Calls”
 “Design Patterns”

Introduced in R2017b

coder.gpu.constantMemory

Pragma that maps a variable to the constant memory on GPU

Syntax

```
coder.gpu.constantMemory(v)
```

Description

`coder.gpu.constantMemory(v)` maps the variable `v` to the constant memory space on the GPU device. Place this pragma within a parallelizable loop. If GPU Coder generates a kernel for the loop, it loads `v` to a device constant memory variable. It replaces any access to this variable within the kernel by access to the constant memory variable. Within the kernel, the variable `v` must be read-only. Otherwise, GPU Coder ignores this pragma. Use this pragma when every thread accesses every element of the parameter array or matrix.

This function is a code generation function. It has no effect in MATLAB.

Examples

Map Read-Only Input to GPU Constant Memory

This example shows how to map an input to the constant memory space on the GPU by using the `coder.gpu.constantMemory` pragma.

Write an entry-point function `myFun` that accepts two inputs `a` of size `256x256` and constant `k` of size `1x3`. The function has a nested `for`-loops that adds the constants to each element of `a`. To create a kernel, place the `coder.gpu.kernel()` pragma outside the nested `for`-loop. The `coder.gpu.constantMemory(k)` places the read-only input `k` into the constant memory of the GPU.

```
function b = myFun(a,k)
    b = coder.nullcopy(zeros(size(a)));
    coder.gpu.kernel();
    for j = 1:256
        for i = 1:256
            coder.gpu.constantMemory(k);
            b(i,j) = a(i,j) + k(1) + k(2) + k(3);
        end
    end
end
```

Create a configuration object for MEX code generation.

```
cfg = coder.gpuConfig('mex');
```

Define a cell array input that declares the size and data type of the inputs `a`, `k` to the function `myFun`.

```
input = {ones(256),ones(1,3)}
```


Generate a MEX function `myFun_mex` by using `-config`, `-args`, and `-report` options to specify configuration, provide input arguments, and generate a code generation report.

```
codegen -config cfg -args input -report myFun
```

In the report, on the **C code** tab, click `myFun.cu`.

The read-only variable `k` is declared as `const_k` by using the `__constant__` qualifier as shown in the code snippet.

```
/* Variable Definitions */
__constant__ real_T const_k[3];
```

`cudaMemcpyToSymbol` call copies the value of `k` from the host to the device constant memory `const_k`.

```
cudaMemcpyToSymbol(const_k, k, 24U, 0U, cudaMemcpyHostToDevice);
cudaMemcpy(gpu_a, a, 524288U, cudaMemcpyHostToDevice);
myFun_kernel1<<<dim3(128U, 1U, 1U), dim3(512U, 1U, 1U)>>>(gpu_a, gpu_b);
cudaMemcpy(b, gpu_b, 524288U, cudaMemcpyDeviceToHost);
```

The kernel body accesses the constant `const_k` and adds it to each element of a

```
static __global__ __launch_bounds__(512, 1) void myFun_kernel1(const real_T *a,
real_T *b)
{
    int32_T i;
    int32_T j;
    int32_T threadIdx;
    threadIdx = (int32_T)(blockDim.x * blockIdx.x + threadIdx.x);
    i = threadIdx / 256;
    j = threadIdx - i * 256;
    if (!(j >= 256) && !(i >= 256)) {
        b[i + (j << 8)] = ((a[i + (j << 8)] + const_k[0]) + const_k[1]) + const_k[2];
    }
}
```

Input Arguments

v — Variable name

scalar | vector | matrix | multidimensional array

The name of the variable that must be mapped to the constant memory space on the GPU device.

See Also

Apps

GPU Coder

Functions

`codegen` | `coder.gpu.kernel` | `coder.gpu.kernelfun` | `coder.gpu.nokernel` | `coder.gpu.persistentMemory` | `gpucoder.stencilKernel`

Objects

`coder.CodeConfig` | `coder.EmbeddedCodeConfig` | `coder.MexCodeConfig` | `coder.gpuConfig`

Topics

“GPU Programming Paradigm”

“GPU Memory Allocation and Minimization”

“Kernels from Element-Wise Loops”

“Kernels from Scatter-Gather Type Operations”

“Design Patterns”

“Kernels from Library Calls”

Introduced in R2017b

gpcoder.stencilKernel

Create CUDA code for stencil functions

Syntax

```
B = gpcoder.stencilKernel(FUN,A,[M N],shape,param1,param2...)
```

Description

`B = gpcoder.stencilKernel(FUN,A,[M N],shape,param1,param2...)` applies the function `FUN` to each `[M,N]` sliding window of the input `A`. Function `FUN` is called for each `[M,N]` submatrix of `A` and computes an element of output `B`. The index of this element corresponds to the center of the `[M,N]` window.

`FUN` is the handle to a user-defined function that returns a scalar output of the same type as the input.

```
C= FUN(X,param1,param2, ...)
```

`X` is the `[M,N]` submatrix of the original input `A`. `X` can be zero-padded when necessary, for instance at the boundaries of input `A`. `X` and the window can also be 1-D.

`C` is a scalar valued output of `FUN`. It is the output computed for the center element of the `[M,N]` array `X` and is assigned to the corresponding element of the output array `B`.

`param1,param2` are optional arguments. Pass these arguments if `FUN` requires any additional parameters in addition to the input window.

The window `[M,N]` must be less than or equal to the size of `A`, with the same shape as `A`.

If `A` is 1-D row vector, the window must be `[1,N]`.

If `A` is 1-D column vector, the window must be `[N,1]`.

`shape` determines the size of the output array `B`. It can have one of three possible values:

- `'same'` - Returns output `B` that is the same size as `A`.
- `'full'` - (default) Returns the full output. Size of `B` > size of `A`, that is, if `A` is of size `(x,y)`. Size of `B = [x + floor(M/2), y + floor(N/2)]`
- `'valid'` - Returns only those parts of the output that are computed without the zero-padded edges of `A`. Size of `B = [x - floor(M/2), y - floor(N/2)]`

The input `A` must be a vector or matrix with a numeric type supported by `FUN`. The class of `B` is the same as the class of `A`.

Code generation is supported only for fixed size outputs. Shape and window must be compile-time constants because they determine the size of the output.

Examples

Mean Filter Using Stencil Kernel

This example shows how to use the `gpuCoder.stencilKernel` and generate CUDA kernels that perform filtering of an image by using stencil operations.

This example performs mean filtering of a 2-D image. In one file, write the entry-point function `test` that accepts an image matrix `A`. Create a subfunction `my_mean` that computes the mean of the 3x3 submatrix.

```
function B = meanImgFilt(A) %#codegen
    B = gpuCoder.stencilKernel(@my_mean,A,[3 3],'same');

    function out = my_mean(A)
        out = cast(mean(A(:)), class(A));
    end
end
```

Set up the test input image for the `meanImgFilt` function.

```
inImage = im2double(imread('cameraman.tif'));
```

Use the `codegen` function to generate CUDA MEX function.

```
codegen -config coder.gpuConfig('mex') -args {inImage} -report meanImgFilt
```

GPU Coder creates three kernels: `meanImgFilt_kernel1` for initializing memory, `meanImgFilt_kernel2` for optimizing the input memory structure, and `meanImgFilt_kernel3` for mean filtering operation. The following is a snippet of the generated code.

```
cudaMalloc(&gpu_B, 524288ULL);
cudaMalloc(&gpu_A, 524288ULL);
cudaMalloc(&gpu_expanded, 532512ULL);
meanImgFilt_kernel1<<<dim3(131U, 1U, 1U), dim3(512U, 1U, 1U)>>>(gpu_expanded);
cudaMemcpy((void *)gpu_A, (void *)&A[0], 524288ULL, cudaMemcpyHostToDevice);
meanImgFilt_kernel2<<<dim3(128U, 1U, 1U), dim3(512U, 1U, 1U)>>>(gpu_A,
    gpu_expanded);
meanImgFilt_kernel3<<<dim3(8U, 8U, 1U), dim3(32U, 32U, 1U)>>>(gpu_expanded,
    gpu_B);
cudaMemcpy((void *)&B[0], (void *)gpu_B, 524288ULL, cudaMemcpyDeviceToHost);
```

`meanImgFilt_kernel3` uses shared memory (`__shared__` qualifier) to improve memory bandwidth and data locality.

Limitations

- For very large input sizes, the `gpuCoder.stencilKernel` function may produce CUDA code that does not numerically match the MATLAB simulation. In such cases, consider reducing the size of the input to produce accurate results..

See Also

Apps GPU Coder

Functions

`codegen` | `coder.gpu.constantMemory` | `coder.gpu.kernel` | `coder.gpu.nokernel` | `gpuCoder.matrixMatrixKernel` | `gpuCoder.reduce` | `gpuCoder.sort`

Objects

`coder.CodeConfig` | `coder.EmbeddedCodeConfig` | `coder.MexCodeConfig` |
`coder.gpuConfig`

Topics

“GPU Programming Paradigm”
“Code Generation by Using the GPU Coder App”
“Code Generation Using the Command Line Interface”
“Kernels from Element-Wise Loops”
“Kernels from Scatter-Gather Type Operations”
“Kernels from Library Calls”
“Design Patterns”

Introduced in R2017b

gpcoder.matrixMatrixKernel

Optimized GPU implementation of functions containing matrix-matrix operations

Syntax

```
C = gpcoder.matrixMatrixKernel(FUN,A,B)
C = gpcoder.matrixMatrixKernel(FUN,A,B,orientation)
```

Description

`C = gpcoder.matrixMatrixKernel(FUN,A,B)` generates kernels from functions that contain GEMM-like operations. For example, matching feature points between two images by using:

- The sum of absolute differences (SAD) — $F() = @(a,b) \text{abs}(a-b)$
- The sum of squared differences (SSD) — $F() = @(a,b) (a-b) .* (a-b)$

`FUN` is a handle to a user-defined function. It takes one row and column from matrix `A` and one row and column from matrix `B` and outputs a vector with the same type as the input. The output vector is then summed to compute a single scalar value in `C`. Numeric inputs `A` and `B` must be either of the same size or have sizes that are compatible. For example, if `A` is an `M`-by-`K` matrix, `B` is a `K`-by-`N` matrix then `C` is an `M`-by-`N` matrix.

`C = gpcoder.matrixMatrixKernel(FUN,A,B,orientation)` has the optional argument `orientation` that specifies the orientation of `A` and `B` matrices. It can take one of four possible values:

- 'nn' - Matrices `A` and `B` are normal.
- 'nt' - Matrix `B` is transposed.
- 'tn' - Matrix `A` is transposed.
- 'tt' - Both matrices `A` and `B` are transposed.

Examples

Matrix-Matrix Multiplication

This example performs a simple matrix-matrix multiplication and uses the `matrixMatrixKernel` design pattern to generate CUDA code.

In one file, write an entry-point function `matMul_nn` that accepts two matrix inputs `f1` and `f2`. Use the MATLAB function `@times` to multiply `f1` and `f2` element by element. The sign `@` creates a handle to the function `times`. Insert the `gpcoder.matrixMatrixKernel()` statement. The input matrices are not transposed, therefore use the 'nn' option.

```
function scores = matMul_nn(f1, f2)
    scores = gpcoder.matrixMatrixKernel(@times, f1, f2, 'nn');
end
```

Use the `codegen` function to generate CUDA MEX function.

```
codegen -config coder.gpuConfig('mex') ...
        -args {ones(1024,1024,'double'),ones(1024,1024,'double')} ...
        -report matMul_nn
```

The generated CUDA code contains two kernels: `matMul_nn_kernel1` for initializing the output matrix `scores` and `matMul_nn_kernel2` that performs the times operation. The following is a snippet of the generated code.

```
matMul_nn_kernel1<<<dim3(2048U, 1U, 1U), dim3(512U, 1U, 1U)>>>(gpu_scores);
cudaMemcpy(gpu_f2, f2, 8388608U, cudaMemcpyHostToDevice);
cudaMemcpy(gpu_f1, f1, 8388608U, cudaMemcpyHostToDevice);
matMul_nn_kernel2<<<dim3(16U, 16U, 1U), dim3(16U, 16U, 1U)>>>(gpu_f2, gpu_f1,
    gpu_scores);
cudaMemcpy(scores, gpu_scores, 8388608U, cudaMemcpyDeviceToHost);
```

`matMul_nn_kernel2` has 2-D grid of 2-D blocks. The kernel has 16x16 blocks with 256 threads per block.

See Also

Apps

GPU Coder

Functions

`codegen` | `coder.gpu.constantMemory` | `coder.gpu.kernel` | `coder.gpu.kernelfun` |
`coder.gpu.nokernel` | `gpcoder.batchedMatrixMultiply` |
`gpcoder.batchedMatrixMultiplyAdd` | `gpcoder.stencilKernel` |
`gpcoder.stridedMatrixMultiply` | `gpcoder.stridedMatrixMultiplyAdd`

Objects

`coder.CodeConfig` | `coder.EmbeddedCodeConfig` | `coder.MexCodeConfig` |
`coder.gpuConfig`

Topics

“GPU Programming Paradigm”
 “Code Generation by Using the GPU Coder App”
 “Code Generation Using the Command Line Interface”
 “Kernels from Element-Wise Loops”
 “Kernels from Scatter-Gather Type Operations”
 “Kernels from Library Calls”
 “Design Patterns”

Introduced in R2017b

cnncodegen

Generate code and build static library for Series or DAG Network

Syntax

```
cnncodegen(net, 'targetlib', libraryname)
cnncodegen(net, 'targetlib', libraryname, Name, Value)
```

Description

`cnncodegen(net, 'targetlib', libraryname)` generates CUDA C++ code and builds a static library for the specified network object and target library by using default values for all properties.

`cnncodegen(net, 'targetlib', libraryname, Name, Value)` generates CUDA C++ code and builds a static library for the specified network object and target library with additional code generation options specified by one or more `Name, Value` pair arguments.

Examples

Generate C++ Code for a Pretrained Network to Run on an ARM Processor

Use `cnncodegen` to generate C++ code for a pretrained network for deployment to an ARM® processor.

Get the pretrained GoogLeNet model by using the `googlenet` function. This function requires the Deep Learning Toolbox™ Model for GoogLeNet Network. If you have not installed this support package, the function provides a download link. Alternatively, see <https://www.mathworks.com/matlabcentral/fileexchange/64456-deep-learning-toolbox-model-for-googlenet-network>.

```
net = googlenet;
```

Generate code by using `cnncodegen` with `'targetlib'` set to `'arm-compute'`. For `'arm-compute'`, you must provide the `'ArmArchitecture'` parameter.

```
cnncodegen(net, 'targetlib', 'arm-compute'...
, 'targetparams', struct('ArmComputeVersion', '19.02', 'ArmArchitecture', 'armv8'));
```

Generate Code for the YOLO Network to Run on NVIDIA GPU

Generate CUDA C++ code from a `SeriesNetwork` object created for the YOLO architecture, trained for classifying the PASCAL dataset. This example requires the GPU Coder product and GPU Coder Interface for Deep Learning Libraries.

Get the pretrained YOLO network and convert it into a `SeriesNetwork` object.

```
url = 'https://www.mathworks.com/supportfiles/gpuCoder/cnn_models/Yolo/yolonet.mat';
websave('yolonet.mat', url);
net = coder.LoadDeepLearningNetwork('yolonet.mat');
```


The `SeriesNetwork` object `net` contains 58 layers. These layers are convolution layers followed by leaky ReLU and fully connected layers at the end of the network architecture. You can use `net.Layers` to see the all the layers in this network.

Use the `cnncodegen` function to generate CUDA code.

```
cnncodegen(net, 'targetlib', 'cudnn');
```

The code generator generates the `.cu` and header files in the `'/pwd/codegen'` folder. The series network is generated as a C++ class called `CnnMain`, containing an array of 58 layer classes. The `setup()` method of this class sets up handles and allocates resources for each layer object. The `predict()` method invokes prediction for each of the 58 layers in the network. The `cleanup()` method releases all the memory and system resources allocated for each layer object. All the binary weights (`cnn_**_w`) and the bias files (`cnn_**_b`) for the convolution layers of the network are stored in the `codegen` folder. The files are compiled into the static library `cnnbuild.a` (on Linux®) or `cnnbuild.lib` (on Windows®).

Input Arguments

net — Name of the series or DAG network object

character vector | string scalar

Pretrained `SeriesNetwork` or `DAGNetwork` object.

libraryname — Deep learning target library

character vector | string scalar

The target library and the target platform to generate code for, specified as one of the values in this table.

Value	Description
'arm-compute'	Target an ARM CPU processor supporting NEON instructions by using the ARM Compute Library for computer vision and machine learning. Requires the MATLAB Coder™ Interface for Deep Learning Libraries.
'arm-compute-mali'	Target an ARM GPU processor by using the ARM Compute Library for computer vision and machine learning. Requires the GPU Coder product and the GPU Coder Interface for Deep Learning Libraries.
'cudnn'	Target NVIDIA GPUs by using the CUDA Deep Neural Network library (cuDNN). Requires the GPU Coder product and the GPU Coder Interface for Deep Learning Libraries.

Value	Description
'mkl_dnn'	Target Intel® CPU processor by using the Intel Math Kernel Library for Deep Neural Networks (MKL-DNN). Requires the MATLAB Coder Interface for Deep Learning Libraries.
'tensorrt'	Target NVIDIA GPUs by using NVIDIA TensorRT, a high performance deep learning inference optimizer and run-time library. Requires the GPU Coder product and the GPU Coder Interface for Deep Learning Libraries.

Name-Value Pair Arguments

Specify optional comma-separated pairs of `Name`, `Value` arguments. `Name` is the argument name and `Value` is the corresponding value. `Name` must appear inside quotes. You can specify several name and value pair arguments in any order as `Name1, Value1, ..., NameN, ValueN`.

Example: `cnncodegen(net, 'targetlib', 'mkl_dnn', 'codegenonly', 0, 'batchsize', 1)` generates C++ code for the Intel processor by using MKL-DNN and builds a static library for the network object in `net`.

General Options

batchsize — Size

1 (default) | positive integer

A positive nonzero integer value specifying the number of observations to operate on in a single call to the network `predict()` method. When calling `network->predict()`, the size of the input data must match the `batchsize` value specified during `cnncodegen`.

If `libraryname` is 'arm-compute' or 'arm-compute-mali', the value of `batchsize` must be 1.

codegenonly — Option to generate only code

0 (default) | 1

Boolean flag that, when enabled, generates CUDA C++ code without generating and building a makefile.

targetparams — Library-specific parameters

structure

Library-specific parameters specified as a 1-by-1 structure containing the fields described in these tables.

Parameters for ARM Compute Library (CPU)

Field	Description
ArmComputeVersion	Version of ARM Compute Library on the target hardware, specified as '18.05', '18.08', '18.11', '19.02', or '19.05'. The default value is '19.05'. If you set ArmComputeVersion to a version later than '19.05', ArmComputeVersion is set to '19.05'.
ArmArchitecture	ARM architecture supported on the target hardware, specified as 'armv7' or 'armv8'. The specified architecture must be the same as the architecture for the ARM Compute Library on the target hardware. ArmArchitecture is a required parameter.

Parameters for ARM Compute Library (Mali GPU)

Field	Description
ArmComputeVersion	Version of ARM Compute Library on the target hardware, specified as '19.02' or '19.05'. The default value is '19.05'. If you set ArmComputeVersion to a version later than '19.05', ArmComputeVersion is set to '19.05'.

Parameters for NVIDIA cuDNN Library

Field	Description
AutoTuning	<p>Enable or disable auto tuning feature. Enabling auto tuning allows the cuDNN library to find the fastest convolution algorithms. This increases performance for larger networks such as SegNet and ResNet. Default value is <code>true</code>.</p> <hr/> <p>Note If AutoTuning is enabled for TensorRT targets, the software generates code with auto tuning disabled. It does so without generating any warning or error messages.</p>
DataType	<p>Specify the precision of the tensor data type input to the network. When performing inference in 32-bit floats, use <code>'FP32'</code>. For 8-bit integer, use <code>'INT8'</code>. Default value is <code>'FP32'</code>.</p> <p>The <code>computeCapability</code> argument must be set to <code>'6.1'</code> or higher if the <code>DataType</code> is set to <code>'INT8'</code>. Compute capability of 6.2 does not support INT8 precision.</p>
CalibrationResultFile	<p>Location of the MAT-file containing the calibration data. Default value is <code>' '</code>. This option is applicable only when <code>DataType</code> is set to <code>'INT8'</code>.</p>

Parameters for NVIDIA TensorRT Library

Field	Description
DataType	<p>Specify the precision of the tensor data type input to the network or the tensor output of a layer. When performing inference in 32-bit floats, use 'FP32'. For 8-bit integer, use 'INT8'. For half-precision, use 'FP16'. Default value is 'FP32'.</p> <p>The <code>computeCapability</code> argument must be set to '7.0' or higher if the <code>DataType</code> is set to 'FP16'.</p> <p>The <code>computeCapability</code> argument must be set to '6.1' or higher if the <code>DataType</code> is set to 'INT8'. Compute capability of 6.2 does not support INT8 precision.</p>
DataPath	<p>Location of the image dataset used during recalibration. Default value is ''. This option is applicable only when <code>DataType</code> is set to 'INT8'.</p> <p>When you select the 'INT8' option, TensorRT quantizes the floating-point data to <code>int8</code>. The recalibration is performed with a reduced set of the calibration data. The calibration data must be present in the image data location specified by <code>DataPath</code>.</p>
NumCalibrationBatches	<p>Numeric value specifying the number of batches for <code>int8</code> calibration. The software uses the product of <code>batchsize*NumCalibrationBatches</code> to pick a random subset of images from the image dataset to perform calibration. The <code>batchsize*NumCalibrationBatches</code> value must not be greater than the number of images present in the image dataset. Default value is 50. This option is applicable only when <code>DataType</code> is set to 'INT8'.</p> <p>NVIDIA recommends that about 500 images are sufficient for calibrating. Refer to the TensorRT documentation for more information.</p>

GPU Options (GPU Coder Only)**computeCapability – Compute version**

character vector | string scalar

This property affects GPU targeting only.

Character vector or string scalar specifying the NVIDIA GPU compute capability to compile for. Argument takes the format of `major#.minor#`.

Possible values are

'3.2' | '3.5' | '3.7' | '5.0' | '5.2' | '5.3' | '6.0' | '6.1' | '6.2' | '7.0' | '7.1' | '7.2'.

Default value is '3.5'.

Compatibility Considerations

Changes to Target Library Support

Behavior change in future release

In a future release, the `cnncodegen` function will generate C++ code and build a static library for only the ARM Mali GPU processor. You can continue to use the `'arm-compute-mali'` value for the `'targetlib'` argument to target an ARM Mali GPU by using the ARM Compute Library for computer vision and machine learning.

For all other targets, use the `codegen` command.

See Also

Functions

`codegen` | `coder.loadDeepLearningNetwork`

Topics

“Code Generation for Deep Learning Networks with MKL-DNN”

“Deep Learning Prediction with ARM Compute Using `codegen`”

“Code Generation for Deep Learning Networks by Using `cuDNN`”

“Code Generation for Deep Learning Networks by Using `TensorRT`”

“Code Generation for Deep Learning Networks Targeting ARM Mali GPUs”

“Code Generation for Object Detection by Using YOLO v2”

“Deep Learning Prediction by Using `NVIDIA TensorRT`”

Introduced in R2017b

coder.loadDeepLearningNetwork

Load deep learning network model

Syntax

```
net = coder.loadDeepLearningNetwork(filename)
net = coder.loadDeepLearningNetwork(functionname)
net = coder.loadDeepLearningNetwork( ___, network_name)
```

Description

`net = coder.loadDeepLearningNetwork(filename)` loads a pretrained deep learning `SeriesNetwork`, `DAGNetwork`, `yolov2ObjectDetector`, or `ssdObjectDetector` object saved in the `filename` MAT-file. `filename` must be a valid MAT-file existing on the MATLAB path containing a single `SeriesNetwork`, `DAGNetwork`, `yolov2ObjectDetector`, or `ssdObjectDetector` object. The MAT-file must contain only the network to be loaded.

`net = coder.loadDeepLearningNetwork(functionname)` calls a function that returns a pretrained deep learning `SeriesNetwork`, `DAGNetwork`, `yolov2ObjectDetector`, or `ssdObjectDetector` object. `functionname` must be the name of a function existing on the MATLAB path that returns a `SeriesNetwork`, `DAGNetwork`, `yolov2ObjectDetector`, or `ssdObjectDetector` object.

`net = coder.loadDeepLearningNetwork(___, network_name)` is the same as `net = coder.loadDeepLearningNetwork(filename)` with the option to name the C++ class generated from the network. `network_name` is a descriptive name for the network object saved in the MAT-file or pointed to by the function. The network name must be a char type that is a valid identifier in C++.

Use this function when generating code from a network object inference. This function generates a C++ class from this network. The class name is derived from the MAT-file name or the function name.

Examples

Generate C++ Code from a MAT-File Containing the VGG-16 Network

Use of the `coder.loadDeepLearningNetwork` function to load an VGG-16 series network and generate C++ code for this network.

Get the MAT-file containing the pretrained VGG-16 network.

```
url = 'https://www.mathworks.com/supportfiles/gpuCoder/cnn_models/VGG/vgg16.mat';
websave('vgg16.mat',url);
```

Create an entry-point function `myVGG16` that uses the `coder.loadDeepLearningNetwork` function to load the `vgg16.mat` into the persistent `mynet` `SeriesNetwork` object.

```
function out = myVGG16(in)

persistent mynet;
if isempty(mynet)
```

```

    mynet = coder.loadDeepLearningNetwork('vgg16.mat', 'myVGGnet');
end

out = predict(mynet,in);

```

The persistent object avoids reconstructing and reloading the network object during subsequent calls to the function to invoke the `predict` method on the input.

The input layer of the pretrained VGG-16 network accepts images of size 224x224x3. Use the following lines of code to read an input image from a graphics file and resize it to 224x224.

```

in = imread('peppers.png');
in = imresize(in,[224,224]);

```

Create a `coder.config` configuration object for MEX code generation and set the target language to C++. On the configuration object, set `DeepLearningConfig` with `targetlib` as 'mkl_dnn'. The `codegen` function must determine the size, class, and complexity of MATLAB function inputs. Use the `-args` option to specify the size of the input to the entry-point function. Use the `-config` option to pass the code configuration object.

```

cfg = coder.config('mex');
cfg.TargetLang = 'C++';
cfg.DeepLearningConfig = coder.DeepLearningConfig('mkl_dnn');
codegen -args {ones(224,224,3,'uint8')} -config cfg myVGG16 -report;

```

The `codegen` command places all the generated files in the `codegen` folder. The folder contains the C++ code for the entry-point function `myVGG16.cpp`, header and source files containing the C++ class definitions for the convoluted neural network (CNN), weight, and bias files.

Call VGG-16 `predict` on the input image and display the top five predicted labels.

```

predict_scores = myVGG16_mex(in);
[scores,indx] = sort(predict_scores, 'descend');
net = coder.loadDeepLearningNetwork('vgg16.mat');
classNames = net.Layers(end).Classes;
disp(classNames(indx(1:5)));

    bell pepper
    cucumber
    grocery store
    acorn squash
    butternut squash

```

Code Generation for a SeriesNetwork Inference Loaded from a MATLAB Function

Use of the `coder.loadDeepLearningNetwork` function to load an `resnet50` series network and generate CUDA code for this network.

Create an entry-point function `resnetFun` that uses the `coder.loadDeepLearningNetwork` function to call the Deep Learning Toolbox toolbox function `resnet50`. This function returns a pretrained ResNet-50 network.

```

function out = resnetFun(in)

persistent mynet;

```



```

if isempty(mynet)
    mynet = coder.loadDeepLearningNetwork('resnet50', 'myresnet');
end

out = predict(mynet,in);

```

The persistent object avoids reconstructing and reloading the network object during subsequent calls to the function to invoke the `predict` method on the input.

The input layer of the pretrained ResNet - 50 network accepts images of size 224x224x3. To read an input image from a graphics file and resize it to 224x224, use the following lines of code:

```

in = imread('peppers.png');
in = imresize(in,[224,224]);

```

Create a `coder.gpuConfig` configuration object for MEX code generation and set the target language to C++. The `codegen` function must determine the size, class, and complexity of MATLAB function inputs. Use the `-args` option to specify the size of the input to the entry-point function and the `-config` option to pass the code configuration object.

```

cfg = coder.gpuConfig('mex');
cfg.TargetLang = 'C++';
cfg.DeepLearningConfig = coder.DeepLearningConfig('cudnn');
codegen -args {ones(224,224,3,'uint8')} -config cfg resnetFun -report;

```

The `codegen` command places all the generated files in the `codegen` folder. It contains the CUDA code for the entry-point function `resnetFun.cu`, header, and source files containing the C++ class definitions for the convoluted neural network (CNN), weight, and bias files.

Input Arguments

filename — MAT file name

name

Specifies the name of the MAT-file containing the pretrained `SeriesNetwork`, `DAGNetwork`, `yoloV2ObjectDetector`, or `ssdObjectDetector` object.

Data Types: `string`

functionname — MATLAB function name

name

Specifies the name of the function that returns a pretrained `SeriesNetwork`, `DAGNetwork`, `yoloV2ObjectDetector`, or `ssdObjectDetector` object.

Data Types: `string`

network_name — Descriptive name

name

Descriptive name for the network object saved in the MAT-file. It must be a `char` type that is a valid identifier in C++.

Data Types: `char`

Output Arguments

net — Network object

SeriesNetwork object | DAGNetwork object | yolov2objectDetector object |
ssdObjectDetector object

Network inference, returned as a SeriesNetwork, DAGNetwork, yolov2objectDetector, or
ssdObjectDetector object.

Limitations

- `coder.loadDeepLearningNetwork` does not support loading MAT-files with multiple networks.
- The MAT-file must contain only the network to be loaded.

See Also

Functions

`cnncodegen` | `codegen`

Objects

DAGNetwork | SeriesNetwork | ssdObjectDetector | yolov2objectDetector

Topics

“Load Pretrained Networks for Code Generation”

“Code Generation for Deep Learning Networks by Using cuDNN”

“Code Generation for Deep Learning Networks by Using TensorRT”

“Code Generation for Deep Learning Networks Targeting ARM Mali GPUs”

Introduced in R2017b

coder.DeepLearningConfig

Create deep learning code generation configuration objects

Syntax

```
deepLearningCfg = coder.DeepLearningConfig(targetlib)
```

Description

`deepLearningCfg = coder.DeepLearningConfig(targetlib)` creates a deep learning configuration object containing library-specific parameters that `codegen` uses to generate code for deep neural networks. Assign this deep learning configuration object to the `DeepLearningConfig` property of the code configuration object created by using `coder.config`. Pass the code configuration object to the `codegen` function by using the `-config` option.

Examples

Generate Code for the ResNet-50 Network Using Intel MKL-DNN Library

Set the code configuration parameters and generate C++ code for an ResNet-50 series network. The generated code uses the Intel MKL-DNN deep learning libraries.

Create an entry-point function `resnet_predict` that uses the `coder.loadDeepLearningNetwork` function to load the `resnet50 SeriesNetwork` object.

```
function out = resnet_predict(in)

persistent mynet;
if isempty(mynet)
    mynet = coder.loadDeepLearningNetwork('resnet50', 'myresnet');
end

out = predict(mynet,in);
```

The persistent object avoids reconstructing and reloading the network object during subsequent calls to the function to invoke the `predict` method on the input.

The input layer of the pretrained ResNet-50 network accepts images of size 224x224x3. To read an input image from a graphics file and resize it to 224x224, use the following lines of code:

```
in = imread('peppers.png');
in = imresize(in,[224,224]);
```

Create a `coder.config` configuration object for MEX code generation and set the target language to C++. On the configuration object, set `DeepLearningConfig` with `targetlib` as `'mkl_dnn'`. Use the `-config` option of the `codegen` function to pass this code configuration object. The `codegen` function must determine the size, class, and complexity of MATLAB function inputs. Use the `-args` option to specify the size of the input to the entry-point function.

```
cfg = coder.config('mex');
cfg.TargetLang = 'C++';
```

```
cfg.DeepLearningConfig = coder.DeepLearningConfig('mkldnn');
codegen -args {ones(224,224,3,'single')} -config cfg resnet_predict;
```

The codegen command places all the generated files in the codegen folder. It contains the C++ code for the entry-point function `resnet_predict.cpp`, header and source files containing the C++ class definitions for the convoluted neural network (CNN), weight, and bias files.

Input Arguments

targetlib — Specify the target deep learning library

character vector | string scalar

Target library for deep learning code generation, specified as one of the values in this table.

Value	Description
'arm-compute'	For generating code that uses the ARM Compute Library.
'mkldnn'	For generating code that uses the Intel Math Kernel Library for Deep Neural Networks (Intel MKL-DNN).
'cudnn'	For generating code that uses the CUDA Deep Neural Network library (cuDNN). This option requires GPU Coder.
'tensorrt'	For generating code that takes advantage of the NVIDIA TensorRT - high performance deep learning inference optimizer and run-time library. This option requires GPU Coder.

Output Arguments

deepLearningCfg — Deep learning configuration object

Configuration Object

Configuration object based on the target library specified in the input argument. This object contains library-specific parameters that are used during code generation.

Target Library	Deep Learning Configuration Object
'arm-compute'	Creates an ARMNEONConfig configuration object.
'mkldnn'	Creates an MklDNNConfig configuration object.
'cudnn'	Creates a CuDNNConfig configuration object.
'tensorrt'	Creates a TensorRTConfig configuration object.

See Also

Functions

codegen

Objects

coder.ARMNEONConfig | coder.CodeConfig | coder.CuDNNConfig | coder.MkLDNNConfig |
coder.TensorRTConfig | coder.loadDeepLearningNetwork

Topics

“Code Generation for Deep Learning Networks with MKL-DNN”
“Code Generation for Deep Learning Networks with ARM Compute Library”
“Code Generation for Object Detection by Using YOLO v2”
“Code Generation for Deep Learning Networks by Using cuDNN”
“Code Generation for Deep Learning Networks by Using TensorRT”

Introduced in R2018b

coder.MkLDNNConfig

Parameters to configure deep learning code generation with the Intel Math Kernel Library for Deep Neural Networks

Description

The `coder.MkLDNNConfig` object contains the Intel MKL-DNN specific parameters that `codegen` uses for generating C++ code for deep neural networks.

To use a `coder.MkLDNNConfig` object for code generation, assign it to the `DeepLearningConfig` property of a code generation configuration object that you pass to `codegen`.

Creation

Syntax

```
deepLearningCfg = coder.DeepLearningConfig('mklDnn')
```

Description

`deepLearningCfg = coder.DeepLearningConfig('mklDnn')` creates a `coder.MkLDNNConfig` object for deep learning code generation by using the MKL-DNN library.

Properties

TargetLib — Target library name

'mklDnn'

Name of target library, specified as a character vector.

Examples

Specify Configuration Parameters for MEX Function Generation for the ResNet-50 Network

Create an entry-point function `resnet_predict` that uses the `coder.loadDeepLearningNetwork` function to load the `resnet50 SeriesNetwork` object.

```
function out = resnet_predict(in)

persistent mynet;
if isempty(mynet)
    mynet = coder.loadDeepLearningNetwork('resnet50', 'myresnet');
end

out = predict(mynet,in);
```

Create a `coder.config` configuration object for MEX code generation.

```
cfg = coder.config('mex');
```

Set the target language to C++.

```
cfg.TargetLang = 'C++';
```

Create a `coder.MkLDNNConfig` deep learning configuration object. Assign it to the `DeepLearningConfig` property of the `cfg` configuration object.

```
cfg.DeepLearningConfig = coder.DeepLearningConfig('mklDnn');
```

Use the `-config` option of the `codegen` function to pass the `cfg` configuration object. The `codegen` function must determine the size, class, and complexity of MATLAB function inputs. Use the `-args` option to specify the size of the input to the entry-point function.

```
codegen -args {ones(224,224,3,'single')} -config cfg resnet_predict
```

The `codegen` command places all the generated files in the `codegen` folder. The folder contains the C++ code for the entry-point function `resnet_predict.cpp`, header, and source files containing the C++ class definitions for the convolutional neural network (CNN), weight, and bias files.

See Also

[codegen](#) | [coder.ARMNEONConfig](#) | [coder.CodeConfig](#) | [coder.CuDNNConfig](#) | [coder.DeepLearningConfig](#) | [coder.TensorRTConfig](#)

Topics

“Code Generation for Deep Learning Networks with MKL-DNN”

“Code Generation for Deep Learning Networks with ARM Compute Library”

“Code Generation for Deep Learning Networks by Using cuDNN”

“Code Generation for Deep Learning Networks by Using TensorRT”

Introduced in R2018b

coder.CuDNNConfig

Parameters to configure deep learning code generation with the CUDA Deep Neural Network library

Description

The `coder.CuDNNConfig` object contains NVIDIA cuDNN specific parameters that `codegen` uses for generating CUDA code for deep neural networks.

To use a `coder.CuDNNConfig` object for code generation, assign it to the `DeepLearningConfig` property of a `coder.gpuConfig` object that you pass to `codegen`.

Creation

Syntax

```
deepLearningCfg = coder.DeepLearningConfig('cudnn')
```

Description

`deepLearningCfg = coder.DeepLearningConfig('cudnn')` creates a `coder.CuDNNConfig` object for deep learning code generation by using the cuDNN library.

Properties

AutoTuning — Enable auto tuning

true (default) | false

Enable or disable auto tuning feature. Enabling auto tuning allows the cuDNN library to find the fastest convolution algorithms. This increases performance for larger networks such as SegNet and ResNet

DataType — Inference computation precision

'fp32' (default) | 'int8'

Specify the precision of the inference computations in supported layers. When performing inference in 32-bit floats, use 'fp32'. For 8-bit integer, use 'int8'. Default value is 'fp32'.

INT8 precision requires a CUDA GPU with minimum compute capability of 6.1. Compute capability of 6.2 does not support INT8 precision. Use the `ComputeCapability` property of the `GpuConfig` object to set the appropriate compute capability value.

CalibrationResultFile — Location of calibration MAT-file

'' (default) | character vector | string scalar

Location of the MAT-file containing the calibration data. Default value is ''. This option is applicable only when `DataType` is set to 'int8'.

When performing quantization of a deep convolutional neural network, the `calibrate` function exercises the network and collects the dynamic ranges of the weights and biases in the convolution

and fully connected layers of the network and the dynamic ranges of the activations in all layers of the network. To generate code for the quantized network, save the results from the `calibrate` function to a MAT-file and specify the location of this MAT-file to the code generator using this property. For more information, see “Code Generation for Quantized Deep Learning Networks”.

TargetLib — Target library name

'cudnn' (default) | character vector

A read-only value that specifies the name of the target library.

Examples

Specify Configuration Parameters for MEX Function Generation for the ResNet-50 Network

Create an entry-point function `resnet_predict` that uses the `coder.loadDeepLearningNetwork` function to load the `resnet50` `SeriesNetwork` object.

```
function out = resnet_predict(in)

persistent mynet;
if isempty(mynet)
    mynet = coder.loadDeepLearningNetwork('resnet50', 'myresnet');
end
```

```
out = predict(mynet,in);
```

Create a `coder.gpuConfig` configuration object for MEX code generation.

```
cfg = coder.gpuConfig('mex');
```

Set the target language to C++.

```
cfg.TargetLang = 'C++';
```

Create a `coder.CuDNNConfig` deep learning configuration object and assign it to the `DeepLearningConfig` property of the `cfg` configuration object.

```
cfg.DeepLearningConfig = coder.DeepLearningConfig('cudnn');
```

Use the `-config` option of the `codegen` function to pass the `cfg` configuration object. The `codegen` function must determine the size, class, and complexity of MATLAB function inputs. Use the `-args` option to specify the size of the input to the entry-point function.

```
codegen -args {ones(224,224,3,'single')} -config cfg resnet_predict;
```

The `codegen` command places all the generated files in the `codegen` folder. The folder contains the CUDA code for the entry-point function `resnet_predict.cu`, header, and source files containing the C++ class definitions for the convoluted neural network (CNN), weight, and bias files.

See Also

Functions

`codegen` | `coder.DeepLearningConfig` | `coder.loadDeepLearningNetwork`

Objects

`coder.CodeConfig` | `coder.EmbeddedCodeConfig` | `coder.TensorRTConfig` |
`coder.gpuConfig`

Topics

“Code Generation for Deep Learning Networks”
“Train and Deploy Fully Convolutional Networks for Semantic Segmentation”
“Code Generation for Deep Learning Networks by Using cuDNN”

Introduced in R2018b

coder.TensorRTConfig

Parameters to configure deep learning code generation with the NVIDIA TensorRT library

Description

The `coder.TensorRTConfig` object contains NVIDIA high performance deep learning inference optimizer and run-time library (TensorRT) specific parameters. `codegen` uses those parameters for generating CUDA code for deep neural networks.

To use a `coder.TensorRTConfig` object for code generation, assign it to the `DeepLearningConfig` property of a `coder.gpuConfig` object that you pass to `codegen`.

Creation

Syntax

```
deepLearningCfg = coder.DeepLearningConfig('tensorrt')
```

Description

`deepLearningCfg = coder.DeepLearningConfig('tensorrt')` creates a `coder.TensorRTConfig` object for deep learning code generation by using the TensorRT library.

Properties

DataType — Inference computation precision

'fp32' (default) | 'fp16' | 'int8'

Specify the precision of the inference computations in supported layers. When performing inference in 32-bit floats, use 'fp32'. For half-precision, use 'fp16'. For 8-bit integer, use 'int8'. Default value is 'fp32'.

INT8 precision requires a CUDA GPU with minimum compute capability of 6.1. Compute capability of 6.2 does not support INT8 precision. FP16 precision requires a CUDA GPU with minimum compute capability of 7.0. Use the `ComputeCapability` property of the `GpuConfig` object to set the appropriate compute capability value.

See the “Deep Learning Prediction by Using NVIDIA TensorRT” example for 8-bit integer prediction for a logo classification network by using TensorRT.

DataPath — Image dataset location

' ' (default) | character vector | string scalar

Location of the image dataset used during recalibration. Default value is ' '. This option is applicable only when `DataType` is set to 'int8'.

When you select the 'INT8' option, TensorRT quantizes the floating-point data to `int8`. The recalibration is performed with a reduced set of the calibration data. The calibration data must be present in the image data location specified by `DataPath`.

NumCalibrationBatches — Number of calibration batches

50 (default) | positive integer

Numeric value specifying the number of batches for `int8` calibration. The software uses the product of `batchsize*NumCalibrationBatches` to pick a random subset of images from the image dataset to perform calibration. The `batchsize*NumCalibrationBatches` value must not be greater than the number of images present in the image dataset. This option is applicable only when `DataType` is set to 'int8'.

NVIDIA recommends that about 500 images are sufficient for calibrating. Refer to the TensorRT documentation for more information.

TargetLib — Target library name

'tensorrt' (default) | character vector

A read-only value that specifies the name of the target library.

Examples

Specify Configuration Parameters for MEX Function Generation for the ResNet-50 Network

Create an entry-point function `resnet_predict` that uses the `coder.loadDeepLearningNetwork` function to load the `resnet50 SeriesNetwork` object.

```
function out = resnet_predict(in)

persistent mynet;
if isempty(mynet)
    mynet = coder.loadDeepLearningNetwork('resnet50', 'myresnet');
end

out = predict(mynet,in);
```

Create a `coder.gpuConfig` configuration object for MEX code generation.

```
cfg = coder.gpuConfig('mex');
```

Set the target language to C++.

```
cfg.TargetLang = 'C++';
```

Create a `coder.TensorRTConfig` deep learning configuration object. Assign it to the `DeepLearningConfig` property of the `cfg` configuration object.

```
cfg.DeepLearningConfig = coder.DeepLearningConfig('tensorrt');
```

Use the `-config` option of the `codegen` function to pass the `cfg` configuration object. The `codegen` function must determine the size, class, and complexity of MATLAB function inputs. Use the `-args` option to specify the size of the input to the entry-point function.

```
codegen -args {ones(224,224,3,'single')} -config cfg resnet_predict;
```

The `codegen` command places all the generated files in the `codegen` folder. The folder contains the CUDA code for the entry-point function `resnet_predict.cu`, header and source files containing the C++ class definitions for the convoluted neural network (CNN), weight, and bias files.

See Also

Functions

`codegen` | `coder.DeepLearningConfig` | `coder.loadDeepLearningNetwork`

Objects

`coder.CodeConfig` | `coder.CuDNNConfig` | `coder.EmbeddedCodeConfig` | `coder.gpuConfig`

Topics

“Deep Learning Prediction by Using NVIDIA TensorRT”

“Code Generation for Deep Learning Networks by Using TensorRT”

Introduced in R2018b

coder.getDeepLearningLayers

Get convolutional neural network layers supported for code generation for a specific deep learning library

Syntax

```
coder.getDeepLearningLayers(libraryname)
```

Description

`coder.getDeepLearningLayers(libraryname)` returns the convolutional neural network layers supported for code generation for a specific deep learning library.

Note To use `coder.getDeepLearningLayers`, you must install the support package that corresponds to `libraryname`:

- For 'arm-compute' and 'mklDnn', install MATLAB Coder Interface for Deep Learning Libraries.
 - For 'cudnn', 'tensorrt' or 'arm-compute-mali', install GPU Coder Interface for Deep Learning Libraries.
-

Note The `coder.getDeepLearningLayers` function does not list certain custom layers if the associated support packages are not installed. For example, keras layers are not listed if the Deep Learning Toolbox Importer for TensorFlow™-Keras Models support package is not installed.

Examples

Get Layers Supported for Code Generation for a Specific Deep Learning Library

Get a list of layers supported for code generation for Intel Math Kernel Library for Deep Neural Networks.

```
coder.getDeepLearningLayers('mklDnn')
```

```
ans =
```

```
48x1 cell array
```

```
{'AdditionLayer'           }
{'AnchorBoxLayer'        }
{'AveragePooling2DLayer'  }
{'BatchNormalizationLayer'}
{'BiLSTMLayer'           }
{'ClassificationOutputLayer'}
{'ClippedReLULayer'      }
{'ConcatenationLayer'    }
{'Convolution2DLayer'    }
{'Crop2DLayer'           }
```

```

{'CrossChannelNormalizationLayer' }
{'DepthConcatenationLayer' }
{'DropoutLayer' }
{'ELULayer' }
{'FocalLossLayer' }
{'FullyConnectedLayer' }
{'GlobalAveragePooling2DLayer' }
{'GlobalMaxPooling2DLayer' }
{'GroupedConvolution2DLayer' }
{'ImageInputLayer' }
{'LSTMLayer' }
{'LeakyReLULayer' }
{'MaxPooling2DLayer' }
{'MaxUnpooling2DLayer' }
{'PixelClassificationLayer' }
{'RCNNBoxRegressionLayer' }
{'ReLULayer' }
{'RegressionOutputLayer' }
{'SSDMergeLayer' }
{'SequenceInputLayer' }
{'SigmoidLayer' }
{'SoftmaxLayer' }
{'SpaceToDepthLayer' }
{'TanhLayer' }
{'TransposedConvolution2DLayer' }
{'WordEmbeddingLayer' }
{'YOLOv2OutputLayer' }
{'YOLOv2ReorgLayer' }
{'YOLOv2TransformLayer' }
{'nnet.keras.layer.FlattenCStyleLayer' }
{'nnet.keras.layer.GlobalAveragePooling2dLayer' }
{'nnet.keras.layer.SigmoidLayer' }
{'nnet.keras.layer.TanhLayer' }
{'nnet.keras.layer.ZeroPadding2dLayer' }
{'nnet.onnx.layer.ElementwiseAffineLayer' }
{'nnet.onnx.layer.FlattenLayer' }
{'nnet.onnx.layer.IdentityLayer' }
{'ScalingLayer' }

```

Input Arguments

Libraryname — Name of deep learning library

character vector | string scalar

Name of deep learning library, specified as one of the values in this table.

Value	Description
'arm-compute'	ARM Compute Library for targeting ARM CPU processors. Requires the MATLAB Coder Interface for Deep Learning Libraries.

Value	Description
'arm-compute-mali'	ARM Compute Library for targeting ARM GPU processors. Requires the GPU Coder product and the GPU Coder Interface for Deep Learning Libraries.
'cudnn'	cuDNN library. Requires the GPU Coder product and the GPU Coder Interface for Deep Learning Libraries.
'mkl_dnn'	Intel Math Kernel Library for Deep Neural Networks. Requires the MATLAB Coder Interface for Deep Learning Libraries.
'tensorrt'	TensorRT library. Requires the GPU Coder product and the GPU Coder Interface for Deep Learning Libraries.

See Also

Functions

`codegen` | `coder.loadDeepLearningNetwork`

Topics

"Installing Prerequisite Products"

"Prerequisites for Deep Learning with MATLAB Coder"

"Supported Networks and Layers"

"Networks and Layers Supported for C++ Code Generation"

"Code Generation for Deep Learning Networks with MKL-DNN"

"Code Generation for Deep Learning Networks with ARM Compute Library"

"Code Generation for Deep Learning Networks by Using cuDNN"

"Code Generation for Deep Learning Networks by Using TensorRT"

"Code Generation for Deep Learning Networks Targeting ARM Mali GPUs"

Introduced in R2018b

gpucoderexamples

Product examples

Syntax

```
gpucoderexamples
```

Description

gpucoderexamples displays the GPU Coder examples.

Examples

Display GPU Coder Examples

Enter the following in the MATLAB Command Window:

```
gpucoderexamples
```

See Also

GPU Coder | codegen

Introduced in R2017b

coder.gpu.nokernel

Pragma to disable kernel creation for loops

Syntax

```
coder.gpu.nokernel()
```

Description

`coder.gpu.nokernel()` is a loop level pragma that when placed immediately before a for loop prevents the code generator from generating CUDA kernels for the statements within the loop. This pragma does not require any input parameters.

This function is a code generation function. It has no effect in MATLAB.

Examples

Generate CUDA Code for a Simple Nested Loop

This example shows how to use the `nokernel` pragma in a function and prevent the code generator from generating CUDA kernels for the statements within the loop

In one file, write the entry-point function `nestedLoop` that accepts two vector inputs `A`, `B` of size `32x512`. The function has two nested `for`-loops of different iteration lengths, one for operating along the column and one for operating along the row. The first nested loop computes the sum of the two vector inputs while the second nested loop scales the sum by a factor of three.

```
function [C] = nestedLoop(A, B)
    G = zeros(32, 512);
    C = zeros(32, 512);

    coder.gpu.kernelfun();
    % This nested loop will be fused
    for i = 1:32
        for j = 1:512
            G(i,j) = A(1,j) + B(1,j);
        end
    end

    coder.gpu.nokernel();
    for i = 1:32
        for j = 1:512
            C(i,j) = G(i,j) * 3;
        end
    end
end
```

Use the `codegen` function to generate CUDA MEX function.

```
cfg = coder.gpuConfig('mex');
cfg.GenerateReport = true;
codegen -config cfg -args {ones(1,512,'double'),ones(1,512,'double')} nestedLoop
```

GPU Coder creates two kernels: `nestedLoop_kernel1` to perform the computation $G(i, j) = A(1, j) + B(1, j)$; of the first nested loop and `nestedLoop_kernel2` kernel to perform the computation $C(i, j) = G(i, j) * 3$; of the second nested loop. The second kernel is created for the inner loop of the second nested loop. The `noKernel` pragma is applicable only to the loop that immediately follows the statement. Snippets of the generated kernels are shown.

```
static __global__ __launch_bounds__(512, 1) void nestedLoop_kernel1(const real_T
    B[512], const real_T A[512], real_T G[16384])
{
    uint32_T threadIdx;
    ...
    if (i < 32) {
        G[i + (j << 5)] = A[j] + B[j];
    }
}
static __global__ __launch_bounds__(512, 1) void nestedLoop_kernel2(real_T G
    [16384], int32_T i, real_T C[16384])
{
    uint32_T threadIdx;
    ...;
    if (j < 512) {
        C[i + (j << 5)] = G[i + (j << 5)] * 3.0;
    }
}
```

A snippet of the main function shows that the code generator has fused the first nested loop as indicated by the kernel launch parameters. As mentioned earlier, the outer loop of the second nested loop is the one that is not mapped to a kernel. Hence the code generator places a `for`-loop statement just before the call to the second CUDA kernel `nestedLoop_kernel2`.

```
void nestedLoop(const real_T A[512], const real_T B[512], real_T C[16384])
{
    int32_T i;
    ...
    // These two loops will be fused
    cudaMemcpy(gpu_B, (void *)&B[0], 4096UL, cudaMemcpyHostToDevice);
    cudaMemcpy(gpu_A, (void *)&A[0], 4096UL, cudaMemcpyHostToDevice);
    nestedLoop_kernel1<<<dim3(32U, 1U, 1U), dim3(512U, 1U, 1U)>>>(*gpu_B, *gpu_A, *
        gpu_G);
    for (i = 0; i < 32; i++) {
        nestedLoop_kernel2<<<dim3(1U, 1U, 1U), dim3(512U, 1U, 1U)>>>(*gpu_G, i,
            *gpu_C);
        C_dirtyOnGpu = true;
    }
    ...
    cudaFree(*gpu_C);
}
```

See Also

Apps

[GPU Coder](#)

Functions

[codegen](#) | [coder.gpu.constantMemory](#) | [coder.gpu.kernel](#) | [gpucoder.reduce](#) | [gpucoder.sort](#) | [gpucoder.stencilKernel](#)

Objects

[coder.CodeConfig](#) | [coder.EmbeddedCodeConfig](#) | [coder.MexCodeConfig](#) | [coder.gpuConfig](#)

Topics

“GPU Programming Paradigm”
 “Code Generation by Using the GPU Coder App”
 “Code Generation Using the Command Line Interface”

“Kernels from Element-Wise Loops”
“Kernels from Scatter-Gather Type Operations”
“Kernels from Library Calls”
“Design Patterns”

Introduced in R2019a

coder.gpu.iterations

Pragma that provides information to the code generator for making parallelization decisions on variable bound loops

Syntax

```
coder.gpu.iterations(AVG_NUM_ITER)
```

Description

`coder.gpu.iterations(AVG_NUM_ITER)` pragma can be used to specify the average number of iterations (`AVG_NUM_ITER`) for a variable-bound `for`-loop that immediately follows it. This value is used to provide heuristics towards making parallelization decisions for imperfect loops. This pragma does not affect fixed-bound `for`-loops.

This is a code generation function. It has no effect in MATLAB.

Examples

Using `coder.gpu.iterations` on a Simple Nested Loop

This example shows how to use the `coder.gpu.iterations` pragma to augment information used by the code generator to make parallelization decisions.

Consider the following MATLAB entry-point function `myFun` containing a simple nested loop.

```
function [a, c] = myFun(b, N1)

coder.gpu.kernelfun();
a = coder.nullcopy(zeros(1, N1));
c = coder.nullcopy(b);

for i = 1:N1                % Loop1
    a(i) = 1;

    for j = 1:20            % Loop2
        c(i,j) = 2 * b(i,j);
    end
end

end
```

In this case, Loop 1 is an imperfect loop, preventing the code generator from parallelizing the outer loop Loop 1.

Modify the entry-point function by using the `coder.gpu.iterations` pragma to inform the code generator the average number of iterations that the loop is expected to execute.

```
function [a, c] = myFun(b, N1)
```

```
coder.gpu.kernelfun();
a = coder.nullcopy(zeros(1, N1));
c = coder.nullcopy(b);

coder.gpu.iterations(25); % AVG_NUM_ITER
for i = 1:N1               % Loop1
    a(i) = 1;

    for j = 1:20           % Loop2
        c(i,j) = 2 * b(i,j);
    end
end
end
```

Loop 1 is parallelized when the `AVG_NUM_ITER > 20` (Loop2 bound) regardless of the value of `N1`.

Input Arguments

AVG_NUM_ITER — Specify the average number of iterations

integer

Specify the average number of iterations (`AVG_NUM_ITER`) for a variable-bound for-loop that immediately follows the `coder.gpu.iterations` pragma.

See Also

Apps

GPU Coder

Functions

`codegen` | `coder.gpu.constantMemory` | `coder.gpu.kernel` | `coder.gpu.kernelfun` | `coder.gpu.nokernel` | `gpcoder.reduce` | `gpcoder.sort` | `gpcoder.stencilKernel`

Objects

`coder.CodeConfig` | `coder.EmbeddedCodeConfig` | `coder.MexCodeConfig` | `coder.gpuConfig`

Topics

“GPU Programming Paradigm”
“Code Generation by Using the GPU Coder App”
“Code Generation Using the Command Line Interface”
“Kernels from Element-Wise Loops”
“Kernels from Scatter-Gather Type Operations”
“Kernels from Library Calls”
“Design Patterns”

Introduced in R2019a

gpcoder.sort

Optimized GPU implementation of the MATLAB sort function

Syntax

```
B = gpcoder.sort(A)
B = gpcoder.sort(A,dim)
B = gpcoder.sort(A,direction)
[B,I] = gpcoder.sort(A,...)
```

Description

`B = gpcoder.sort(A)` sorts the elements of `A` in ascending order. The sort operation is performed on the GPU with the help of Thrust library. Thrust is a C++ template library for CUDA and is shipped with CUDA toolkit. The sorted output in `B` has the same type and size as `A`. If `A` is a vector, `gpcoder.sort(A)` sorts the elements of `A` in ascending order. If `A` is a matrix, `gpcoder.sort(A)` sorts each column of `A` in ascending order. If `A` is an N-dimensional array, `gpcoder.sort(A)` sorts along the first non-singleton dimension.

`B = gpcoder.sort(A,dim)` has the optional argument `dim` that specifies the dimension along which the sort operation is performed.

`B = gpcoder.sort(A,direction)` has the optional argument `direction` that specifies the sort direction. `direction` can take one of two values:

- 'ascend' - Sorts in the ascending order. This is the default option
- 'descend' - Sorts in the descending order.

`[B,I] = gpcoder.sort(A,...)` returns a sort index `I` which specifies how the elements of `A` were rearranged to obtain the sorted output `B`.

- If `A` is a vector, then `B = A(I)`.
- If `A` is an m-by-n matrix and `dim = 1`, then

```
for j = 1:n
    B(:,j) = A(I(:,j),j);
end
```

The sort ordering is stable. Namely, when more than one element has the same value, the order of the equal elements is preserved in the sorted output `B` and the indices `I` relating to equal elements are ascending.

When `gpcoder.sort` is called from MATLAB, it uses the built-in `sort` function.

Examples

Sort a Matrix

This example generates CUDA code to sort the columns of a matrix in descending order.

In one file, write an entry-point function `mySort` that accepts a matrix inputs `A`. Use the `gpuCoder.sort` function to sort the columns of `A` in descending order.

```
function B = mySort(A)
    B = gpuCoder.sort(A, 1, 'descend');
end
```

Use the `codegen` function to generate CUDA MEX function.

```
codegen -config coder.gpuConfig('mex') -args {ones(1024,1024,'double')} -report mySort
```

The following is a snippet of the generated code. The Thrust library call is denoted by `thrustSortImpl`

```
...
cudaMalloc(&gpu_inDims, 8ULL);
cudaMalloc(&gpu_B, 8388608ULL);
cudaMalloc(&gpu_A, 8388608ULL);
mySort_kernel1<<<dim3(1U, 1U, 1U), dim3(32U, 1U, 1U)>>>(*gpu_inDims);
cudaMemcpy(gpu_A, (void *)&A[0], 8388608ULL, cudaMemcpyHostToDevice);
mySort_kernel2<<<dim3(2048U, 1U, 1U), dim3(512U, 1U, 1U)>>>(*gpu_A, *gpu_B);
cudaMemcpy(&inDims[0], gpu_inDims, 8ULL, cudaMemcpyDeviceToHost);
thrustSortImpl(&(*gpu_B)[0], 2, &inDims[0], 1, 'd', false);
cudaMemcpy(&B[0], gpu_B, 8388608ULL, cudaMemcpyDeviceToHost);
...
```

Input Arguments

A — Input array

vector | matrix | multidimensional array

Input array, specified as a vector, matrix, or multidimensional array.

Data Types: double | single | int8 | int16 | int32 | int64 | uint8 | uint16 | uint32 | uint64 | logical | char

dim — Dimension to operate along

positive integer scalar

Dimension to operate along, specified as a positive integer scalar. If no value is specified, then the default is the first array dimension whose size does not equal 1.

`sort` returns `A` if `dim` is greater than `ndims(A)`. `dim` is not supported when `A` is a cell array, that is, `sort` only operates along the first array dimension whose size does not equal 1.

Data Types: double | single | int8 | int16 | int32 | int64 | uint8 | uint16 | uint32 | uint64

direction — Sorting direction

'ascend' (default) | 'descend'

Sorting direction, specified as 'ascend' or 'descend'. `direction` is not supported when `A` is a cell array, that is, `sort` only sorts in ascending order.

Output Arguments

B — Sorted array

vector | matrix | multidimensional array

Sorted array, returned as a vector, matrix, or multidimensional array. `B` is the same size and type as `A`. The order of the elements in `B` preserves the order of any equal elements in `A`.

Data Types: `double` | `single` | `int8` | `int16` | `int32` | `int64` | `uint8` | `uint16` | `uint32` | `uint64` | `logical` | `char`

I – Sort index

`vector` | `matrix` | `multidimensional array`

Sort index, returned as a vector, matrix, or multidimensional array. I is the same size as A. The index vectors are oriented along the same dimension that `sort` operates on. For example, if A is a 2-by-3 matrix, then `[B,I] = sort(A,2)` sorts the elements in each row of A. The output I is a collection of 1-by-3 row index vectors describing the rearrangement of each row of A.

Limitations

- `gpuCoder.sort` does not support complex numbers.
- `gpuCoder.sort` does not support 'MissingPlacement' and 'ComparisonMethod' name-value pairs supported by the MATLAB `sort` function.

See Also

Apps

GPU Coder

Functions

`codegen` | `coder.gpu.constantMemory` | `coder.gpu.kernel` | `coder.gpu.kernelfun` | `gpuCoder.reduce` | `gpuCoder.stencilKernel`

Objects

`coder.CodeConfig` | `coder.EmbeddedCodeConfig` | `coder.MexCodeConfig` | `coder.gpuConfig`

Topics

“GPU Programming Paradigm”
“Code Generation by Using the GPU Coder App”
“Code Generation Using the Command Line Interface”
“Kernels from Element-Wise Loops”
“Kernels from Scatter-Gather Type Operations”
“Kernels from Library Calls”
“Design Patterns”

Introduced in R2018b

gpcoder.profile

Create an execution profile report for generated CUDA code

Syntax

```
gpcoder.profile(func_name,codegen_inputs)
gpcoder.profile( ____,Name,Value)
```

Description

`gpcoder.profile(func_name,codegen_inputs)` generates an execution profiling report of the CUDA code generated for the design file `func_name`. The `codegen_inputs` argument specifies the inputs to the design file. You must install the Embedded Coder product to generate the profiling report.

Note The profiling workflow depends on the `nvprof` tool from NVIDIA. In CUDA toolkit v10.1, NVIDIA restricts access to performance counters to admin users. To enable GPU performance counters for all user accounts, see the instructions in https://developer.nvidia.com/nvidia-development-tools-solutions-ERR_NVGPUCTRPERM-permission-issue-performance-counters.

`gpcoder.profile(____,Name,Value)` generates an execution profiling report with one or more profiling options specified as a name-value pair argument.

Examples

Execution Profiling Report for the Generated CUDA Code

Perform fine-grain analysis for a MATLAB algorithm and its generated CUDA code through software-in-the-loop (SIL) execution profiling. You must install the Embedded Coder product to generate the execution profiling report.

Write an entry-point function that performs N-D fast Fourier transform. To map the FFT to the GPU, use the `coder.gpu.kernelfun` pragma. By default, the `EnableCUFFT` property is enabled, so the code generator uses the `cuFFT` library to perform the FFT operation.

```
function [Y] = gpu_fftn(X)
    coder.gpu.kernelfun();
    Y = fftn(X);
end
```

To generate the execution profiling report, use the `gpcoder.profile` function.

```
cfg = coder.gpuConfig('exe');
cfg.GpuConfig.MallocMode = 'discrete';
gpcoder.profile('gpu_fftn',{rand(2,4500,4)},'CodegenConfig',cfg,...
    'CodegenArguments','-d profilingdir','Threshold',0.001);
```

The code execution profiling report provides metrics based on data collected from a SIL execution. Execution times are calculated from data recorded by instrumentation probes added to the SIL test

harness or inside the code generated for each component. For more information, see “View Execution Times” (Embedded Coder).







Code Execution Profiling Report for `gpu_fftn`

The code execution profiling report provides metrics based on data collected from a SIL or PIL execution. Execution times are calculated from data recorded by instrumentation probes added to the SIL or PIL test harness or inside the code generated for each component. See [Code Execution Profiling](#) for more information.

1. Summary

Total time	4134.12113
Unit of time	ms
Command	report(etStruct, 'Units', 'seconds', 'ScaleFactor', '0.001', 'NumericFormat', '%5.5f');
Timer frequency (ticks per second)	1.31741e+09
Profiling data created	20-Jul-2018 16:15:26

2. Profiled Sections of Code

Section	Maximum Execution Time in ms	Average Execution Time in ms	Maximum Self Time in ms	Average Self Time in ms	Calls	
gpu_fftn_initialize	0.01087	0.01087	0.01087	0.01087	1	 
gpu_fftn	4064.92221	689.01660	4064.92221	689.01660	6	 
gpu_fftn_terminate	0.01068	0.01068	0.01068	0.01068	1	 

3. GPU Profiling Trace for `gpu_fftn`

Name	Duration in ms
cudaMalloc	0.3324
cudaMalloc	0.0201
cudaMalloc	0.0160
cudaMalloc	0.2647
cudaMalloc	0.0177
cudaMalloc	0.0154
cudaGetDeviceProperties	0.7831
cudaGetDeviceProperties	0.5001
cudaMalloc	0.2998
cudaMalloc	0.0306

OK

Help

Input Arguments

func_name — Name of the entry-point function

string

Name of the entry-point function or design file.

Example: `gpcoder.profile('xdot',{1000,rand(1000,1),1,1,rand(1000,1),1,1})`

codegen_inputs — Inputs to the entry-point function

cell array

Compile-time inputs to the entry-point function or design file.

Example: `gpuCoder.profile('xdot',{1000,rand(1000,1),1,1,rand(1000,1),1,1})`

Name-Value Pair Arguments

Specify optional comma-separated pairs of `Name`, `Value` arguments. `Name` is the argument name and `Value` is the corresponding value. `Name` must appear inside quotes. You can specify several name and value pair arguments in any order as `Name1,Value1,...,NameN,ValueN`.

Example: `gpuCoder.profile('xdot',{1000,rand(1000,1),1,1,rand(1000,1),1,1},'NumCalls',2,'CodegenConfig',cfg,'CodegenArguments','-d discrete','Threshold',0.01)`

NumCalls — Number of executions

6 (default) | positive integer

Specify the number of times the profiled section of the code is run. The default is 6. The first run is excluded from the report because it is generally an outlier.

CodegenConfig — Custom code configuration object

' ' (default) | code configuration object

Specify the code generation configuration object used to generate CUDA code and the profiling report. When you do not specify this value, a default `coder.EmbeddedCodeConfig` object is used.

CodegenArguments — Additional codegen arguments

' ' (default) | string

Specify any additional codegen arguments as a string. The default value is NULL (empty string).

Threshold — Threshold value

0.01 (default) | numeric value between 0 and 1

To control the GPU calls that are displayed in the report, use the threshold value. If the maximum execution time from the executions is `x` seconds, the software reports all GPU calls that exceed `x * threshold`.

See Also**Apps**

GPU Coder

Functions`codegen` | `coder.gpu.kernel` | `coder.gpu.kerndfun`**Objects**`coder.CodeConfig` | `coder.EmbeddedCodeConfig` | `coder.MexCodeConfig` | `coder.gpuConfig`**Topics**

“GPU Programming Paradigm”

"Analyze Execution Profiles of the Generated Code"
"GPU Execution Profiling of the Generated Code"
"Code Generation by Using the GPU Coder App"
"Code Generation Using the Command Line Interface"
"Code Generation for Deep Learning Networks by Using cuDNN"
"Code Generation for Deep Learning Networks by Using TensorRT"

Introduced in R2018b

coder.gpuEnvConfig

Create configuration object containing the parameters passed to `coder.checkGpuInstall` for performing GPU code generation environment checks

Description

The `coder.gpuEnvConfig` object contains the configuration parameters that `coder.checkGpuInstall` uses to verify the GPU code generation environment.

Creation

Description

`gpuEnvObj = coder.gpuEnvConfig` creates a `gpuEnvConfig` configuration object for the host development computer.

`gpuEnvObj = coder.gpuEnvConfig(hw)` creates a `gpuEnvConfig` configuration object for the hardware type specified in `hw`. `hw` can take the value of `'host'`, `'jetson'`, or `'drive'`. The Jetson and DRIVE types require the GPU Coder Support Package for NVIDIA GPUs.

Properties

Hardware — Type of hardware

`'host' (default) | 'jetson' | 'drive'`

This field is a read-only property set at the time of creating a `gpuEnvConfig` configuration object. This field can take the value of `'host'`, `'jetson'`, or `'drive'`. The Jetson and DRIVE types require the GPU Coder Support Package for NVIDIA GPUs.

Example: `gpuEnvObj.Hardware`

GpuId — Select GPU device

`0 (default) | integer`

Select the GPU Device ID that must be used when the environment is checked. By default, `GpuId` is set to 0.

Example: `gpuEnvObj.GpuId = 1;`

BasicCodegen — Enable code generation test

`false (default) | true`

When this field is set to `true`, basic GPU code generation check is performed. The generated code is not executed.

Example: `gpuEnvObj.BasicCodegen = true;`

BasicCodeexec — Enable code generation and execution test

`false (default) | true`

When this field is set to true, basic GPU code generation and execution checks are performed on the selected GPU device.

Example: `gpuEnvObj.BasicCodeexec = true;`

DeepCodegen — Enable deep learning code generation test

false (default) | true

When this field is set to true, deep learning GPU code generation check is performed for the library target indicated by the `DeepLibTarget` property. The generated code is not executed.

Example: `gpuEnvObj.DeepCodegen = true;`

DeepCodeexec — Enable deep learning code generation and execution test

false (default) | true

When this field is set to true, deep learning GPU code generation and execution checks are performed for the library target indicated by the `DeepLibTarget` property on the selected GPU device.

Example: `gpuEnvObj.DeepCodeexec = true;`

DeepLibTarget — Deep learning library

' ' (default) | 'cudnn' | 'tensorrt'

This field indicates the library target for which deep learning code generation and execution checks are performed.

Example: `gpuEnvObj.DeepLibTarget = 'cudnn';`

DataType — TensorRT data precision

' ' (default) | 'fp32' | 'fp16' | 'int8'

This field checks if the compute capability of the selected GPU device meets the minimum compute capability required for the selected TensorRT data precision.

Example: `gpuEnvObj.DataType = 'fp32';`

GenReport — Enable HTML report

false (default) | true

When this field is set to true, an HTML report of the results is generated in the current working folder. The current working folder must be write-enabled.

Example: `gpuEnvObj.GenReport = true;`

Quiet — Suppress command-line output

false (default) | true

When this field is set to true, the output printed on the command line is suppressed.

Example: `gpuEnvObj.Quiet = true;`

Profiling — Check nvtx libraries for profiling

false (default) | true

Check for a properly configured NVTX library installation on the host machine. This library is used for profiling.

```
Example: gpuEnvObj.Profiling = true;
```

CudaPath — Path to the CUDA libraries

character vector

This field contains the path to the CUDA libraries on the host. The default value is based on the current `nvcc` location found on the Linux OS and on the "CUDA_PATH" environment variable in Windows OS. You can also modify this value to select a different location.

```
Example: gpuEnvObj.CudaPath = '/usr/local/cuda';
```

CudnnPath — Path to the cuDNN libraries

character vector

This field contains the path to the cuDNN libraries on the host. The default value is based on the "NVIDIA_CUDNN" environment variable if set. You can also modify this value to select a different location.

```
Example: gpuEnvObj.CudnnPath = '/usr/local/cuda/cudnn';
```

TensorrtPath — Path to the TensorRT libraries

character vector

This field contains the path to the TensorRT libraries on the host. The default value is based on the "NVIDIA_TENSORRT" environment variable if set. You can also modify this value to select a different location.

```
Example: gpuEnvObj.TensorrtPath = '/usr/local/cuda/tensorrt';
```

NvtxPath — Path to the NVTX libraries

character vector

This field contains the path to the NVTX libraries on the host. The default value is based on the "NVTOOLSEXT_PATH" environment variable on Windows OS, if set. On Linux, it is obtained from the "LD_LIBRARY_PATH". You can also modify this value to select a different location.

```
Example: gpuEnvObj.NvtxPath = '/usr/local/cuda/';
```

HardwareObject — Jetson or DRIVE object

object

This field accepts a "jetson" or a "drive" hardware object. This field needs (for jetson/drive) to be set before running environment checks on the board.

```
Example: gpuEnvObj.Hardware = jetsonHwObj;
```

ExecTimeout — Timeout for long-running applications

10 (default) | positive integer

Specify the time in seconds that the software waits before validating the execution tests on the target.

```
Example: gpuEnvObj.ExecTimeout = 25;
```

Examples

Verify GPU Code Generation Environment

This example shows you how to verify that your development computer has all the tools and configuration needed for GPU code generation.

Create a `coder.gpuEnvConfig` object that you can pass to the `coder.checkGpuInstall` function.

In the MATLAB Command Window, enter:

```
gpuEnvObj = coder.gpuEnvConfig;
gpuEnvObj.BasicCodegen = 1;
gpuEnvObj.BasicCodeexec = 1;
gpuEnvObj.DeepLibTarget = 'tensorrt';
gpuEnvObj.DeepCodeexec = 1;
gpuEnvObj.DeepCodegen = 1;
results = coder.checkGpuInstall(gpuEnvObj)
```

The output shown here is representative. Your results might differ.

```
Compatible GPU           : PASSED
CUDA Environment        : PASSED
  Runtime               : PASSED
  cuFFT                 : PASSED
  cuSOLVER              : PASSED
  cuBLAS                : PASSED
cuDNN Environment      : PASSED
TensorRT Environment    : PASSED
Basic Code Generation   : PASSED
Basic Code Execution    : PASSED
Deep Learning (TensorRT) Code Generation: PASSED
Deep Learning (TensorRT) Code Execution: PASSED
```

```
results =
```

```
  struct with fields:
```

```
      gpu: 1
      cuda: 1
      cudnn: 1
      tensorrt: 1
      basiccodegen: 1
      basiccodeexec: 1
      deepcodegen: 1
      deepcodeexec: 1
      tensorrtdatatype: 1
      profiling: 0
```

See Also

Apps

[GPU Coder | GPU Environment Check](#)

Functions

[codegen](#) | [coder.gpu.kernel](#) | [coder.gpu.kernelfun](#) | [getenv](#) | [gpuDevice](#) | [gpuDeviceCount](#) | [setenv](#)

Objects

`coder.CodeConfig` | `coder.EmbeddedCodeConfig` | `coder.MexCodeConfig` |
`coder.gpuConfig` | `coder.gpuEnvConfig`

Topics

“GPU Programming Paradigm”

“Installing Prerequisite Products”

“Setting Up the Prerequisite Products”

“The GPU Environment Check and Setup App”

“Verify Setup”

“Code Generation by Using the GPU Coder App”

“Code Generation Using the Command Line Interface”

“Code Generation for Deep Learning Networks by Using cuDNN”

“Code Generation for Deep Learning Networks by Using TensorRT”

Introduced in R2019a

gpcoder.transpose

Optimized GPU implementation of the MATLAB transpose function

Syntax

```
B = gpcoder.transpose(A)
```

Description

`B = gpcoder.transpose(A)` performs efficient out-of-place non-conjugate transpose on the GPU using shared memory. When called from MATLAB (out of the code generation context), `gpcoder.transpose` calls the built-in `transpose` function.

Examples

Transpose a Matrix

This example generates CUDA code to transpose a matrix.

In one file, write an entry-point function `myTranspose` that accepts a matrix inputs `A`. Use the `gpcoder.transpose` function to generate a GPU efficient implementation for transposing `A`.

```
function B = myTranspose(A)
    B = gpcoder.transpose(A);
end
```

Use the `codegen` function to generate CUDA MEX function.

```
codegen -config coder.gpuConfig('mex') -args {ones(1024,1024,'double')} -report myTranspose
```

Input Arguments

A — Input array

vector | matrix

Input array, specified as a vector or matrix.

Data Types: `single` | `double` | `int8` | `int16` | `int32` | `int64` | `uint8` | `uint16` | `uint32` | `uint64` | `logical` | `char` | `string` | `struct` | `categorical` | `datetime` | `duration` | `calendarDuration`
Complex Number Support: Yes

Output Arguments

B — Transposed array

vector | matrix

Transposed array, returned as a vector or matrix.

Data Types: `single` | `double` | `int8` | `int16` | `int32` | `int64` | `uint8` | `uint16` | `uint32` | `uint64` | `logical` | `char` | `string` | `struct` | `categorical` | `datetime` | `duration` | `calendarDuration`

Limitations

- `gpuCoder.transpose` does not support inputs that are of dimension greater than two.

See Also

Apps

GPU Coder

Functions

`codegen` | `coder.gpu.constantMemory` | `coder.gpu.kernel` | `coder.gpu.kernelfun` | `gpuCoder.reduce` | `gpuCoder.sort` | `gpuCoder.stencilKernel`

Objects

`coder.CodeConfig` | `coder.EmbeddedCodeConfig` | `coder.MexCodeConfig` | `coder.gpuConfig`

Topics

“GPU Programming Paradigm”

“Code Generation by Using the GPU Coder App”

“Code Generation Using the Command Line Interface”

“Kernels from Element-Wise Loops”

“Kernels from Scatter-Gather Type Operations”

“Kernels from Library Calls”

“Design Patterns”

Introduced in R2019a

gpcoder.reduce

Optimized GPU implementation for reduction operations

Syntax

```
S = gpcoder.reduce(A, FUN)
S = gpcoder.reduce(A, {@FUN1, @FUN2, ...})
```

Description

`S = gpcoder.reduce(A, FUN)` aggregates the values present in the input array `A` to a single value using the given function handle `FUN`. The output `S` is a scalar.

`S = gpcoder.reduce(A, {@FUN1, @FUN2, ...})` accepts an input array and a cell array of function handles. It aggregates the values present in the input array to a single value for every function handle provided in the cell array. The size of output is 1-by-N, where N is the number of function handles.

The code generator uses `shuffle` intrinsics to perform efficient reduction on the GPU. Multiple function handles are aggregated inside a single kernel on the GPU.

Examples

Sum and Maximum of an Array

This example generates CUDA code to find the sum and the maximum of the elements of an array.

In one file, write an entry-point function `multireduce` that accepts a matrix input `A`. Use the `gpcoder.reduce` function to perform two types of reduction operations on the elements of `A`.

```
function s = multireduce(A)
    s = gpcoder.reduce(A, {@mysum, @mymax});
end
```

```
function c = mysum(a, b)
    c = a+b;
end
```

```
function c = mymax(a, b)
    c = max(a,b);
end
```

Use the `codegen` function to generate CUDA MEX function.

```
codegen -config coder.gpuConfig('mex') -args {rand(1,1024,'double')} -report multireduce
```

The following is a snippet of the generated code.

```
...
cudaMalloc(&gpu_s, 16ULL);
cudaMalloc(&gpu_A, 8192ULL);
cudaMemcpy(gpu_A, (void *)&A[0], 8192ULL, cudaMemcpyHostToDevice);
multireduce_kernel1<<<dim3(1U, 1U, 1U), dim3(32U, 1U, 1U)>>>(*gpu_A, *gpu_s);
```

```
coder_reduce0<<<dim3(2U, 1U, 1U), dim3(512U, 1U, 1U)>>>>(*gpu_A, *gpu_s);
cudaMemcpy(&s[0], gpu_s, 16ULL, cudaMemcpyDeviceToHost);
...
static __inline__ __device__ real_T shflDown2(real_T in1, uint32_T offset,
uint32_T mask)
{
    int2 tmp;
    tmp = *(int2 *)&in1;
    tmp.x = __shfl_down_sync(mask, tmp.x, offset);
    tmp.y = __shfl_down_sync(mask, tmp.y, offset);
    return *(real_T *)&tmp;
}
...
```

Input Arguments

A — Input array

numeric | logical

The input array to perform the reduction operation on. For code generation, the input array must be of numeric or logical data type.

FUN — Function handle

function handle

Handle to a user-defined function. FUN can also be a cell array of function handles. The function handle is a binary function and must satisfy the following requirements:

- Accept two inputs and returns one output. The type of the inputs and output to the function must match the type of the input array A.
- The function must be commutative and associative, otherwise the behavior is undefined.

Output Arguments

S — Output

numeric | logical

Result of the reduction operation. During reduction, S is initialized to the value of one of elements of the input array A. Then, the reduction operation is performed by applying FUN to every element in A and S.

Limitations

- `gpu_coder.reduce` does not support input arrays that are of complex data type.
- The user-defined function must accept two inputs and returns one output. The type of the inputs and output to the function must match the type of the input array A.
- The user-defined function must be commutative and associative, otherwise the behavior is undefined.
- For some inputs that are of the integer data type, the generated code may contain intermediate computations that reach saturation. In such cases, the results from the generated code may not match the simulation results from MATLAB.

See Also

Apps

GPU Coder

Functions

`codegen` | `coder.gpu.constantMemory` | `coder.gpu.kernel` | `coder.gpu.kernelfun` | `gpcoder.sort` | `gpcoder.stencilKernel`

Objects

`coder.CodeConfig` | `coder.EmbeddedCodeConfig` | `coder.MexCodeConfig` | `coder.gpuConfig`

Topics

“GPU Programming Paradigm”

“Code Generation by Using the GPU Coder App”

“Code Generation Using the Command Line Interface”

“Kernels from Element-Wise Loops”

“Kernels from Scatter-Gather Type Operations”

“Kernels from Library Calls”

“Design Patterns”

Introduced in R2019b

half

Construct half-precision numeric object

Description

Use the `half` constructor to assign a half-precision data type to a number or variable. A half-precision data type occupies 16 bits of memory, but its floating-point representation enables it to handle wider dynamic ranges than integer or fixed-point data types of the same size.

For more information, see “Floating-Point Numbers” (Fixed-Point Designer).

Creation

Syntax

```
a = half(v)
```

Description

`a = half(v)` converts the values in `v` to half-precision.

Input Arguments

v — Input array

scalar | vector | matrix | multidimensional array

Input array, specified as a scalar, vector, matrix, or multidimensional array.

Data Types: `single` | `double` | `int8` | `int16` | `int32` | `int64` | `uint8` | `uint16` | `uint32` | `uint64` | `logical`

Object Functions

These functions are supported for use with half-precision inputs.

Math and Arithmetic

<code>abs</code>	Absolute value and complex magnitude
<code>acos</code>	Inverse cosine in radians
<code>acosh</code>	Inverse hyperbolic cosine
<code>asin</code>	Inverse sine in radians
<code>asinh</code>	Inverse hyperbolic sine
<code>atan</code>	Inverse tangent in radians
<code>atan2</code>	Four-quadrant inverse tangent
<code>atanh</code>	Inverse hyperbolic tangent
<code>ceil</code>	Round toward positive infinity
<code>conj</code>	Complex conjugate

conv	Convolution and polynomial multiplication
conv2	2-D convolution
cos	Cosine of argument in radians
cospi	Compute $\cos(X*\pi)$ accurately
dot	Dot product
exp	Exponential
expm1	Compute $\exp(x)-1$ accurately for small values of x
fft	Fast Fourier transform
fft2	2-D fast Fourier transform
fftn	N-D fast Fourier transform
fftshift	Shift zero-frequency component to center of spectrum
fix	Round toward zero
floor	Round toward negative infinity
fma	Multiply and add using fused multiply add approach
hypot	Square root of sum of squares (hypotenuse)
ifft	Inverse fast Fourier transform
ifft2	2-D inverse fast Fourier transform
ifftn	Multidimensional inverse fast Fourier transform
ifftshift	Inverse zero-frequency shift
imag	Imaginary part of complex number
ldivide	Left array division
log	Natural logarithm
log10	Common logarithm (base 10)
log1p	Compute $\log(1+x)$ accurately for small values of x
mean	Average or mean value of array
minus	Subtraction
mldivide	Solve systems of linear equations $Ax = B$ for x
mod	Remainder after division (modulo operation)
mrdivide	Solve systems of linear equations $xA = B$ for x
mtimes	Matrix multiplication
plus	Addition or append strings
pow10	Base 10 power and scale half-precision numbers
pow2	Base 2 power and scale floating-point numbers
power	Element-wise power
prod	Product of array elements
rdivide	Right array division
real	Real part of complex number
rem	Remainder after division
round	Round to nearest decimal or integer
rsqrt	Reciprocal square root
sign	Sign function (signum function)
sin	Sine of argument in radians
sinh	Hyperbolic sine
sinpi	Compute $\sin(X*\pi)$ accurately
sqrt	Square root
sum	Sum of array elements
tan	Tangent of argument in radians
tanh	Hyperbolic tangent
times	Multiplication
uminus	Unary minus
uplus	Unary plus

Data Types

cast	Convert variable to different data type
cell	Cell array
double	Double-precision arrays
eps	Floating-point relative accuracy
Inf	Create array of all Inf values
int16	16-bit signed integer arrays
int32	32-bit signed integer arrays
int64	64-bit signed integer arrays
int8	8-bit signed integer arrays
isa	Determine if input has specified data type
isfloat	Determine whether input is floating-point data type
islogical	Determine if input is logical array
isnan	Determine which array elements are NaN
isnumeric	Determine whether input is numeric array
isreal	Determine whether array uses complex storage
logical	Convert numeric values to logicals
NaN	Create array of all NaN values
single	Single-precision arrays
uint16	16-bit unsigned integer arrays
uint32	32-bit unsigned integer arrays
uint64	64-bit unsigned integer arrays
uint8	8-bit unsigned integer arrays

Relational and Logical Operators

all	Determine if all array elements are nonzero or true
and	Find logical AND
any	Determine if any array elements are nonzero
eq	Determine equality
ge	Determine greater than or equal to
gt	Determine greater than
isequal	Determine array equality
isequaln	Determine array equality, treating NaN values as equal
le	Determine less than or equal to
lt	Determine less than
ne	Determine inequality
not	Find logical NOT
or	Find logical OR

Array and Matrix Operations

cat	Concatenate arrays
circshift	Shift array circularly
colon	Vector creation, array subscripting, and for-loop iteration
complex	Create complex array
ctranspose	Complex conjugate transpose
eye	Identity matrix
flip	Flip order of elements
full	Convert sparse matrix to full storage
horzcat	Horizontal concatenation for heterogeneous arrays
iscolumn	Determine whether input is column vector

isempty	Determine whether array is empty
isfinite	Determine which array elements are finite
isinf	Determine which array elements are infinite
ismatrix	Determine whether input is matrix
isrow	Determine whether input is row vector
isscalar	Determine whether input is scalar
isvector	Determine whether input is vector
length	Length of largest array dimension
max	Maximum elements of an array
min	Minimum elements of an array
ndims	Number of array dimensions
numel	Number of array elements
ones	Create array of all ones
permute	Permute array dimensions
repelem	Repeat copies of array elements
repmat	Repeat copies of array
reshape	Reshape array
size	Array size
subsasgn	Redefine subscripted assignment
subsref	Subscripted reference
transpose	Transpose vector or matrix
vertcat	Vertical concatenation for heterogeneous arrays
zeros	Create array of all zeros

Language Fundamentals

display Show information about variable or result of expression

Graphics

area	Area of 2-D alpha shape
bar	Bar graph
barh	Horizontal bar graph
fplot	Plot expression or function
line	Create primitive line
plot	2-D line plot
plot3	3-D point or line plot
plotmatrix	Scatter plot matrix
rgbplot	Plot colormap
scatter	Scatter plot
scatter3	3-D scatter plot
xlim	Set or query x-axis limits
ylim	Set or query y-axis limits
zlim	Set or query z-axis limits

Deep Learning

activations	Compute deep learning network layer activations
classify	Classify data using a trained deep learning neural network
predict	Reconstruct the inputs using trained autoencoder
predictAndUpdateState	Predict responses using a trained recurrent neural network and update the network state

To display the complete list of supported functions, at the MATLAB Command Window, enter:

```
methods(half(1))
```

Examples

Convert Value to Half Precision

To cast a double-precision number to half precision, use the `half` function.

```
a = half(pi)
```

```
a =
```

```
half
```

```
3.1406
```

You can also use the `half` function to cast an existing variable to half precision.

```
v = single(magic(3))
```

```
v = 3x3 single matrix
```

```
8     1     6
3     5     7
4     9     2
```

```
a = half(v)
```

```
a =
```

```
3x3 half matrix
```

```
8     1     6
3     5     7
4     9     2
```

Limitations

The following functions which support half-precision inputs, do not support complex half-precision inputs.

- `rsqrt`
- `fma`

Extended Capabilities

C/C++ Code Generation

Generate C and C++ code using MATLAB® Coder™.

All functions that support half-precision inputs support code generation, except for the `rsqrt` function.

In MATLAB, the `isobject` function returns true with a half-precision input. In generated code, this function returns false.

If your target hardware does not have native support for half-precision, then `half` is used as a storage type, with arithmetic operations performed in single-precision.

Some functions use `half` only as a storage type and the arithmetic is performed in single-precision, regardless of the target hardware.

For deep learning code generation, half inputs are cast to single precision and computations are performed in single precision.

GPU Code Generation

Generate CUDA® code for NVIDIA® GPUs using GPU Coder™.

- CUDA compute capability of 5.3 or higher is required for generating and executing code with half-precision data types.
- CUDA toolkit version of 10.0 or later is required for generating and executing code with half-precision data types.
- You must set the memory allocation (`malloc`) mode to 'Discrete' for generating CUDA code.

For more information, see `coder.gpuConfig`.

- Half-precision complex data types are not supported for GPU code generation.
- For GPU Code generation, you can perform half-precision matrix multiplication with real inputs.
- In MATLAB, the `isobject` function returns true with a half-precision input. In generated code, this function returns false.
- `fft`, `fft2`, `fftn`, `fftshift`, `ifft`, `ifft2`, `ifftn`, and `ifftshift` are not supported for GPU code generation.
- If your target hardware does not have native support for half-precision, then `half` is used as a storage type, with arithmetic operations performed in single-precision.
- Some functions use `half` only as a storage type and the arithmetic is performed in single-precision, regardless of the target hardware.
- For deep learning code generation, half inputs are cast to single precision and computations are performed in single precision. To perform computations in half, set the library target to 'tensorrt' and set the data type to 'FP16' in `coder.DeepLearningConfig`.

See Also

`double` | `single`

Topics

"Floating-Point Numbers" (Fixed-Point Designer)

"Edge Detection with Sobel Method in Half-Precision"

Edge Detection with Sobel Method in Half-Precision

Introduced in R2018b

packNGo

Package generated code in ZIP file for relocation

Syntax

```
packNGo(buildInfo,Name,Value)
```

Description

`packNGo(buildInfo,Name,Value)` packages the code files in a compressed ZIP file so that you can relocate, unpack, and rebuild them in another development environment. The list of name-value pairs is optional.

The types of code files in the ZIP file include:

- Source files (for example, `.c` and `.cpp` files)
- Header files (for example, `.h` and `.hpp` files)
- MAT-file that contains the build information object (`.mat` file)
- Nonbuild-related files (for example, `.dll` files and `.txt` informational files) required for a final executable
- Build-generated binary files (for example, executable `.exe` file or dynamic link library `.dll`).

The code generator includes the build-generated binary files (if present) in the ZIP file. The **ignoreFileMissing** property does not apply to build-generated binary files.

Use this function to relocate files. You can then recompile the files for a specific target environment or rebuild them in a development environment in which MATLAB is not installed. By default, the function packages the files as a flat folder structure in a ZIP file within the code generation folder. You can customize the output by specifying name-value pairs. After relocating the ZIP file, use a standard ZIP utility to unpack the compressed file.

Because the code generated by using GPU Coder relies on third-party compilers, libraries to build and run the executables, the development environment that you are relocating to must also satisfy these requirements. For more information, see “Installing Prerequisite Products” and “Setting Up the Prerequisite Products”.

The `packNGo` function can potentially modify the build information passed in the first `packNGo` argument. As part of code packaging, `packNGo` can find additional files from source and include paths recorded in the build information. When these files are found, `packNGo` adds them to the build information.

To ensure that `packNGo` finds header files, add their paths to `buildInfo` by using the `addIncludePaths` function.

Note When generating standalone code by using the `codegen` command, you can use the `-package` option to both generate code and package the code in a ZIP file in a single step.

Examples

Run packNGo from Command Window

After the build process is complete, you can run packNGo from the Command Window. Use packNGo for ZIP file packaging of generated code in the file portzingbit.zip. Maintain the relative file hierarchy.

- 1 Change folders to the code generation folder. For example, using MATLAB Coder, codegen/dll/zingbit or for Simulink® code generation, zingbit_grt_rtw.
- 2 Load the buildInfo object that describes the build.
- 3 Run packNGo with property settings for packType and fileName.

```
cd codegen/dll/zingbit;
load buildInfo.mat
packNGo(buildInfo, 'packType', 'hierarchical', ...
        'fileName', 'portzingbit');
```

Configure packNGo in the Simulink Editor

If you configure ZIP file packaging from the code generation pane, the code generator uses packNGo to output a ZIP file during the build process.

- 1 Select **Code Generation > Package code and artifacts**. Optionally, provide a **Zip file name**. To apply the changes, click **OK**.
- 2 Build the model. At the end of the build process, the code generator outputs the ZIP file. The folder structure in the ZIP file is hierarchical.

Configure packNGo for Simulink from the Command Line

If you configure ZIP file packaging by using the set_param function, the code generator uses packNGo to output a ZIP file during the build process.

To configure ZIP file packaging for the model zingbit in the file zingbit.zip, use the set_param function.

```
set_param('zingbit', 'PostCodeGenCommand', ...
        'packNGo(buildInfo);');
```

Input Arguments

buildInfo — Object that provides build information

buildInfo object | path to buildInfo.mat

During the build process, the code generator places buildInfo.mat in the code generation folder. This MAT-file contains the buildInfo object. The object provides information that packNGo uses to produce the ZIP file.

You can specify the argument as a buildInfo object:

```
load buildInfo.mat
packNGo(buildInfo,'packType', 'hierarchical', ...
        'fileName','portzingbit');
```

Or, you can specify the argument as the path to the `buildInfo.mat` file:

```
buildInfoFile = fullfile(pathToBuildFolder, 'buildInfo.mat');
packNGo(buildInfoFile,'packType', 'hierarchical', ...
        'fileName','portzingbit');
```

Or, you can specify the argument as the path to the folder that contains `buildInfo.mat`:

```
packNGo(pathToBuildFolder,'packType', 'hierarchical', ...
        'fileName','portzingbit');
```

Name-Value Pair Arguments

Specify optional comma-separated pairs of `Name`, `Value` arguments. `Name` is the argument name and `Value` is the corresponding value. `Name` must appear inside quotes. You can specify several name and value pair arguments in any order as `Name1, Value1, ..., NameN, ValueN`.

Example: `'packType','flat','nestedZipFiles',true`

packType — Determines whether the primary ZIP file contains secondary ZIP files or folders
`'flat'` (default) | `'hierarchical'`

If `'flat'`, package the generated code files in a ZIP file as a single, flat folder.

If `'hierarchical'`, package the generated code files hierarchically in a primary ZIP file. The hierarchy contains top model, referenced model, and shared utility folders. The function also packages the corresponding `buildInfo.mat` files for the folders.

Example: `'packType','flat'`

nestedZipFiles — Determines whether the paths for files in the secondary ZIP files are relative to the root folder of the primary ZIP file
`true` (default) | `false`

If `true`, create a primary ZIP file that contains three secondary ZIP files:

- `mLrFiles.zip` — Files in your `matlabroot` folder tree
- `sDirFiles.zip` — Files in and under your code generation folder
- `otherFiles.zip` — Required files not in the `matlabroot` or `start` folder trees

If `false`, create a primary ZIP file that contains folders, for example, your code generation folder and `matlabroot`.

Example: `'nestedZipFiles',true`

fileName — Specifies a file name for the primary ZIP file
`'modelOrFunctionName.zip'` (default) | `'myName'`

If you do not specify the `'fileName'`-value pair, the function packages the files in a ZIP file named `modelOrFunctionName.zip` and places the ZIP file in the code generation folder.

If you specify `'fileName'` with the value, `'myName'`, the function creates `myName.zip` in the code generation folder.

To specify another location for the primary ZIP file, provide the absolute path to the location, *fullPath/myName.zip*

Example: `'fileName', '/home/user/myModel.zip'`

minimalHeaders — Selects whether to include only the minimal header files

`true` (default) | `false`

If `true`, include only the minimal header files required to build the code in the ZIP file.

If `false`, include header files found on the include path in the ZIP file.

GPU Coder requires that the `'minimalHeaders'` option is set to `false`.

Example: `'minimalHeaders', true`

includeReport — Selects whether to include the html folder for your code generation report

`false` (default) | `true`

If `false`, do not include the `html` folder in the ZIP file.

If `true`, include the `html` folder in the ZIP file.

Example: `'includeReport', false`

ignoreParseError — Instruct packNGo not to terminate on parse errors

`false` (default) | `true`

If `false`, terminate on parse errors.

If `true`, do not terminate on parse errors.

Example: `'ignoreParseError', false`

ignoreFileMissing — Instruct packNGo not to terminate if files are missing

`false` (default) | `true`

If `false`, terminate on missing file errors.

If `true`, do not terminate on missing files errors.

Example: `'ignoreFileMissing', false`

Limitations

- The function operates on source files only, such as `*.c`, `*.cpp`, and `*.h` files. The function does not support compile flags, defines, or makefiles.
- The function does not package source files for reusable library subsystems.
- Unnecessary files might be included. The function might find additional files from source paths and include paths recorded in the build information, even if those files are not used.
- For GPU Coder, the function does not package example main source and header files that you generate with the default configuration settings. To package the example main files, configure code generation to generate and compile the example main function, generate your code, and then package the build files.

See Also

Topics

“Relocate Generated Code to Another Development Environment”

Introduced in R2006b

gpcoder.batchedMatrixMultiply

Optimized GPU implementation of batched matrix multiply operation

Syntax

```
[D1,D2] = gpcoder.batchedMatrixMultiply(A1,B1,A2,B2)
[D1,...,DN] = gpcoder.batchedMatrixMultiply(A1,B1,...,AN,BN)
___ = gpcoder.batchedMatrixMultiply( ___,Name,Value)
```

Description

`[D1,D2] = gpcoder.batchedMatrixMultiply(A1,B1,A2,B2)` performs matrix-matrix multiplication of a batch of matrices `A1,B1` and `A2,B2`. The `gpcoder.batchedMatrixMultiply` function performs matrix-matrix multiplication of the form:

$$D = \alpha AB$$

where α is a scalar multiplication factor, `A`, `B`, and `D` are matrices with dimensions `m-by-k`, `k-by-n`, and `m-by-n` respectively. You can optionally transpose or hermitian-conjugate `A` and `B`. By default, α is set to one and the matrices are not transposed. To specify a different scalar multiplication factor and perform transpose operations on the input matrices, use the `Name,Value` pair arguments.

All the batches passed to the `gpcoder.batchedMatrixMultiply` function must be uniform. That is, all instances must have the same dimensions `m,n,k`.

`[D1,...,DN] = gpcoder.batchedMatrixMultiply(A1,B1,...,AN,BN)` performs matrix-matrix multiplication of multiple `A, B` pairs of the form:

$$D_i = \alpha A_i B_i \quad i = 1 \dots N$$

`___ = gpcoder.batchedMatrixMultiply(___,Name,Value)` performs batched matrix multiply operation by using the options specified by one or more `Name,Value` pair arguments.

Examples

Batched Matrix-Matrix Multiplication

Perform a simple batched matrix-matrix multiplication and use the `gpcoder.batchedMatrixMultiply` function to generate CUDA code that calls appropriate `cublas<t>gemmBatched` APIs.

In one file, write an entry-point function `myBatchMatMul` that accepts matrix inputs `A1, B1, A2`, and `B2`. Because the input matrices are not transposed, use the `'nn'` option.

```
function [D1,D2] = myBatchMatMul(A1,B1,A2,B2,alpha)

[D1,D2] = gpcoder.batchedMatrixMultiply(A1,B1,A2,B2, ...
    'alpha',alpha,'transpose','nn');

end
```

To create a type for a matrix of doubles for use in code generation, use the `coder.newtype` function.

```
A1 = coder.newtype('double',[15,42],[0 0]);
A2 = coder.newtype('double',[15,42],[0 0]);
B1 = coder.newtype('double',[42,30],[0 0]);
B2 = coder.newtype('double',[42,30],[0 0]);
alpha = 0.3;
inputs = {A1,B1,A2,B2,alpha};
```

To generate a CUDA library, use the `codegen` function.

```
cfg = coder.gpuConfig('lib');
cfg.GpuConfig.EnableCUBLAS = true;
cfg.GpuConfig.EnableCUSOLVER = true;
cfg.GenerateReport = true;
codegen -config cfg-args inputs myBatchMatMul
```

The generated CUDA code contains kernels `myBatchMatMul_kernelN` for initializing the input and output matrices. The code also contains the `cublasDgemmBatched` API calls to the cuBLAS library. The following code is a snippet of the generated code.

```
//
// File: myBatchMatMul.cu
//
...
void myBatchMatMul(const double A1[630], const double B1[1260], const double A2
                  [630], const double B2[1260], double alpha, double D1[450],
                  double D2[450])
{
    double alpha1;
    ...

    myBatchMatMul_kernel1<<<dim3(2U, 1U, 1U), dim3(512U, 1U, 1U)>>>(*gpu_A2,
        *gpu_A1, *gpu_input_cell_f2, *gpu_input_cell_f1);
    cudaMemcpy(gpu_B2, (void *)&B2[0], 10080UL, cudaMemcpyHostToDevice);
    cudaMemcpy(gpu_B1, (void *)&B1[0], 10080UL, cudaMemcpyHostToDevice);
    myBatchMatMul_kernel2<<<dim3(3U, 1U, 1U), dim3(512U, 1U, 1U)>>>(*gpu_B2,
        *gpu_B1, *gpu_input_cell_f4, *gpu_input_cell_f3);
    myBatchMatMul_kernel3<<<dim3(1U, 1U, 1U), dim3(480U, 1U, 1U)>>>(gpu_r3, gpu_r2);
    myBatchMatMul_kernel4<<<dim3(1U, 1U, 1U), dim3(32U, 1U, 1U)>>>(gpu_r2,
        *gpu_out_cell);
    myBatchMatMul_kernel5<<<dim3(1U, 1U, 1U), dim3(32U, 1U, 1U)>>>(gpu_r3,
        *gpu_out_cell);
    ...

    cublasDgemmBatched(getCublasGlobalHandle(), CUBLAS_OP_N, CUBLAS_OP_N, 15, 30,
        42, (double *)gpu_alpha1, (double **)gpu_Aarray, 15,
        (double **)gpu_Barray, 42, (double *)gpu_beta1, (double **)
        gpu_Carray, 15, 2);
    myBatchMatMul_kernel6<<<dim3(1U, 1U, 1U), dim3(480U, 1U, 1U)>>>(*gpu_D2,
        *gpu_out_cell, *gpu_D1);
    ...
}
```

Input Arguments

A, B — Operands

vectors | matrices

Operands, specified as vectors or matrices. A and B must be 2-D arrays. The number of columns in A must be equal to the number of rows in B.

Data Types: `double` | `single` | `int8` | `int16` | `int32` | `int64` | `uint8` | `uint16` | `uint32` | `uint64`

Name-Value Pair Arguments

Specify optional comma-separated pairs of `Name`, `Value` arguments. `Name` is the argument name and `Value` is the corresponding value. `Name` must appear inside quotes. You can specify several name and value pair arguments in any order as `Name1,Value1,...,NameN,ValueN`.

Example: `[D1,D2] = gpucoder.batchedMatrixMultiply(A1,B1,A2,B2,'alpha',0.3,'transpose','CC');`

alpha — Scalar multiplication factor

1.0 (default) | scalar

Value of the scalar used for multiplication with `A`. Default value is one.

transpose — Operation performed on input matrices

'NN' (default) | character vector | string

Character vector or string composed of two characters, indicating the operation performed on the matrices `A` and `B` prior to matrix multiplication. Possible values are normal ('N'), transposed ('T'), or complex conjugate transpose ('C').

Output Arguments

D — Product

scalar | vector | matrix

Product, returned as a scalar, vector, or matrix. Array `D` has the same number of rows as input `A` and the same number of columns as input `B`.

See Also

Apps

GPU Coder

Functions

`codegen` | `coder.gpu.kernel` | `coder.gpu.kernelfun` | `gpucoder.batchedMatrixMultiplyAdd` | `gpucoder.stridedMatrixMultiply` | `gpucoder.stridedMatrixMultiplyAdd`

Objects

`coder.CodeConfig` | `coder.EmbeddedCodeConfig` | `coder.MexCodeConfig` | `coder.gpuConfig`

Topics

“GPU Programming Paradigm”
 “Code Generation by Using the GPU Coder App”
 “Code Generation Using the Command Line Interface”
 “Kernels from Element-Wise Loops”
 “Kernels from Scatter-Gather Type Operations”
 “Kernels from Library Calls”
 “Design Patterns”

Introduced in R2020a

gpcoder.batchedMatrixMultiplyAdd

Optimized GPU implementation of batched matrix multiply with add operation

Syntax

```
[D1,D2] = gpcoder.batchedMatrixMultiplyAdd(A1,B1,C1,A2,B2,C2)
[D1,...,DN] = gpcoder.batchedMatrixMultiplyAdd(A1,B1,C1,...,AN,BN,CN)
___ = gpcoder.batchedMatrixMultiplyAdd( ___,Name,Value)
```

Description

`[D1,D2] = gpcoder.batchedMatrixMultiplyAdd(A1,B1,C1,A2,B2,C2)` performs matrix-matrix multiplication and add of a batch of matrices `A1,B1,C1` and `A2,B2,C2`. The `gpcoder.batchedMatrixMultiplyAdd` function performs matrix-matrix multiplication of the form:

$$D = \alpha AB + \beta C$$

where α and β are scalar multiplication factors and `A`, `B`, `C`, and `D` are matrices with dimensions `m`-by-`k`, `k`-by-`n`, `m`-by-`n`, and `m`-by-`n` respectively. `A` and `B` can optionally be transposed or hermitian-conjugated. By default, α and β are set to one and the matrices are not transposed. To specify a different scalar multiplication factor and perform transpose operations on the input matrices, use the `Name,Value` pair arguments.

All the batches passed to the `gpcoder.batchedMatrixMultiplyAdd` function must be uniform. That is, all instances must have the same dimensions `m`, `n`, `k`.

`[D1,...,DN] = gpcoder.batchedMatrixMultiplyAdd(A1,B1,C1,...,AN,BN,CN)` performs matrix-matrix multiplication and add of multiple `A`, `B`, `C` matrices of the form:

$$D_i = \alpha A_i B_i + \beta C_i \quad i = 1 \dots N$$

`___ = gpcoder.batchedMatrixMultiplyAdd(___,Name,Value)` performs batched matrix multiply and add operation by using the options specified by one or more `Name,Value` pair arguments.

Examples

Batched Matrix-Matrix Multiplication with Add

Perform a simple batched matrix-matrix multiplication with add and use the `gpcoder.batchedMatrixMultiplyAdd` function to generate CUDA code that calls appropriate `cublas<t>gemmBatched` APIs.

In one file, write an entry-point function `myBatchMatMulAdd` that accepts matrix inputs `A1`, `B1`, `C1`, `A2`, `B2`, and `C2`. Because the input matrices are not transposed, use the `'nn'` option.

```
function [D1,D2] = myBatchMatMulAdd(A1,B1,C1,A2,B2,C2,alpha,beta)
```

```
[D1,D2] = gpuboder.batchedMatrixMultiplyAdd(A1,B1,C1,A2,B2,C2, ...
    'alpha',alpha,, 'beta',beta, 'transpose', 'nn');
```

end

To create a type for a matrix of doubles for use in code generation, use the `coder.newtype` function.

```
A1 = coder.newtype('double',[12,14],[0 0]);
A2 = coder.newtype('double',[12,14],[0 0]);
B1 = coder.newtype('double',[14,16],[0 0]);
B2 = coder.newtype('double',[14,16],[0 0]);
C1 = coder.newtype('double',[12,16],[0 0]);
C2 = coder.newtype('double',[12,16],[0 0]);
alpha = 0.3;
beta = 0.6;
inputs = {A1,B1,C1,A2,B2,C2,alpha,beta};
```

To generate a CUDA library, use the `codegen` function.

```
cfg = coder.gpuConfig('lib');
cfg.GpuConfig.EnableCUBLAS = true;
cfg.GpuConfig.EnableCUSOLVER = true;
cfg.GenerateReport = true;
codegen -config cfg-args inputs myBatchMatMulAdd
```

The generated CUDA code contains kernels `myBatchMatMulAdd_kernel1NN` for initializing the input and output matrices. The code also contains the `cublasDgemmBatched` API calls to the cuBLAS library. The following code is a snippet of the generated code.

```
//
// File: myBatchMatMulAdd.cu
//
...
void myBatchMatMulAdd(const double A1[168], const double B1[224], const double
    C1[192], const double A2[168], const double B2[224], const
    double C2[192], double alpha, double beta, double D1[192],
    double D2[192])
{
    double alpha1;
    ...

    myBatchMatMulAdd_kernel2<<<dim3(1U, 1U, 1U), dim3(224U, 1U, 1U)>>>(*gpu_B2,
        *gpu_B1, *gpu_input_cell_f4, *gpu_input_cell_f3);
    cudaMemcpy(gpu_C2, (void *)&C2[0], 1536UL, cudaMemcpyHostToDevice);
    cudaMemcpy(gpu_C1, (void *)&C1[0], 1536UL, cudaMemcpyHostToDevice);
    myBatchMatMulAdd_kernel3<<<dim3(1U, 1U, 1U), dim3(192U, 1U, 1U)>>>(*gpu_C2,
        *gpu_C1, gpu_r3, gpu_r2);
    myBatchMatMulAdd_kernel4<<<dim3(1U, 1U, 1U), dim3(32U, 1U, 1U)>>>(gpu_r2,
        *gpu_out_cell);
    myBatchMatMulAdd_kernel5<<<dim3(1U, 1U, 1U), dim3(32U, 1U, 1U)>>>(gpu_r3,
        *gpu_out_cell);
    ...

    cublasDgemmBatched(getCublasGlobalHandle(), CUBLAS_OP_N, CUBLAS_OP_N, 12, 16,
        14, (double *)gpu_alpha1, (double **)gpu_Aarray, 12,
        (double **)gpu_Barray, 14, (double *)gpu_beta1, (double **)
        gpu_Carray, 12, 2);
    myBatchMatMulAdd_kernel6<<<dim3(1U, 1U, 1U), dim3(192U, 1U, 1U)>>>(*gpu_D2,
    ...
}
}
```

Input Arguments

A, B, C — Operands

vectors | matrices

Operands, specified as vectors or matrices. A, B, and C must be 2-D arrays. The number of columns in A must be equal to the number of rows in B. The number of rows in A must be equal to the number of rows in C. The number of columns in B must be equal to the number of columns in C.

Data Types: `double` | `single` | `int8` | `int16` | `int32` | `int64` | `uint8` | `uint16` | `uint32` | `uint64`

Name-Value Pair Arguments

Specify optional comma-separated pairs of `Name`, `Value` arguments. `Name` is the argument name and `Value` is the corresponding value. `Name` must appear inside quotes. You can specify several name and value pair arguments in any order as `Name1, Value1, ..., NameN, ValueN`.

Example: `[D1,D2] = gpuscoder.batchedMatrixMultiplyAdd(A1,B1,C1,A2,B2,C2,'alpha',0.3,'beta',0.6,'transpose','CC');`

alpha — Scalar multiplication factor

1.0 (default) | scalar

Value of the scalar used for multiplication with A. Default value is one.

beta — Scalar multiplication factor

1.0 (default) | scalar

Value of the scalar used for multiplication with C. Default value is one.

transpose — Operation performed on input matrices

'NN' (default) | character vector | string

Character vector or string composed of two characters, indicating the operation performed on the matrices A and B prior to matrix multiplication. Possible values are normal ('N'), transposed ('T'), or complex conjugate transpose ('C').

Output Arguments

D — Product

scalar | vector | matrix

Product, returned as a scalar, vector, or matrix. Array D has the same number of rows as input A and the same number of columns as input B.

See Also

Apps

GPU Coder

Functions

`codegen` | `coder.gpu.kernel` | `coder.gpu.kernelfun` | `gpuscoder.batchedMatrixMultiply` | `gpuscoder.stridedMatrixMultiply` | `gpuscoder.stridedMatrixMultiplyAdd`

Objects

`coder.CodeConfig` | `coder.EmbeddedCodeConfig` | `coder.MexCodeConfig` | `coder.gpuConfig`

Topics

- "GPU Programming Paradigm"
- "Code Generation by Using the GPU Coder App"
- "Code Generation Using the Command Line Interface"
- "Kernels from Element-Wise Loops"
- "Kernels from Scatter-Gather Type Operations"
- "Kernels from Library Calls"
- "Design Patterns"

Introduced in R2020a

gpcoder.stridedMatrixMultiply

Optimized GPU implementation of strided and batched matrix multiply operation

Syntax

```
D = gpcoder.stridedMatrixMultiply(A,B)
___ = gpcoder.stridedMatrixMultiply( ___,Name,Value)
```

Description

`D = gpcoder.stridedMatrixMultiply(A,B)` performs strided matrix-matrix multiplication of a batch of matrices. The input matrices A and B for each instance of the batch are located at fixed address offsets from their addresses in the previous instance. The `gpcoder.stridedMatrixMultiply` function performs matrix-matrix multiplication of the form:

$$D = \alpha AB$$

where α is a scalar multiplication factor, A, B, and D are matrices with dimensions m-by-k, k-by-n, and m-by-n respectively. You can optionally transpose or hermitian-conjugate A and B. By default, α is set to one and the matrices are not transposed. To specify a different scalar multiplication factor and perform transpose operations on the input matrices, use the `Name, Value` pair arguments.

All the batches passed to the `gpcoder.stridedMatrixMultiply` function must be uniform. That is, all instances must have the same dimensions m, n, k.

`___ = gpcoder.stridedMatrixMultiply(___,Name,Value)` performs strided batched matrix multiply operation by using the options specified by one or more `Name, Value` pair arguments.

Examples

Strided Batched Matrix-Matrix Multiplication

Perform a simple batched matrix-matrix multiplication and use the `gpcoder.stridedMatrixMultiply` function to generate CUDA code that calls appropriate `cublas<t>gemmStridedBatched` APIs.

In one file, write an entry-point function `myStridedMatMul` that accepts matrix inputs A and B. Because the input matrices are not transposed, use the `'nn'` option.

```
function [D] = myStridedMatMul(A,B,alpha)

[D] = gpcoder.stridedMatrixMultiply(A,B,'alpha',alpha, ...
    'transpose','nn');

end
```

To create a type for a matrix of doubles for use in code generation, use the `coder.newtype` function.

```
A = coder.newtype('double',[5 4 100],[0 0]);
B = coder.newtype('double',[4 5 100],[0 0]);
```

```
alpha = 0.3;
inputs = {A,B,alpha};
```

To generate a CUDA library, use the `codegen` function.

```
cfg = coder.gpuConfig('lib');
cfg.GpuConfig.EnableCUBLAS = true;
cfg.GpuConfig.EnableCUSOLVER = true;
cfg.GenerateReport = true;
codegen -config cfg-args inputs myStridedMatMul
```

The generated CUDA code contains kernels `myStridedMatMul_kernelN` for initializing the input and output matrices. The code also contains the `cublasDgemmStridedBatched` API calls to the cuBLAS library. The following code is a snippet of the generated code.

```
//
// File: myStridedMatMul.cu
//
...
void myStridedMatMul(const double A_data[], const int A_size[3], const double
                    B_data[], const int B_size[3], double alpha, double D_data[],
                    int D_size[3])
{
    double alpha1;
    ...
    beta1 = 0.0;
    cudaMemcpy(gpu_alpha1, &alpha1, 8ULL, cudaMemcpyHostToDevice);
    cudaMemcpy(gpu_A_data, (void *)A_data, A_size[0] * A_size[1] * A_size[2] *
                    sizeof(double), cudaMemcpyHostToDevice);
    cudaMemcpy(gpu_B_data, (void *)B_data, B_size[0] * B_size[1] * B_size[2] *
                    sizeof(double), cudaMemcpyHostToDevice);
    cudaMemcpy(gpu_beta1, &beta1, 8ULL, cudaMemcpyHostToDevice);
    if (D_data_dirtyOnCpu) {
        cudaMemcpy(gpu_D_data, &D_data[0], 25 * D_size[2] * sizeof(double),
                    cudaMemcpyHostToDevice);
    }

    if (batchDimsA[2] >= batchDimsB[2]) {
        if (batchDimsA[2] >= 1) {
            ntilecols = batchDimsA[2];
        } else {
            ntilecols = 1;
        }
    } else {
        ntilecols = batchDimsB[2];
    }

    cublasDgemmStridedBatched(getCublasGlobalHandle(), CUBLAS_OP_N, CUBLAS_OP_N, 5,
        5, 4, (double *)gpu_alpha1, (double *)&gpu_A_data[0], 5, strideA, (double *)
        &gpu_B_data[0], 4, strideB, (double *)gpu_beta1, (double *)&gpu_D_data[0], 5,
        25, ntilecols);
    cudaMemcpy(&D_data[0], gpu_D_data, 25 * D_size[2] * sizeof(double),
        cudaMemcpyDeviceToHost);
    ...
}
```

Input Arguments

A, B — Operands

vectors | matrices

Operands, specified as vectors or matrices. `gpuCoder.stridedMatrixMultiply` multiplies along the first two dimensions.

Data Types: `double` | `single` | `int8` | `int16` | `int32` | `int64` | `uint8` | `uint16` | `uint32` | `uint64`

Name-Value Pair Arguments

Specify optional comma-separated pairs of `Name`, `Value` arguments. `Name` is the argument name and `Value` is the corresponding value. `Name` must appear inside quotes. You can specify several name and value pair arguments in any order as `Name1, Value1, ..., NameN, ValueN`.

Example: `D = gpuCoder.stridedMatrixMultiply(A,B,'alpha',0.3,'transpose','CC');`

alpha — Scalar multiplication factor

1.0 (default) | scalar

Value of the scalar used for multiplication with A. Default value is one.

transpose — Operation performed on input matrices

'NN' (default) | character vector | string

Character vector or string composed of two characters, indicating the operation performed on the matrices A and B prior to matrix multiplication. Possible values are normal ('N'), transposed ('T'), or complex conjugate transpose ('C').

Output Arguments

D — Product

scalar | vector | matrix

Product, returned as a scalar, vector, or matrix. Array D has the same number of rows as input A and the same number of columns as input B.

See Also

Apps

GPU Coder

Functions

`codegen` | `coder.gpu.kernel` | `coder.gpu.kernelfun` | `gpuCoder.batchedMatrixMultiply` | `gpuCoder.batchedMatrixMultiplyAdd` | `gpuCoder.stridedMatrixMultiplyAdd`

Objects

`coder.CodeConfig` | `coder.EmbeddedCodeConfig` | `coder.MexCodeConfig` | `coder.gpuConfig`

Topics

“GPU Programming Paradigm”
“Code Generation by Using the GPU Coder App”
“Code Generation Using the Command Line Interface”
“Kernels from Element-Wise Loops”
“Kernels from Scatter-Gather Type Operations”
“Kernels from Library Calls”
“Design Patterns”

Introduced in R2020a

gpcoder.stridedMatrixMultiplyAdd

Optimized GPU implementation of strided, batched matrix multiply with add operation

Syntax

```
D = gpcoder.stridedMatrixMultiplyAdd(A,B,C)
___ = gpcoder.stridedMatrixMultiplyAdd( ___,Name,Value)
```

Description

`D = gpcoder.stridedMatrixMultiplyAdd(A,B,C)` performs strided matrix-matrix multiplication and add of a batch of matrices. The input matrices A, B, and C for each instance of the batch are located at fixed address offsets from their addresses in the previous instance. The `gpcoder.stridedMatrixMultiplyAdd` function performs matrix-matrix multiplication of the form:

$$D = \alpha AB + \beta C$$

where α and β are scalar multiplication factors, A, B, C, and D are matrices with dimensions m-by-k, k-by-n, m-by-n, and m-by-n respectively. A and B can optionally be transposed or hermitian-conjugated. By default, α and β are set to one and the matrices are not transposed. To specify a different scalar multiplication factor and perform transpose operations on the input matrices, use the `Name, Value` pair arguments.

All the batches passed to the `gpcoder.stridedMatrixMultiplyAdd` function must be uniform. That is, all instances must have the same dimensions m, n, k.

`___ = gpcoder.stridedMatrixMultiplyAdd(___,Name,Value)` performs batched matrix multiply and add operation by using the options specified by one or more `Name, Value` pair arguments.

Examples

Strided Matrix-Matrix Multiplication with Add

Performs a simple batched matrix-matrix multiplication with add and use the `gpcoder.stridedMatrixMultiplyAdd` function to generate CUDA code that calls appropriate `cublas<t>gemmStridedBatched` APIs.

In one file, write an entry-point function `myStridedMatMulAdd` that accepts matrix inputs A, B, and C. Because the input matrices are not transposed, use the `'nn'` option.

```
function [D] = myStridedMatMulAdd(A,B,C,alpha,beta)
[D] = gpcoder.stridedMatrixMultiplyAdd(A,B,C,'alpha',alpha,...
    'beta',beta,'transpose','nn');
end
```

To create a type for a matrix of doubles for use in code generation, use the `coder.newtype` function.

```
A = coder.newtype('double',[12,14 10],[0 0]);
B = coder.newtype('double',[14,16 10],[0 0]);
C = coder.newtype('double',[12,16 10],[0 0]);
alpha = 0.3;
beta = 0.6;
inputs = {A,B,C,alpha,beta};
```

To generate a CUDA library, use the `codegen` function.

```
cfg = coder.gpuConfig('lib');
cfg.GpuConfig.EnableCUBLAS = true;
cfg.GpuConfig.EnableCUSOLVER = true;
cfg.GenerateReport = true;
codegen -config cfg-args inputs myStridedMatMulAdd
```

The generated CUDA code contains kernels `myStridedMatMulAdd_kernelNN` for initializing the input and output matrices. The code also contains the `cublasDgemmStridedBatched` API calls to the cuBLAS library. The following code is a snippet of the generated code.

```
//
// File: myStridedMatMulAdd.cu
...

void myStridedMatMulAdd(const double A[1680], const double B[2240], const double
  C[1920], double alpha, double beta, double D[1920])
{
  double alpha1;

  ..alpha1 = alpha;
  beta1 = beta;
  cudaMemcpy(gpu_C, (void *)&C[0], 15360ULL, cudaMemcpyHostToDevice);
  myStridedMatMulAdd_kernel1<<<<dim3(4U, 1U, 1U), dim3(512U, 1U, 1U)>>>(*gpu_C,
    *gpu_D);
  cudaMemcpy(gpu_alpha1, &alpha1, 8ULL, cudaMemcpyHostToDevice);
  cudaMemcpy(gpu_A, (void *)&A[0], 13440ULL, cudaMemcpyHostToDevice);
  cudaMemcpy(gpu_B, (void *)&B[0], 17920ULL, cudaMemcpyHostToDevice);
  cudaMemcpy(gpu_beta1, &beta1, 8ULL, cudaMemcpyHostToDevice);
  cublasDgemmStridedBatched(getCublasGlobalHandle(), CUBLAS_OP_N, CUBLAS_OP_N,
    12, 16, 14, (double *)gpu_alpha1, (double *)&(*gpu_A)[0], 12, 168, (double *)
    &(*gpu_B)[0], 14, 224, (double *)gpu_beta1, (double *)&(*gpu_D)[0], 12, 192,
    10);
  cudaMemcpy(&D[0], gpu_D, 15360ULL, cudaMemcpyDeviceToHost);
  ...
}
```

Input Arguments

A, B, C — Operands

vectors | matrices

Operands, specified as vectors or matrices. The number of columns in **A** must be equal to the number of rows in **B**. The number of rows in **A** must be equal to the number of rows in **C**. The number of columns in **B** must be equal to the number of columns in **C**.

Data Types: `double` | `single` | `int8` | `int16` | `int32` | `int64` | `uint8` | `uint16` | `uint32` | `uint64`

Name-Value Pair Arguments

Specify optional comma-separated pairs of **Name**, **Value** arguments. **Name** is the argument name and **Value** is the corresponding value. **Name** must appear inside quotes. You can specify several name and value pair arguments in any order as `Name1, Value1, ..., NameN, ValueN`.

Example: `D = gpucoder.stridedMatrixMultiplyAdd(A,B,C,'alpha',0.3,'beta',0.6,'transpose','C C');`

alpha — Scalar multiplication factor

1.0 (default) | scalar

Value of the scalar used for multiplication with A. Default value is one.

beta — Scalar multiplication factor

1.0 (default) | scalar

Value of the scalar used for multiplication with C. Default value is one.

transpose — Operation performed on input matrices

'NN' (default) | character vector | string

Character vector or string composed of two characters, indicating the operation performed on the matrices A and B prior to matrix multiplication. Possible values are normal ('N'), transposed ('T'), or complex conjugate transpose ('C').

Output Arguments**D — Product**

scalar | vector | matrix

Product, returned as a scalar, vector, or matrix. Array D has the same number of rows as input A and the same number of columns as input B.

See Also**Apps****GPU Coder****Functions**

codegen | coder.gpu.kernel | coder.gpu.kerelfun | gpcoder.batchedMatrixMultiply | gpcoder.batchedMatrixMultiplyAdd | gpcoder.stridedMatrixMultiply

Objects

coder.CodeConfig | coder.EmbeddedCodeConfig | coder.MexCodeConfig | coder.gpuConfig

Topics

“GPU Programming Paradigm”
“Code Generation by Using the GPU Coder App”
“Code Generation Using the Command Line Interface”
“Kernels from Element-Wise Loops”
“Kernels from Scatter-Gather Type Operations”
“Kernels from Library Calls”
“Design Patterns”

Introduced in R2020a

coder.gpu.persistentMemory

Pragma to allocate a variable as persistent memory on the GPU

Syntax

```
coder.gpu.persistentMemory(pvar)
```

Description

`coder.gpu.persistentMemory(pvar)` maps the persistent MATLAB variable `pvar` to the CUDA enabled NVIDIA GPU as variable with persistent memory. The variable must be fixed size and of a data type supported for GPU code generation.

This is a code generation function. It has no effect in MATLAB.

Note For CUDA MEX, the persistent memory on the GPU is retained during the entirety of the MATLAB session. For freeing the GPU memory, use the `clear mex` MATLAB command. For freeing the GPU memory in static libraries, dynamic libraries, or executable targets, call the generated `<primary function name>_terminate()` housekeeping function.

Examples

Using `coder.gpu.persistentMemory` to allocate a variable on the GPU memory as persistent

This example shows how to map a persistent MATLAB variable to the persistent memory on the GPU by using the `coder.gpu.persistentMemory` pragma.

Consider the following MATLAB entry-point function `myPersistent` containing a simple loop.

```
function output = myPersistent(input)

    persistent pvar;
    if isempty(pvar)
        pvar = ones(size(input));
    end

    coder.gpu.persistentMemory(pvar);

    for i = 1:numel(input)
        pvar(i) = pvar(i) + input(i);
    end

    output = coder.nullcopy(input);
    for i = 1:numel(input)
        output(i) = pvar(i) * input(i);
    end
end
```


Create a code generation configuration object for a standalone CUDA static library.

```
cfg = coder.gpuConfig('lib');
```

Define a cell array input that declares the size and data type of the inputs to the function `myPersistent`.

```
input = {rand(1,1024)}
```

Generate a MEX function `myPersistent_mex` by using `codegen` function with the `-config`, `-args`, and `-report` options to specify configuration, provide input arguments, and generate a code generation report.

```
codegen -config cfg -args input -report myPersistent
```

A snippet of the generated `myPersistent.cu` file is shown.

```
//
// File: myPersistent.cu
//
// GPU Coder version      : 2.0
// CUDA/C/C++ source code generated on : 16-Jul-2020 20:08:46
//
// Include Files
#include "myPersistent.h"
#include "myPersistent_data.h"
#include "myPersistent_initialize.h"
#include "MWCudaDimUtility.hpp"
...
//
// Arguments      : const double input[1024]
//                  double output[1024]
// Return Type    : void
//
void myPersistent(const double input[1024], double output[1024])
{
    double (*gpu_input)[1024];
    double (*gpu_output)[1024];
    if (!isInitialized_myPersistent) {
        myPersistent_initialize();
    }

    cudaMalloc(&gpu_output, 8192UL);
    cudaMalloc(&gpu_input, 8192UL);
    cudaMemcpy(gpu_input, (void *)&input[0], 8192UL, cudaMemcpyHostToDevice);
    myPersistent_kernel1<<<dim3(2U, 1U, 1U), dim3(512U, 1U, 1U)>>>(*gpu_input,
        *gpu_output, *pvar);
    cudaMemcpy(&output[0], gpu_output, 8192UL, cudaMemcpyDeviceToHost);
    cudaFree(*gpu_input);
    cudaFree(*gpu_output);
}

//
// Arguments      : void
// Return Type    : void
//
void myPersistent_init()
{
    double b_pvar[1024];
    boolean_T pvar_dirtyOnCpu;
    boolean_T pvar_dirtyOnGpu;
    pvar_dirtyOnCpu = false;
    pvar_dirtyOnGpu = true;
    for (int i = 0; i < 1024; i++) {
        if (pvar_dirtyOnGpu) {
            cudaMemcpy(&b_pvar[0], pvar, 8192UL, cudaMemcpyDeviceToHost);
            pvar_dirtyOnGpu = false;
        }

        b_pvar[i] = 1.0;
        pvar_dirtyOnCpu = true;
    }

    if (pvar_dirtyOnCpu) {
```

```
        cudaMemcpy(pvar, &b_pvar[0], 8192UL, cudaMemcpyHostToDevice);
    }
    ...
```

The persistent variable `pvar` is retained on the GPU between calls to the `myPersistent()` function.

Input Arguments

pvar — Name of the persistent variable

`name`

The name of the variable that must be mapped to the GPU memory space as a persistent variable.

Limitations

- MATLAB classes are not supported by the `coder.gpu.persistentMemory` pragma.
- The `coder.gpu.persistentMemory` pragma is not supported in Simulink.
- If the persistent variable in MATLAB is variable-sized, the code generator does not map the variable to a persistent memory on the GPU.

See Also

Apps

GPU Coder

Functions

`codegen` | `coder.gpu.constantMemory` | `coder.gpu.kernel` | `coder.gpu.kernelfun` | `coder.gpu.nokernel` | `gpuCoder.stencilKernel`

Objects

`coder.CodeConfig` | `coder.EmbeddedCodeConfig` | `coder.MexCodeConfig` | `coder.gpuConfig`

Topics

“GPU Programming Paradigm”

“Kernels from Element-Wise Loops”

“Kernels from Scatter-Gather Type Operations”

“Design Patterns”

“Kernels from Library Calls”

Introduced in R2020b

GPU Acceleration Parameters

- “Model Configuration Parameters: GPU Acceleration” on page 3-2
- “Simulation Target: GPU Acceleration Tab Overview” on page 3-3
- “Dynamic memory allocation threshold” on page 3-4
- “Stack size per GPU thread” on page 3-5
- “Include error checks in generated code” on page 3-6
- “Custom compute capability” on page 3-7
- “Additional compiler flags” on page 3-8

Model Configuration Parameters: GPU Acceleration

The **Simulation Target > GPU Acceleration** category includes parameters for configuring GPU-specific settings of the generated code.

These parameters require a GPU Coder license.

On the Configuration Parameters dialog box, the following configuration parameters are on the **Simulation Target > GPU Acceleration** pane.

Parameter	Description
"Dynamic memory allocation threshold" (Simulink Coder)	Specify the size above which the private variables are allocated on the heap instead of the stack.
"Stack size per GPU thread" (Simulink Coder)	Specify the maximum stack limit per GPU thread.
"Include error checks in generated code" (Simulink Coder)	Add run-time error-checking functionality to the generated CUDA code.
"Custom compute capability" (Simulink Coder)	Specify the name of the NVIDIA virtual GPU architecture for code generation.
"Additional compiler flags" (Simulink Coder)	Specify additional flags to the nvcc compiler.

See Also

More About

- "Model Configuration Parameters: Simulation Target" (Simulink)
- "Simulation Acceleration by Using GPU Coder"

Simulation Target: GPU Acceleration Tab Overview

Set up GPU-specific information about simulation acceleration for a model's active configuration set, including device memory settings, code profiling and analysis, and device architecture and compiler.

These parameters require a GPU Coder license.

See Also

More About

- “Model Configuration Parameters: GPU Acceleration” (Simulink Coder)
- “Simulation Acceleration by Using GPU Coder”

Dynamic memory allocation threshold

Description

Specify the memory allocation threshold.

Category: Simulation Target > GPU Acceleration

Settings

Default: 200

Specify the size above which the private variables are allocated on the heap instead of the stack, as an integer value.

Dependencies

- This parameter requires a GPU Coder license.
- This parameter is enabled by **GPU acceleration** on the **Simulation Target** pane.

Command-Line Information

Parameter: SimGPUMallocThreshold

Type: integer

Value: any valid value

Default: 200

See Also

Related Examples

- “Model Configuration Parameters: GPU Acceleration” (Simulink Coder)
- “Simulation Acceleration by Using GPU Coder”

Stack size per GPU thread

Description

Specify the stack limit per GPU thread.

Category: Simulation Target > GPU Acceleration

Settings

Default: 1024

Specify the maximum stack limit per GPU thread as an integer value.

Dependencies

- This parameter requires a GPU Coder license.
- This parameter is enabled by **GPU acceleration** on the **Simulation Target** pane.

Command-Line Information

Command-Line Information

Parameter: SimGPUStackLimitPerThread

Type: integer

Value: any valid value

Default: 1024

See Also

Related Examples

- “Model Configuration Parameters: GPU Acceleration” (Simulink Coder)
- “Simulation Acceleration by Using GPU Coder”

Include error checks in generated code

Description

Add run-time error-checking functionality to the generated CUDA code.

Category: Simulation Target > GPU Acceleration

Settings

Default: Off

On

Generates code with error-checking for CUDA API and kernel calls and performs run-time checks.

Off

The generated CUDA code does not contain error-checking functionality.

Dependencies

- This parameter requires a GPU Coder license.
- This parameter is enabled by **GPU acceleration** on the **Simulation Target** pane.

Command-Line Information

Parameter: SimGPUErrorChecks

Type: character vector

Value: 'on' | 'off'

Default: 'off'

See Also

Related Examples

- “Model Configuration Parameters: GPU Acceleration” (Simulink Coder)
- “Simulation Acceleration by Using GPU Coder”

Custom compute capability

Description

Specify the name of the NVIDIA virtual GPU architecture for code generation.

Category: Simulation Target > GPU Acceleration

Settings

Default: ''

Specify the name of the NVIDIA virtual GPU architecture for which the CUDA input files must be compiled.

For example, to specify a virtual architecture type `-arch=compute_50`. You can specify a real architecture using `-arch=sm_50`. For more information, see the *Options for Steering GPU Code Generation* topic in the CUDA toolkit documentation.

Dependencies

- This parameter requires a GPU Coder license.
- This parameter is enabled by **GPU acceleration** on the **Simulation Target** pane.

Command-Line Information

Parameter: SimGPUCustomComputeCapability

Type: character vector

Value: '' or a valid user-specified virtual architecture specification

Default: ''

See Also

Related Examples

- “Model Configuration Parameters: GPU Acceleration” (Simulink Coder)
- “Simulation Acceleration by Using GPU Coder”

Additional compiler flags

Description

Specify additional flags to the NVIDIA `nvcc` compiler.

Category: Simulation Target > GPU Acceleration

Settings

Default: ''

Pass additional flags to the GPU compiler. For example, `--fmad=false` instructs the `nvcc` compiler to disable contraction of floating-point multiply and add to a single Floating-Point Multiply-Add (FMAD) instruction.

For similar NVIDIA compiler options, see the topic on *NVCC Command Options* in the CUDA toolkit documentation.

Dependencies

- This parameter requires a GPU Coder license.
- This parameter is enabled by **GPU acceleration** on the **Simulation Target** pane.

Command-Line Information

Parameter: SimGPUCompilerFlags

Type: character vector

Value: '' or a valid user-specified flag

Default: ''

See Also

Related Examples

- “Model Configuration Parameters: GPU Acceleration” (Simulink Coder)
- “Simulation Acceleration by Using GPU Coder”

Code Generation Parameters: GPU Code

Model Configuration Parameters: GPU Code

The **Code Generation > GPU Code** category includes parameters for configuring GPU-specific settings of the generated code.

These parameters require a GPU Coder license.

On the Configuration Parameters dialog box, the following configuration parameters are on the **Code Generation > GPU Code** pane.

Parameter	Description
"Kernel name prefix" (Simulink Coder)	Specify custom kernel name prefixes.
"GPU device index" (Simulink Coder)	Specify the CUDA device to target.
"Memory allocation mode" (Simulink Coder)	Specify the Memory allocation (<code>malloc</code>) mode to be used in the generated CUDA code.
"Dynamic memory allocation threshold" (Simulink Coder)	Specify the size above which the private variables are allocated on the heap instead of the stack.
"Stack size per GPU thread" (Simulink Coder)	Specify the maximum stack limit per GPU thread.
"cuBLAS" (Simulink Coder)	Replacement of math function calls with NVIDIA cuBLAS library calls.
"cuSOLVER" (Simulink Coder)	Replacement of math function calls with NVIDIA cuSOLVER library calls.
"cuFFT" (Simulink Coder)	Replacement of math function calls with NVIDIA cuFFT library calls.
"Include error checks in generated code" (Simulink Coder)	Add run-time error-checking functionality to the generated CUDA code.
"Compute capability" (Simulink Coder)	Specify the minimum compute capability for which CUDA code is generated.
"Custom compute capability" (Simulink Coder)	Specify the name of the NVIDIA virtual GPU architecture for code generation.
"Additional compiler flags" (Simulink Coder)	Specify additional flags to the <code>nvcc</code> compiler.

See Also

More About

- "Model Configuration" (Simulink Coder)
- "Code Generation from Simulink Models by Using GPU Coder"

Code Generation: GPU Code Tab Overview

Set up GPU-specific information about code generation for a model's active configuration set, including device memory settings, CUDA libraries, code profiling and analysis, and device architecture and compiler.

These parameters require a GPU Coder license.

See Also

More About

- “Model Configuration Parameters: GPU Code” (Simulink Coder)
- “Code Generation from Simulink Models by Using GPU Coder”

Kernel name prefix

Description

Specify custom kernel name prefixes.

Category: Code Generation > GPU Code

Settings

Default: ''

Specify a custom name prefix for all the kernels in the generated code. For example, using the value 'CUDA_' creates kernels with names CUDA_kernel1, CUDA_kernel2, and so on. If no name is provided, GPU Coder prepends the kernel name with the name of the entry-point function. Kernel names can contain upper-case letters, lowercase letters, digits 0-9, and underscore character _. GPU Coder removes unsupported characters from the kernel names and appends alpha to prefixes that do not begin with an alphabetic letter.

Dependencies

- This parameter requires a GPU Coder license.
- To enable this parameter, select **Generate GPU code** on the **Code Generation** pane.

Command-Line Information

Parameter: GpuKernelNamePrefix

Type: character vector

Value: '' or a valid user-specified name

Default: ''

See Also

Related Examples

- “Model Configuration Parameters: GPU Code” (Simulink Coder)
- “Code Generation from Simulink Models by Using GPU Coder”

GPU device index

Description

Specify the CUDA device to target.

Category: Code Generation > GPU Code

Settings

Default: -1

In a multi GPU environment such as NVIDIA Drive platforms, specify the CUDA device to target.

Note GPU device index can be used with `gpuArray` only if `gpuDevice` and GPU device index point to the same GPU. If `gpuDevice` points to a different GPU, a `CUDA_ERROR_INVALID_VALUE` runtime error is thrown.

Dependencies

- This parameter requires a GPU Coder license.
- To enable this parameter, select **Generate GPU code** on the **Code Generation** pane.

Command-Line Information

Parameter: GPUDeviceID

Type: integer

Value: -1 or a valid user-specified index value

Default: -1

See Also

Related Examples

- “Model Configuration Parameters: GPU Code” (Simulink Coder)
- “Code Generation from Simulink Models by Using GPU Coder”

Memory allocation mode

Description

Specify the memory allocation (`malloc`) mode to use in the generated CUDA code.

Category: Code Generation > GPU Code

Settings

Default: discrete

discrete

The generated code uses the `cudaMalloc` API for transferring data between the CPU and the GPU. From the programmers point-of-view, the discrete mode has a traditional memory architecture with separate CPU and GPU global memory address space.

unified

The generated code uses the `cudaMallocManaged` API that uses a shared (unified) CPU and GPU global memory address space.

Dependencies

- This parameter requires a GPU Coder license.
- To enable this parameter, select **Generate GPU code** on the **Code Generation** pane.

Command-Line Information

Parameter: `GPUMallocMode`

Type: character vector

Value: `'discrete' | 'unified'`

Default: `'discrete'`

See Also

Related Examples

- “Model Configuration Parameters: GPU Code” (Simulink Coder)
- “Code Generation from Simulink Models by Using GPU Coder”

Dynamic memory allocation threshold

Description

Specify the memory allocation threshold.

Category: Code Generation > GPU Code

Settings

Default: 200

Specify the size above which the private variables are allocated on the heap instead of the stack, as an integer value.

Dependencies

- This parameter requires a GPU Coder license.
- To enable this parameter, select **Generate GPU code** on the **Code Generation** pane.

Command-Line Information

Parameter: GPUMallocThreshold

Type: integer

Value: any valid value

Default: 200

See Also

Related Examples

- “Model Configuration Parameters: GPU Code” (Simulink Coder)
- “Code Generation from Simulink Models by Using GPU Coder”

Stack size per GPU thread

Description

Specify the stack limit per GPU thread.

Category: Code Generation > GPU Code

Settings

Default: 1024

Specify the maximum stack limit per GPU thread as an integer value.

Dependencies

- This parameter requires a GPU Coder license.
- To enable this parameter, select **Generate GPU code** on the **Code Generation** pane.

Command-Line Information

Command-Line Information

Parameter: GPUStackLimitPerThread

Type: integer

Value: any valid value

Default: 1024

See Also

Related Examples

- “Model Configuration Parameters: GPU Code” (Simulink Coder)
- “Code Generation from Simulink Models by Using GPU Coder”

cuBLAS

Description

Replacement of math function calls with NVIDIA cuBLAS library calls.

Category: Code Generation > GPU Code

Settings

Default: On

On

Allows GPU Coder to replace appropriate math function calls with calls to the cuBLAS library. For functions that have no replacements in CUDA, GPU Coder uses portable MATLAB functions and attempts to map them to the GPU.

Off

Disable the use of the cuBLAS library in the generated code.

Dependencies

- This parameter requires a GPU Coder license.
- To enable this parameter, select **Generate GPU code** on the **Code Generation** pane.

Command-Line Information

Parameter: GPUcuBLAS

Type: character vector

Value: 'on' | 'off'

Default: 'on'

See Also

Related Examples

- “Model Configuration Parameters: GPU Code” (Simulink Coder)
- “Code Generation from Simulink Models by Using GPU Coder”

cuSOLVER

Description

Replacement of math function calls with NVIDIA cuSOLVER library calls.

Category: Code Generation > GPU Code

Settings

Default: On

On

Allows GPU Coder to replace appropriate math function calls with calls to the cuSOLVER library. For functions that have no replacements in CUDA, GPU Coder uses portable MATLAB functions and attempts to map them to the GPU.

Off

Disable the use of the cuSOLVER library in the generated code.

Dependencies

- This parameter requires a GPU Coder license.
- To enable this parameter, select **Generate GPU code** on the **Code Generation** pane.

Command-Line Information

Parameter: GPUcuSOLVER

Type: character vector

Value: 'on' | 'off'

Default: 'on'

See Also

Related Examples

- “Model Configuration Parameters: GPU Code” (Simulink Coder)
- “Code Generation from Simulink Models by Using GPU Coder”

cuFFT

Description

Replacement of math function calls with NVIDIA cuFFT library calls.

Category: Code Generation > GPU Code

Settings

Default: On

On

Allows GPU Coder to replace appropriate `fft` calls with calls to the cuFFT library.

Off

Disables use of the cuFFT library in the generated code. With this option, GPU Coder uses C FFTW libraries where available or generates kernels from portable MATLAB `fft` code.

Dependencies

- This parameter requires a GPU Coder license.
- To enable this parameter, select **Generate GPU code** on the **Code Generation** pane.

Command-Line Information

Parameter: GPUcuFFT

Type: character vector

Value: 'on' | 'off'

Default: 'on'

See Also

Related Examples

- “Model Configuration Parameters: GPU Code” (Simulink Coder)
- “Code Generation from Simulink Models by Using GPU Coder”

Include error checks in generated code

Description

Add run-time error-checking functionality to the generated CUDA code.

Category: Code Generation > GPU Code

Settings

Default: Off

On

Generates code with error-checking for CUDA API and kernel calls and performs run-time checks.

Off

The generated CUDA code does not contain error-checking functionality.

Dependencies

- This parameter requires a GPU Coder license.
- To enable this parameter, select **Generate GPU code** on the **Code Generation** pane.

Command-Line Information

Parameter: GPUErrorChecks

Type: character vector

Value: 'on' | 'off'

Default: 'off'

See Also

Related Examples

- “Model Configuration Parameters: GPU Code” (Simulink Coder)
- “Code Generation from Simulink Models by Using GPU Coder”

Compute capability

Description

Specify the minimum compute capability of the GPU device for which CUDA code is generated.

Category: Code Generation > GPU Code

Settings

Default: 3.5

Select the minimum compute capability for code generation. The compute capability identifies the features supported by the GPU hardware. It is used by applications at run time to determine which hardware features, instructions are available on the GPU device. If you specify custom compute capability, GPU Coder ignores this setting.

Dependencies

- This parameter requires a GPU Coder license.
- To enable this parameter, select **Generate GPU code** on the **Code Generation** pane.

Command-Line Information

Parameter: GPUComputeCapability

Type: character vector

Value: '3.2' | '3.5' | '3.7' | '5.0' | '5.2' | '5.3' | '6.0' | '6.1' | '6.2' | '7.0' | '7.1' | '7.2' | '7.5' |

Default: '3.5'

See Also

Related Examples

- “Model Configuration Parameters: GPU Code” (Simulink Coder)
- “Code Generation from Simulink Models by Using GPU Coder”

Custom compute capability

Description

Specify the name of the NVIDIA virtual GPU architecture for code generation.

Category: Code Generation > GPU Code

Settings

Default: ''

Specify the name of the NVIDIA virtual GPU architecture for which the CUDA input files must be compiled.

For example, to specify a virtual architecture type `-arch=compute_50`. You can specify a real architecture using `-arch=sm_50`. For more information, see the *Options for Steering GPU Code Generation* topic in the CUDA toolkit documentation.

Dependencies

- This parameter requires a GPU Coder license.
- To enable this parameter, select **Generate GPU code** on the **Code Generation** pane.

Command-Line Information

Parameter: GPUCustomComputeCapability

Type: character vector

Value: '' or a valid user-specified virtual architecture specification

Default: ''

See Also

Related Examples

- “Model Configuration Parameters: GPU Code” (Simulink Coder)
- “Code Generation from Simulink Models by Using GPU Coder”

Additional compiler flags

Description

Specify additional flags to the NVIDIA `nvcc` compiler.

Category: Code Generation > GPU Code

Settings

Default: ''

Pass additional flags to the GPU compiler. For example, `--fmad=false` instructs the `nvcc` compiler to disable contraction of floating-point multiply and add to a single Floating-Point Multiply-Add (FMAD) instruction.

For similar NVIDIA compiler options, see the topic on *NVCC Command Options* in the CUDA toolkit documentation.

Dependencies

- This parameter requires a GPU Coder license.
- To enable this parameter, select **Generate GPU code** on the **Code Generation** pane.

Command-Line Information

Parameter: GPUCompilerFlags

Type: character vector

Value: '' or a valid user-specified flag

Default: ''

See Also

Related Examples

- “Model Configuration Parameters: GPU Code” (Simulink Coder)
- “Code Generation from Simulink Models by Using GPU Coder”

