Running your program with Visual Studio on Windows

Once you have successfully built your program, it’s time to run it. Running is straightforward.

Visual Studio has a fully-featured debug environment that is capable of single stepping, breakpoints, etc. However, with a GPU program there are so many threads that I personally rarely find all of those features to be that useful (your mileage may vary of course). Here’s how to simply run a program.

Start with Debug / Start Without Debugging.

This will launch a popup window that your program runs in.
Note that when the program is done running, the window says “Press any key to close this window...”. When you press any key, the program-output window will thus vanish.

The execution times shown above are fairly typical for lab #4. If your Dumb-mpy times are much slower than the times shown, you may mistakenly by using a Debug build rather than a Release build. The difference in speed can be quite large.
If the GPU part of the code is to be running very slowly, it could be that you have inefficient shared-memory-bank or GPU-memory access.

Sometimes you will get a message “The version of the driver detected is is 417.71. This version of Nsight works with version 425.99. It is recommended you install this compatible version of the driver.” You can safely ignore this.

You’re done --- that’s all!