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Subject: GPULib v1.0 is released

Posted by [edkase](#) on Tue, 18 Nov 2008 23:16:18 GMT

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Tech-X Corporation of Boulder, Colorado, today announced the release of GPULib v1.0. This software library executes vectorized mathematical functions on graphics processing units (GPUs) from NVIDIA, bringing high-performance numerical operations to everyday desktop computers.

GPULib allows users to access high-performance computing with minimal modification to their existing programs. By providing bindings for a number of Very High Level Languages (VHLLs) including MATLAB and IDL from ITT Visual Information Solutions, GPULib can accelerate new applications or be incorporated into existing applications with minimal effort. No knowledge of GPU programming and memory management is required. Speedup factors of 10x to 40x are typically realized in IDL and MATLAB applications.

GPULib provides a library of mathematical functions that facilitate the use of high performance computing resources available on modern graphics processing units (GPUs) by engineers, scientists, analysts, and other technical professionals.

GPULib is available under two licensing arrangements, depending on your development and use scenario. One supports software development within the Open Source community. The second option provides an avenue for the development of commercial applications based on GPULib.

Development of GPULib was funded in part under NASA SBIR Phase II Award No. NNG06CA13C.

For more information regarding GPULib, please visit <http://GPULib.txcorp.com>.

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