
Subject: Re: GPULIB

Posted by [biophys](#) on Fri, 27 Jun 2008 04:16:03 GMT

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Very nice! More than 80 fold boost in speed. I have a home pc with a fanless 8600gt too. It's running 64 bit ubuntu. I wonder if anybody had any experience on linux to share. Does it work on 64 bit linux? Will it have similar performance boost as in windows? bp

On Jun 26, 11:31 am, Mort Canty <m.ca...@fz-juelich.de> wrote:

> Hi all,

>

> I decided to try to share some of my experiences with GPULIB via a Blog.

>

> <http://fwenvi-idl.blogspot.com/>

>

> Hope that some of you are interested and that I have enough

> self-discipline to keep it up :-)

>

> Cheers,

>

> Mort

Subject: Re: GPULIB

Posted by [russell.grew](#) on Fri, 27 Jun 2008 05:12:25 GMT

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There was a thread some time ago. Search for it using google groups.

<http://lifeofaprogrammergeek.blogspot.com/2008/05/cuda-development-in-ubuntu.html>

Outlines the CUDA side of things.

Note that with regard to the above link:

EnvyNG broke my XWindows on Ubuntu. I also recall there was a problem with his PATH lines. Possibly the '\'.

I eventually got GPULib working fine [on both 64 and 32 bit machines].

Enjoy.

Subject: Re: GPULIB

Posted by [Rick Towler](#) on Fri, 27 Jun 2008 22:34:28 GMT

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biophys wrote:

> Very nice! More than 80 fold boost in speed.

Take those numbers with a shaker of salt. As with all benchmarks performance depends on the application. Mort's numbers are probably single precision (I think DP is only supported on the 9XXX series cards and newer?) and that problem set fit entirely in his card's local memory. Performance also depends on your GPU's local bandwidth, the number of shader units (aka "stream processors"), and the shader clock, all of which can vary quite a bit between cards.

I'm not dismissing GPULIB in any way. Quite the opposite. I think it is fabulous that Tech-X has made this available and I am quite disappointed that I am not modeling these days as I would be all over it. I just wouldn't tell your boss that you can save her tens of thousands of dollars on that new compute cluster just yet...

-Rick

Subject: Re: GPULIB

Posted by [Rick Towler](#) on Fri, 27 Jun 2008 22:40:32 GMT

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RussellGrew wrote:

> EnvyNG broke my XWindows on Ubuntu. I also recall there was a problem
> with his PATH lines. Possibly the '\'.

FWIW, I've been using Envy (plain Envy, not NG) on 3 Ubuntu boxes w/o issue. Even gone thru a couple of kernel upgrades where you have to reinstall the driver. Envy seems to handle it very cleanly. I can't speak for NG though as I'm not running a Hardy box on nVidia hardware.

-Rick

Subject: Re: GPULIB

Posted by [russell.grew](#) on Sat, 28 Jun 2008 00:26:04 GMT

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An interesting link that was on slashdot a while ago

'University of Antwerp makes 4000EUR NVIDIA supercomputer'

<http://www.dvhardware.net/article27538.html>

Subject: Re: GPULIB

Posted by [Mort Canty](#) on Sat, 28 Jun 2008 10:37:08 GMT

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Rick Towler schrieb:

>

>

> biophys wrote:

>> Very nice! More than 80 fold boost in speed.

>

> Take those numbers with a shaker of salt. As with all benchmarks

> performance depends on the application. Mort's numbers are probably

> single precision (I think DP is only supported on the 9XXX series cards

> and newer?) and that problem set fit entirely in his card's local

> memory. Performance also depends on your GPU's local bandwidth, the

> number of shader units (aka "stream processors"), and the shader clock,

> all of which can vary quite a bit between cards.

>

>

> -Rick

Absolutely. Trying to port "real life" applications to the GPU is a sobering experience, and what I want to "blog" about.

-Mort
