

Report for Hello World Program

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Terminologies:

- Compute Unit: A task is executed on a single compute unit. Example – CPU and GPU.
- Device: A device is a collection of Compute Units.
- Kernel: A kernel is a function to be executed on an OpenCL compute unit.
- Host: The host interacts with the context using the OpenCL API.
- Platform: A host plus collection of devices managed by OpenCL framework that allows application to share resources and execute kernels on Compute Units.

Steps:

- Get the list of platforms.
- Get the list of GPU devices from the first platform.
- Read the file containing the kernel code.
- Create an instance of OpenCL Program from the kernel code.
- Declare an array that is used for reading the output from the kernel.
- Create a memory buffer that is passed to the kernel program.
- Send the program for execution on the Compute Unit and await the result.
- Read the result in the variable and print it out to the console.

