resophonic::kamasu

Computing on the GPU with CUDA and boost::proto
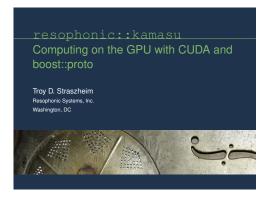
Troy D. Straszheim

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Washington, DC

honored to be here,
First read modern c++ design in about 2002 or 3, wrote everything with policy classes for awhile, still get a thrill out of it
love this kind of thing as it gives me an opportunity to look in to the minds of people that are smarter than I am, and not in real-time, and in ascii, so there's little danger that I'll need eyebleach
last year at boostcon, hartmut was encouraging
i thought great, opportunity to learn proto, look into eric niebler's mind
CUDA was getting buzz
opportunity to do both, and for the next hour or so I'm going to tell you what happened. these are the proceeds thus far.
haven't really discussed what I'm doing with anybody yet, so I expect you to see lots of things I'm overlooking, looking forward to what happens after this talk, lots of time for questions and discussion.

Not a finished product.

Outline

CUDA
    lots of processors

boost::proto
    transforms

resophonic::kamasu
    benchmarks

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