

# Performant programming for GPUs

*Thursday, 5 May 2022 10:15 (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