in turn, contain numerous processing elements, which are the fundamental, programmable computational units that perform integer, single-precision floating-point, double-precision floating-point, and transcendental operations. All stream cores within a compute unit execute the same instruction sequence; different compute units can execute different instructions.
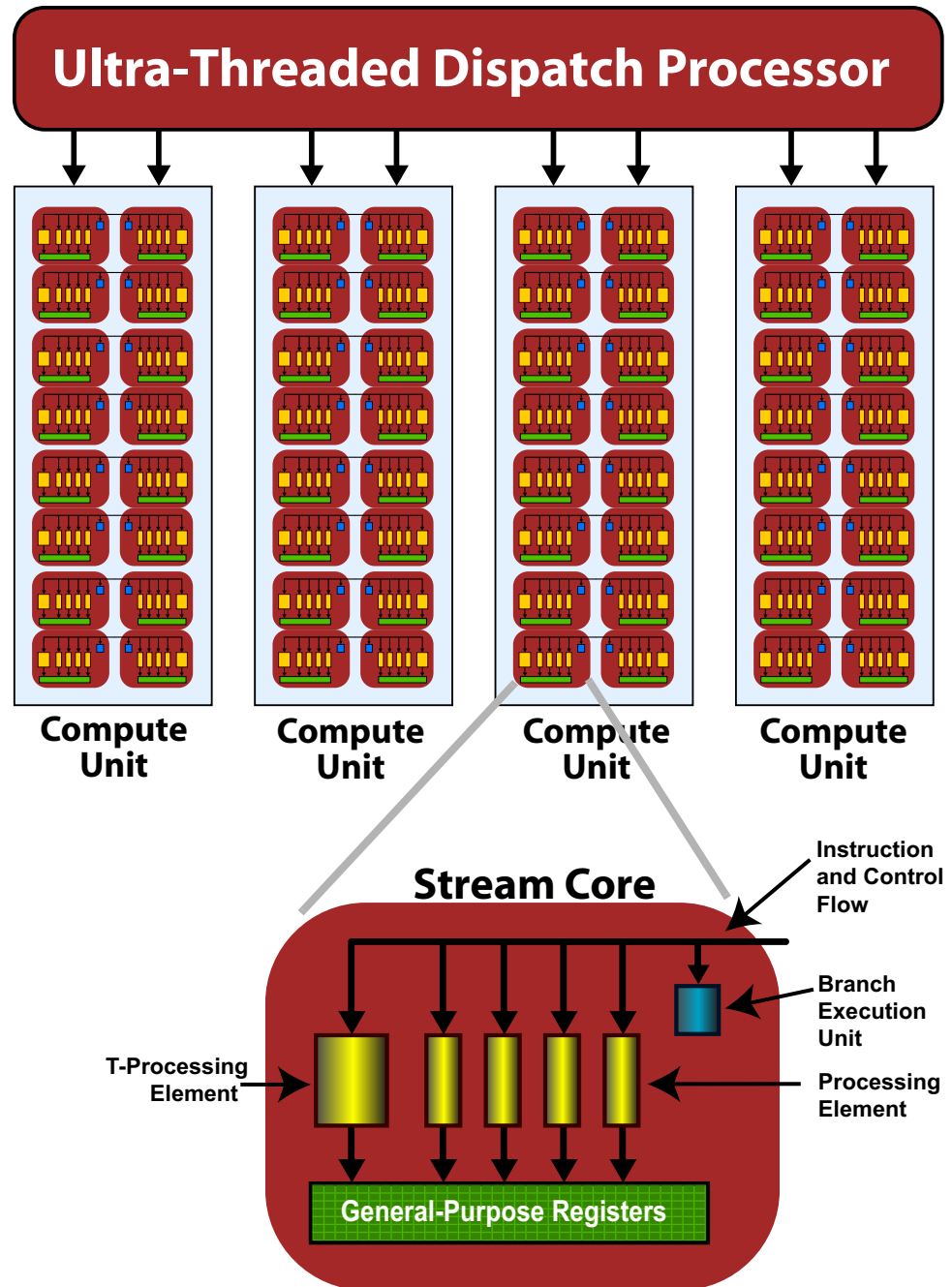

Figure 1.2   Simplified Block Diagram of the GPU Compute Device[1]

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1. Much of this is transparent to the programmer.