

# OclEnv

**self::INIT(max\_devices)**

**cl::Context**

**vector<cl::Device> (max\_devices)**  
(device type GPU)



**vector<cl::CommandQueue>**  
(max\_devices)

**Calculate and Allocate**

**Remaining GPU Memory**  
("mem\_risk", BPX data sizes)

**Allocate cl::Buffers**  
**for Static Data**



**vector<cl::CommandQueue>**  
(max\_devices)

**threading**

**SampleManager**

