
Subject: GPULib on my 64-bit WinXP machine

Posted by [Vince Hradil](#) on Thu, 23 Oct 2008 16:11:31 GMT

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I just wanted to share with the group that I got the GPULib [<http://www.txcorp.com/technologies/GPULib/>] to run on my 64-bit Windows XP machine with the new NVidia Quadro FX 5600 graphics card (1.5Gb frame buffer [http://www.nvidia.com/object/quadro_fx_5600_4600.html]). Many thanks to Peter Messmer at Tech-X for his help getting the correct executable.

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 this.

The CPU on this machine is a Dual Quad-core Intel Xeon (X5482 @ 3.2GHz), and it has 64Gb RAM, so it's not too shabby itself ;^)

Here's the log from running "bench.pro":

```
IDL> dlm_load, 'gpulib'
% Loaded DLM: GPULIB.
    0.756607    0.756607    1.19352    0.206724    0.0188206
0.756607
    0.756607    0.756607    1.19352    0.206724    0.0188206
0.756607
N iter   =    50
CPU Time =    0.64100003
GPU Time =    0.031000137
Speedup  =    20.677329
IDL> print, !version
{ x86_64 Win32 Windows Microsoft Windows 7.0 Oct 25 2007    64
64}
```

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