

What makes graphics special?

- Ample parallelism is the *norm*
- Small ISA of specialized ops
- Streaming model of computation
 - Programmed with sequential-like semantics.
- Soft realtime requirements
- Not scientific quality computations
- Unique market: mobile, mainstream, enthusiast

What motivates the design of current generation HW?

What and more importantly, *why* is a warp?

...and future generation HW?