



Charles Macfarlane

Codeplay Software

Bilateral Meetings

- 02.03.2015 Monday (11.00h - 13.05h)
- 02.03.2015 Monday (13.05h - 15.10h)
- 02.03.2015 Monday (15.10h - 18.05h)
- 03.03.2015 Tuesday (9.00h - 11.05h)
- 03.03.2015 Tuesday (11.05h - 13.10h)
- 03.03.2015 Tuesday (13.10h - 15.15h)
- 03.03.2015 Tuesday (15.15h - 16.55h)
- 04.03.2015 Wednesday (9.00h - 11.05h)
- 04.03.2015 Wednesday (11.05h - 13.10h)
- 04.03.2015 Wednesday (13.10h - 15.15h)
- 04.03.2015 Wednesday (15.15h - 16.55h)

Description

Codeplay™ are internationally recognised experts in advanced optimising technologies, compilers and programmable graphics.

Organization Type

Company

Organization Size

26-50

Twitter

<http://@codeplaysoft>

Areas of Activities

SOFTWARE/INTERNET

1. Network operating software

SERVICES/OTHERS

Offer

The Heterogeneous Systems Experts

Codeplay™ are internationally recognised experts in advanced optimising technologies, compilers and programmable

graphics. They have been providing acceleration solutions that optimise performance for graphics semiconductor designers and AAA game developers since 1999.

Codeplay™ 's compiler technology can provide high performance custom compilers for customers' devices or platforms, and is integrated into some of the most exciting mobile devices both current and upcoming.

Codeplay™ 's game compiler toolkit, Offload™ 3, is the swiss army knife of game and other optimisations, giving users supercharged ultra-portable performance and GPU compiler technology in their pockets.

Codeplay™ are now providing libraries for mobile device manufacturers which can fully exploit the power of their hardware with the least impact on battery life.

They are also working with partners to develop an open standard for accelerating C++ software with GPUS called SYCL™ .

Codeplay has extensive knowledge of the OpenCL and OpenGL standards, and is heavily involved in the committees which define these standards, and they are highly regarded in this field the world over. The unique selling points of the product are:

- fast time to market
- proven implementation
- standards are already implemented- just needs customisation from each client
- 95% reusable code
- Constantly updating and improving implementation that licensing customers can have access to
- Technical support
- Long-term support independent of any specific processor supplier

Codeplay own patents on parallel processing, especially one patent relevant for SYCL™

We are interested in speaking to hardware and semiconductor manufacturers.