KHRONOS GROUP

OpenCL BOF

Siggraph 2012

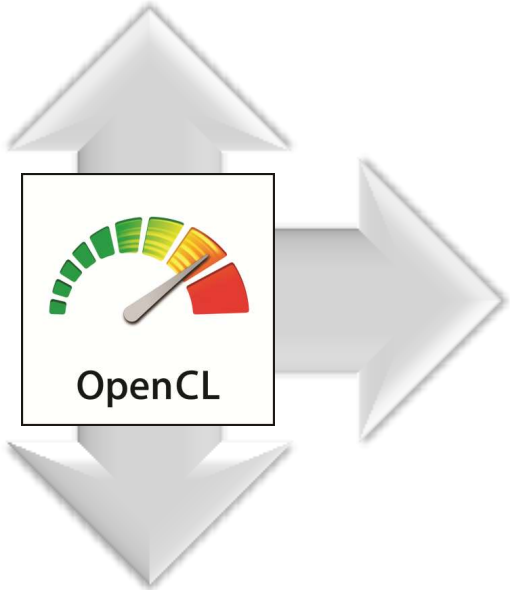
Neil Trevett, NVIDIA
OpenCL Chair

Welcome!

- **AMD - Mike Houston**
  - OpenCL 1.2 Intro
  - OpenCL and AMD
- **Intel - Adam Lake**
  - CLU – OpenCL Utility Library
  - Intel and OpenCL
- **Adobe - Eric Berdahl, Dave McGavran and Sarah Kong**
  - Using OpenCL
- **Q&A**

OpenCL Roadmap

OpenCL-HLM (High Level Model)
Exploring high-level programming model, unifying host and device execution environments through language syntax for increased usability and broader optimization opportunities

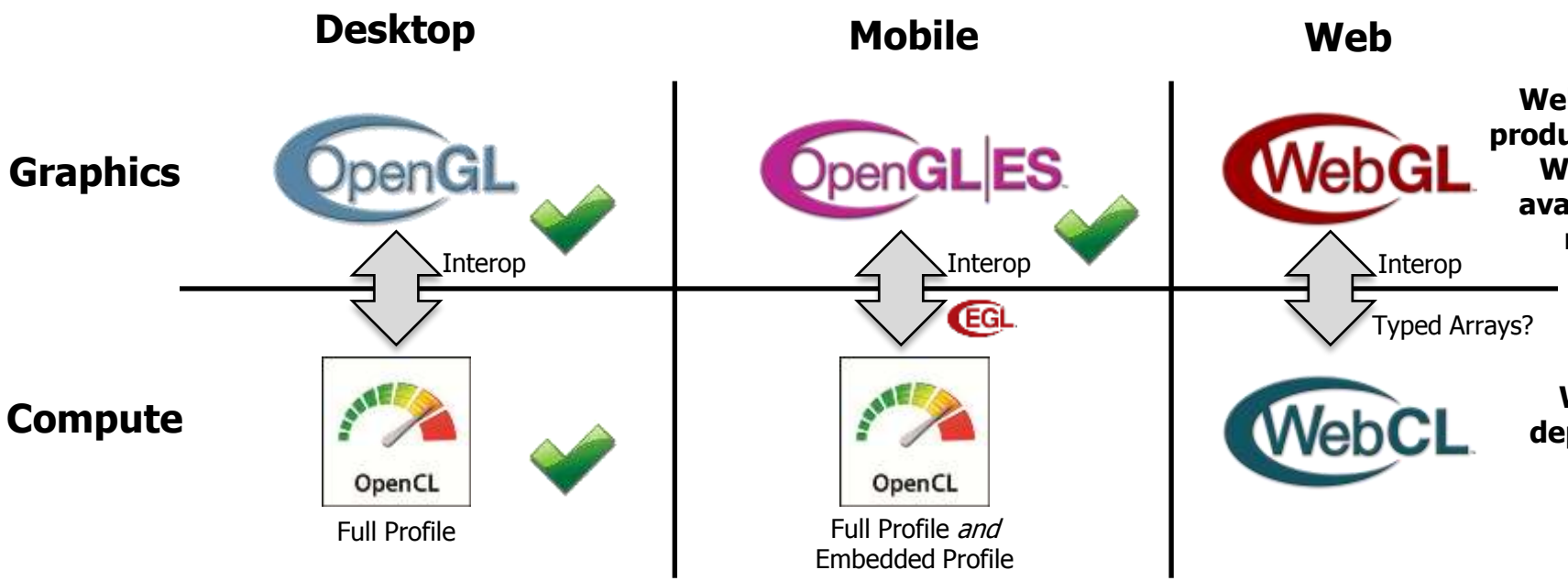


Long-term Core Roadmap
Exploring enhanced memory and execution model flexibility to catalyze and expose emerging hardware capabilities

OpenCL-SPIR Provisional Specification to be released soon for feedback from LLVM community

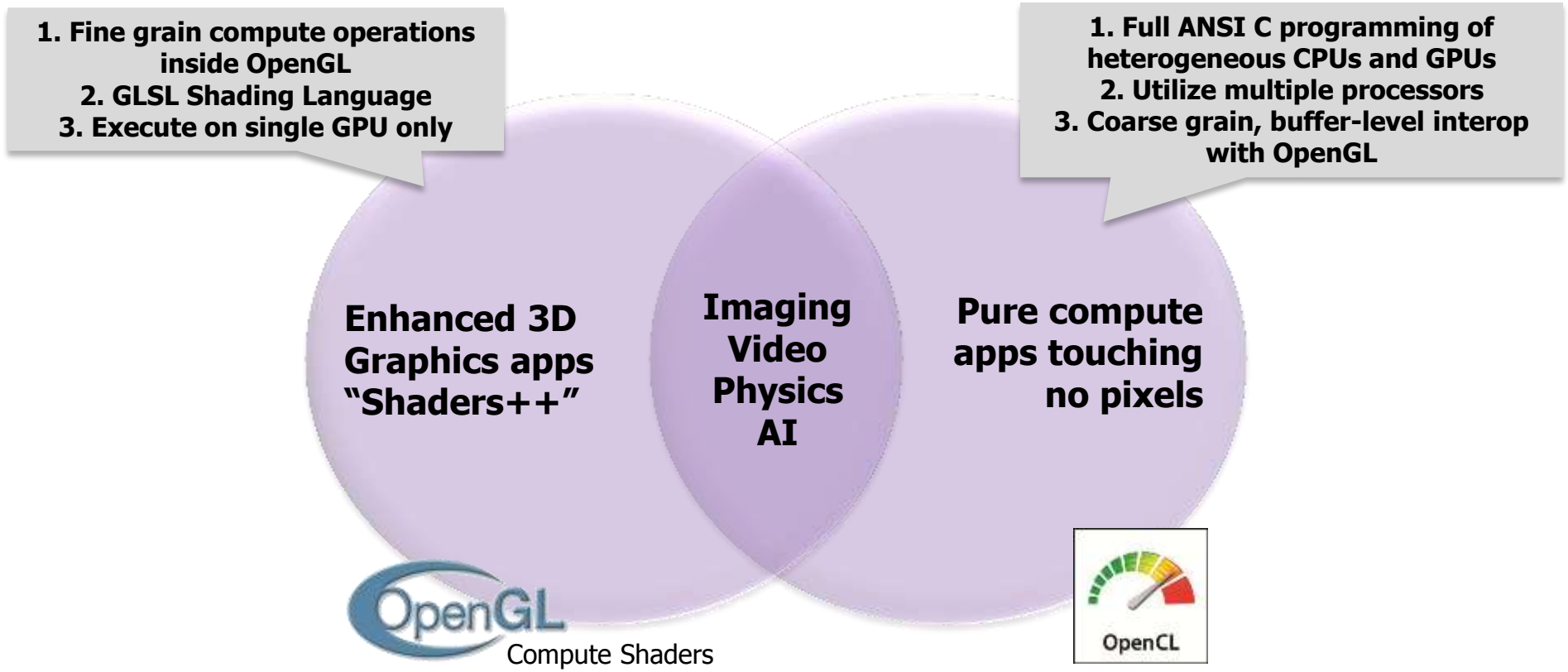
OpenCL-SPIR (Standard Parallel Intermediate Representation)
Exploring LLVM-based, low-level Intermediate Representation for code obfuscation/security and to provide target back-end for alternative high-level languages

Expanding Platform Reach for Graphics and Computation



OpenCL and OpenGL Compute Shaders

- **OpenGL compute shaders and OpenCL support distinctly different use cases**
  - OpenCL provides a significantly more powerful and complete compute solution



Over to Mike..