

FSHARK

Effortless GPU Programming in F#

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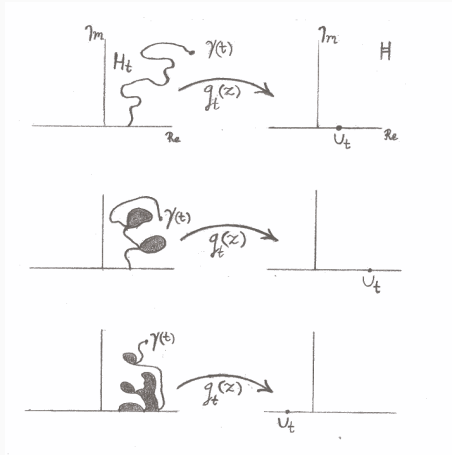
Master's Thesis presentation, University of Copenhagen

INTRODUCTION

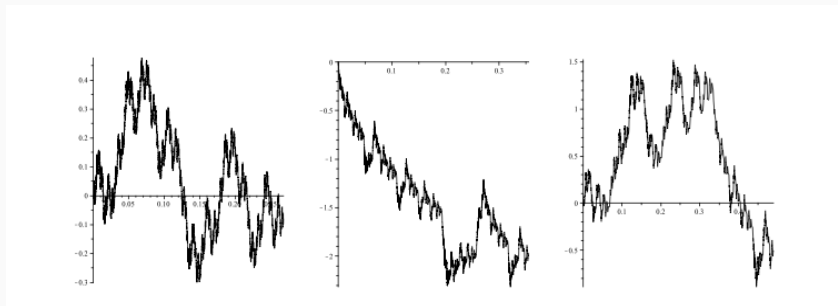
The future demands more efficient computing

INTRODUCTION

The future demands more efficient computing not achievable by common sequential programming

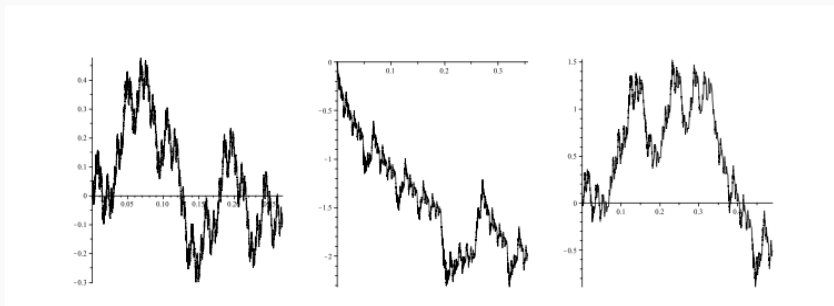


BIRDS EYE



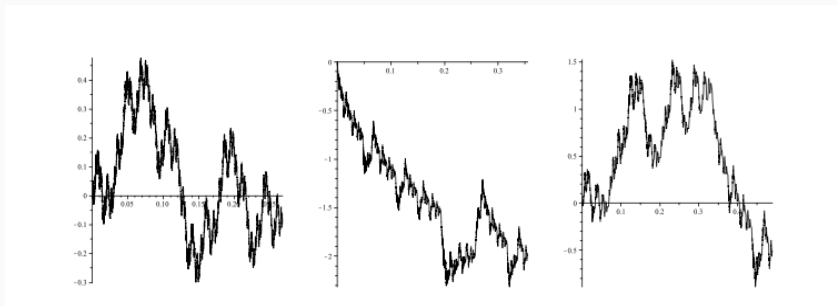
source: "spacefilling curves and phases of the loewner equation", j.lind, s.rohde

CHALLENGING ASPECTS OF THE IMPLEMENTATION



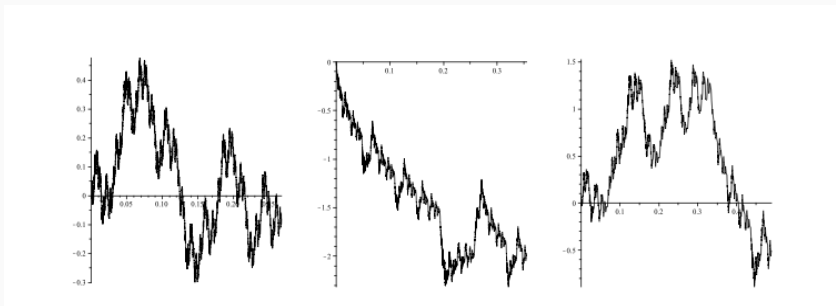
source: "spacefilling curves and phases of the loewner equation", j.lind, s.rohde

EVALUATION



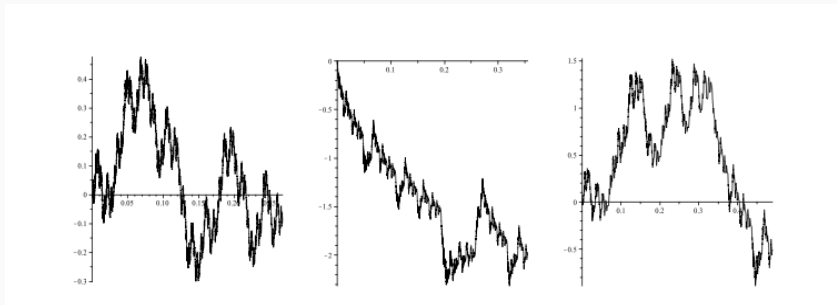
source: "spacefilling curves and phases of the loewner equation", j.lind, s.rohde

EVALUATION - TESTING AND CORRECTNESS



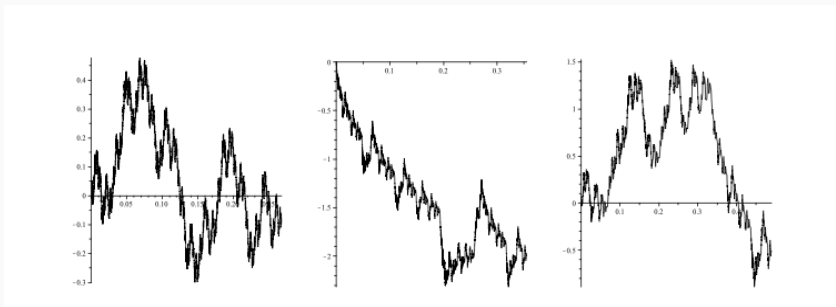
source: "spacefilling curves and phases of the loewner equation", j.lind, s.rohde

EVALUATION - PERFORMANCE



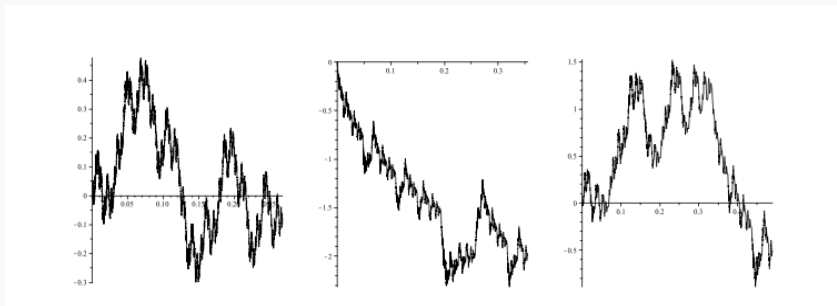
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EVALUATION - USABILITY AND INTEROPERABILITY



source: "spacefilling curves and phases of the loewner equation", j.lind, s.rohde

RELATED WORK



source: "spacefilling curves and phases of the loewner equation", j.lind, s.rohde

QUESTIONS?