



Intel® SDK for OpenCL™ Applications 2019 Update 1

Release Notes

20 December 2018

Version History/Revision History

These are the main releases of Intel® SDK for OpenCL™ Applications (also known as Intel® System Studio: OpenCL™ Tools component):

Date	Revision	Description
November 2018	2019 U1	Experimental version of the CPU Runtime supporting OpenCL™ 2.1 has been deprecated and removed, added support for Intel® VTune™ Amplifier, added support for Ubuntu* 18.04
August 2018	2019	Coffee Lake support, support of Intel® CPU Runtime for OpenCL™ Applications 18.1
December 2017	2017 U2	Eclipse Oxygen (4.7) support, bug fixes and improvements
July 2017	2017 U1	Microsoft Visual Studio* 2017 support, new OSes and platforms support
October 2016	2016 U3	7 th Generation Intel® Core™ Processor support, Microsoft Windows* 10 Anniversary Update, OpenCL 2.1 experimental CPU only runtime for Linux*
July 2016	2016 U2 (Linux)	GPU Kernel debugger Beta and kernel level analysis for Linux
June 2016	2016 U2 (Windows)	OpenCL 2.1 support, new features in Kernel Development Framework
April 2016	2016	GPU Kernel debugger Beta and standalone release for Linux
Nov. 17, 2016	2015 U3	Standalone release for Windows
April 28, 2015	2015 U2	Visual Studio 2015 support
Jan 22, 2015	2015 U1	Released as part of Intel® Integrated Native Developer Experience (Intel® INDE)

Customer Support

For technical support, including answers to questions not addressed in this product, visit the technical support forum, FAQs, and other support information at [Intel OpenCL Support](http://www.intel.com/software/products/support/) or <http://www.intel.com/software/products/support/>.

Please remember to register your product at <https://registrationcenter.intel.com/> by providing your email address. Registration entitles you to free technical support, product updates and upgrades for the duration of the support term. It also helps Intel recognize you as a valued customer in the support forum.

To provide feedback and suggestions or submit an issue, go to the [Intel OpenCL Forum](#).

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1 Introduction

Intel® SDK for OpenCL™ Applications (also known as Intel® System Studio: OpenCL™ Tools component) helps to create, build, debug, and analyze PC and mobile applications developed with OpenCL™ API on Windows* and Linux* OSes.

NOTE: Running applications developed with the SDK requires OpenCL™ driver/runtime packages installed for Intel® Processors.

For more information on how to choose which driver/runtime package you need and how to download it, please see <https://software.intel.com/en-us/articles/opencl-drivers>.

This document contains information about new features, system requirements, installation instructions, fixed bugs, limitations, and known issues.

To learn more about the product, see:

- New features listed in the [New in This Release](#) section below, or in the help
- Reference documentation listed in the [Related Documentation](#) section below
- Installation instructions at [Installation Notes](#)

2 New in This Release

2.1 New Features

- **Support for SRB5.0 has been deprecated**
- **Intel® CPU Runtime for OpenCL™ Applications 18.1 is now delivered with the Intel® SDK for OpenCL™ Applications.**
 - For more information about OpenCL™ Runtime, please see <https://software.intel.com/en-us/articles/opencl-runtime-release-notes>
- **Added support for Ubuntu* 18.04 in Intel® SDK for OpenCL™ Applications.**
- **Experimental version of the CPU Runtime supporting OpenCL™ 2.1 has been deprecated. Now it is recommended to use Intel® CPU Runtime for OpenCL™ Applications 18.1.**
- **Added support for Intel® VTune™ Amplifier in Intel® Code Builder for OpenCL™ API.**

Intel® SDK for OpenCL™ Applications 2019 Update 1 includes all the features previously available in Intel® SDK for OpenCL™ Applications 2019.

For a full list of features, refer to the [Intel® SDK for OpenCL™ Applications Developer Guide](#).

3 Known Issues

3.1 General Limitations

- Eclipse* Oxygen is only supported on Linux* OS.
- Conversion from a Visual Studio* Visual C++ project to an OpenCL™ project does not work properly in the Visual Studio 2017.
- Visual Studio shows the warning message “‘The Scc Display Information’ package did not load correctly”. You can find more info about this issue on MSDN* forum for [Visual Studio 2015](#) and for [Visual Studio 2017](#).
 - To avoid the warning, run the Visual Studio in Experimental mode with the command:
`devenv.exe /RootSuffix Exp`

3.2 Intel® Code Builder for OpenCL™ API IDE Plug-in Limitations

- Build feature limitations:
 - Source code mapping between GPU assembly code and OpenCL code is not supported with Intel® Graphics Compute Runtime for OpenCL™ 18.48.11934.
- GPU Kernel Debugger for the Visual Studio IDE:
 - The GPU kernel debugger is supported for 64-bit applications only.
 - When passing ``-s`` build option to a `clBuildProgram()` method call, if path to the source file contains spaces, you must enclose it in double quotes. Note that enclosing path containing spaces in single quotes or escaping spaces *does not work correctly*.
- CPU Kernel Debugger for the Visual Studio IDE does not support:
 - Edit and continue capability
 - Multithreaded debugging
 - Two instances of Visual Studio running simultaneously
 - Unions
- OpenCL API Debugger:
 - Concurrent debug sessions with **API Debugger** are not supported. This includes attaching the Visual Studio debugger to more than one process, or opening multiple instances of Visual Studio and debugging processes concurrently.
- Code Analyzer Limitations:
 - Kernel analysis features are not supported on Intel® processors older than 4th Generation Intel® Core™ Processors
 - Latency and occupancy reports cannot be generated for built-in kernels which are generated with `clCreateProgramWithBuiltInKernels`
 - Calling the API functions `clCreateProgramWithBuiltInKernels` or `clCreateAcceleratorINTEL` generates additional OpenCL APIs in the API Analyze report, these APIs do not appear in the code.

- Occupancy analysis is not supported on an application that includes a call to Microsoft D3D11 API `GetData()`. Running Occupancy analysis on such an application leads to application crash with an exception.
- Kernel analysis, hardware counters, and some of the hints are available only for kernels that run on GPU (shared context is not supported)
- Host and kernel level analysis are not supported on an application that uses the motion estimation extension
- Intel® Code Builder for OpenCL™ API's Report does not work correctly in Konqueror* browser.
- Intel® SDK for OpenCL™ - Offline Compiler has issues with SPIR-V Generator.
 - For generating SPIR-V files, use SPIR-V Generator and LLVM-SPIRV Translator manually from installation directory with header from the official mirror of LLVM at https://github.com/llvm-mirror/clang/blob/release_70/lib/Headers/opencl-c.h.
 - Example of SPIR-V file generation:


```
clangSpirV.exe -ccl -triple spir64 -x cl -cl-std=CL<opencl_version> -
include opencl-c.h -fno-validate-pch -O0 -emit-llvm-bc -o
<bytecode_file_name>.bc <kernel_file_name>.cl
llvm-spirv.exe -o <spirv_file_name>.spirv64 <bytecode_file_name>.bc
```
 - For more information about SPIR-V, please see <https://www.khronos.org/registry/spir-v/>.

3.3 Known Installation and Configuration Issues

- On Microsoft Windows* OS systems, components in Intel® Parallel Studio XE 2018 and earlier may conflict with the Intel® SDK for OpenCL™ Applications install process.
 - Consider upgrading Intel® Parallel Studio XE 2018 to a newer version.
- On Microsoft Windows* OS, if the debugger tools, analysis tools, or OpenCL™ applications have an issue detecting available Intel® Graphics Technology platforms after installing the SDK, update the Intel® Graphics driver for your platform. The Intel® Graphics driver deployment package for Microsoft Windows* OS contains OpenCL™ implementations for Intel® Graphics Technology and Intel® CPUs. The following are graphics driver distribution options:
 - Many vendors provide their own distributions of Intel®-compatible graphics drivers online. Intel® does not support these drivers, but such graphics drivers may be functional for OpenCL™ runtime distributions. Vendors may tie vendor support to exclusive usage of vendor provided drivers. Review any support agreements in vendor documentation.
 - Obtain the latest version of the Intel® Graphics driver from <https://downloadcenter.intel.com>.
 - Recent revisions of Microsoft Windows* OS systems will preinstall a reference Intel® Graphics driver package.
 - See <https://software.intel.com/en-us/articles/opencl-drivers> for more information.
- If the PATH environment variable exceeds 256 character length upon installation, you might encounter issues related to `System32` directory use.
- In case of uninstallation through **Control panel > Uninstall a program** you may face the "Error opening installation log file. Verify that the specified log file location exists and is writable" error. It is a

known issue in the Microsoft* data base at <http://support.microsoft.com/kb/2564571>. Uninstall the SDK running the original installer or reboot the machine to proceed with the uninstallation.

- In case of uninstallation through **Control panel > Uninstall a program** you may face the error similar to *"ERROR: MSI Error: An installation package for the product Intel® SDK for OpenCL™ Applications 2019 for Windows* cannot be found. Try the installation again using a valid copy of the installation package 'intel_sdk_for_opengl_2019_x64_setup.msi'".* To resolve the issue, uninstall the SDK running the original installer. If it doesn't help, collect the uninstallation log files from the `%temp%\intel_tmp_<userid>` and ask for support on the [Intel® SDK for OpenCL™ Applications forum](#).
- Intel® SDK for OpenCL™ Applications may launch a web browser instance to direct users to product pages. If the Mozilla Firefox* browser shows the **Network Error (dns_unresolved_hostname)** screen with the message *"Your requested host "localhost" could not be resolved by DNS. For assistance, contact your network support team."* instead of a report, please use the *"Auto-detect proxy settings for this network"* option: **Options > Advanced > Network tab > Settings...**

3.4 Intel® Processor Graphics Device Limitations

- For known issues with the OpenCL™ implementation on Iris®, Iris® Pro, and Intel® HD Graphics, refer to the relevant driver release notes.
- Timeout Detection & Recovery (TDRs) may be observed when running OpenCL™ benchmarks including Kishonti CLBenchmark, Kishonti CompuBench CL*, and SiSoftware Sandra* (GP (GPU/CPU/APU) Processing OpenCL™ benchmarks). Also some OpenCL™ workloads may cause TDRs, especially workloads with complex, time-consuming kernels and large local work size or workloads that use profiling feature. Increase the TDR delay to avoid the TDRs. For details, refer to the article at [https://msdn.microsoft.com/en-us/library/windows/hardware/ff570087\(v=vs.85\).aspx](https://msdn.microsoft.com/en-us/library/windows/hardware/ff570087(v=vs.85).aspx)
- The OpenCL™ Driver is available on systems with Intel® Processor Graphics and discrete graphics cards (Microsoft Windows* OS only):
 - Capabilities of both discrete and integrated graphics are available if display is connected to:
 - Integrated graphics card display port.
 - Discrete and integrated graphics cards simultaneously.
 - Capabilities of a discrete card only are available if the display is connected to:
 - Discrete graphics card display port.
 - Integrated graphics card, and a discrete graphics card without display ports.

3.5 Intel® CPU Runtime for OpenCL™ Applications Limitations

- The following options exposed through the ioc64 utility are limited with Intel® CPU Runtime for OpenCL™ Applications 18.1
 - The `-llvm` option is no longer supported in Intel® CPU Runtime for OpenCL™ Applications 18.1 and it will be deprecated for CPU devices in next release of Intel® SDK for OpenCL Applications.

- The `-asm` option does not produce the correct assembly code with Intel® CPU Runtime for OpenCL™ Applications 18.1.
- Intel® CPU Runtime for OpenCL™ Applications has a dependency on Intel® Threading Building Blocks (Intel® TBB) version 2017 Update 8 on Linux* and 2018 Update 2 on Windows* OS. The library is included in the Intel® CPU Runtime installation directory.
 - In Linux* OS case:

Make sure there is no other Threading Building Blocks (TBB) library in your OpenCL™ host application library search path on Linux* OS. Intel® CPU Runtime for OpenCL™ Applications was tested only with Intel® Threading Building Blocks (Intel® TBB) libraries included in the package.

If OpenCL™ host application intentionally uses features of a standalone Threading Building Blocks (TBB), make sure that it is of a higher version than the library version in the package and is found earlier in the shared library search procedure. If standalone Threading Building Blocks (TBB) libraries are loaded, functionality and performance may vary.
 - In Windows* OS case:

In Windows* OS product distribution, Intel® Threading Building Blocks (Intel® TBB) libraries included in the package have different names rather than in standard shipment. That ensures that no load conflict takes place with pre-installed libraries.

If OpenCL™ host code uses features of a standalone Threading Building Blocks (TBB) libraries, application performance may vary (for example, due to oversubscription issues in case of both standalone library pool and OpenCL thread pool being fully loaded).

4 Related Documentation

- [Get Started with Intel® SDK for OpenCL™ Applications](#)
- [Developer Guide for Intel® SDK for OpenCL™ Applications](#)
- [Developer Guide for Intel® Processor Graphics](#)
- [Intel® CPU Runtime for OpenCL™ Applications Release Notes](#)
- [OpenCL™ Developer Guide for Intel® Core™ and Intel® Xeon® Processors](#)
- [Developer Reference: Intel® CPU Runtime for OpenCL™ Applications](#)

5 Where to Find the Release

Intel® SDK for OpenCL™ Applications 2019 is an optional component of Intel® System Studio 2019. In Intel® System Studio it is listed as the OpenCL™ Tools component.

To download Intel® System Studio: <https://software.intel.com/en-us/system-studio>.

For more info on how to choose which driver/runtime package you need and how to download it, please see <https://software.intel.com/en-us/articles/opencl-drivers>.

6 System Requirements

6.1 Supported Architectures and Terminology

For an explanation of architecture names, see <http://software.intel.com/en-us/articles/intel-architecture-platform-terminology/>.

The following tables determine Intel® processors support on Microsoft Windows* and Linux* operating systems.

6.1.1 Intel® SDK for OpenCL™ Applications for Windows*:

Intel® Platform	OpenCL version	Host Platform	Target Application Platform	
		Windows* 10	Windows* 10	
			CPU	GPU
7 th and 8 th Generation Intel® Core Processors with Intel® Iris™ Pro Graphics and HD Graphics	2.1	✓	✓	✓
6 th and 5 th Generation Intel® Core Processors with Intel® Iris™ Pro Graphics and HD Graphics	2.0	✓	✓	✓
Intel® Xeon® Processor E3-1200 v4 Family with C226 chipset and E3-1500 v5 Family with C236 chipset	2.0	✓	✓	✓
1 st through 4 th Generation Intel® Core™ Processors and Intel® Xeon® Processor (CPU only)	1.2	✓	✓	

6.1.2 Intel® SDK for OpenCL™ Applications for Linux*:

Intel® Platform	OpenCL version	Host Platform		Target Application Platform			
		Ubuntu* 16.04/18.04	CentOS* 7.4	CentOS* 7.4		Ubuntu* 16.04/18.04	
				CPU	GPU	CPU	GPU
8 th , 7 th and 6 th Generation Intel® Core™ Processors with Intel® Iris™ Pro Graphics and HD Graphics	2.1	✓	✓	✓	✓	✓	✓
Intel® Pentium™ Processor N4200/5, N3350/5, N3450/5	2.0	✓				✓	✓
5 th Generation Intel® Core™ Processors with Intel® Iris™ Pro Graphics and HD Graphics	2.0	✓	✓	✓	✓	✓	✓
Intel® Xeon® Processor E3-1200 v4 Family with C226 chipset and E3-1500 v5 Family with C236 chipset	2.0	✓	✓	✓	✓	✓	✓
1 st -4 th Generation Intel® Core™ Processors (CPU only)	1.2	✓	✓	✓		✓	
Intel® Xeon® Processor Product Family (CPU only)	1.2	✓	✓	✓		✓	

Note the following:

- For more information on OpenCL™ platforms and OS support, visit the Intel® OpenCL technology page at <https://software.intel.com/en-us/intel-opencl>.
- Intel® Code Builder for OpenCL™ API IDE plug in requires an IA-32 or Intel® 64 architecture processor.
- This product is not designed for use on non-Intel® processors and any such usage is at your own risk as it may lead to erroneous results.
- You must have root privileges (or use the `sudo` command) to run the Intel® SDK for OpenCL™ Applications 2019 on Linux* operating systems (including launching the Eclipse* IDE).
- Intel® SDK for OpenCL™ Applications 2019 for Linux* is compatible with the following OpenCL™ runtimes:
 - Intel® CPU Runtime for OpenCL™ Applications 18.1
 - Intel® CPU Runtime for OpenCL™ Applications 16.1.2

For more information on the supported runtime and kernel mode drivers, go to **OpenCL™ Drivers and Runtimes for Intel® Architecture** <https://software.intel.com/en-us/articles/opencl-drivers>.

- Intel® SDK for OpenCL™ Applications plugin for the Eclipse* IDE requires Java Runtime Environment 1.8 installed on your Microsoft Windows* or Linux* machine.

- Intel® Graphics Compute Runtime for OpenCL™ Driver supports the following platforms:
 - Intel® Core Processors with 8th Generation Intel® Graphics Devices (formerly known as Intel® microarchitecture code name Broadwell) with OpenCL™ 2.1 Runtime;
 - Intel® Core Processors with 9th Generation Intel® Graphics Devices (formerly known as Intel® microarchitecture code name Skylake, Intel® microarchitecture code-named Kaby Lake, Intel® microarchitecture code-named Coffee Lake) with OpenCL™ 2.1 Runtime;
 - Intel® Atom Processors with 9th Generation Intel® Graphics Devices (formerly known as Intel® microarchitecture code-named Apollo Lake, Intel® microarchitecture code-named Gemini Lake) with OpenCL™ 1.2 Runtime;
 - Please look for future Intel® platform support to be added to Intel® Graphics Compute Runtime for OpenCL™ Driver.

Always check the release notes at <https://github.com/intel/compute-runtime> for the latest platform compatibility information.

6.2 Driver Requirements

6.2.1 Windows* Driver Requirements:

For OpenCL™ support on Intel® processors with Intel® Processor Graphics, you must have an Intel® Graphics Driver (version 15.40 or higher) installed. For more information, please see the driver support matrix at <https://software.intel.com/en-us/articles/driver-support-matrix-for-media-sdk-and-opengl> and **OpenCL™ Drivers and Runtimes for Intel® Architecture** at <https://software.intel.com/en-us/articles/opengl-drivers>

6.2.2 Linux* Driver and Runtime Requirements:

To deploy or develop with an OpenCL runtime supporting Intel Graphics Technology, the system must have a compatible Intel Graphics Driver. For recent implementations, Linux* kernel 4.11 or higher deployments are expected too. For current information, please refer to the validation targets specified by the release notes on the Intel Graphics Compute Runtime for OpenCL driver page.

For the CPU-only runtime package, please refer to the compatibility chart in [6.1.2](#).

For more information on supported runtimes and drivers for Linux* go to **OpenCL™ Drivers and Runtimes for Intel® Architecture** at <https://software.intel.com/en-us/articles/opengl-drivers>.

7 Installation Notes

7.1 Installation on Microsoft Windows* OS

For OpenCL™ support on Intel® processors with Intel® Processor Graphics, you must have the Intel® Graphics Driver (version 15.40 or higher) installed.

You can obtain the latest driver version using the [Intel® Driver Update Utility](#), or manually [here](#)

You can obtain Intel® SDK for OpenCL™ Applications with Intel® System Studio from the Intel System Studio web page: <https://software.intel.com/en-us/system-studio>.

Before installing the Intel® SDK for OpenCL™ Applications for Windows operating systems, it is recommended to remove any previous version of the SDK from your computer.

The SDK installation includes the following components:

- OpenCL™ code C/C++ header files and libraries, redistributed from the Khronos* reference implementations at <https://github.com/KhronosGroup/OpenCL-Headers>;
- Intel® SDK for OpenCL™ - Offline Compiler command-line utility 32- and 64-bit version;
- OpenCL™ Code Builder plug-in for Microsoft Visual Studio* 2015 and higher including comprehensive environment for building, debugging and analyzing OpenCL™ applications;

NOTE: Intel® Graphics driver includes OpenCL support for both CPU and Intel® Processor Graphics.

7.2 Installation on Linux* OS

You can obtain Intel® SDK for OpenCL™ Applications with Intel® System Studio from the Intel® System Studio web page: <https://software.intel.com/en-us/system-studio>.

A driver or runtime package must also be installed: <https://software.intel.com/en-us/articles/opencl-drivers>

Mono package must be installed: <https://www.mono-project.com/download/stable>

Libicu55 package must be installed on Ubuntu*. Please, use this commands:

```
wget http://security.ubuntu.com/ubuntu/pool/main/i/icu/libicu55_55.1-7ubuntu0.4_amd64.deb
sudo apt install ./libicu55_55.1-7ubuntu0.4_amd64.deb
```

The SDK installation includes the following components:

- OpenCL™ code C/C++ header files and libraries, redistributed from the Khronos* reference implementations at <https://github.com/KhronosGroup/OpenCL-Headers>;
- Intel® SDK for OpenCL™ - Offline Compiler command-line utility 32- and 64-bit version;

- OpenCL™ Code Builder plug-in for Eclipse* Oxygen including Kernel Development Framework for building OpenCL™ applications.
 - Intel® System Studio 2019 Update 1 includes Eclipse* Oxygen as an installable component, capable of launching the plug-in.

If you have installed Intel® Graphics Compute Runtime for OpenCL™ Driver, ensure that eligible users are added to video group. Intel® SDK for OpenCL™ - Offline Compiler may not execute through this implementation with GPU device without assigning the user video group membership.

To add user to video group, use this command: `sudo usermod -a -G video USERNAME`

Prerequisite setup steps are recreated at the getting started guidance article webpage:

<https://software.intel.com/en-us/articles/sdk-for-opencl-gsg>.

NOTE: All RPM packages of the Intel® SDK for OpenCL™ Applications are digitally signed.

8 Attributions

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