

Optimal scheduling in a Multi-GPU environment

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Developing a simulator for testing self-driving software raises many difficulties, including the real-time simulation of camera sensors. Simulating camera sensors in aiSim has two main tasks:

1. the result must be as photorealistic as possible,
2. the rendered images must be transferred from the GPU memory to the system memory

The architecture developed uses available hardware optimally through CPU and GPU scheduling. The presentation will focus on the problems we faced, and the solutions found while developing the GPU scheduler.