



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)

GCC/g++

Visual
Studio

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What's Unique and What's Common?

 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

CUDA

OpenCL

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
 Execute a kernel to compute on that data
 Transfer data back from the GPU to the CPU