SWARM INTELLIGENCE WITH OPENCL









OPTIMIZATION



Planned:



OpenCL

OpenCL enables us to use the huge amount of cores on the GPU.

But we have to bear in mind some limitations.

- same Instruction Multiple Data
- access to global memory is expensive
- neighbouring data for neighbouring work items
- limited memory storage
- etc.





CPU



STATISTICS

If I would use OpenGL directly without the Ogre Engine I would be able to use the OpenCL results without transferring them to the Host and back to the GPU again for rendering. So I could reach an even better result.



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