F# and GPGPU

Semyon Grigorev
St. Petersburg State University
7/9 Universitetskaya nab.
St. Petersburg, 199034, Russia
semen.grigorev@jetbrains.com

Kirill Smirenko
St. Petersburg State University
7/9 Universitetskaya nab.
St. Petersburg, 199034, Russia
k.smirenko@gmail.com

ABSTRACT

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CCS Concepts

•**Software and its engineering** → **Automated static analysis; Software maintenance tools;** •**Theory of computation** → *Program analysis; Parsing;*

Keywords

GPGPU, OpenCL, F#, metaprogramming, !!!!!

1. INTRODUCTION

GPGPU is popular technique for....
Tools are low level
Complex problems, geterogenious platforms.
F# primitives
General reqirenments: highlevel languge, existing code/dlls/other stuff reusing
Brahma.FSharp – the best platform for !!!!

2. F# PROGRAMMING LANGUAGE

2.1 Code quotation

2.2 Type providers

2.3 Async MBP etc

3. RELATED WORK

3.1 FSCL

3.2 Alea CUDA

3.3 Managed Cuda etc

4. BRAHMA.FSHARP

4.1 Architecture

4.2 ????

4.3 OpenCL type provider

5. EVALUATION

6. CONCLUSION

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