

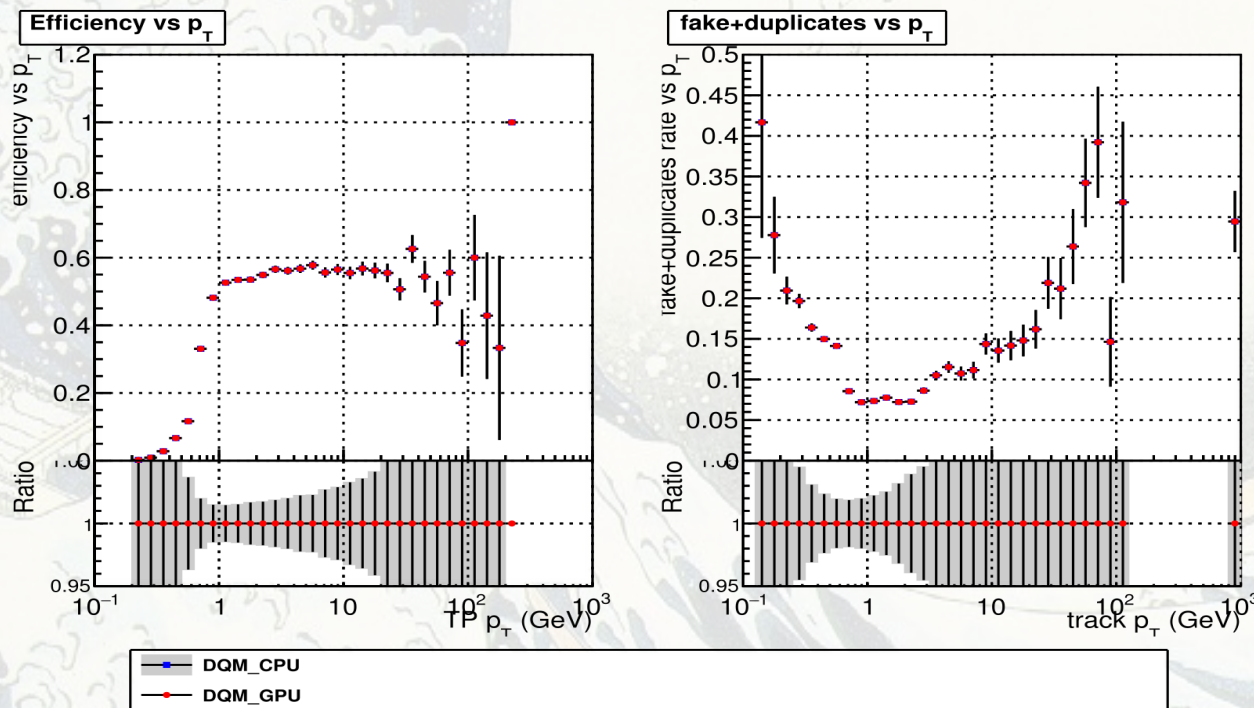
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pixel raw to digi on GPUs



# problem solved

- integrate the code developed by Sushil in CMSSW 10.0.x
  - done: **GPU\_SiPixel\_RawToDigi\_100X**
- validate the results vs the CPU algorithm
  - done: <https://fwyzard.web.cern.ch/fwyzard/plots/>



# next problem(s)

- look at the performance of the GPU implementation
  - time spent in the host-device and device-host memory copy
  - time spent in the kernels
  - comparison with CPU performance
- review the code
- investigate a more C++ friendly interface to CUDA:
  - Thin C++-flavored wrappers for the CUDA Runtime API
  - <https://github.com/eyalroz/cuda-api-wrappers>