EuroHack 18
Team OXIM

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Tuesday

- made changes to the underlying data structures for easier copy in and out on GPU

- flattened vectors, modified the MPI parallel class

- ran into a problem for the rest of the day when running on the GPU (lack of present clause, C++ scoping issues)

Wednesday

- ported two kernels on the GPU via OpenACC (largest hotspots)

- ran into a bug due to wrong assumptions on the default loop scheduling in OpenACC

- ran into another bug (privatization in an inlined function) – fixed last night at 11:55PM

Thursday

- we are now porting the third and last face loop on the GPU

- one more kernel left after that (cell-based loop – matrix inversion)

- we will then focus on optimizing the data movement