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Tech-X Corporation Announces a Mathematical Library of Vector Operations for NVIDIA GPUs

High-performance computation is now possible on desktop systems

Boulder, CO – February 21, 2008 - Tech-X Corporation of Boulder, Colorado, today announced the release of GPULib as a technology demonstration. This software library executes vectorized mathematical functions on graphics processing units (GPUs) from NVIDIA, bringing high-performance numerical operations to everyday desktop computers.

High-Performance Computing for the Desktop

GPULib allows users to access high-performance computing with minimal modification to their existing programs. By providing bindings for a number of Very High Level Languages (VHLLs) including Java, Python, MATLAB, and IDL from ITT Visual Information Solutions, GPULib can accelerate new applications or be incorporated into existing applications with minimal effort. No knowledge of GPU programming and memory management is required.

To leverage the compute power of modern, high-performance GPUs, GPULib provides mathematical operations with an easy-to-use interface, allowing researchers to incorporate accelerated numerical computations into their applications. “Many tasks in scientific computing, data mining or image processing involve identical mathematical operations on a large set of data elements,” stated Peter Messmer, Ph.D., vice president of the Space Applications Group at Tech-X Corporation. “Until recently, high-performance computing meant a significant investment in large, specialized computer systems. Now, we can perform these operations quickly on GPUs costing just a couple of thousand dollars that may already be part of your desktop computer.”

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“GPULib from Tech-X Corporation is a great addition to parallel computing with the GPU,” said Andy Keane, general manager of the GPU Computing business at NVIDIA. “GPU-based computations are becoming a popular solution for solving complex problems in many areas of technical computing. Having a mathematical library that simplifies access to parallel computing on the GPU gives any developer the power to solve new problems with GPU Computing.”

About GPULib

GPULib provides a library of mathematical functions that facilitate the use of high performance computing resources available on modern graphics processing units (GPUs) by engineers, scientists, analysts, and other technical professionals.

GPULib is available under two licensing arrangements, depending on your development and use scenario. One supports software development within the Open Source community. The second option provides an avenue for the development of commercial applications based on GPULib.

Development of GPULib was funded in part under NASA SBIR Phase II Award No. NNG06CA13C.

For more information regarding GPULib, please visit <http://GPULib.txcorp.com>.

About Tech-X Corporation

Tech-X Corporation of Boulder, Colorado develops software solutions for research, engineering and education to aid with specific scientific challenges. Tech-X Corporation both collaborates with government and private institutions on grant-funded projects as well as offers commercially available products. Products and technologies from Tech-X help clients and collaborators to increase their design and development productivity, accelerate project deployment and improve physics education. For more information, visit www.txcorp.com.

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