
Subject: Re: Number crunching on the graphics card
Posted by [Anar Manafov](#) on Sat, 23 Jul 2005 11:34:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Walter F.J. Müller wrote on Fri, 22 July 2005 16:29 True, quite a few people tried to use the crunch power of the processing units embedded in graphics cards. However, I'd put my effort into platforms like the CELL processor.

The topic is leading to a war
GPU vs CELL
(I am joking)

From my, amateur, point of view, the GPU is faster and cheaper solution to get calculation performance. Taking in account war ATI vs. NVIDIA I can try to predict that GPU will grow dramatically those days. This power we certainly should use.

The CELL is definitely good (from papers of IBM) and I REALLY hope that Sony + Co. (IBM can do something more than PS3 , because we really need a workstation and not a game consol. Workstation with all the attributes, like a proper language + OS.

BTW, last time I read about CELL, there was written that IBM team got Linux ported to cell processors. They tried to introduce those changes to 2.6.13 kernel, I think.

Again, this is just my point of view. Frankly, I am not really familiar with those two architectures and technologies.

Interesting topic on CELL: http://www.blachford.info/computer/Cell/Cell0_v2.html
