Contribution ID: 50 Type: Lecture

## Performant programming for GPUs

Thursday 15 June 2023 08:45 (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**

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