PATC Course: Introduction to OpenACC

Objectives

As an NVIDIA GPU Center of Excellence, BSC and UPC are deeply involved in research and outreach activities around GPU Computing. OpenACC is a high-level, directive-based programming model for GPU computing. It is a very convenient language to leverage the GPU power with minimal code modifications, being the preferred option for non computer scientists. This course will cover the necessary topics to get started with GPU programming in OpenACC, as well as some advanced topics.

Requirements

Basic knowledge of C/C++ programming
Attendees will need to bring their own laptops with a SSH client

Registration for this course is now opened.

All PATC Courses at BSC do not charge fees.
PLEASE BRING YOUR OWN LAPTOP.

This is an expansion of the topic "OpenACC and other approaches to GPU computing" covered on this year's and last year's editions of the Introduction to CUDA Programming. If you have not registered to the first part and do not have CUDA background knowledge, please follow the link to do so.

This course will provide very good introduction to the PUMPS Summer School run jointly with NVIDIA - 11-15 July also at Campus Nord, Barcelona. For further information visit the school website.

Course Convener:
Antonio Pena, BSC
Acting Director,
NVIDIA GPU Center of Excellence

Lecturers:
Francois Courteille & Gunter Roth, NVIDIA

Comments:
Please fill in the evaluation form by following the link.

Recommended Accomodation:
Please follow the link for map of some local hotels.

Contact Us:

CONTACT US for further details about MSc, PhD, Post Doc studies, exchanges and collaboration in education and training with BSC.
For further details about Postgraduate Studies in UPC - Barcelona School of Informatics (FiB), visit the website.

Sponsors:

BSC and PRACE 3IP project are funding the PATC @ BSC training events.
If you want to learn more about PRACE Project, visit the website.

Materials
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• For further details, please contact BSC?CNS patc [at] bsc [dot] es

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Source URL (retrieved on 5 Mar 2019 - 00:12): https://www.bsc.es/ca/education/training/patc-courses/patc-course-introduction-openacc