Accelerator Service

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Previous problem(s)

- Continued the Service prototyping
  - Scheduling part almost ready
    - With a mock simulating the GPU
    - Everything ran on CPU, "GPU" work launched with std::async

- Finished testing unified memory with Nvidia profiler
  - Example works, can observe page transfers with the profiler

- Started looking into CUDA stream callbacks

Next problem(s)

- Continue prototyping of Service
  - Should be finished on the afternoon
  - Next step, either
    - Use real GPU workload
    - Test to not using a Service for scheduling
      - Should be doable and avoids any global state

- Continue testing CUDA stream callbacks