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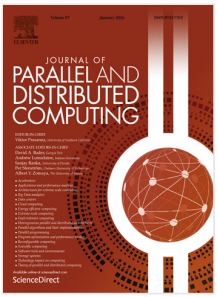

High productivity multi-device exploitation with the Heterogeneous Programming Library

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Highlights of

High Productivity Multi-device Exploitation with the Heterogeneous Programming Library

- Three approaches to develop multi-device heterogeneous applications are proposed
- Easy, efficient and coherent subarray usage for kernels and movements is implemented
- Simple argument annotations allow to easily split kernels and arrays among devices
- Accurate automatic workload balancing is provided by means of a friendly API
- The results are very promising both in terms of performance and programmability

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