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Photon tracking with GPUs in IceCube

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GPUs (graphics processing units) have become increasingly popular in the recent years for scientific calculations involving large numbers of similar steps. Photon propagation is a necessary part of simulating detector response to passing charged particles in IceCube that is an ideal application for use with GPUs. We discuss the principle ideas and practical issues of running such an application within the simulation chain used within our collaboration.

Primary author: CHIRKIN, Dmitry (UW, Madison, U.S.A.)

Presenter: CHIRKIN, Dmitry (UW, Madison, U.S.A.)

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