
Subject: GPULib 1.0.6: GPU arrays getting zeroed once again

Posted by [Mort Canty](#) 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,row_gp 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
