

GPU

GPU Kernel

```
{  
  ...  
  ...  
  gloop::open("...",  
    [=] (int fd) {  
    ...  
  });  
}
```

Device
Event Loop

Callback
Registration and
Start Async I/O

Launch from
Device Loop

Lambda callback in
Original GPU Kernel
[=] (int fd) {
 ...
}

Launch from
Host Loop

Device-Host
RPC

Host
I/O Event Loop

CPU

Launch from
Host Apps

