Contribution ID: **50** Type: **Lecture**

Performant programming for GPUs

Thursday, 17 June 2021 11:20 (1 hour)

Programming for Heterogeneous Architectures - lecture 3

- Data locality, coalesced memory accesses, tiled data processing
- GPU streams, pipelined memory transfers
- Under the hood: branchless, warps, masked execution
- Debugging and profiling a GPU application

Summary

Presenter: CAMPORA, Daniel (University of Maastricht)

Track Classification: Track 3: Programming for Heterogeneous Architectures