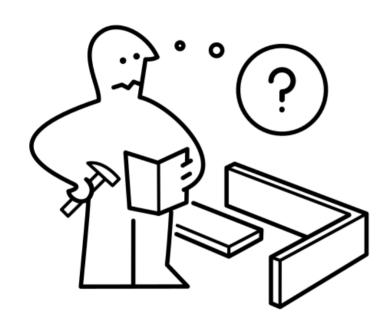
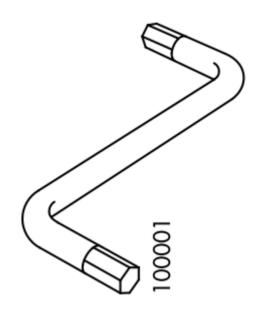
How poor can a stock perform?



Greatest, likely loss?



Value at Risk Simulation

Value at Risk using a Monte Carlo simulation

```
repeat n times -> first kernel
    repeat t times
        generate normal distributed number
        update interim price
        save end price to path array
extract the 0th rank -> second kernel
print results
```

1st kernel (generating random prices)

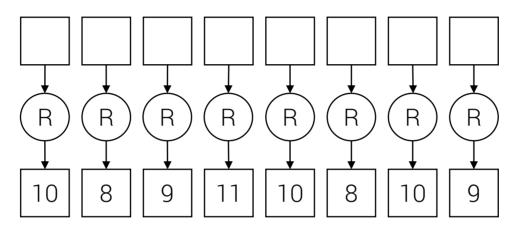
specification

trivial problem / no interaction between threads transform algorithm

All threads run the same code / no thread divergence

. . .

algorithm



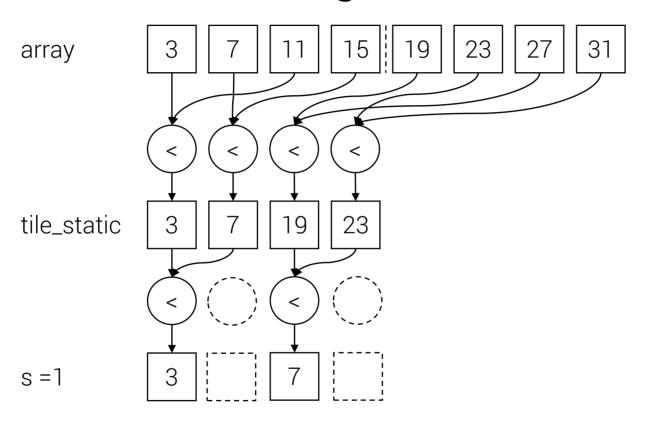
2nd kernel (extracting the minimal price)

specification

```
non trivial problem / dependence between threads reduce algorithm potential bank conflicts / idle threads
```

. . .

algorithm



own drawing inspired by Ade Miller cppcon 2014

performance evaluation

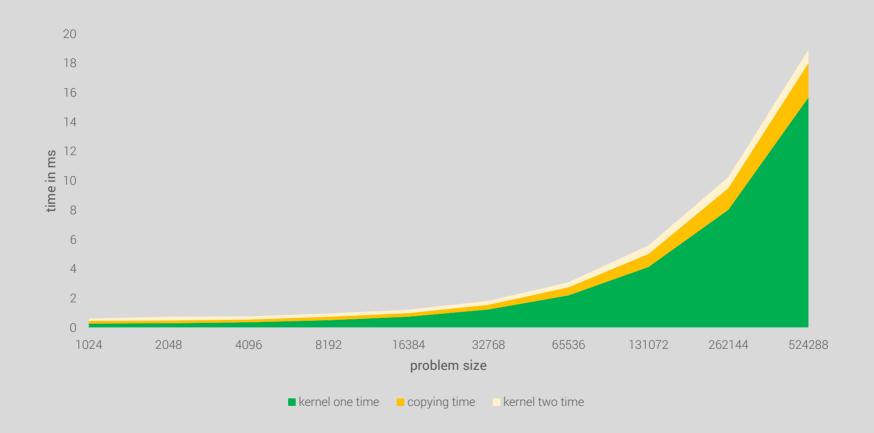
gpu specification

gpu specification

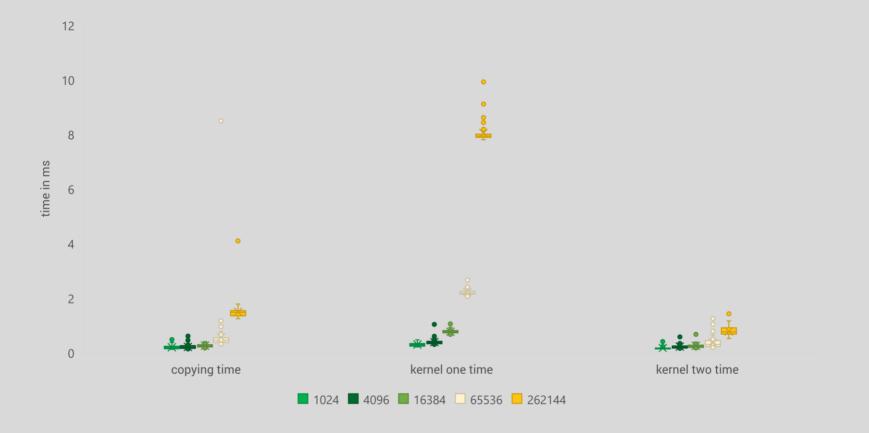
NVIDIA GeForce 940MX

misc

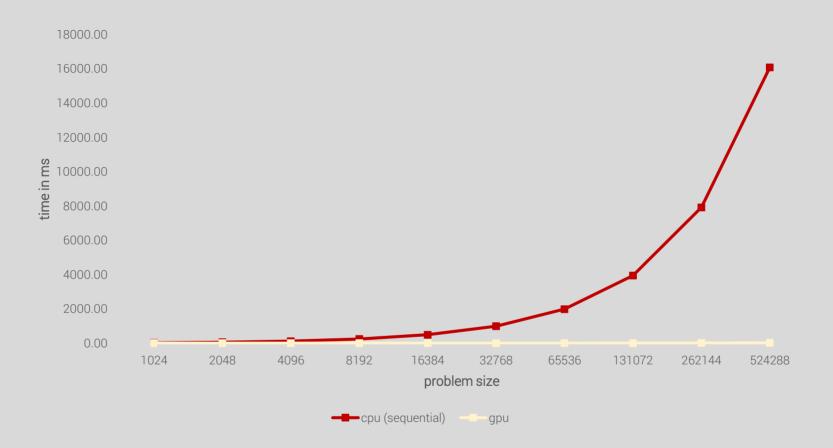
using wakeup call to prevent JIT and lazy initialization using std::chrono::steady_clock using tile_size with multiple of two using templated functions for changing tile_size accelerator_view::wait()



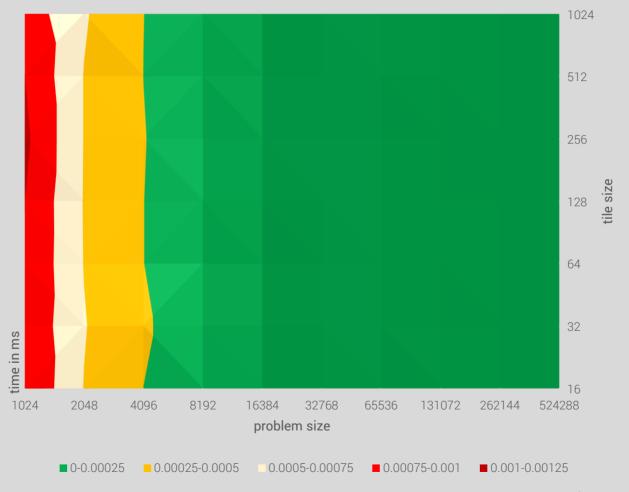
(avg. of 100 runs, ts = 1024)



(100 runs, ts = 1024)



(avg. of 3 runs)



(avg. of 100 runs)