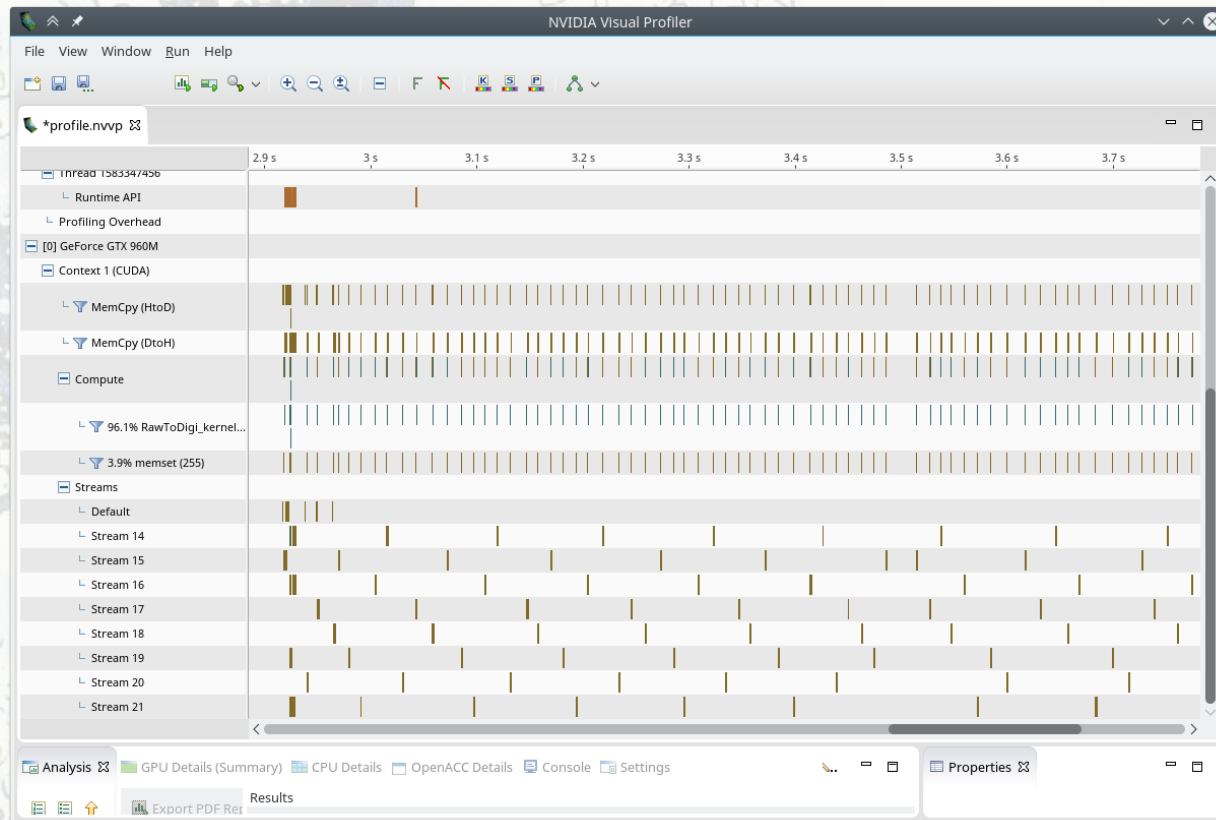


富嶽三十六景 神奈川沖
波濤

pixel raw to digi on GPUs

problem solved

- fix the code to run in a multithreaded environment
 - done: **GPU_SiPixel_RawToDigi_100X**
- validate the results vs the CPU algorithm
- look at the performance with nvprof / nvvp



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
- integrate with the work of Matti and Salvatore
- investigate a more C++ friendly interface to CUDA:
 - Thin C++-flavored wrappers for the CUDA Runtime API
 - <https://github.com/eyalroz/cuda-api-wrappers>