# **MIC-GPU: High-Performance Computing** for Medical Imaging on Programmable Graphics



Hardware (GPUs)

### **Closing Remarks**

Klaus Mueller, Ziyi Zheng, Eric Papenhausen

Stony Brook University

**Computer Science** 

Stony Brook, NY

# OpenCL

KHR OS



#### OpenCL: Open Computing Language (based on C)

- support for heterogeneous devices (GPU, CPU, ...)
- pick the device best suited for the job
- potential parallelism is key for selection
- recall Amdahl's law ٠

SPIE Medical Imaging 2012

### **OpenCL Mindset**

SPIE Medical Imaging

Platform model:

- a host is connected to one or more OpenCL devices
- a device is divided into one or more compute units (cores)
- compute units are divided into one or more processing elements ٠



### **OpenCL Mindset** SPIE Medical Imaging **Execution Model** host programs execute on the host kernels execute on one or more OpenCL devices each instance of a kernel is called a work item work items are organized as work groups work groups and work items are defined into an index space index space is created upon kernel submission work items can be identified by work group and local work item IDs → this is all quite similar to CUDA

| CUDA Terminology | OpenCL Terminology |
|------------------|--------------------|
| Grid             | Index Space        |
| Block            | Work Group         |
| Thread           | Work Item          |

SPIE Medical Imaging 2012

# **Global and Local Dimensions**





# **OpenCL Memory Model**

Private

Work-Item

Local Memory

Private

Work-Item

#### Private memory

 per work item Private Private Memory Local memory (16kB) Work-Item Work-Item shared per work group Global/constant memory Local Memory not synchronized Norkgroup Workgroup Global/Constant Memory Computer Device Host Memory

#### from: Khronos OpenCL Overview SPIE Medical Imaging 2012

Host memory

on CPU

SPIE **Execution Model** North Medical Imaging OpenCL CPU Context Memory Objects Programs Kernels **Command Queues** dp\_mul Buffers Images \_kernel void dp\_mul(global const float \*a, global const float \*b, global float \*c) Out of dp\_mul In arg[0] value CPU program bi Order Order dp\_mul GPU program b arg[1] value Queue Queue int id = get\_global\_id(0); c[id] = a[id] \* b[id]; arg[2] value GPU Create data & Send to Compile code arguments

# **More Information** SPIE Medical Imaging CUDA • NVIDIA CUDA Programming Guide (version 2.3) NVIDIA CUDA Best Practices Guide (version 2.3) go to http://developer.download.nvidia.com Fermi go to http://www.nvidia.com/object/fermi\_architecture.html also informative: "NVIDIA's 'Fermi' GPU architecture revealed" by Scott Wasson, available at http://techreport.com/articles.x/17670/1 OpenCL

- Khronos Group OpenCL Overview
- go to http://www.khronos.org/opencl

from: Khronos OpenCL Overview SPIE Medical Imaging 2012

from: Khronos OpenCL Overview

SPIE Medical Imaging 2012

#### SPIE Medical Imaging 2012

#### References



- W. Xu, K. Mueller, "Using GPUs to Learn Effective Parameter Settings for GPU-Accelerated Iterative CT Reconstruction Algorithms," GPU Computing Gems Emerald Edition, ed. W. Hwu, pp. 693-708, 2011
- E. Papenhausen, Z. Zheng, K. Mueller, "GPU-Accelerated Back-Projection Revisited: Squeezing Performance by Careful Tuning," Workshop on High Performance Image Reconstruction (Fully 3D Image Reconstruction in Radiology and Nuclear Medicine), pp. 19-22, Potsdam, Germany, July 2011.
- Z. Zheng, W. Xu, K. Mueller, "Performance Tuning for CUDA-Accelerated Neighborhood Denoising Filters", Workshop on High Performance Image Reconstruction (Fully 3D Image Reconstruction in Radiology and Nuclear Medicine), pp. 52-55, Potsdam, Germany, July 2011.
- Z. Zheng, K. Mueller, "A Cache-Aware GPU Memory Scheduling Scheme for CT Reconstruction Back-Projection," IEEE Medical Imaging Conference, Knoxville, TN, October, 2010.
- W. Xu, F. Xu, M. Jones, B. Keszthelyi, J. Sedat, D. Agard, K. Mueller, "High-Performance Iterative Electron Tomography Reconstruction with Long-Object Compensation using Graphics Processing Units (GPUs)," Journal of Structural Biology, 171(2):142-153, 2010.
- F. Xu, W. Xu, M. Jones, B. Keszthelyi, J. Sedat, D. Agard, K. Mueller, "On the Efficiency of Iterative Ordered Subset Reconstruction Algorithms for Acceleration on GPUs," Computer Methods and Programs in Biomedicine, 98(3):261-270, 2010.
- W. Xu, K. Mueller, "A Performance-Driven Study of Regularization Methods for GPU-Accelerated Iterative CT," Workshop on High Performance Image Reconstruction (Fully 3D Image Reconstruction in Radiology and Nuclear Medicine), Beijing, China, September, 2009.

| SPIE Medical Imaging 2012 | MIC-GPU | 9                                       |
|---------------------------|---------|---|
|                           |         | , i i i i i i i i i i i i i i i i i i i |
|                           |         |   |

RapidCT GPU Accelerated Tomography

#### References

- W. Xu, K. Mueller, "Accelerating Regularized Iterative CT Reconstruction on Commodity Graphics Hardware (GPU)," (invited paper), IEEE International Symposium on Biomedical Imaging (ISBI), Boston, MA, July, 2009.
- F. Xu and K. Mueller, "GPU-Acceleration of Attenuation and Scattering Compensation in Emission Computed Tomography," First Workshop on High Performance Image Reconstruction (Fully 3D Image Reconstruction in Radiology and Nuclear Medicine), pp. 29-32, Lindau, Germany, July 2007.
- N. Neophytou, F. Xu, and K. Mueller, "Hardware acceleration vs. algorithmic acceleration: Can GPU-based processing beat complexity optimization for CT?," SPIE Medical Imaging '07, San Diego, February 2007.
- F. Xu and K. Mueller, "Real-Time 3D Computed Tomographic Reconstruction Using Commodity Graphics Hardware," Physics in Medicine and Biology, vol. 52, pp. 3405–3419, 2007.
- K. Mueller, F. Xu, and N. Neophytou, "Why do GPUs work so well for acceleration of CT?," SPIE Electronic Imaging '07 (Keynote, Computational Imaging V), 64980N, San Jose, January 2007.
- K. Mueller and F. Xu, "Practical considerations for GPU-accelerated CT," IEEE 2006 International Symposium on Biomedical Imaging (ISBI '06), pp. 1184-1187, Arlington, VA, April 6-9, 2006.
- F. Xu and K. Mueller, "Accelerating popular tomographic reconstruction algorithms on commodity PC graphics hardware," IEEE Transactions on Nuclear Science, vol. 52, no. 3, pp. 654-663, 2005.
- K. Mueller and R. Yagel, "Rapid 3D cone-beam reconstruction with the Algebraic Reconstruction Technique (ART) by using texture mapping hardware," 19(12):1227-1237, IEEE Transactions on Medical Imaging, 2000.

SPIE Medical Imaging 2012

MIC-GPU

10

Visit http://www.rapidCT.com

- our papers
- links
- and complete SPIE course notes

Info on our various GPU-accelerated projects

- filtered back projection CT
- iterative CT
- ultrasound transmission tomography CT
- visual CT monitor ongoing reconstruction
- volume rendering for medical applications
- and much more …

11