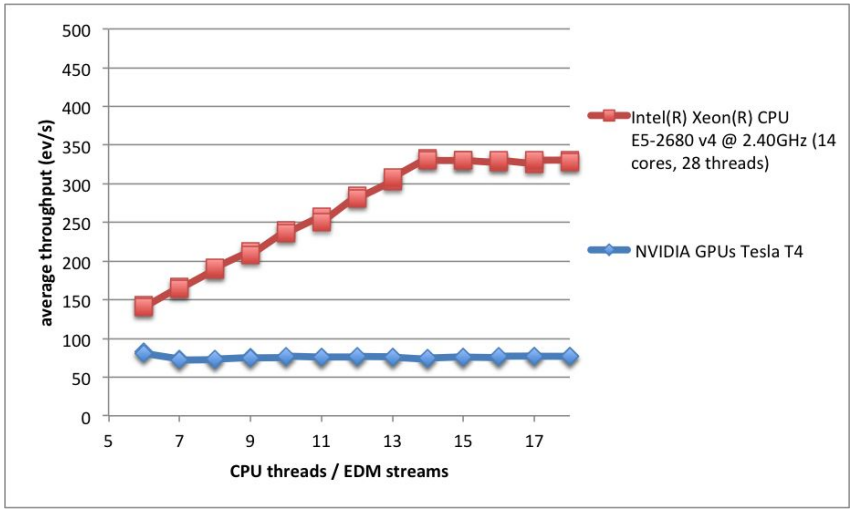
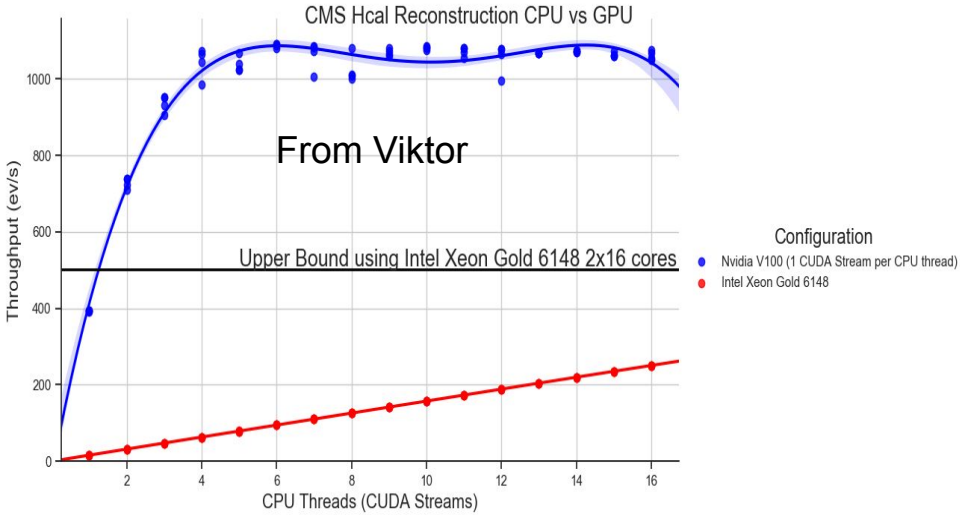
Mahi on GPU

Two workflow available with two performances

V1 = Only mahi on GPU
Not optimized yet

V2 = All HCAL sequence on GPU (from umpacker to conditions and mahi) super optimized





Goal of the week

Focus on “V1” and check how much is :

1. Copy of CMSSW objects from CPU to GPU
2. memory saturation
3. recHit asynchronous (i.e. number of iterations are different for rechit)
4. … or just bad cloning from CPU to GPU

Today started profiling with NVIDIA-Nsight-Compute-2019.4