

Nov 7th

Monday, November 7, 2016 1:00 PM

CUDA

Our GPU's :

Can we do

LD/ST or memory operands ??
: $R_2 = R_1 + M[R_3]$?

LD/ST
Architecture

$$\left. \begin{array}{l} R_3 = M[R_3] \\ R_2 = R_1 + R_3 \end{array} \right\}$$

which scheme is better ?

$M[R_3]$ will take hundreds of cycles.

$R_2 = R_1 + M[R_3]$ more complexity in hardware