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PAGUSCI - Porting of the CAMB code to GPU

Wednesday 28 May 2025 17:05 (15 minutes)

In the presentation we will outline the essential stages required to profile and port the CAMB code onto a GPU architecture. The process encompasses detailed performance analysis of the existing CAMB code, identifying bottlenecks, and strategically adapting code segments for GPU execution. In this presentation, we will primarily focus on the code modifications necessary to adapt the CAMB code for the NVIDIA compiler, aiming to achieve the first functional GPU-compatible version. Subsequent to this initial porting, we will delve into optimization strategies to enhance the performance of the GPU-enabled code.

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Session Classification: Bandi a Cascata