GAI Path Searching Toolkit
Release Notes

Version 0.1.0 (*02/06/2008*):

- Reference C++ CPU path, core code not highly optimized

Version 0.2.0 (*03/15/2008*):

- First pass for CUDA implementation of A*/Dijkstra search.
- Use Raven created graphs for regressions, comparing GPU to CPU results.
- CPU path: exploits SSE2 to optimize heuristics.
- Dependencies:
    - Visual Studio SP1 2005 C runtime libraries (use Visual C++ Redistributable Package).
    - CUDA 1.1 toolkit and a matching display driver.
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Version 0.3.0 (*06/15/2008*):

- Optimizing CUDA search implementation.
- Obtain early performance results in running on GTX280.
- Experiment with large topology graphs (>5K nodes).

Version 0.4.0 (*03/06/2009*):

- Initial package.
- Dependencies:
    - Visual Studio SP1 2008 C runtime libraries (use Visual C++ Redistributable Package).
    - CUDA 2.1 toolkit and a matching display driver.

Version 0.6.0 (*05/07/2009*):

- Dependencies:
    - Visual Studio SP1 2008 C runtime libraries (use Visual C++ Redistributable Package).
    - CUDA 2.2 toolkit and a matching display driver.

Version 0.7.0 (*07/27/2009*):

- Dependencies:
    - Visual Studio SP1 2008 C runtime libraries (use Visual C++ Redistributable Package).
    - CUDA 2.3 toolkit and a matching display driver.

Version 0.7.5 (*09/29/2009*):

- On GPU, heuristic hard wired to Euclidian mode for efficiency,
    - Expect full programmable setting with a CUDA release that supports function pointers.
- Return ‘Unsupported Yet’ error when attempting to run on OpenCL or DirectCompute platforms.
- Multi GPU unsupported, silently pick up the first compute device in the list.
- Dependencies:
    - Visual Studio SP1 2008 C runtime libraries (use Visual C++ Redistributable Package).
    - CUDA 2.3 runtime and a matching display driver.

Version 0.8.0 (*03/19/2010*)

- Technology Preview version.
- One binary for both Fermi and Tesla (minimum compute capable 1.1).
- User query of waypoints per path for GPU returns zero in this release,
    - Slow for large graphs with non pinned copy.
    - Planned for next release using zero-copy.
- User setting of CPU cores maxed transparently by system availability.
- Dependencies:
    - Visual Studio SP1 2008 C runtime libraries (use Visual C++ Redistributable Package).
    - CUDA 3.0 toolkit and a matching display driver.

Version 0.8.5 (*06/08/2010*)

- Using ABI features that makes support only available for compute capable 2.0 (or higher) devices.
- Dependencies:
    - Visual Studio SP1 2008 C runtime libraries (use Visual C++ Redistributable Package).
    - CUDA 3.1 toolkit and a matching display driver.