Subject: Re: type conversion in GPULIB
Posted by Michael Galloy on Fri, 09 Mar 2012 18:09:55 GMT
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On 3/9/12 3:39 AM, alx wrote:
> On some computer equipped with a CPU/GPU combination (8 cores intel
> and Tesla C1050), I have a fast ADC which repeatedly delivers large
> int16 arrays to CPU memory. I would like to process them "in the fly"
> by using the GPU and GPULIB software. Functions to convert float and
> complex of various sizes are available in GPULIB.
> Is it a way to convert int16 arrays to float arrays in GPU memory by
> using GPULIB (I would like to get faster conversion and smaller bus
> data transfer as well) ?
> Thanks for any insight.
> alx.

Unfortunately, GPULib currently only supports floating point types.
Right now, you would have to convert the ints to floats on the CPU
before transferring to the GPU.

There is no inherent need for this type restriction from CUDA, I would
like to extend the types to include the various IDL integer types at
some point.

Mike
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Modern IDL, A Guide to Learning IDL: http://modernidl.idldev.com
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