

Live Lecture Chat Window Monday, May 9, 2022

14:39:30 So we can't play games on the DGX's V100 GPUs?

Correct. No graphics capabilities. No monitor anyway.

14:40:44 From Bailey, Mike to Everyone:

If you are thinking about signing up for Intro to Computer Graphics in the FQ, here is what we did last year:

<http://cs.oregonstate.edu/~mjb/cs550>

There are both on-campus and online sections.

14:49:21 [In Project #5] how do we need to handle the truck half length having a min/max In the original project it was just 1 number?

For the P1 numbers, both the min and the max are the same number.

15:52:00 I am a little unclear on what is the difference between platform and device (clGetPlatformInfo vs clGetDeviceId)

Of the two, "device" is the one you *care* about. An OpenCL "device" is something in the computer that is capable of running OpenCL: a CPU chip, a GPU chip, or a GPU card. A "platform" is a computer itself. OpenCL anticipates the possibility that one computer might have a direct connection to several others and thus OpenCL allows there to be multiple "platforms". Nothing any of would have access to here has more than one platform. I almost wish that OpenCL had left "platform" out of it.