

# OpenCL

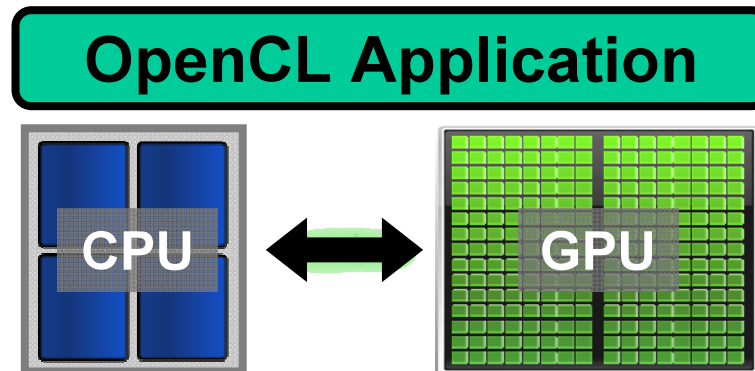
**IEEE Hot Chips Tutorial**  
**August 23, 2009**

# OpenCL Tutorial

1:30	Introduction	John Nickolls	<i>NVIDIA</i>
1:35	Khronos and the OpenCL Standard	Neil Trevett	<i>Khronos</i>
1:45	Overview of OpenCL 1.0 Specification	Aaftab Munshi	<i>Khronos</i>
2:30	AMD and OpenCL	Mike Houston	<i>AMD</i>
2:55	OpenCL, Heterogeneous Computing & the CPU	Tim Mattson	<i>Intel</i>
3:20	Break and Demos		
3:50	OpenCL for NVIDIA GPUs	Chris Lamb	<i>NVIDIA</i>
4:15	Game Developer's Perspective on OpenCL	Eric Schenk	<i>EA</i>
4:40	OpenCL in Handheld Devices	Kari Pulli	<i>Nokia</i>
5:05	Q&A Panel Session		
5:30	End		

# OpenCL

- Open standard for heterogeneous parallel computing
- Leverage highly parallel processors such as GPUs
- CPU + GPU Co-Processing with OpenCL:



- Rapid pace of development and adoption
  - OpenCL 1.0 spec published Dec 2008

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# OpenCL Q&A Panel

Neil Trevett	<i>Khronos</i>
Mike Houston	<i>AMD</i>
Tim Mattson	<i>Intel</i>
Chris Lamb	<i>NVIDIA</i>
Eric Schenk	<i>EA</i>
Kari Pulli	<i>Nokia</i>

*Please state your name and affiliation,  
then ask a brief question at the microphone*