Subject: Number crunching on the graphics card
Posted by Christopher Huhn on Fri, 22 Jul 2005 14:00:20 GMT
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What do you think of this: http://www.gpgpu.org/

Should we take this into account when buying new batch farm hosts?

Subject: Re: Number crunching on the graphics card
Posted by Walter F.J. Müller   on Fri, 22 Jul 2005 14:29:14 GMT
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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.

Subject: Re: Number crunching on the graphics card
Posted by Anar Manafov on Fri, 22 Jul 2005 15:50:34 GMT
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I like this idea!

Some time ago I read very interesting topic on this, I think that was from AT&T lab. I will try to find pdf.
Also, I know that SGI and NVIDIA doing some research.

Christo, thanks for the link.
I am going to learn this site a bit more.

Subject: Re: Number crunching on the graphics card
Posted by Anar Manafov on Sat, 23 Jul 2005 11:34:37 GMT
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Walter F.J. Müller wrote on Fri, 22 July 2005 16:29True, 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