

Accelerator Service

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Previous problem(s)

- Clearing up some confusion on the requirements for the Service
 - Initializing the environment
 - Scheduling
 - Decision whether to run GPU or CPU version of an algorithm
 - Bookkeeping where the data is (CPU vs. GPU<n>)
 - Automatic GPU → CPU transfer if/when needed
 - (Eventually) management of our own GPU memory pool
- Started testing unified memory examples from Nvidia

Next problem(s)

- Continue prototyping of Service
 - Not everything in requirements need a Service, but probably continue on the route for time being
- Continue testing unified memory