

Accelerator Service

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Problem Description

- Thinking further than the “immediate needs” of pixel tracking:
 - How many GPU in the node
 - Resource management:
 - Memory usage and footprint
 - Avoid unnecessary data transfers
 - Computations
 - Scheduling of algorithms
 - Condition data management:
 - Initialization
 - IOV boundaries: run/lumi/event

The Discussion

- Considering usage and benefits coming from [CUDA unified memory](#):
 - Very interesting discussion with Vishal
 - Plan: hands-on exercise later today.

