

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 \begin{overlayarea}{\textwidth}{3.0cm}
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:
```