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DaFlEx

To_GPU

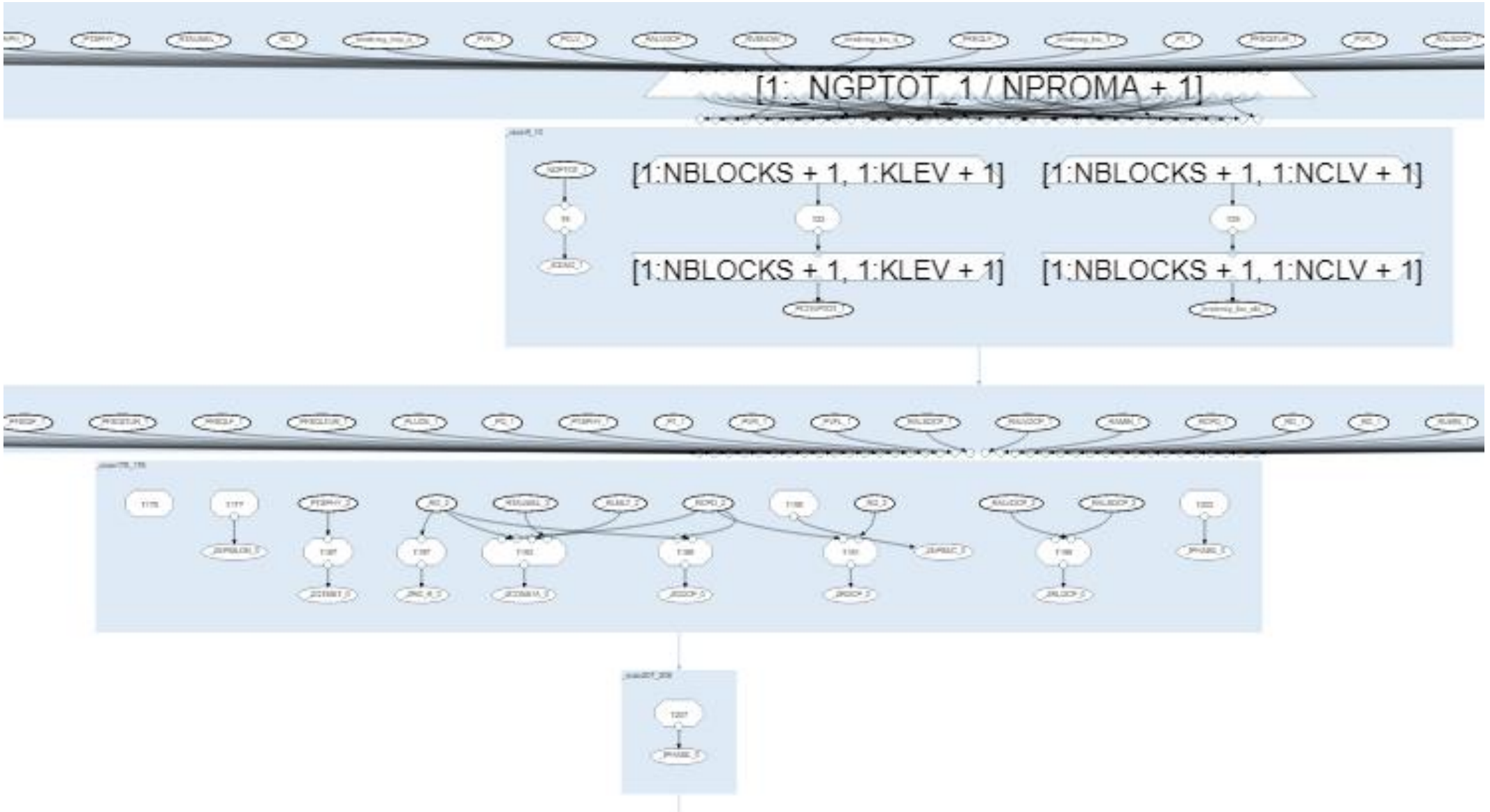
Existing implementation outdated

- Tested on smaller kernels
- Works well on small kernels
- Not suited for large applications

Research questions

- Which Maps to offload?
- What data to move?
- Should scalars or tasklets be moved?

Example


[1: NGPTOT_1 / NPROMA + 1]
[1:NBLOCKS + 1, 1:KLEV + 1]
[1:NBLOCKS + 1, 1:NCLV + 1]
[1:NBLOCKS + 1, 1:KLEV + 1]
[1:NBLOCKS + 1, 1:NCLV + 1]

Correctness

Improve to_GPU to handle

- Nested SDFGs
- Scalars
- Single Tasklets

Additional requirements

- Map Fission
- Heuristic Map Fusion