

# Summary of OpenCL 1.1

This document lists the OpenCL constructs used in this tutorial (CERN June 2011). To keep the discussion as simple as possible, we truncate the lists of parameters, types, and properties to those used in the tutorial. For a complete summary of OpenCL, download the OpenCL reference card at <http://www.khronos.org/files/opencvl-1-1-quick-reference-card.pdf>.

## I. The OpenCL Platform Layer

### 1.1 Querying Platform Info and Devices

`cl_int clGetPlatformIDs` (`cl_uint num_entries`, `cl_platform_id *platforms`, `cl_uint *num_platforms`)

`cl_int clGetPlatformInfo` (`cl_platform_id platform`, `cl_platform_info param_name`,  
`size_t param_value_size`, `void *param_value`, `size_t *param_value_size_ret`)

*param\_name*: `CL_PLATFORM_{PROFILE, VERSION}`, `CL_PLATFORM_{NAME, VENDOR, EXTENSIONS}`

`cl_int clGetDeviceIDs` (`cl_platform_id platform`, `cl_device_type device_type`, `cl_uint num_entries`,  
`cl_device_id *devices`, `cl_uint *num_devices`)

*device\_type*: `CL_DEVICE_TYPE_{CPU, GPU}`, `CL_DEVICE_TYPE_{ACCELERATOR, DEFAULT, ALL}`

`cl_int clGetDeviceInfo` (`cl_device_id device`, `cl_device_info param_name`, `size_t param_value_size`, `void *param_value`,  
`size_t *param_value_size_ret`)

*param\_name*:

<code>CL_DEVICE_TYPE</code> ,	<code>CL_DEVICE_VENDOR_ID</code> ,
<code>CL_DEVICE_MAX_COMPUTE_UNITS</code> ,	<code>CL_DEVICE_MAX_WORK_ITEM_{DIMENSIONS, SIZES}</code> ,
<code>CL_DEVICE_MAX_WORK_GROUP_SIZE</code> ,	<code>CL_DEVICE_MAX_MEM_ALLOC_SIZE</code> ,
<code>CL_DEVICE_MAX_PARAMETER_SIZE</code> ,	<code>CL_DEVICE_GLOBAL_MEM_CACHE_{TYPE, SIZE}</code> ,
<code>CL_DEVICE_GLOBAL_MEM_CACHELINE_SIZE</code> ,	<code>CL_DEVICE_GLOBAL_MEM_SIZE</code> ,
<code>CL_DEVICE_LOCAL_MEM_{TYPE, SIZE}</code> ,	<code>CL_DEVICE_PROFILING_TIMER_RESOLUTION</code>
<code>CL_DEVICE_{NATIVE, PREFERRED}_VECTOR_WIDTH_{FLOAT, INT, CHAR}</code>	

### 1.2 Contexts

`cl_context clCreateContext` (`const cl_context_properties *properties`, `cl_uint num_devices`, `const cl_device_id *devices`,  
`void (CL_CALLBACK *pfn_notify)(const char *errinfo, const void *private_info, size_t cb, void *user_data)`,  
`void *user_data`, `cl_int *errcode_ret`)

*properties*: `CL_CONTEXT_PLATFORM`

## 2. The OpenCL Runtime

### 2.1 Command Queues

`cl_command_queue clCreateCommandQueue` (`cl_context context`, `cl_device_id device`,  
`cl_command_queue_properties properties`, `cl_int *errcode_ret`)

*properties*: `CL_QUEUE_PROFILING_ENABLE`, `CL_QUEUE_OUT_OF_ORDER_EXEC_MODE_ENABLE`

## 2.2 Program Objects

`cl_program` **clCreateProgramWithSource** (`cl_context` *context*, `cl_uint` *count*, `const char **strings`, `const size_t *lengths`, `cl_int *errcode_ret`)

`cl_int` **clBuildProgram** (`cl_program` *program*, `cl_uint` *num\_devices*, `const cl_device_id *device_list`, `const char *options`, `void (CL_CALLBACK*pfm_notify)(cl_program program, void *user_data), void *user_data`)

`cl_int` **clGetProgramBuildInfo** (`cl_program` *program*, `cl_device_id` *device*, `cl_program_build_info` *param\_name*, `size_t` *param\_value\_size*, `void *param_value`, `size_t *param_value_size_ret`)

*param\_name*: `CL_PROGRAM_BUILD_{STATUS, OPTIONS, LOG}`

## 2.3 Kernel Objects

`cl_kernel` **clCreateKernel** (`cl_program` *program*, `const char *kernel_name`, `cl_int *errcode_ret`)

`cl_int` **clSetKernelArg** (`cl_kernel` *kernel*, `cl_uint` *arg\_index*, `size_t` *arg\_size*, `const void *arg_value`)

`cl_int` **clEnqueueNDRangeKernel** (`cl_command_queue` *command\_queue*, `cl_kernel` *kernel*, `cl_uint` *work\_dim*, `const size_t *global_work_offset`, `const size_t *global_work_size`, `const size_t *local_work_size`, `cl_uint` *num\_events\_in\_wait\_list*, `const cl_event *event_wait_list`, `cl_event *event`)

## 2.4 Buffer Objects

`cl_mem` **clCreateBuffer** (`cl_context` *context*, `cl_mem_flags` *flags*, `size_t` *size*, `void *host_ptr`, `cl_int *errcode_ret`)

*flags* for `clCreateBuffer`

`CL_MEM_READ_WRITE`, `CL_MEM_{WRITE, READ}_ONLY`, `CL_MEM_{USE, ALLOC, COPY}_HOST_PTR`

`cl_int` **clEnqueueReadBuffer** (`cl_command_queue` *command\_queue*, `cl_mem` *buffer*, `cl_bool` *blocking\_read*, `size_t` *offset*, `size_t` *cb*, `void *ptr`, `cl_uint` *num\_events\_in\_wait\_list*, `const cl_event *event_wait_list`, `cl_event *event`)

`cl_int` **clEnqueueWriteBuffer** (`cl_command_queue` *command\_queue*, `cl_mem` *buffer*, `cl_bool` *blocking\_write*, `size_t` *offset*, `size_t` *cb*, `const void *ptr`, `cl_uint` *num\_events\_in\_wait\_list*, `const cl_event *event_wait_list`, `cl_event *event`)

## 2.5 Event Objects

`cl_event` **clCreateUserEvent** (`cl_context` *context*, `cl_int *errcode_ret`)

`cl_int` **clSetUserEventStatus** (`cl_event` *event*, `cl_int` *execution\_status*)

`cl_int` **clWaitForEvents** (`cl_uint` *num\_events*, `const cl_event *event_list`)

`cl_int` **clGetEventInfo** (`cl_event` *event*, `cl_event_info` *param\_name*, `size_t` *param\_value\_size*, `void *param_value`, `size_t *param_value_size_ret`)

*param\_name*: `CL_EVENT_COMMAND_{QUEUE, TYPE}`, `CL_EVENT_{CONTEXT, REFERENCE_COUNT}`, `CL_EVENT_COMMAND_EXECUTION_STATUS`

`cl_int` **clGetEventProfilingInfo** (`cl_event` *event*, `cl_profiling_info` *param\_name*, `size_t` *param\_value\_size*, `void *param_value`, `size_t *param_value_size_ret`)

*param\_name*: `CL_PROFILING_COMMAND_QUEUED`, `CL_PROFILING_COMMAND_{SUBMIT, START, END}`

## 2.6 Synchronization

`cl_int` **clEnqueueMarker** (`cl_command_queue` *command\_queue*, `cl_event *event`)

`cl_int` **clEnqueueWaitForEvents** (`cl_command_queue` *command\_queue*, `cl_uint` *num\_events*, `const cl_event *event_list`)

`cl_int` **clEnqueueBarrier** (`cl_command_queue` *command\_queue*)

`cl_int` **clFlush** (`cl_command_queue` *command\_queue*)

`cl_int` **clFinish** (`cl_command_queue` *command\_queue*)

## 3. OpenCL Data Types

### 3.1 Built-In Scalar Data Types

OpenCL Type	API Type	Description
char	cl_char	8-bit signed
short	cl_short	16-bit signed
int	cl_int	32-bit signed
long	cl_long	64-bit signed
float	cl_float	32-bit float
size_t	--	32- or 64-bit unsigned integer
void	void	void

### 3.2 Built-In Vector Data Types

OpenCL Type	API Type	Description
charn	cl_charn	8-bit signed
shortn	cl_shortn	16-bit signed
intn	cl_intn	32-bit signed
longn	cl_longn	64-bit signed
floatn	cl_floatn	32-bit float

### 3.3 Other Built-In Data Types

OpenCL Type	Description
event_t	event handle

## 4. Special Features of the OpenCL C Programming Language

### 4.1 Vector Component Addressing

	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
<b>float2 v;</b>	v.x, v.s0	v.y, v.s1														
<b>float3 v;</b>	v.x, v.s0	v.y, v.s1	v.z, v.s2													
<b>float4 v;</b>	v.x, v.s0	v.y, v.s1	v.z, v.s2	v.w, v.s3												
<b>float8 v;</b>	v.s0	v.s1	v.s2	v.s3	v.s4	v.s5	v.s6	v.s7								
<b>float16 v;</b>	v.s0	v.s1	v.s2	v.s3	v.s4	v.s5	v.s6	v.s7	v.s8	v.s9	v.sa, v.sA	v.sb, v.sB	v.sc, v.sC	v.sd, v.sD	v.se, v.sE	v.sf, v.sF

### 4.2 Vector Addressing Equivalencies

Numeric indices are preceded by the letter s or S, e.g.: s1. Swizzling, duplication, and nesting are allowed, e.g.: v.yx, v.xx, v.lo.x. When using .lo or .hi with a 3-component vector, the .w component is undefined.

	v.lo	v.hi	v.odd	v.even
<b>float2</b>	v.x, v.s0	v.y, v.s1	v.y, v.s1	v.x, v.s0
<b>float3*</b>	v.s01, v.xy	v.s23, v.zw	v.s13, v.yw	v.s02, v.xz
<b>float4</b>	v.s01, v.xy	v.s23, v.zw	v.s13, v.yw	v.s02, v.xz
<b>float8</b>	v.s0123	v.s4567	v.s1357	v.s0246
<b>float16</b>	v.s01234567	v.s89abcdef	v.s13579bdf	v.s02468ace

## 4.3 Address Space Qualifiers

<code>__global, global</code>	<code>__local, local</code>
<code>__constant, constant</code>	<code>__private, private</code>

## 4.4 Function Qualifiers

`__kernel, kernel`

`__attribute__((vec_type_hint(type))) //type defaults to int`

`__attribute__((work_group_size_hint(X, Y, Z)))`

`__attribute__((reqd_work_group_size(X, Y, Z)))`

## 4.5 Built-In Functions

*D* is dimension index.

<code>uint get_work_dim ()</code>	Num. of dimensions in use
<code>size_t get_global_size (uint <i>D</i>)</code>	Num. of global work-items
<code>size_t get_global_id (uint <i>D</i>)</code>	Global work-item ID value
<code>size_t get_local_size (uint <i>D</i>)</code>	Num. of local work-items
<code>size_t get_local_id (uint <i>D</i>)</code>	Local work-item ID
<code>size_t get_num_groups (uint <i>D</i>)</code>	Num. of work-groups
<code>size_t get_group_id (uint <i>D</i>)</code>	Returns the work-group ID

## 4.6 Synchronization, Explicit Memory Fence

*flags* argument is the memory address space, set to a combination of `CLK_LOCAL_MEM_FENCE` and `CLK_GLOBAL_MEM_FENCE`.

<code>void barrier (cl_mem_fence_flags <i>flags</i>)</code>	All work-items in a work-group must execute this before any can continue
<code>void mem_fence (cl_mem_fence_flags <i>flags</i>)</code>	Orders loads and stores of a work-item executing a kernel