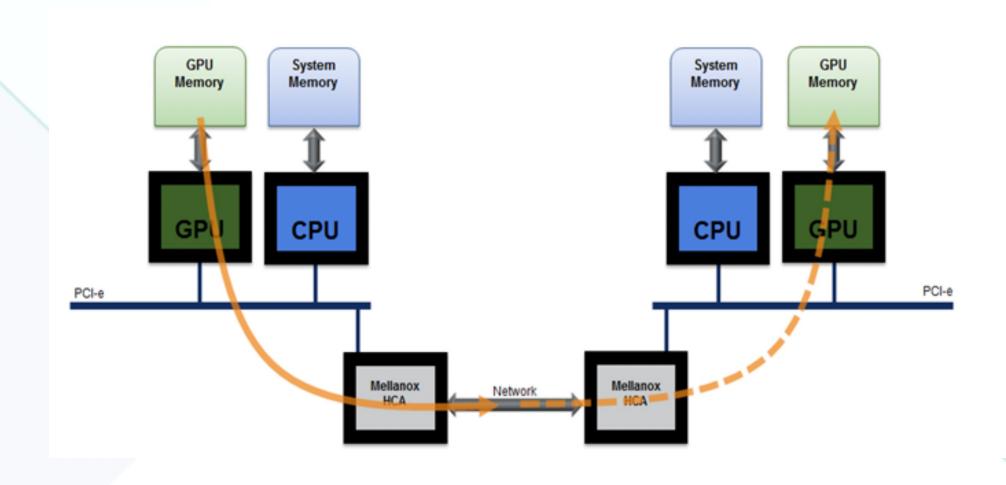


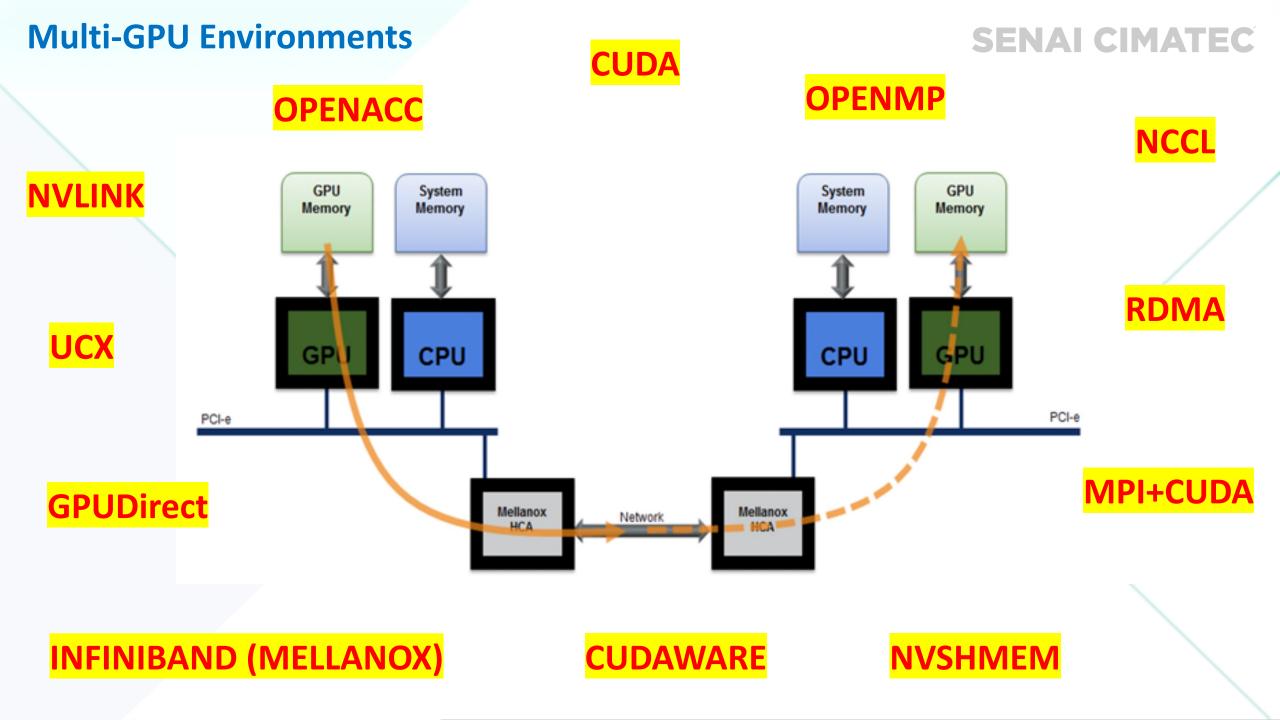
# GPU Programming Applied to Industrial Problems

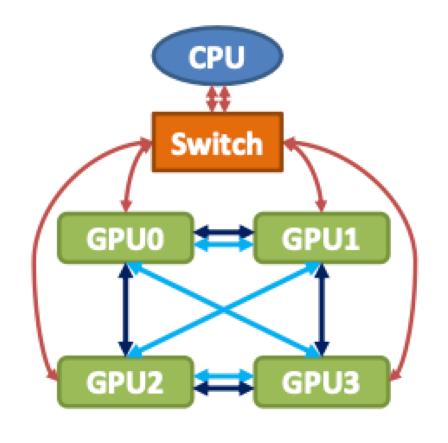
Introduction to scaling multi-node applications

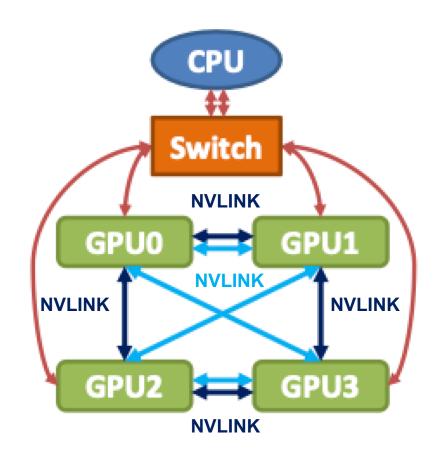
**Murilo Boratto** 

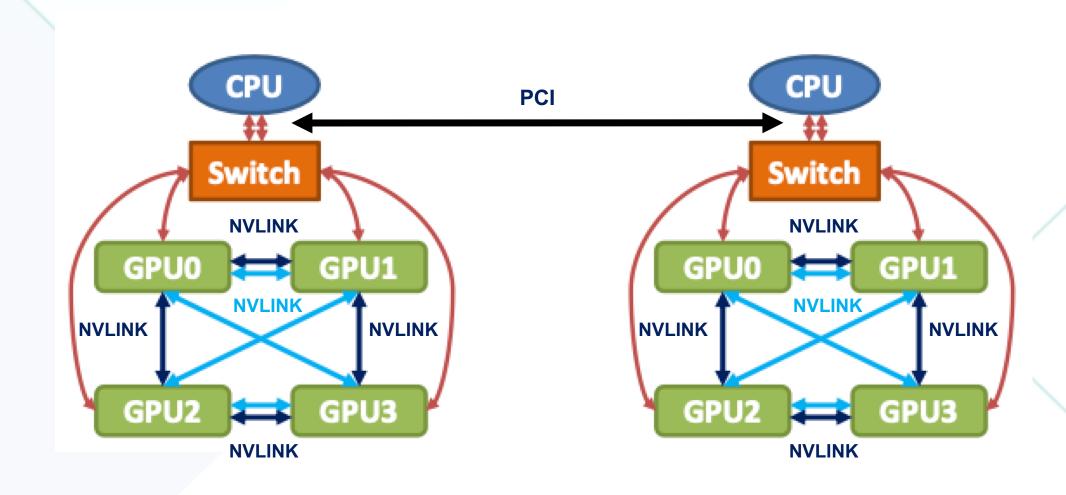
# **SENAI CIMATEC**

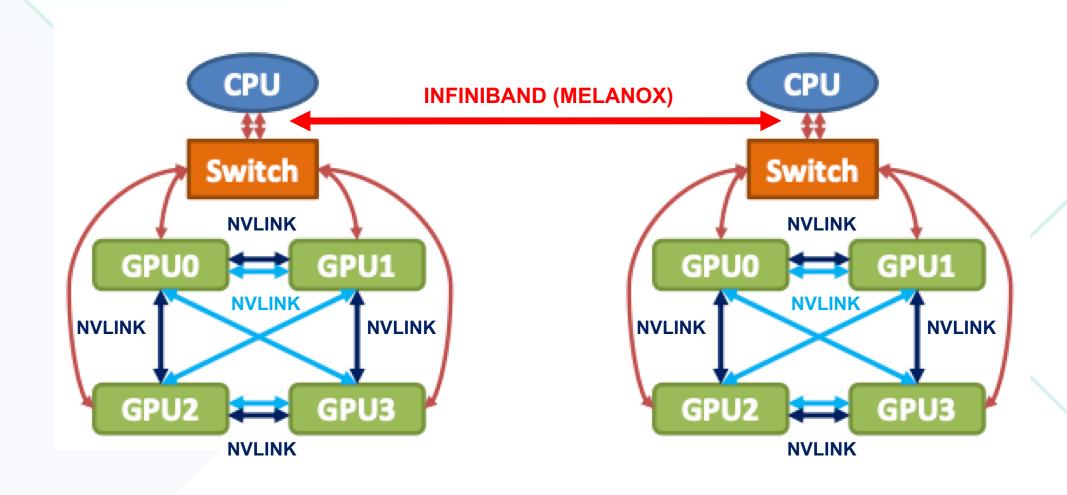




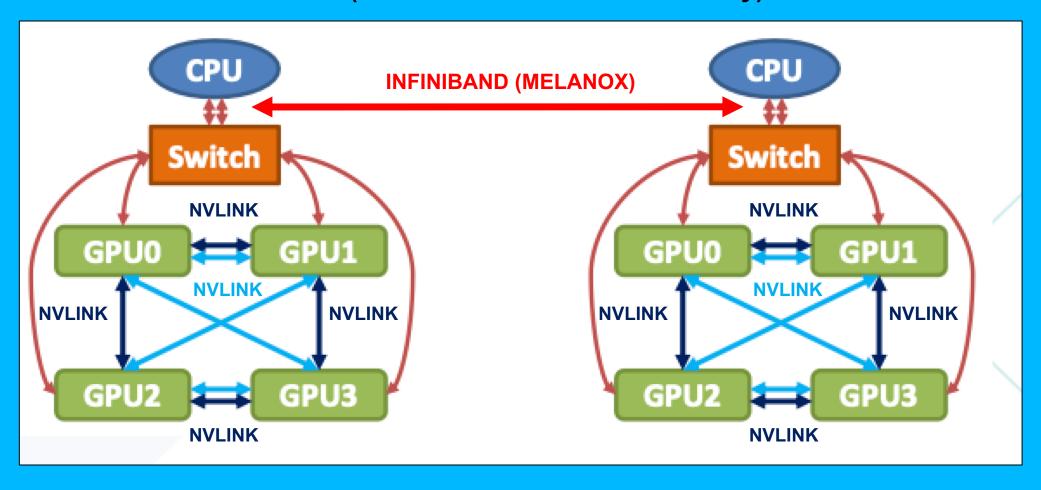








### **UCX (Unified Comunication X Library)**



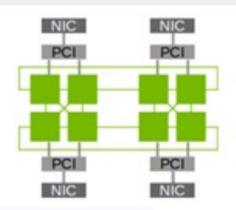
# NCCL

**NVIDIA Collective Communication Library** 

#### Topology detection

Build graph with all GPUs, NICs, CPUs, PCI switches, NVLink, NVSwitch.

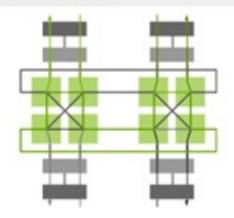
Topology injection for VMs.



#### Graph search

Extensive search to find optimal set of rings or trees.

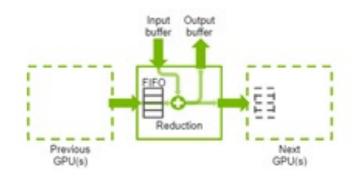
Performance prediction of each algorithm and auto-tuning.



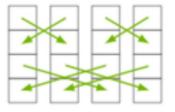
#### CUDA kernels

Optimized reductions and copies for a minimal SM usage.

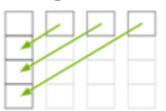
CPU threads for network communication.



sendrecv



gather



scatter



alltoall



neighbor

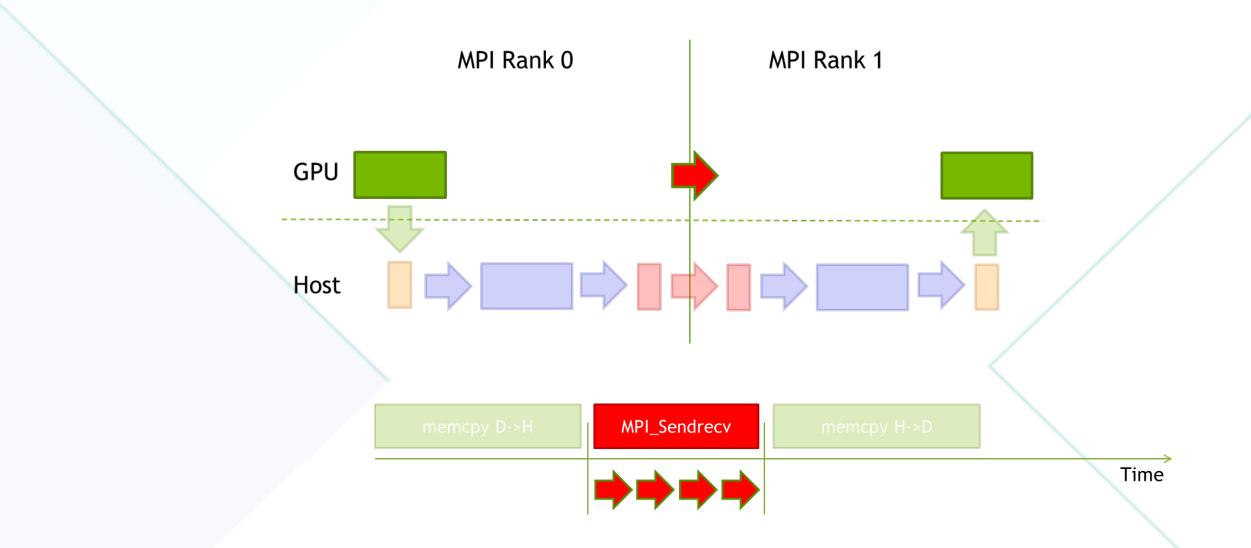


# **CUDAWARE MPI**

**CUDA + MPI at GPUs** 

### **CUDAWARE-MPI**

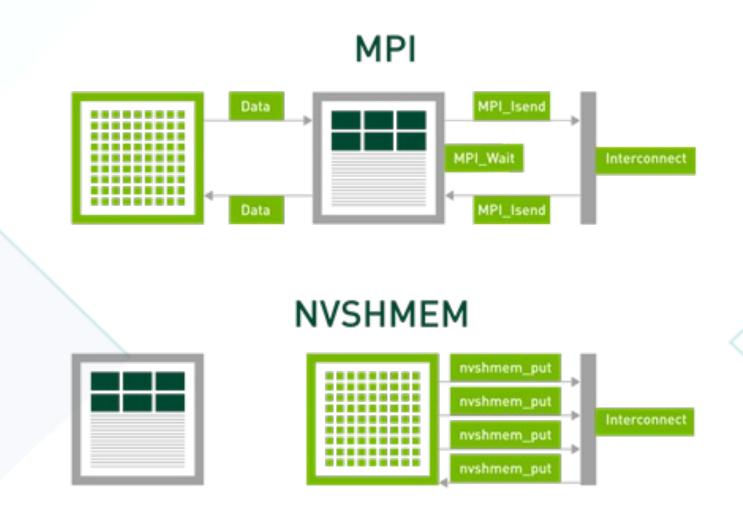
# **SENAI CIMATEC**

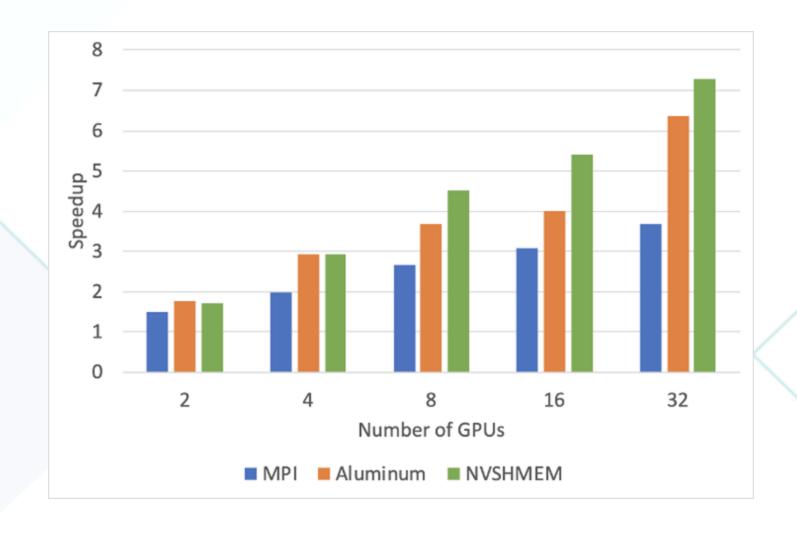


# **SENAI CIMATEC**

# **NVSHMEM**

**NVIDIA OpenSHMEM** 







https://github.com/muriloboratto/parallel-computing-applied



https://github.com/muriloboratto/GPU-programming



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PELO FUTURO DA INOVAÇÃO

