Subject: Re: GPULib 1.8 released
Posted by markb77 on Thu, 05 Feb 2015 10:41:59 GMT

hi Mike,

I notice that there is a new function called GPULEASTSQUARES. Is this an implementation of the GPU-based least squares fitting which you have mentioned in the past? It would be great if you could include a usage example in the documentation.

best
Mark