

# GPGPU Programming with Triton

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# Announcements

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- Assignment I released tonight
  - Due Feb. 25th at midnight

# What is Triton?

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- Python library for GPU programming
- Targets ML applications
- Released by OpenAI, open-source
- Designed to automatically optimize
  - Memory movement and locality
  - Work partitioning within and between SMs



<https://openai.com/index/triton/>

# Sneak Peek

---

```
@triton.jit
def saxpy(x_ptr, y_ptr, z_ptr, alpha, N, BLOCK_SIZE: tl.constexpr):
    pid = tl.program_id(0)
    block_start = pid * BLOCK_SIZE
    offsets = block_start + tl.arange(0, BLOCK_SIZE)
    mask = offsets < N

    x = tl.load(x_ptr + offsets, mask=mask)
    y = tl.load(y_ptr + offsets, mask=mask)
    z = alpha*x + y
    tl.store(z_ptr + offsets, z, mask=mask)
```

# CUDA vs Triton

---

```
__global__ void saxpy(float *x, float *y, float *z, float alpha, size_t N) {
    int t0 = blockDim.x * blockIdx.x + threadIdx.x;
    int stride = gridDim.x * blockDim.x;

    for (int i = t0; i < N; i += stride)
        z[i] = alpha*x[i] + y[i];
}
```

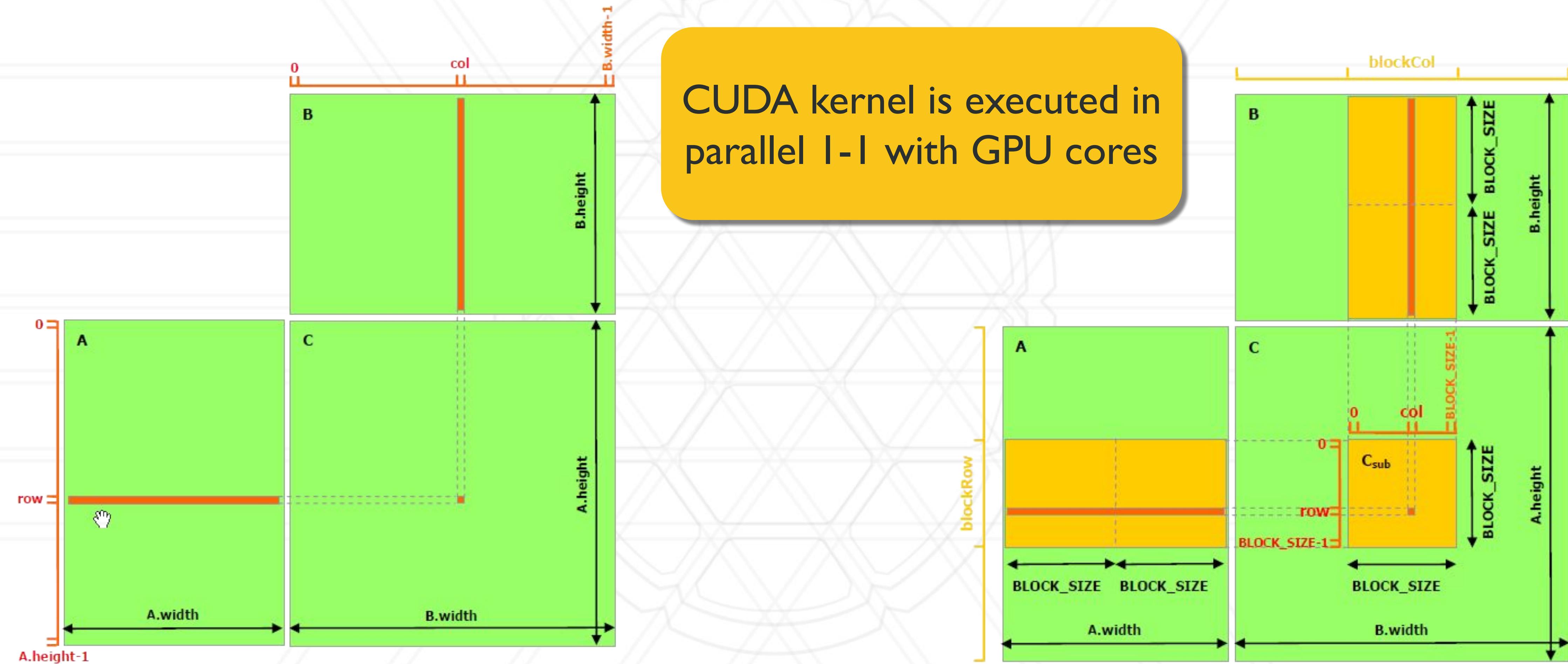
# CUDA vs Triton

```
__global__ void saxpy(float *x, float *y, float *z, float alpha, size_t N) {  
    int t0 = blockDim.x * blockIdx.x + threadIdx.x;  
    int stride = gridDim.x * blockDim.x;  
  
    for (int i = t0; i < N; i += stride)  
        z[i] = alpha*x[i] + y[i];  
}
```

CUDA kernel is executed in parallel 1-1 with GPU cores



# CUDA vs Triton



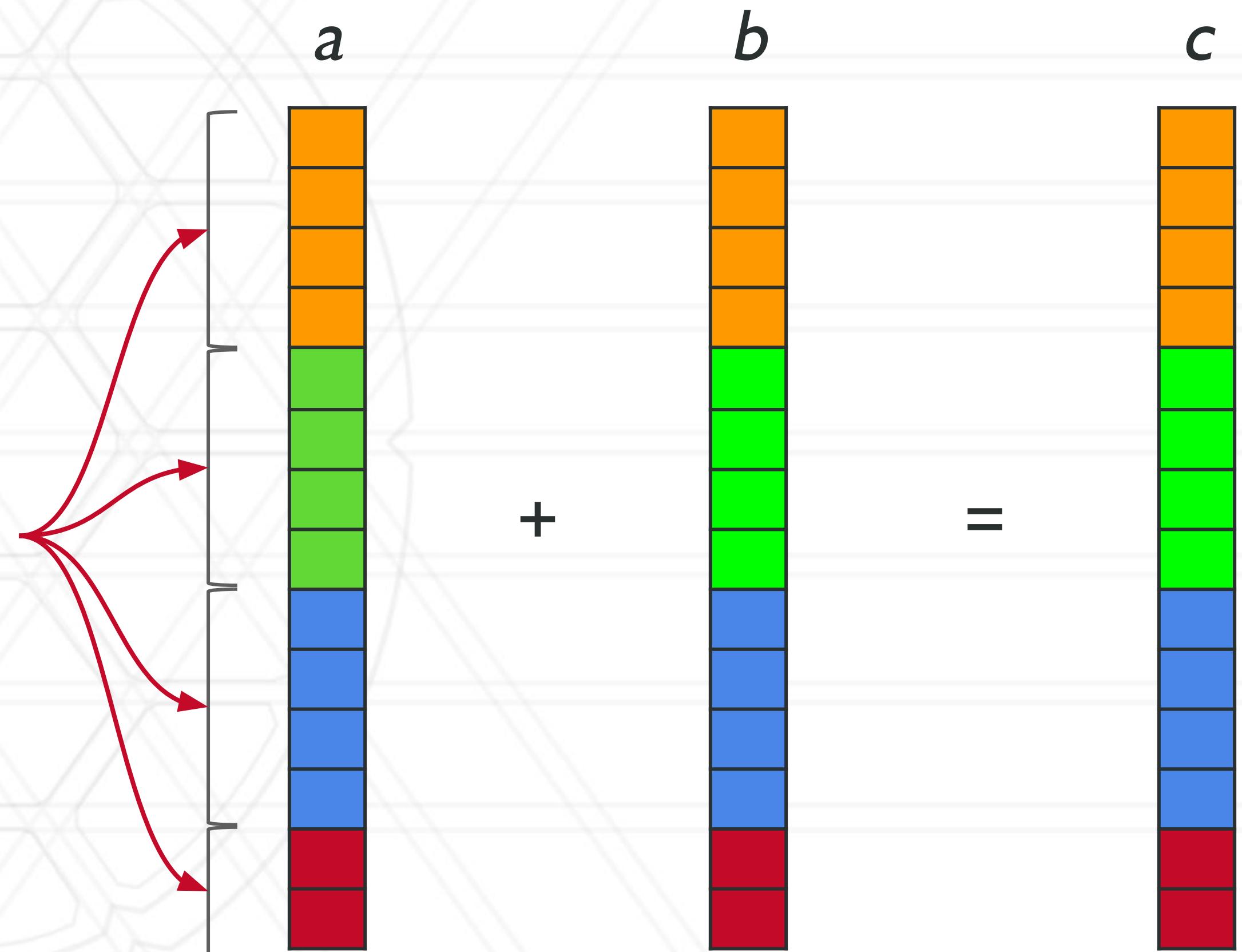
# CUDA vs Triton

Triton kernels execute in parallel,  
but map 1-1 with blocks of data

```
@triton.jit
def saxpy(x_ptr, y_ptr, z_ptr, alpha, N, BLOCK_SIZE: tl.constexpr):
    pid = tl.program_id(0)
    block_start = pid * BLOCK_SIZE
    offsets = block_start + tl.arange(0, BLOCK_SIZE)
    mask = offsets < N

    x = tl.load(x_ptr + offsets, mask=mask)
    y = tl.load(y_ptr + offsets, mask=mask)
    z = alpha*x + y
    tl.store(z_ptr + offsets, z, mask=mask)
```

Hardware mapping is  
opaque to developer



# Triton basics: saxpy

```
@triton.jit
```

```
def saxpy(x_ptr, y_ptr, z_ptr, alpha, N):  
    pid = tl.program_id(0)  
    mask = pid < N  
  
    x = tl.load(x_ptr + pid, mask=mask)  
    y = tl.load(y_ptr + pid, mask=mask)  
    z = alpha*x + y  
    tl.store(z_ptr + pid, z, mask=mask)
```

triton.jit annotation indicates  
a triton kernel to be executed  
on the GPU

# Triton basics: saxpy

```
@triton.jit  
def saxpy(x_ptr, y_ptr, z_ptr, alpha, N):  
    pid = tl.program_id(0)  
    mask = pid < N  
  
    x = tl.load(x_ptr + pid, mask=mask)  
    y = tl.load(y_ptr + pid, mask=mask)  
    z = alpha*x + y  
    tl.store(z_ptr + pid, z, mask=mask)
```

data is passed to the kernel as  
pointers like in CUDA

# Triton basics: saxpy

```
@triton.jit  
  
def saxpy(x_ptr, y_ptr, z_ptr, alpha, N):  
    pid = tl.program_id(0)  
    mask = pid < N  
  
    x = tl.load(x_ptr + pid, mask=mask)  
    y = tl.load(y_ptr + pid, mask=mask)  
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    tl.store(z_ptr + pid, z, mask=mask)
```

*program\_id* gives the index of the current parallel kernel

kernel ids can be partitioned across multiple dimensions

# Triton basics: saxpy

---

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    mask = pid < N  
  
    x = tl.load(x_ptr + pid, mask=mask)  
    y = tl.load(y_ptr + pid, mask=mask)  
  
    z = alpha*x + y  
  
    tl.store(z_ptr + pid, z, mask=mask)
```

values are explicitly loaded  
and stored into memory with  
*tl.load* and *tl.store*

# Triton basics: saxpy

---

```
@triton.jit  
  
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    pid = tl.program_id(0)  
    mask = pid < N  
  
    x = tl.load(x_ptr + pid, mask=mask)  
    y = tl.load(y_ptr + pid, mask=mask)  
    z = alpha*x + y  
    tl.store(z_ptr + pid, z, mask=mask)
```

one kernel per data point  
limits triton's optimizations

# Saxpy with block size > 1

```
@triton.jit
```

```
def saxpy(x_ptr, y_ptr, z_ptr, alpha, N, BLOCK_SIZE: tl.constexpr):  
    pid = tl.program_id(0)  
    block_start = pid * BLOCK_SIZE  
    offsets = block_start + tl.arange(0, BLOCK_SIZE)  
    mask = offsets < N  
  
    x = tl.load(x_ptr + offsets, mask=mask)  
    y = tl.load(y_ptr + offsets, mask=mask)  
    z = alpha*x + y  
    tl.store(z_ptr + offsets, z, mask=mask)
```

execute with a block: multiple values per kernel

*tl.constexpr* denotes a compile time constant

block sizes must be a power of 2 and *constexpr*

# Launching the Kernel on the GPU

```
def mysaxpy(x: torch.Tensor, y: torch.Tensor, alpha:  
           float, N: int) -> torch.Tensor:  
    z = torch.empty_like(x)  
    N = z.numel()  
  
    BLOCK_SIZE = 1024  
    grid = (triton.cdiv(N, BLOCK_SIZE), )  
    saxpy[grid](x, y, z, alpha, N, BLOCK_SIZE=BLOCK_SIZE)  
  
    return z
```

Triton implicitly converts torch tensors to pointers

The grid is passed as a N-D tuple to launch a grid of kernel instances

z is returned, but kernel is still running asynchronously

# Launching the Kernel on the GPU

```
def mysaxpy(x: torch.Tensor, y: torch.Tensor, alpha: float):
```

```
    z = torch.empty_like(x)
```

```
    N = z.numel()
```

The grid can also be a function that returns a tuple based on kernel args

```
grid = lambda meta: (triton.cdiv(N, meta['BLOCK_SIZE']), )
```

```
saxpy[grid](x, y, z, alpha, N, BLOCK_SIZE=1024)
```

```
return z
```

# Under the hood

---

- @triton.jit kernels are compiled to MLIR upon first execution
- MLIR is compiled to PTX, which is assembled into a CUBIN and run on GPU
  - MLIR enables a number of custom optimizations making Triton fast
- thread and block counts are determined at compile time
- Supports AMD GPU backend

# Softmax

---

$$\mathbf{z} = \mathbf{x} - \max \mathbf{x}$$

$$\text{softmax}(\mathbf{z})_i = \frac{e^{\mathbf{z}_i}}{\sum_j e^{\mathbf{z}_j}}$$

# Softmax

compute the softmax of each row in the matrix

$$z = x - \max x$$

$$\text{softmax}(z)_i = \frac{e^{z_i}}{\sum_j e^{z_j}}$$

2.3	-0.1	4.9	0.0	6.7	-2.0
1.1	-0.3	0.0	-5.8	9.2	1.6
-3.0	2.4	6.4	-7.9	-8.1	0.2
-0.6	1.0	3.2	0.9	7.6	-6.0
5.4	4.2	2.0	8.3	7.5	3.0
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5.4	4.2	2.0	8.3	7.5	3.0
9.9	7.4	-0.7	-6.3	3.1	8.4

Each kernel instance computes a row of the matrix

# Softmax

```
@triton.jit
def softmax_kernel(out_ptr, in_ptr, n_rows, n_cols, BLOCK_SIZE: tl.constexpr):
    row = tl.program_id(0)

    row_start_ptr = in_ptr + row * n_cols
    col_offsets = tl.arange(0, BLOCK_SIZE)
    input_ptrs = row_start_ptr + col_offsets
    mask = col_offsets < n_cols

    row = tl.load(input_ptrs, mask=mask, other=-float('inf'))

    row_minus_max = row - tl.max(row, axis=0)
    numerator = tl.exp(row_minus_max)
    denominator = tl.sum(numerator, axis=0)
    softmax_output = numerator / denominator

    output_row_start_ptr = out_ptr + row_idx * n_cols
    output_ptrs = output_row_start_ptr + col_offsets
    tl.store(output_ptrs, softmax_output, mask=mask)
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```

= in\_ptr + 6

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    row_start_ptr = in_ptr + row * n_cols
    col_offsets = tl.arange(0, BLOCK_SIZE)
    input_ptrs = row_start_ptr + col_offsets
    mask = col_offsets < n_cols
    = [0, 1, ..., 7]

    row = tl.load(input_ptrs, mask=mask, other=-float('inf'))
    row_minus_max = row - tl.max(row, axis=0)
    numerator = tl.exp(row_minus_max)
    denominator = tl.sum(numerator, axis=0)
    softmax_output = numerator / denominator

    output_row_start_ptr = out_ptr + row_idx * n_cols
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    input_ptrs = row_start_ptr + col_offsets
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    row = tl.load(input_ptrs, mask=mask, other=-float('inf'))

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    output_ptrs = output_row_start_ptr + col_offsets
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```

$$= \text{in\_ptr} + [6, 7, \dots, 13]$$

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    row_start_ptr = in_ptr + row * n_cols
    col_offsets = tl.arange(0, BLOCK_SIZE)
    input_ptrs = row_start_ptr + col_offsets
    mask = col_offsets < n_cols
    = [T,T,T,T,T,T,F,F]

    row = tl.load(input_ptrs, mask=mask, other=-float('inf'))
    row_minus_max = row - tl.max(row, axis=0)
    numerator = tl.exp(row_minus_max)
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```

$$= [T, T, T, T, T, T, F, F]$$

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    col_offsets = tl.arange(0, BLOCK_SIZE)
    input_ptrs = row_start_ptr + col_offsets
    mask = col_offsets < n_cols

    row = tl.load(input_ptrs, mask=mask, other=-float('inf'))
        = [1.1, -0.3, ..., 1.6, -inf, -inf]
    row_minus_max = row - tl.max(row, axis=0)
    numerator = tl.exp(row_minus_max)
    denominator = tl.sum(numerator, axis=0)
    softmax_output = numerator / denominator

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= softmax(row)

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```

$$= \text{out\_ptr} + 6$$

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```
@triton.jit
def softmax_kernel(out_ptr, in_ptr, n_rows, n_cols, BLOCK_SIZE: tl.constexpr):
    row = tl.program_id(0)

    row_start_ptr = in_ptr + row * n_cols
    col_offsets = tl.arange(0, BLOCK_SIZE)
    input_ptrs = row_start_ptr + col_offsets
    mask = col_offsets < n_cols

    row = tl.load(input_ptrs, mask=mask, other=-float('inf'))

    row_minus_max = row - tl.max(row, axis=0)
    numerator = tl.exp(row_minus_max)
    denominator = tl.sum(numerator, axis=0)
    softmax_output = numerator / denominator

    output_row_start_ptr = out_ptr + row_idx * n_cols
    output_ptrs = output_row_start_ptr + col_offsets
    tl.store(output_ptrs, softmax_output, mask=mask)
```

2.3	-0.1	4.9	0.0	6.7	-2.0
1.1	-0.3	0.0	-5.8	9.2	1.6
-3.0	2.4	6.4	-7.9	-8.1	0.2
-0.6	1.0	3.2	0.9	7.6	-6.0
5.4	4.2	2.0	8.3	7.5	3.0
9.9	7.4	-0.7	-6.3	3.1	8.4

# Softmax

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    input_ptrs = row_start_ptr + col_offsets
    mask = col_offsets < n_cols

    row = tl.load(input_ptrs, mask=mask, other=-float('inf'))

    row_minus_max = row - tl.max(row, axis=0)
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    output_ptrs = output_row_start_ptr + col_offsets
    tl.store(output_ptrs, softmax_output, mask=mask)
```

Tensor shapes are known at compile time

2.3	-0.1	4.9	0.0	6.7	-2.0
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5.4	4.2	2.0	8.3	7.5	3.0
9.9	7.4	-0.7	-6.3	3.1	8.4

Operations are automatically parallelized by Triton

# Softmax

More work can be distributed to kernels using striding

```
@triton.jit
def softmax_kernel(out_ptr, in_ptr, n_rows, n_cols, BLOCK_SIZE: tl.constexpr):
    row_start = tl.program_id(0)
    stride = tl.num_programs(0)

    for row_idx in tl.range(row_start, n_rows, stride):
        row_start_ptr = in_ptr + row_idx * n_cols
        col_offsets = tl.arange(0, BLOCK_SIZE)
        input_ptrs = row_start_ptr + col_offsets
        mask = col_offsets < n_cols

        row = tl.load(input_ptrs, mask=mask, other=-float('inf'))

        row_minus_max = row - tl.max(row, axis=0)
        numerator = tl.exp(row_minus_max)
        denominator = tl.sum(numerator, axis=0)
        softmax_output = numerator / denominator

        output_row_start_ptr = out_ptr + row_idx * n_cols
        output_ptrs = output_row_start_ptr + col_offsets
        tl.store(output_ptrs, softmax_output, mask=mask)
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2.3	-0.1	4.9	0.0	6.7	-2.0
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5.4	4.2	2.0	8.3	7.5	3.0
9.9	7.4	-0.7	-6.3	3.1	8.4

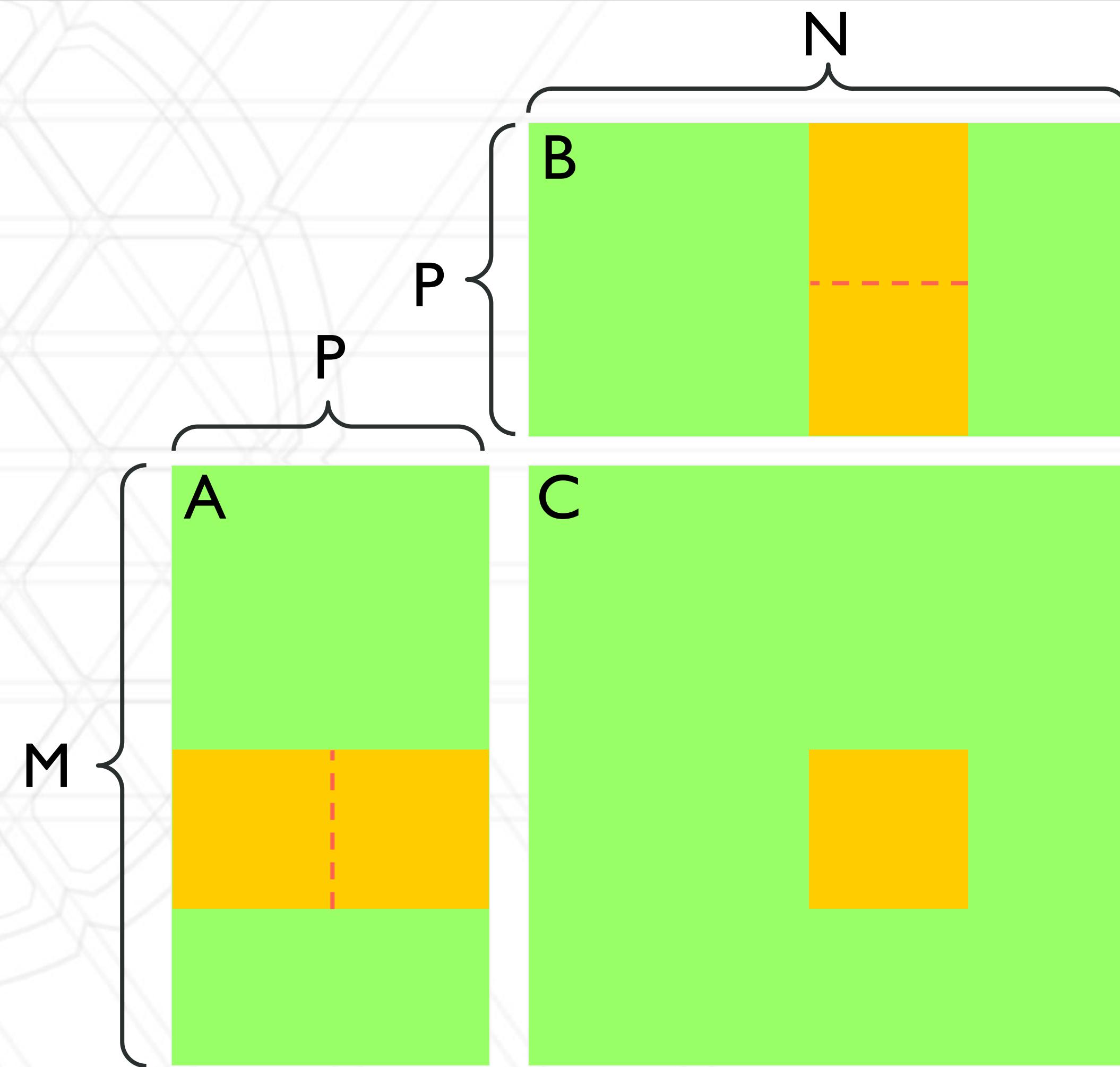
# Questions?

---



# Matrix Multiplication

- Each kernel computes a sub-block of C
- *tl.dot* can be used to accumulate matrix products



# tl.where

```
@triton.jit
```

```
def dropout(x_ptr, mask_ptr, output_ptr, n_elements, p, BLOCK_SIZE: tl.constexpr):
    pid = tl.program_id(axis=0)
    block_start = pid * BLOCK_SIZE
    offsets = block_start + tl.arange(0, BLOCK_SIZE)
    mask = offsets < n_elements

    x = tl.load(x_ptr + offsets, mask=mask)
    x_mask = tl.load(mask_ptr + offsets, mask=mask)

    output = tl.where(x_mask, x / (1 - p), 0.0)

    tl.store(output_ptr + offsets, output, mask=mask)
```

returns  $x/(1-p)$  where  $x\_mask$  is true, 0.0 otherwise

# Performance Parameters

---

- num\_stages
  - pipelines asynchronous loads (A100 onwards)

# Softmax

pipeline loop into 4 stages

```
@triton.jit
def softmax_kernel(out_ptr, in_ptr, n_rows, n_cols, BLOCK_SIZE: tl.constexpr):
    row_start = tl.program_id(0)
    stride = tl.num_programs(0)

    for row_idx in tl.range(row_start, n_rows, stride, num_stages=4):
        row_start_ptr = in_ptr + row_idx * n_cols
        col_offsets = tl.arange(0, BLOCK_SIZE)
        input_ptrs = row_start_ptr + col_offsets
        mask = col_offsets < n_cols

        row = tl.load(input_ptrs, mask=mask, other=-float('inf'))

        row_minus_max = row - tl.max(row, axis=0)
        numerator = tl.exp(row_minus_max)
        denominator = tl.sum(numerator, axis=0)
        softmax_output = numerator / denominator

        output_row_start_ptr = out_ptr + row_idx * n_cols
        output_ptrs = output_row_start_ptr + col_offsets
        tl.store(output_ptrs, softmax_output, mask=mask)
```

2.3	-0.1	4.9	0.0	6.7	-2.0
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5.4	4.2	2.0	8.3	7.5	3.0
9.9	7.4	-0.7	-6.3	3.1	8.4

# Performance Parameters

---

- **num\_stages**
  - pipelines asynchronous loads (A100 onwards)
- **num\_warps**
  - How many warps to assign to each kernel instance
- **maxnreg**
  - max registers per thread
- **num\_ctas**
  - number of blocks in cluster
  - H100 and later
- **block sizes**

# Autotuning

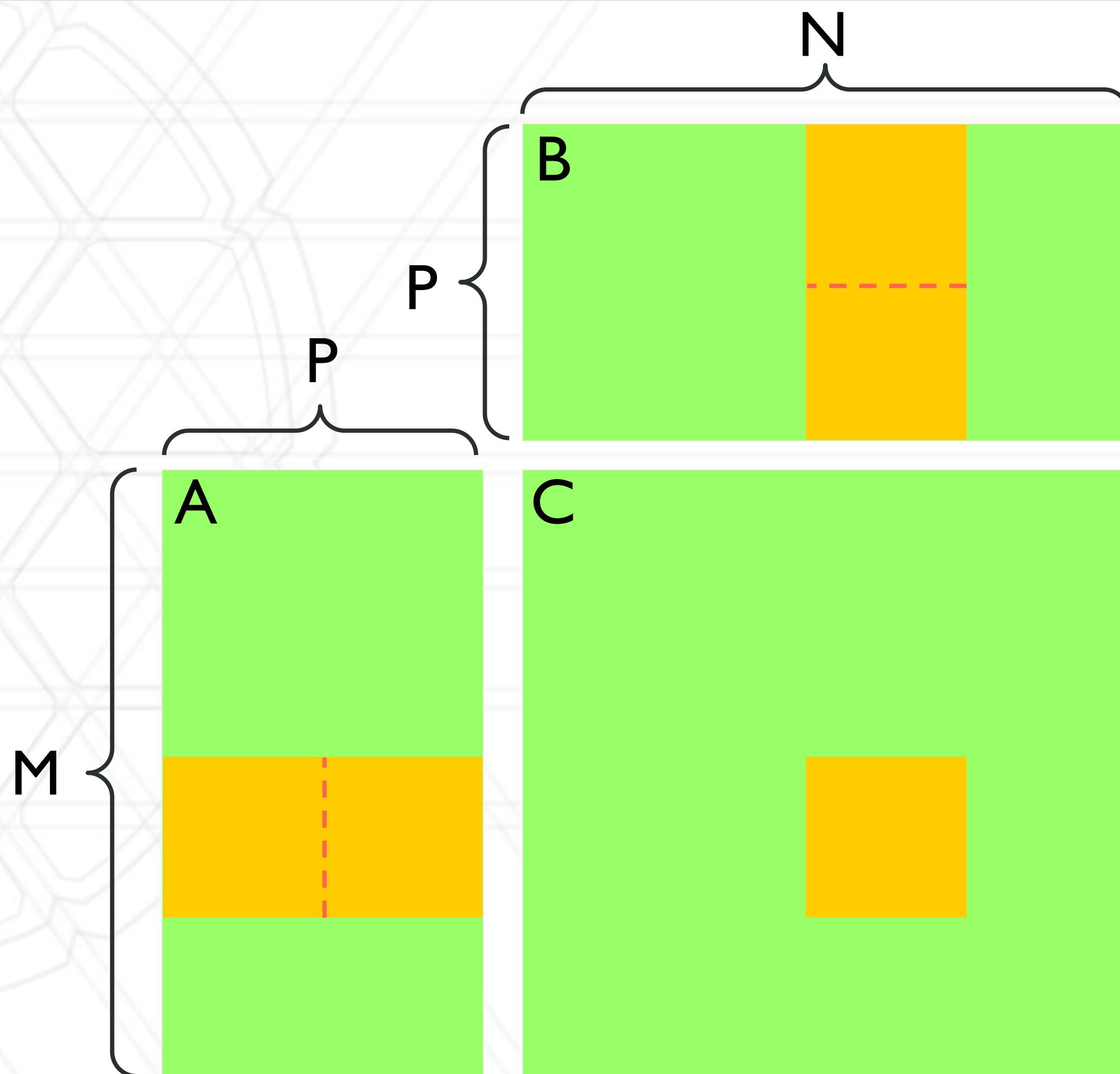
```
@triton.autotune(  
    configs=[  
        triton.Config({BLOCK_SIZE: 32}, num_warps=4),  
        triton.Config({BLOCK_SIZE: 64}, num_warps=4),  
        triton.Config({BLOCK_SIZE: 64}, num_warps=2),  
    ]  
)  
  
@triton.jit  
def softmax_kernel(out_ptr, in_ptr, n_rows, n_cols, BLOCK_SIZE: tl.constexpr):  
    row = tl.program_id(0)  
  
.....
```

Automatically searches parameter space

Returns kernel with fastest parameters

# Kernel Fusion

- Combining two operator kernels into one
- Useful for consecutive memory-bound kernels
- Consider matrix multiply + activation



# Debugging

---

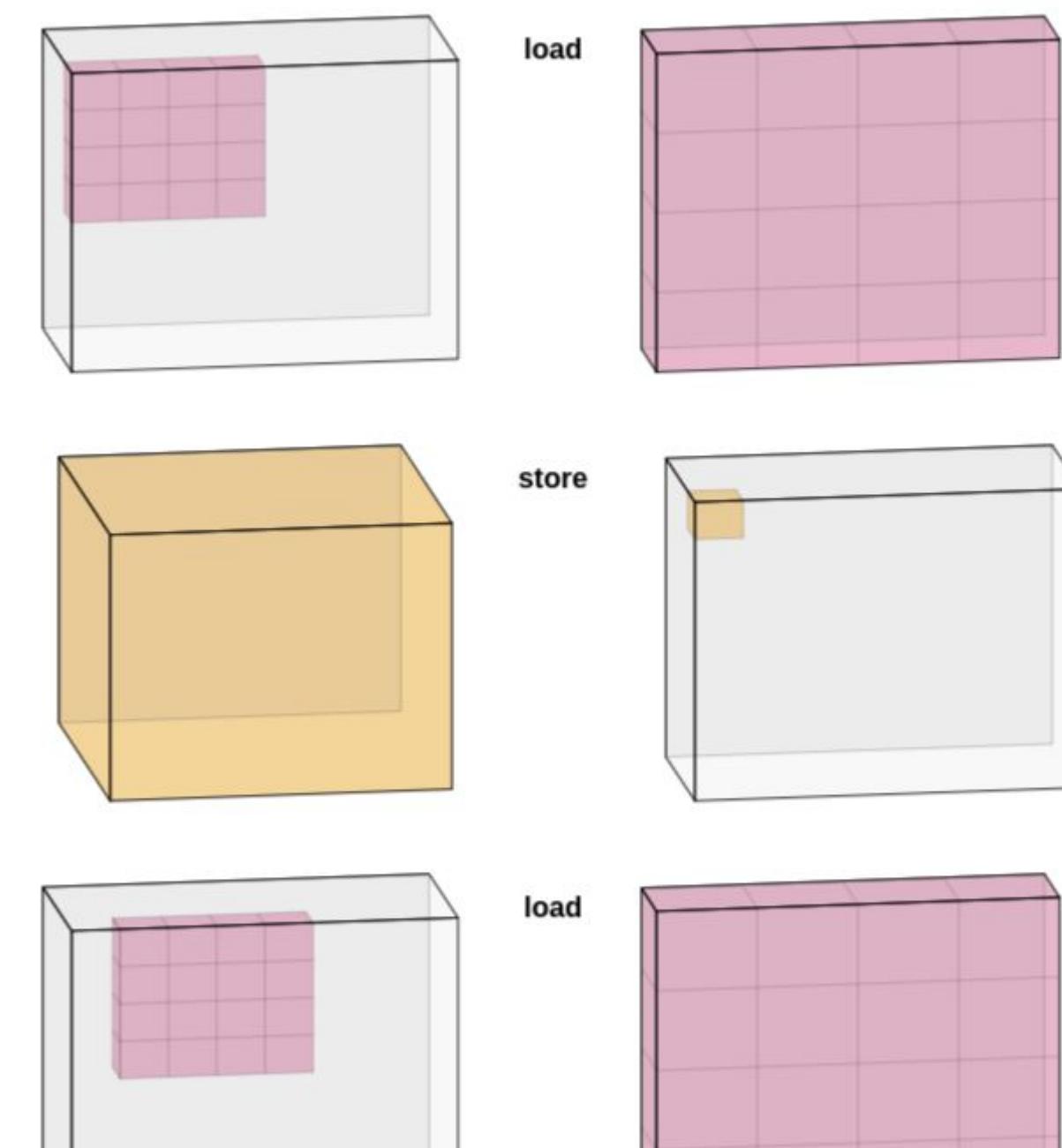
- *tl.static\_assert* and *tl.static\_print*
  - check properties at compile time
- *tl.device\_assert* and *tl.device\_print*
  - TRITON\_DEBUG must be set for assertions at runtime

```
@triton.jit
def saxpy(x_ptr, y_ptr, z_ptr, alpha, N):
    pid = tl.program_id(0)
    mask = pid < N

    x = tl.load(x_ptr + pid, mask=mask)
    y = tl.load(y_ptr + pid, mask=mask)
    z = alpha*x + y
    tl.device_print("checking z", pid, z)
    tl.store(z_ptr + pid, z, mask=mask)
```

# Debugging

- *tl.static\_assert* and *tl.static\_print*
  - check properties at compile time
- *tl.device\_assert* and *tl.device\_print*
  - TRITON\_DEBUG must be set for assertions at runtime
- Interpreter
  - Set TRITON\_INTERPRET environment variable
  - Runs kernels sequentially using numpy to compute results
  - Use print or pdb to step-by-step debug
- triton-viz
  - <https://github.com/Deep-Learning-Proiling-Tools/triton-viz>



# Integrating with PyTorch

```
class MySaxpyOperator(torch.autograd.Function):  
    @staticmethod  
    def forward(ctx, x, y, alpha):  
        z = mysaxpy(x)  
        ctx.save_for_backward(z, x, y, alpha)  
        return z  
  
    @staticmethod  
    def backward(ctx, grad_output):  
        z, x, y, alpha = ctx.saved_tensors  
        return mysaxpy_backwards(z, grad_output)  
  
MySaxpy = MySaxpyOperator.apply
```

autograd Function classes allow us to create new operators

Define forward and backward functions

Finally, we create the operator

# Correctness Checking

---

- `torch.allclose(tensor1, tensor2, atol=..., rtol=...)`
  - checks if floating point tensors are “equal”
  - tolerances depend on the algorithm and amount of data
  - consider forward and backward error for linear algebra problems
- `torch.autograd.gradcheck(op, input_tensor)`
  - checks if gradient is implemented correctly

# Assignment 1

---

- 2 operations, forward and backward = 4 kernels
- Refer to <https://triton-lang.org/main/python-api/triton.language.html>
- Kernel performance
  - Should be roughly similar to PyTorch
- Report
  - Try fusion and hyperparameter sweep
  - Write about and plot findings
- Start early, Zaratan GPUs are a shared resource
- Late policy

# Happy Snow Day

---





UNIVERSITY OF  
MARYLAND