Subject: GPULib 1.6 released
Posted by Michael Galloy on Wed, 01 May 2013 22:42:49 GMT
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Tech-X is proud to announce the release of GPULib 1.6! Download from:

http://www.txcorp.com/gpulib-membership-plans

More information about GPULib is available at:

http://www.txcorp.com/home/gpulib

Here's the brief rundown of what's new:

* All platforms, Windows, Linux, and OS X, are now distributed as binaries. No building from source required!

* Added wrappers for MAGMA, a GPU accelerated LAPACK library. This makes over 100 low-level linear algebra routines available. In addition to these low-level routines, we have one high-level routine, GPUINVERT, that is similar to the IDL routine LA_INVERT. We intend to write analogs to the rest of the LA_ IDL routines as well. This feature requires the Basic membership plan.

* GPULib can now load and execute custom CUDA kernels without having to link to GPULib; you just compile your kernel to a .ptx file. GPULib provides routines to load and execute that kernel at runtime. This feature requires the Basic membership plan.

* Support for CUDA 5.0.

* Added support for up to 8-dimensional arrays. This is basic support for higher-dimensional arrays in GPULib, not every routine understands them yet.

* Added optimized scalar/array operations. No more tricks just to add a scalar to an array!

* Fixed miscellaneous bugs.

A lot of work was done on infrastructure to make releasing an easier process, hopefully resulting in more frequent updates in the future. We have plans for some very exciting features in the coming year!

Mike
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Modern IDL: A Guide to IDL Programming (http://modernidl.idldev.com)
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