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Transition: CUDA ↔ OpenCL



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transition_cuda_opengl.ppt

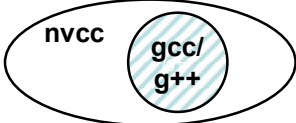
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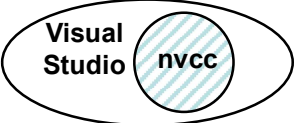
2

CUDA Summary


- CPU and GPU programs exist in the same file
 - Can share #defines
 - Can share information on the GPU function calling sequence
- Nvidia-only
- Much utility code provided (linear algebra, machine learning, etc.)
- Well-respected in the research community
- Need special compiler options



Linux



Windows



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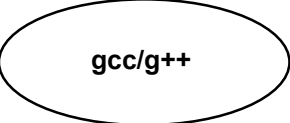
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OpenCL Summary


- CPU and GPU programs exist in separate files
 - Must be sure to set #defines the same
 - You must provide information on the GPU function calling sequence
- Runs on Nvidia GPUs, AMD CPUs/GPUs, Intel CPUs/GPUs, FPGAs, ...
- Little utility code provided
- Code looks a lot like GLSL compute shader code
- Well-respected in the production community
- Need no special compiler options (GPU code compiled in the driver)



Linux



Windows



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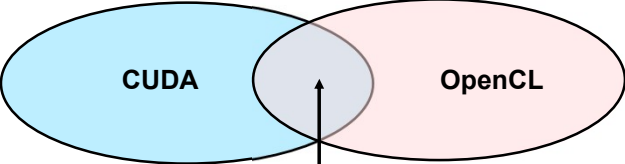
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What's Common?


<ul style="list-style-type: none"> • CPU and GPU programs exist in the same file <ul style="list-style-type: none"> -- Can share #defines -- Can share information on the GPU function calling sequence • Nvidia-only • Much utility code provided (linear algebra, machine learning, etc.) • Well-respected in the research community • Need special compiler options 	<ul style="list-style-type: none"> • CPU and GPU programs exist in separate files <ul style="list-style-type: none"> -- Must be sure to set #defines the same -- You must provide information on the GPU function calling sequence • Runs on Nvidia GPUs, AMD CPUs/GPUs, Intel CPUs/GPUs, FPGAs, ... • Little utility code provided • Code looks a lot like GLSL compute shader code • Well-respected in the production community • Need no special compiler options (GPU code compiled in the driver)
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- Allocate data space in GPU memory
- Transfer data from CPU to GPU
- Execute a kernel to compute on that data
- Transfer data back from the GPU to the CPU



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