
Subject: GPULib 1.0.6: GPU arrays getting zeroed once again

Posted by [Mort Carty](#) on Sun, 21 Dec 2008 21:10:00 GMT

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Well, things were going OK with my program GPUKPCA_RUN under 1.0.6 until I tried to use my own function (gpukernel_matrix) to centralize some of the operations:

```
while i lt num_rows do begin
    gpuView,GG_gpu,i*num_cols*num_bands,num_bands*num_cols,GGi_g pu
    gpuReform,GGi_gpu,num_bands,num_cols
    KK_gpu = gpukernel_matrix(G_gpu,GGi_gpu,gma=gma)
    gpuView,image_gpu,i*num_cols*num_pcs,num_cols*num_pcs,ro u
    gpuReform,row_gpu,num_cols,num_pcs
    row_gpu = gpuMatrix_multiply(KK_gpu,alpha1_gpu,lhs=row_gpu)
    gpufree,KK_gpu
    print,i,max(gpugetarr(image_gpu))
    i++
endwhile
```

As was happening before, gpu_image gets zeroed part way through. I noticed that, just as this occurs, the display flashes as if there was some kind of hardware reset. Here is part of the printout from the above loop:

```
37 0.749977
38 0.749977
39 0.749977
40 0.749977
41 0.749977
42 0.749977
43 0.749977
44 0.749977
45 0.749977 <==== display flashes
46 0.000000
47 0.000000
48 0.000000
49 0.000000
```

Don't know if that behavior is a clue, but I thought it worth mentioning.

- Mort
