GPU HACKATHON:
Call for Applications

All programming paradigms are welcome

Deadline to submit your application: March 15, 2017

WHO CAN APPLY:

Teams of 3 to 6 developers (students, researchers, programmers, etc.) with applications to port to or optimize on a GPU accelerator. Prior GPU experience is not required.

EVENT DATES:

June 5 - 9, 2017

EVENT VENUE:

Computational Science Initiative, Brookhaven National Laboratory, Upton, New York

The goal of this Hackathon is for current or prospective user groups of large hybrid CPU-GPU systems to send teams of at least 3 developers along with either a (potentially) scalable application that needs to be ported to GPU accelerators, or an application running on accelerators which needs optimization.

Mentors from national labs, universities and vendors with extensive experience in programming with OpenACC/CUDA will be in attendance. Teams are also welcome to bring their own mentors.

For more information and application submission, see https://www.bnl.gov/gpuhackathon

ORGANIZED BY:

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BROOKHAVEN NATIONAL LABORATORY

OAK RIDGE National Laboratory | OAK RIDGE LEADERSHIP COMPUTING FACILITY

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OpenACC Directives for Accelerators

NVIDIA

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