**Memory issues;**

1. Out of memory problem in GPU  
   Reduce the batch size until it works.
2. Inference GPU memory Used

Cache of the program, clean the cache so it will be empty.

1. Memory allocators   
   for staging data, use linear allocator  
   for everything else, use generic allocator  
   The point of GpuAllocator is to decide on which kind of sub-allocation to perform. It should be enough for user to specify intended usage, I'm almost sure that wgpu makes decision based on usage and size, exactly how GpuAllocator does it.  
   So if wgpu does this better.   
   wgpu – web gpu

<https://github.com/ysh329/OpenCL-101/issues/35>

ArrayBuffer objects that WebGPU is concerned about are going to be backed by the external memory (<https://github.com/tc39/proposal-resizablearraybuffer/issues/12>)

Not Utilizing whole GPU memory problem

Issues with shared memory in GPUs

**Multi-GPU**  
 Some programs are designed to work with single GPUs. When accessing multi-gpus for such programs, the program will not work. Possible way to fix it by extending the single gpu version to multi-gpu.

Multiple GPUs for rendering.   
GPU 0 will take more memory than the other GPUs. -- The reason GPU 0 has higher memory is because it has to communicate with other GPUs to coordinate

Use identical type of GPUs. Different types of GPUs may lead for errors.

GPU issues can lead to poor performance in multi-gpus. (RTX vs GTX)

Multi instance GPU feature -  
 https://www.nvidia.com/en-us/technologies/multi-instance-gpu/

**Performance.**

With Graphics:

Changes in using Nvidia GPU and AMD GPU for graphics.

Crashing a game when loading on EA (Vulkan-specific issue / EA version issue). Use OpenGL, turning off multicore, and assembly shaders

FMV playback crashes with multicore cpu emulation.

GPU shader errors, GPU-slow, GPU- drawing corrupt

Incorrect GPU monitor bounds

Nvidia Drivers:  
Nvidia driver fails to allocate a new page from memory.  
Maybe wrong installations in libraries? OpenGL, libGLwrongly installed.   
Update GPU drivers from old to new versions

High CPU usage with all GPU mining algorithms… (xmrig -is a high performance, open source, cross platform RandomX, KawPow, CryptoNight and AstroBWT unified CPU/GPU miner and [RandomX benchmark](https://xmrig.com/benchmark).)

Unstable GPU utilization

GPU rendering  
"https://github.com/tylermorganwall/rayrender/issues/20"

GPU versions   
different versions issues.

Tensorflow and gpu versions(check Tensorflow that can use gpu)

Data Parallel Bugs: