**MEETING NOTES**

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| --- | --- | --- |
| **Date** | **Time** | **Location** |
| [Date] | [Time] | [Location] |

The aim of the course is to provide a basic understanding of principles of CUDA GPU programming. It is not required a prior knowledge of CUDA or Parallel programming.

## Required knowledge

Previous knowledge of C/C++ is required in order to get the most out of the course. Familiarity with concepts such as pointers, arrays and functions is essential.

## Contents

The course consists of approximately 3 hours of lectures and 4 hours of practical training each day, according to the following structure:

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| --- | --- | --- |
| Day 1 |  | Day 2 |
| NVIDIA GPU Architectures |  | CUDA Streams, concurrency and asynchronous execution |
| The CUDA Programming Model and runtime API |  | Optimisation techniques |
| The CUDA Memory Model |  | Alternative programming models cub LAS, Thrust, Open ACC |
| Shared memory vs global memory access |  |

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| **Trainer**: Dr Anthony Morse | **Director**: Dr Davide Marocco – [davide.marocco@gmail.com](mailto:davide.marocco@gmail.com) |

**Schedule of the course**

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| --- | --- | --- | --- | --- |
| **Day 1** | |  | **Day 2** | |
| 9.30 | Introduction by NVIDIA representative |  | 9.30 | Lecture |
| 10.30 | Lecture |  | 10.40 | Break |
| 11.15 | Break |  | 11.00 | Practical |
| 11.30 | Practical |  | 13.00 | Lunch |
| 13.00 | Lunch |  | 14.00 | Lecture |
| 14.00 | Lecture |  | 15.00 | Break |
| 15.00 | Break |  | 15.15 To 17.30 | Practical |
| 15.15 To 17.30 | Practical |  |  |  |