Ideas for Low Celluclast Performance

13.11.2019

Basic Architecture

- Accesses different memory than CPU
- Starting thousands of threads at low costs

Memory Management

```
 1  \bein{overlayarea}
 2  \only<0>{
 3  typedef int dtype;
 4  class Storage {
 5      public:
 6       explicit Storage(const std::vector<int>&);
 7
 8      private:
 9       std::vector<int> _data;
10       dtype* _cpu_pointer;
11       dtype* _gpu_pointer;
12       void initialize_gpu_memory();
13  };
14  }
15  \only<1>{
16  typedef int dtype;
17  class Storage {
18       public:
```