Contribution ID: 52

Type: Lecture

## **Design patterns and best practices**

Thursday, 11 June 2020 11:45 (1 hour)

Programming for Heterogeneous Architectures - lecture 4

- GPU streams, pipelined memory transfers
- Good practices: single precision, branchless, avoid register spilling, convert the problem
- Reusable parallel design patterns with real-life applications
- Under the hood: Warps, masked execution, floating point rounding

## Summary

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