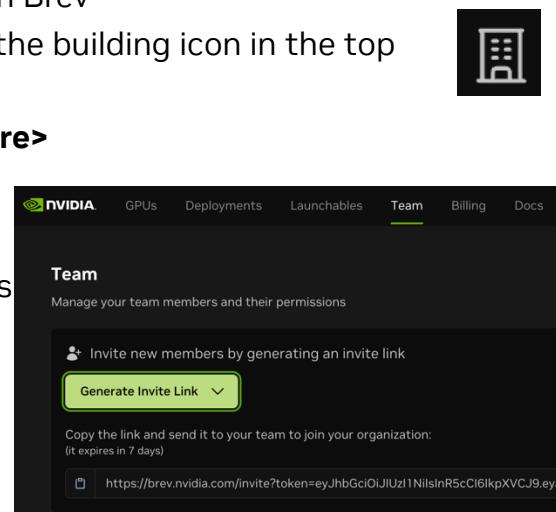


GPU Acceleration PIC Brev Instructions

As the designated GPU Acceleration PIC, you are responsible for migrating your teammates from qBraid to Brev. You will create an organization for your team in Brev, redeem the \$20 coupon code, and provide your team members with access.

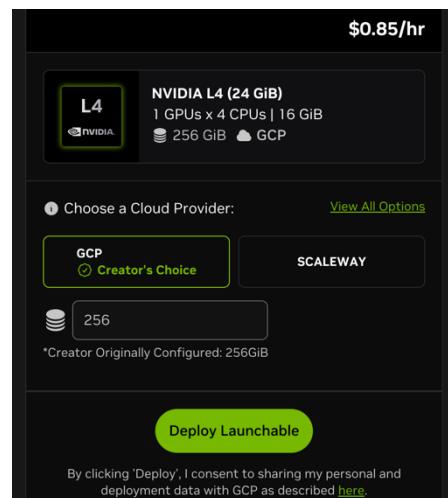
DO NOT HAVE OTHER TEAM MEMBERS FOLLOW THESE STEPS UNLESS SPECIFIED

1. Go to <http://brev.nvidia.com> and input your email to create an account
 - Instruct all teammates to also create an account on Brev
2. Create a new Brev organization for your team by clicking on the building icon in the top right corner and selecting: **+Create a new organization**
3. Name your organization in the format: **MIT-<team_name_here>**
 - Example: **MIT-qrazy-qubits**
4. Go to the **Team** tab located at the top
5. Click **Generate Invite Link** and share with your team members
6. Go to the **Billing** tab
7. Scroll down and click **Redeem Code**
8. Enter the code you were provided in the **Enter Code** field
 - Please ensure coupon code is all lower case
9. Click **Redeem**



10. Click the  **Deploy Now** Button in the README or click [here](#) to access the materials in the repository in a pre-configured GPU-environment

- Before deploying the launchable, select **View All Options** to change your GPU selection if you don't want to use the recommended L4
- **Take budget into consideration when selecting a GPU to run your code on. We know it's tempting to select a B300, but selecting more expensive options will burn through your credits significantly faster**



11. After selecting GPU configuration, click **Deploy Launchable**

- You can check the status of your deployment by clicking **Go to Instance Page** or through the **GPUs** tab

Launchable is now deploying...

[Go to Instance Page](#)

12. Once deployment is complete, you will see a GPU environment under the **GPUs** tab with both stages green. Ensure team members can also see this.

The screenshot shows the NVIDIA GPU Environments page. At the top, there are tabs for GPUs, Deployments, Launchables, Team, Billing, and Docs. The GPUs tab is selected. Below the tabs, there's a section titled "GPU Environments" with a sub-section "Environments". A red box highlights the "GPU Acceleration PIC" button. To the right of the environments list, there are buttons for "Mine", "Team", and "Search Enviro". A red box highlights the "All Teammates" button. In the center, a specific environment is listed: "nvidia-iquhack-2026-challenge-16288c". It shows the environment ID, user, creation date, and location. It's marked as "Running" with an "L4" icon. Resource details include "NVIDIA L4 (24 GiB)", "1 GPU x 4 CPUs | 16 GiB", "238 GiB GCP", and a cost of "\$0.75/hr". An "Access Notebook" button is highlighted with a red arrow. Another red arrow points from the "All Teammates" button towards the "Access Notebook" button.

13. Select **Access Notebook** to pull up the notebook environment similar to qBraid. Team members should also complete this step

- If team members run into an error when trying to access the environment, go to the instance page, and scroll down to **Using Secure Links**

The screenshot shows the "Using Secure Links" page for the environment from the previous step. It has a header "Using Secure Links" and a sub-header "Access any http application protected with your login; share it with teammates, or the public. [Docs here.](#)". A "Share a Service" button is at the top right. Below is a table with columns "Port", "Shareable URL", and "Health". One row shows port 8888 with the URL <https://jupyter-notebook0-gix56bns2.brevlab.com>. The "Health" column shows "Healthy". At the bottom are "Edit Access" and "Delete" buttons.

- Click **Edit Access** and enter your team member's email or username. You may need to try both.

14. Once all team members have access to the notebook, you can all work collaboratively to edit the same notebook! To see your teammates' changes, refresh the notebook.

- Remember, all members of your team/organization have the same \$20 budget. Be careful to make sure one person doesn't use up all your team's resources!
- **Tip:** To maximize budget, **STOP** your instance when not in use. This will not delete your instance!

15. Happy Hacking!