CERN School of Computing 2020

Sunday, 23 August 2020 - Saturday, 5 September 2020

AGH University of Science and Technology

Academic programme
The complete programme will offer more than 50 hours of lectures and hands-on exercises. The programme is organized over three distinct tracks: Physics Computing, Software Engineering, and Data Technologies. In addition, guest lectures, student presentations and special evening talks will be organised. Finally, AGH (the hosting university) offers an optional, half-day CUDA training.

**Physics Computing**

*Introduction to Physics Computing*
by Arnulf Quadt (University of Göttingen)
2h lectures

*Data Analysis*
by Ivica Puljak (University of Split)
4h lectures + 3h exercises

*Machine Learning*
by Anna Scaife (University of Manchester)
3h lectures + 3h exercises

*Data Science tools for interactive exploration*
by Bob Jacobsen (UC Berkeley)
1-2h lecture (TBC)

**Software Engineering**

*Software Design in the Many-Cores Era*
by Enric Tejedor (CERN) and Andrei Gheata (CERN)
4h lectures + 3h exercises

*Tools and Techniques*
by Bob Jacobsen (UC Berkeley)
2h lectures + 3-5h exercises (TBC)

*Creating Secure Software*
by Sebastian Lopienski (CERN)
3h lectures + 3h exercises

**Data Technologies**

*Data Management*
by Alberto Pace (CERN)
4-5h lectures

*Data and Storage Technologies*
by Andreas J. Peters (CERN)
4h exercises

Data Visualization
by Eamonn Maguire (Facebook)
2h lectures + 2h exercises

Additional lectures

On top of the academic programme of the School, there are guest lectures scheduled:
Heterogeneous Programming
details and speaker to be confirmed

There will be also a session of short student presentations.

Finally, two special evening talks will be given by CSC lecturers:

When Internet history meets philosophy
by Francois Fluckiger (CERN)

Future of the Universe and of Humanity
by Ivica Puljak (University of Split)

(Optional) CUDA training
Fundamentals of Accelerated Computing with CUDA C/C++

This optional half-day course will allow you to learn how to accelerate and optimise existing C/C++
CPU-only applications to leverage the power of GPUs using innovative and modern CUDA
techniques. It is also an excellent way to start working with highly optimised professional tools like
Nsight integrated development environment with a graphical profiler. To start your journey with the
massively parallel world, you are going to need a basic C/C++ competency, including familiarity
with variable types, loops, functions, arrays, etc.

This course, kindly organized by AGH University of Science and Technology (the hosting university
of CSC 2020), is offered to the participants of CSC 2020 for free (the usual fee is approximately 100
USD per person with non-profit academic background). The promotion code which unlocks the
materials and computation time in NVIDIA cloud will be given to you at the beginning of the course.
The materials can be accessed and run in the cloud for approximately six months after the course.
It is possible to get an official Certificate of Competency (CoC) issued by the NVIDIA after
completing the exam session (at the end of the course day, or at any convenient time up to six
months after the CSC 2020).