
NVIDIA NPP

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1. NPP stands for NVIDIA Parallel Pattern Library. It is a set of functions and libraries that perform parallel pattern processing. 2. It is optimized to offload as much of the computer's work as possible to the GPU. 3. NPP is a portable CUDA library, which can be accessed from different languages and programming environments, including C, C++, Java, Python, and Fortran. 4. NPP is highly efficient, and accelerates many different applications, from image and video processing to graph problems. 5. NPP supports multiple computing platforms, including Microsoft Windows, Linux, and Android. Operations on NPP The NPP programming model follows the paradigm of the MPI library, but NPP is optimized to run on NVIDIA GPUs. It should be noted that the NPP library is not meant to replace MPI. NPP should be viewed as an alternative to MPI for performing parallel pattern operations, while MPI remains the best option for parallelization of traditional CPU programs. The four main functions are: NPP_Initialize() NPP_Finalize() NPP_SetDevice() NPP_SetDeviceProperties() The NPP_Initialize() and NPP_Finalize() functions initialize and finalize the library. The NPP_SetDevice() function is the main function used to set the device that will be used for processing. The NPP_SetDeviceProperties() function is used to set global and device properties. Parallel Pattern Operations NPP is designed to provide high performance and high productivity. As a toolset for parallel pattern operations, NPP was designed to offload as many calculations as possible from the CPU to the GPU. The performance of NPP is based on the following three major ideas: 1. Offloading as much of the parallelization to the GPU as possible. 2. Operators that perform multiple pattern operations can run in parallel. 3. Optimization of the memory layout of the computation, by removing temporary variables and by using "compressed" storage for temporary variables. The parallel pattern operations supported by NPP include: MATLAB: Many pattern operations, including cosine and sine trigonometry functions; complex conjugate; real cosine, sine, and tangent functions; damped cosine and sine functions;

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The libraries created in NPP are versatile and extensive. Using them can be very simple, using their high level functions, or through full application specific implementations. The following sections cover the libraries grouped by function type. There is a corresponding section within NPP, NVDims, for an in depth discussion about NPP use. **** DMA Libraries **** DMA is a technology that is widely used for external memory and to transfer data over the PCI Express bus. NPP has functions for DMA, specifically: - The use of standard DMA transfers and barriers. - Packetization of data for DMA transfers. - DMA transfer priority and alignment. The following sections cover the libraries grouped by function type. There is a corresponding section within NPP, NVDims, for an in depth discussion about NPP use. **** Image Processing (IP) Libraries **** An IP library supports: - Convolution, correlation and other operations common to video processing. - Filtering operations from standard image processing systems. - Several common formats including: JPEG, PNG, BMP, TIFF, etc. The following sections cover the libraries grouped by function type. There is a corresponding section within NPP, NVDims, for an in depth discussion about NPP use. **** Accelerated Image Processing (AIP) Libraries **** AIP libraries support: - Data transformation and formation. Operations that can accelerate include: Multithreading of data transforms, data based element wise processing, data storage based on element wise processing, and more. - Depth of data operations. - Coordinate space and data presentation transformations. - Support for data formats such as: Matlab, HLSL, CUDA C, etc. The following sections cover the libraries grouped by function type. There is a corresponding section within NPP, NVDims, for an in depth discussion about NPP use. **** Neural Network Libraries **** NPP has libraries to build a variety of neural networks, both shallow and deep and a wide variety of neural network algorithms. These include: - Multilayer Perceptrons, Feed-Forward Neural Networks, Self-Organizing Maps, Time-Series Prediction, etc. The following sections cover the libraries grouped by function type. There is a corresponding section within NPP, NVDims, for an in depth discussion about NPP use. **** Common Math Libraries **** NPP has libraries for basic operators common to many areas 6a5afdab4c

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NPP stands for NVIDIA Portable Programming Platform. NPP was designed to address several problems that are common in most large applications today. NPP itself provides an interface to the programming model in CUDA and some functionality commonly used in large scale, GPU-accelerated applications. NPP addresses CUDA programming problems such as sending data back to the CPU or copying data between GPU resources and memory. Additionally, it handles the process of making the application portable to platforms with different GPU capabilities. NPP is developed to address a wide variety of programming patterns used in graphics and computing. It also provides the user with tools that allow for serial and parallel programming with GPU acceleration. It is a multi-threaded library, which allows for easy integration and threading to handle communication between threads. NPP includes a set of utilities for parallelizing the simulation, FFT, convolution, and other common operations. In this release, we are introducing the NPP API v1.x, which is a C API. In the near future, we will be introducing an easier to use C++ API. Required Mac OSX Version for NPP to work: You must have Mac OS X 10.6.3 or later for NPP to work. Installing NPP: 1. Download NPP source code. NPP requires a 64 bit machine. This will be a stand-alone library. \$ tar -zxvf npp-1.2.1.tar.gz 2. Follow these instructions from the NPP website to install (Note: macosx is not supported at this time) Unzip the npp-1.2.1/npp.h_ Copy it into the /usr/include/npp directory. (Note: macosx is not supported at this time) Copy the npp.h files into the /usr/local/include/npp. (Note: macosx is not supported at this time) 3. The remaining steps are for Stand-alone usage Include the header files - In the main application source code, add the following lines: #include #include "npp_api.h" 4. Now, we can use NPP to directly apply any of the algorithms within NPP to the device array. - Provide the array and the number of threads to

What's New In?

NPP is separated into five main categories or general purpose blocks. Each of the blocks functions to accelerate a specific class of operations required for image or video processing. In addition to the image or video processing blocks, NPP includes a collection of general purpose processing blocks that are used to accelerate a broad range of applications. Blocks in the library are further broken down into a collection of sub-blocks based on the compute capabilities of CUDA processors and the needs of individual applications. The NPP library is written as a hybrid of two programming approaches. The first is an Application Programming Interface (API) that is described in the NPP User Guide and Block reference. The API is similar to the central processing units (CPU) programming model, though with a number of enhancements. The second approach is to use the blocks provided to accelerate CUDA code, utilizing all the resources of a GPU as well as its ability to communicate with other chips, such as the CPU, on the system. This approach is accomplished with calls to CUDA kernels written in C or C++. This guide will provide you with instructions on how to configure the NPP library in the CUDA SDK 2.2 environment. It will provide you with configuration tasks to perform for running the NPP library on a host PC for testing, and for the development of applications utilizing GPU accelerated algorithms. This configuration is required for all builds of the NPP library for the CUDA SDK. Note: This guide is a general overview of the steps required to configure NPP in the CUDA SDK. Some items are more obvious or readily available and others are less obvious. This guide is only a template for a specific device. Specific instructions for a specific CUDA device must be found by either examining documentation from the manufacturer, or running through the application or device configurations tool provided by CUDA. Configure the NVIDIA accelerated processing unit (GPU). The NPP library provides accelerated processing on the GPU. When using NVIDIA hardware, NPP requires that the GPU be configured as the primary execution unit for the application. In the CUDA SDK, this is accomplished by choosing 'NVCC ON', located in the project settings, for the NVIDIA compiler (nvcc). The NVIDIA GPU is then chosen in the project settings for the device (in this case, the device is chosen from the list of devices in the project settings: The subsequent two steps configure the libraries and global environment and vary by the project settings.

System Requirements For NVIDIA NPP:

Minimum: OS: Windows 10, 8.1, 8 Processor: Intel i5 6300 or AMD Phenom II X4 or greater Memory: 4 GB RAM Graphics: DirectX 11 compatible graphics card with 1 GB of video RAM DirectX: Version 11 Storage: 1 GB available space
Recommended: Processor: Intel i7 6300 or AMD FX or greater Memory: 8 GB RAM Graphics: DirectX 11 compatible graphics card

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