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Subject: Re: GPULib on my 64-bit WinXP machine  
Posted by [Michael Galloy](#) on Thu, 23 Oct 2008 21:39:36 GMT  
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On Oct 23, 11:27 am, b\_...@hotmail.com wrote:

>> The results are impressive. I ran all the "demos" and the difference  
>> is about 21-24 X! I can't wait to try to do some "real" work using  
>  
> Has anyone benchmarked this on a graphics card that doesn't cost more  
> than a high-end PC? It would be interesting to know what kind of  
> performance gain can be achieved, if any, with consumer graphics  
> hardware (i.e. in the \$300 to \$500 range) relative to a normal mid-  
> range PC (~\$1500).

Running the benchmark demo on a Quadro FX 570, which costs around \$139  
- \$250, shows about a 10x speedup. Also see Mort's results at  
<http://fwenvi-idl.blogspot.com/>, he has a GeForce 8600 GT (about \$100  
- \$150).

```
IDL> @bench
% Compiled module: GPUINIT.
% Loaded DLM: GPULIB.
% Compiled module: GPUFLTARR.
% Compiled module: GPUMAKE_ARRAY.
% Compiled module: GPUGETHANDLE.
% Compiled module: GPUHANDLE__DEFINE.
% Compiled module: GPUPUTARR.
% Compiled module: GPULGAMMA.
    0.756607    2.33993    0.196372    0.516154    0.0442747
0.839950
% Compiled module: GPUGETARR.
    0.756607    2.33993    0.196372    0.516154    0.0442747
0.839950
CPU Time =      0.81534410
GPU Time =      0.075078964
Speedup =       10.859821
```

```
IDL> err = cudaGetDeviceProperties(prop, 0)
IDL> print, prop.name
Quadro FX 570
```

Mike

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