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

Presenter: CAMPORA , Daniel (Nikhef National institute for subatomic physics (NL))