

Vectorized Programming in Python

or

How to make your scientific Python code blazingly fast on a CPU with Numpy and on a GPU with Cupy

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Introduction

“Scalar” programming languages

- operate on arrays one element at a time (e.g., with a for loop)
- some examples:
 - C
 - Fortran 77
 - Java
 - Python

Vectorized programming languages

- operate on arrays as a whole
- some examples:
 - APL
 - Python with numpy or cupy
 - R
 - MATLAB
 - IDL
 - Julia

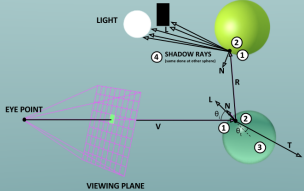
Scientific computing on a *graphics* processor?



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Graphics requires lots of linear algebra and trig – really fast

RAY TRACING
(for one pixel up to first bounce)



① Sphere equation: $(\vec{p} - \vec{c}) \cdot (\vec{p} - \vec{c}) = r^2$ Intersection:
Ray equation: $\vec{r}(t) = \vec{o} + t\vec{d}$ $(\vec{o} + t\vec{d} - \vec{c}) \cdot (\vec{o} + t\vec{d} - \vec{c}) = r^2$
 $t^2 (\vec{d} \cdot \vec{d}) + 2(\vec{o} - \vec{c}) \cdot t\vec{d} + (\vec{o} - \vec{c}) \cdot (\vec{o} - \vec{c}) - r^2 = 0$

② Illumination Equation (Blinn-Phong) with recursive Transmitted and Reflected Intensity:
$$I = k_a I_a + I_t \left(k_d (\vec{L} \cdot \vec{N}) + k_s (\vec{V} \cdot \vec{R})^n \right) + \underbrace{k_t I_t + k_r I_r}_{\text{recursion}}$$

③ Snell's law: $\frac{\sin \theta_1}{\sin \theta_2} = \frac{v_1}{v_2} = \frac{n_2}{n_1}$ $n_{\text{air}} \sin \theta_i = n_{\text{glass}} \sin \theta_t$ refraction coefficients:
 $n_{\text{air}} = 1, n_{\text{glass}} = 1.5$

④ Area Light Simulation: $I_{\text{light}} \frac{\#(\text{visible shadow rays})}{\#(\text{all shadow rays})}$

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Single Instruction, Multiple Data (SIMD)



Ford assembly line – public domain

NVIDIA CUDA



- Currently the best performing GPUs in the world are made by NVIDIA, and are most efficiently programmed using their proprietary (freeware) language CUDA
- CUDA is basically an extension to C/C++
- Very low-level, requiring understanding of how GPU's operate to get the most efficient code possible

CuPy – CUDA programming in NumPy style



- CuPy is a free and open source Python library, meant as a replacement for NumPy, but using CUDA under the hood
- It includes a large subset of NumPy's features, along with additional tools for low-level GPU stuff, and for converting data between CuPy and NumPy
- Available at <https://cupy.chainer.org/>

CuPy installation

Assuming you already have CUDA installed, you can install CuPy with the standard Python package manager `pip`.

```
# (For CUDA 8.0)
$ pip install cupy-cuda80
# (For CUDA 9.0)
$ pip install cupy-cuda90
# (For CUDA 9.1)
$ pip install cupy-cuda91
# (For CUDA 10.0)
$ pip install cupy-cuda100
# (For CUDA 10.1)
$ pip install cupy-cuda101

# (Install CuPy from source)
$ pip install cupy
```

Example: Multiplying arrays

Problem

$$\underbrace{\mathbf{A}}_{n \times m \text{ array}} \times \underbrace{\mathbf{B}}_{n \times m \text{ array}}$$

Problem

$$\underbrace{\mathbf{A}}_{n \times m \text{ array}} \div \underbrace{\mathbf{B}}_{n \times m \text{ array}}$$

Problem

$$\underbrace{\mathbf{A}}_{n \times m \text{ array}} + \underbrace{\mathbf{B}}_{n \times m \text{ array}}$$

Problem

$$\underbrace{\mathbf{A}}_{n \times m \text{ array}} - \underbrace{\mathbf{B}}_{n \times m \text{ array}}$$

In C (non-vectorized)

```
1  #include "demoutils.h"
2  #define N 50000000
3  static int A[N], B[N], C[N];
4  int main() {
5      for (int i = 0; i < N; ++i) { A[i] = i; B[i] = i*i; } /* Init arrays */
6      clock_t t_i = clock(); /* Start timer */
7      for (int i = 0; i < N; ++i) { C[i] = A[i] * B[i]; } /* Multiply numbers */
8      clock_t t_f = clock(); /* End timer */
9      printarr_int(C, 10); display_time(t_f - t_i); /* Output */
10 }
```


In C (non-vectorized)

```
1  #include "demoutils.h"
2  #define N 50000000
3  static int A[N], B[N], C[N];
4  int main() {
5      for (int i = 0; i < N; ++i) { A[i] = i; B[i] = i*i; } /* Init arrays */
6      clock_t t_i = clock(); /* Start timer */
7      for (int i = 0; i < N; ++i) { C[i] = A[i] * B[i]; } /* Multiply numbers */
8      clock_t t_f = clock(); /* End timer */
9      printarr_int(C, 10); display_time(t_f - t_i); /* Output */
10 }
```

```
$ gcc -lm -o multiply_nonvec multiply_nonvec.c demoutils.c
$ ./multiply_nonvec
0 1 8 27 64 125 216 343 512 729
Time elapsed: 250.00 msec
```

In Python (non-vectorized)

```
1 from demoutils import *
2 A = [i for i in range(50000000)]; B = [i*i for i in range(50000000)] # Init arrays
3 C = []
4
5 t_i = time.clock() # Start timer
6 for i in range(len(A)): C.append(A[i] * B[i]) # Multiply numbers
7 t_f = time.clock() # End timer
8 print(*C[:10]); display_time(t_f - t_i) # Output
```

In Python (non-vectorized)

```
1 from demoutils import *
2 A = [i for i in range(50000000)]; B = [i*i for i in range(50000000)] # Init arrays
3 C = []
4
5 t_i = time.clock() # Start timer
6 for i in range(len(A)): C.append(A[i] * B[i]) # Multiply numbers
7 t_f = time.clock() # End timer
8 print(*C[:10]); display_time(t_f - t_i) # Output
```

```
$ python multiply_nonvec.py
0 1 8 27 64 125 216 343 512 729
Time elapsed: 22.41 sec
```

In Python (vectorized with numpy)

```
1  from demoutils import *
2  A = numpy.arange(50000000); B = A*A # Init arrays
3  t_i = time.clock() # Start timer
4  C = A * B # Multiply arrays
5  t_f = time.clock() # End timer
6  print(*C[:10]); display_time(t_f - t_i) # Output
```

In Python (vectorized with numpy)

```
1  from demoutils import *
2  A = numpy.arange(50000000); B = A*A # Init arrays
3  t_i = time.clock() # Start timer
4  C = A * B # Multiply arrays
5  t_f = time.clock() # End timer
6  print(*C[:10]); display_time(t_f - t_i) # Output
```

```
$ python multiply_vec_np.py
0 1 8 27 64 125 216 343 512 729
Time elapsed: 160.00 msec
```

In Python (vectorized with cupy)

```
1  from demoutils import *
2  A = cupy.arange(50000000); B = A*A # Init arrays
3  t_i = time.clock() # Start timer
4  C = A * B # Multiply arrays
5  t_f = time.clock() # End timer
6  print(*C[:10]); display_time(t_f - t_i) # Output
```

In Python (vectorized with cupy)

```
1  from demoutils import *
2  A = cupy.arange(50000000); B = A*A # Init arrays
3  t_i = time.clock() # Start timer
4  C = A * B # Multiply arrays
5  t_f = time.clock() # End timer
6  print(*C[:10]); display_time(t_f - t_i) # Output
```

```
$ python multiply_vec_cp.py
0 1 8 27 64 125 216 343 512 729
Time elapsed: 0.00 nsec
```

Operators

Arithmetic

- $A + B \leftrightarrow \text{xpy.add}(A, B)$
- $A - B \leftrightarrow \text{xpy.subtract}(A, B)$
- $A * B \leftrightarrow \text{xpy.multiply}(A, B)$
- $A / B \leftrightarrow \text{xpy.divide}(A, B)$
- $A // B \leftrightarrow \text{xpy.floor_divide}(A, B)$
- $A ** B \leftrightarrow \text{xpy.power}(A, B)$

Analytic functions

- `sin(x)`
- `cos(x)`
- `tan(x)`
- `arcsin(x)`
- `arccos(x)`
- `arctan(x)`
- `exp(x)`
- `log(x)`
- `log10(x)`
- `sqrt(x)`
- `square(x)`
- `reciprocal(x)`

Motivation: Operator versus function

- Operators
 - More concise and readable
- Functions
 - Some things don't have operators (like `sin(x)`)
 - Can enforce whether Numpy or Cupy is used (will raise Exception if mixed up)
 - More control

```
# numpy.add
add(
    x1, x2, /, out=None, *,
    where=True, casting='same_kind', order='K', dtype=None,
    subok=True[, signature, extobj]
)
```

Memory inefficient example

$$y = \exp(\sin(\cos(x)))$$

```
1 from demoutils import *
2
3 x = numpy.arange(500000, dtype=float)
4 t_i = time.clock() # Start timer
5 y = numpy.exp(numpy.sin(numpy.cos(x)))
6 t_f = time.clock() # End timer
7
8 print(*y[:4]); display_time(t_f - t_i) # Output
```

Memory inefficient example

$$y = \exp(\sin(\cos(x)))$$

```
1 from demoutils import *
2
3 x = numpy.arange(500000, dtype=float)
4 t_i = time.clock() # Start timer
5 y = numpy.exp(numpy.sin(numpy.cos(x)))
6 t_f = time.clock() # End timer
7
8 print(*y[:4]); display_time(t_f - t_i) # Output
```

```
$ python memory_inefficient.py
2.319776824715853 1.67262668915228 0.6674844706966705 0.43343134823715623
Time elapsed: 28.20 msec
```

Memory efficient example

$$y = \exp(\sin(\cos(x)))$$

```
1 from demoutils import *
2
3 x = numpy.arange(500000, dtype=float)
4
5 t_i = time.clock() # Start timer
6 y = numpy.empty_like(x) # Initialize
7 numpy.cos(x, out=y); numpy.sin(y, out=y); numpy.exp(y, out=y)
8 t_f = time.clock() # End timer
9
10 print(*y[:4]); display_time(t_f - t_i) # Output
```

Memory efficient example

$$y = \exp(\sin(\cos(x)))$$

```
1  from demoutils import *
2
3  x = numpy.arange(500000, dtype=float)
4
5  t_i = time.clock() # Start timer
6  y = numpy.empty_like(x) # Initialize
7  numpy.cos(x, out=y); numpy.sin(y, out=y); numpy.exp(y, out=y)
8  t_f = time.clock() # End timer
9
10 print(*y[:4]); display_time(t_f - t_i) # Output
```

```
$ python memory_efficient.py
2.319776824715853 1.67262668915228 0.6674844706966705 0.43343134823715623
Time elapsed: 26.16 msec
```

Working with N dimensions

N -dimensional arrays

- Arrays in Numpy/Cupy are N -dimensional arrays
- Same data type works for 0D (scalars), 1D (vectors), 2D (matrices), ...

```
1 >>> import numpy
2 >>> x = numpy.asarray([[1., 0.],
3 ...                   [0., 1.]])
4 >>> y = numpy.ones((2, 2))
5 >>> x + y
6 array([[2., 1.],
7        [1., 2.]])
8 >>> x.shape
9 (2, 2)
10 >>> x.size
11 4
12 >>> x.ndim
13 2
```

Broadcasting

¹ When operating on two arrays, NumPy/Cupy compares their shapes element-wise. It starts with the trailing dimensions, and works its way forward. Two dimensions are compatible when

- ① they are equal, or
- ② one of them is 1

Any dimension that only has one element is treated as if everything were repeated along that dimension enough times to make the two arrays compatible.

¹From the numpy documentation docs.scipy.org/doc/numpy/user/basics.broadcasting.html

Broadcasting shape examples

A (2d array): 5×4

B (1d array): 1

Result (2d array): 5×4

A (2d array): 5×4

B (1d array): 4

Result (2d array): 5×4

A (3d array): $15 \times 3 \times 5$

B (3d array): $15 \times 1 \times 5$

Result (3d array): $15 \times 3 \times 5$

A (3d array): $15 \times 3 \times 5$

B (2d array): 3×5

Result (3d array): $15 \times 3 \times 5$

Reductions

- Combines elements of an array with some operation, resulting in a new array with a smaller number of dimensions.
- You can specify which dimensions to reduce, or if un-specified, the reduction is applied until only a scalar remains.
- Examples:
 - `sum` `prod`
 - `min` `max` `argmin` `argmax`
 - `mean` `median` `std` `var`

Reduction example: sum

```
1 import numpy
2 >>> x = numpy.asarray([[0., 1.],
3 ...                     [2., 3.],
4 ...                     [4., 5.]])
5 >>> numpy.sum(x)
6 15.0
7
8 >>> numpy.sum(x, axis=0)
9 array([6., 9.])
10
11 >>> numpy.sum(x, axis=1)
12 array([1., 5., 9.])
13 >>> numpy.sum(x, axis=-1)
14 array([1., 5., 9.])
15
16 >>> numpy.sum(x, axis=(0, 1))
17 15.0
```

Indexing and control flow

Basic indexing

```
1 >>> x = array([[0, 1, 2, 3],
2               [4, 5, 6, 7]])
3 >>> x[0,0]
4 0
5 >>> x[1,1]
6 5
7 >>> x[0,:]
8 array([0, 1, 2, 3])
9 >>> x[:,0]
10 array([0, 4])
11 >>> x[0]
12 array([0, 1, 2, 3])
```

Boolean indexing

```
1 >>> x = array([[0, 1, 2, 3],  
2             [4, 5, 6, 7]])  
3 >>> idx = x > 5  
4 >>> idx  
5 array([[False, False, False, False],  
6       [False, False,  True,  True]])  
7 >>> x[idx]  
8 array([6, 7])
```



```
1 >>> x = array([1.3, 0.1, 20., 15., 0.15, 0.5])
2 >>> x[x < 0.5] = 0.0
3 >>> x
4 array([ 1.3,  0. , 20. , 15. ,  0. ,  0.5])
```

where: the vectorized if statement

```
1 >>> x = array([1.3, 0.1, 20., 15., 0.15, 0.5])
2 >>> where(x < 0.5, 0.0, x)
3 array([ 1.3,  0. , 20. , 15. ,  0. ,  0.5])
4
5 >>> y = array([5., 13., 0.1, 0.7, 8.3, 9.0])
6 >>> where(x > y, x, y)
7 array([ 5. , 13. , 20. , 15. ,  8.3,  9. ])
```

Array creation

Empty and constant

```
1 >>> empty(2) # non-deterministic initialization -- you must overwrite
2 array([7.74860419e-304, 7.74860419e-304])
3 >>> zeros(2)
4 array([0., 0.])
5 >>> ones(2)
6 array([1., 1.])
7 >>> full(2, 1234, dtype=float) # Put whatever fill value you want
8 array([1234., 1234.])
9
10 # Analogous functions which take another array instead of shape, matches size
11 >>> x = empty(4)
12 >>> zeros_like(x)
13 array([0., 0., 0., 0.])
14 ## Same for `empty_like`, `ones_like`, and `full_like`
```

Ranges

```
1 >>> empty(2) # non-deterministic initialization -- you must overwrite
2 array([7.74860419e-304, 7.74860419e-304])
3 >>> zeros(2)
4 array([0., 0.])
5 >>> ones(2)
6 array([1., 1.])
7 >>> full(2, 1234, dtype=float) # Put whatever fill value you want
8 array([1234., 1234.])
9
10 # Analogous functions which take another array instead of shape, matches size
11 >>> x = empty(4)
12 >>> zeros_like(x)
13 array([0., 0., 0., 0.])
14 ## Same for `empty_like`, `ones_like`, and `full_like`
```

Combining arrays

```
1 >>> x = linspace(0.0, 1.0, 3)
2 >>> y = linspace(10.0, 20.0, 3)
3 >>> row_stack((x, y))
4 array([[ 0. ,  0.5,  1. ],
5        [10. , 15. , 20. ]])
6 >>> column_stack((x, y))
7 array([[ 0. , 10. ],
8        [ 0.5, 15. ],
9        [ 1. , 20. ]])
10 >>> concatenate((x, y))
11 array([ 0. ,  0.5,  1. , 10. , 15. , 20. ])
```

Making CuPy and Numpy work together

Mixing CuPy and NumPy arrays (wrong way)

```

1 >>> cupy.arange(0, 5) + cupy.arange(3, 8)
2 array([ 3,  5,  7,  9, 11])
3
4 >>> cupy.arange(0, 5) + numpy.arange(3, 8)
5 -----
6 TypeError                                Traceback (most recent call last)
7 <ipython-input-8-9951f4a4a370> in <module>()
8 ----> 1 cupy.arange(0, 5) + numpy.arange(3, 8)
9
10 cupy/core/core.pyx in cupy.core.core.ndarray.__add__()
11
12 cupy/core/elementwise.pxi in cupy.core.core.ufunc.__call__()
13
14 cupy/core/elementwise.pxi in cupy.core.core._preprocess_args()
15
16 TypeError: Unsupported type <type 'numpy.ndarray'>

```


Mixing CuPy and NumPy arrays (right way)

- must convert between CuPy and NumPy arrays to mix
 - `cupy.asnumpy()`: CuPy→NumPy
 - `cupy.asarray()`: NumPy→CuPy

```
1 >>> cupy.asnumpy(cupy.arange(0, 5)) + numpy.arange(3, 8)
2 array([ 3,  5,  7,  9, 11])
3
4 >>> type(cupy.asnumpy(cupy.arange(0, 5)) + numpy.arange(3, 8))
5 numpy.ndarray
6
7 >>> type(cupy.arange(0, 5) + cupy.asarray(numpy.arange(3, 8)))
8 cupy.core.core.ndarray
```

- Beware: slow process, should avoid everywhere possible

Writing CuPy/NumPy agnostic code

- Can write functions that work on both CuPy and NumPy

```
1 >>> def euler_formula(x):
2 ...     "exp(i*x) = cos(x) + i*sin(x)"
3 ...     # Can be either `numpy` or `cupy`.
4 ...     xpy = cupy.get_array_module(x)
5 ...     # Compute the result with the right library.
6 ...     return xpy.cos(x) + 1j*xpy.sin(x)
7
8 >>> type(euler_formula(cupy.arange(10)))
9 cupy.core.core.ndarray
10
11 >>> type(euler_formula(numpy.arange(10)))
12 numpy.ndarray
```

Writing CuPy/NumPy agnostic code (optimized)

- For extra speed, you can save the call to `cupy.get_array_module`

```
1 >>> def euler_formula(x, xpy=cupy):
2 ...     "exp(i*x) = cos(x) + i*sin(x)"
3 ...     # Compute the result with the right library.
4 ...     return xpy.cos(x) + 1j*xpy.sin(x)
5
6 >>> type(euler_formula(cupy.arange(10), xpy=cupy))
7 cupy.core.core.ndarray
8
9 >>> type(euler_formula(numpy.arange(10), xpy=numpy))
10 numpy.ndarray
11
12 >>> type(euler_formula(numpy.arange(10), xpy=cupy))
13 TypeError: Unsupported type <type 'numpy.ndarray'>
```

More on CuPy

More power – kernels

```
1 >>> squared_diff = cupy.ElementwiseKernel(  
2 ...     'float32 x, float32 y', # Input arrays  
3 ...     'float32 z', # Output array  
4 ...     'z = (x - y) * (x - y)', # Compute the result and store in output array.  
5 ...     'squared_diff', # Name the kernel  
6 ... )  
7  
8 >>> x = cupy.arange(10, dtype=np.float32).reshape(2, 5)  
9 >>> y = cupy.arange(5, dtype=np.float32)  
10 >>> squared_diff(x, y)  
11 array([[ 0.,  0.,  0.,  0.,  0.],  
12        [25., 25., 25., 25., 25.]], dtype=float32)  
13 >>> squared_diff(x, 5)  
14 array([[25., 16.,  9.,  4.,  1.],  
15        [ 0.,  1.,  4.,  9., 16.]], dtype=float32)
```

Type-generic kernels

```
1 >>> squared_diff_generic = cupy.ElementwiseKernel(  
2 ...     'T x, T y',  
3 ...     'T z',  
4 ...     'z = (x - y) * (x - y)',  
5 ...     'squared_diff_generic',  
6 ...     )
```

Map/Reduce kernels

```
1 >>> l2norm_kernel = cupy.ReductionKernel(  
2 ...     'T x', # input params  
3 ...     'T y', # output params  
4 ...     'x * x', # map  
5 ...     'a + b', # reduce,  
6 ...     'y = sqrt(a)', # post-reduction map  
7 ...     '0', # identity value  
8 ...     'l2norm' # kernel name  
9 ... )  
10 >>> x = cp.arange(10, dtype=np.float32).reshape(2, 5)  
11 >>> l2norm_kernel(x, axis=1)  
12 array([ 5.477226 , 15.9687195], dtype=float32)
```

Bonus: utility functions from examples

demoutils.h

```
1  #include <math.h>
2  #include <stdlib.h>
3  #include <stdio.h>
4  #include <time.h>
5  #include <unistd.h>
6
7  void printarr_int(int arr[], int size);
8  void printarr_double(double arr[], int size);
9  void display_time(clock_t delta_t);
```

demoutils.c

```

1  #include <stdlib.h>
2  #include <stdio.h>
3  #include <time.h>
4  #include <unistd.h>
5  void printarr_int(int arr[], int size) {
6      for (int i = 0; i < size-1; ++i) printf("%d ", arr[i]); /*All but last number*/
7      printf("%d\n", arr[size-1]); /*Last number and newline*/
8  }
9  void printarr_double(double arr[], int size) {
10     for (int i = 0; i < size-1; ++i) printf("%f ", arr[i]); /*All but last number*/
11     printf("%f\n", arr[size-1]); /*Last number and newline*/
12 }
13 void display_time(clock_t delta_t) {
14     char s[16];
15     double sec = ((double) delta_t) / CLOCKS_PER_SEC;
16     if (sec < 1e-6)
17         sprintf(s, "%.2f nsec", sec / 1e-9);
18     else if (sec < 1e-3)
19         sprintf(s, "%.2f usec", sec / 1e-6);
20     else if (sec < 1e0)
21         sprintf(s, "%.2f msec", sec / 1e-3);
22     else
23         sprintf(s, "%.2f sec", sec);
24     printf("Time elapsed: %s\n", s);
25 }

```

demoutils.py

```
1 import time, warnings, numpy
2 try:
3     import cupy
4 except ImportError:
5     import numpy as cupy
6     warnings.warn("Cupy not installed, falling back to Numpy")
7
8 def display_time(delta_t):
9     if delta_t < 1e-6:
10         s = "{:.2f} nsec".format(delta_t / 1e-9)
11     elif delta_t < 1e-3:
12         s = "{:.2f} usec".format(delta_t / 1e-6)
13     elif delta_t < 1e0:
14         s = "{:.2f} msec".format(delta_t / 1e-3)
15     else:
16         s = "{:.2f} sec".format(delta_t)
17     print("Time elapsed:", s)
```