

Thoughts along developing myHelper

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Abstract

I'm going to write this library for my own use but with a long term plan such that the generality level is no less than one of a shared library. Until 2017-02-05, the rough skeleton is thought to be a CUDA-C/C++ dynamic library compilable on both unix and windows and on windows using Excel as the interactive GUI.

Part I

Top-Down

This part starts with Excel programming, moving downwards the center of an XLL that stores CUDA-C programs.

1 Excel UI

2 XLL Building

Part II

Bottom-Up

This part starts with CUDA programming, moving upwards the center of a DLL that can be called by Excel's C API.

3 GPU Hardware

4 CUDA Programming