

Tenth **INFN** International School on
EFFICIENT SCIENTIFIC COMPUTING

Ce.U.B. Bertinoro (Italy)
22 - 27 October 2018

The basics of efficient programming:

- Modern processor architectures
- Efficient floating-point computation
- Tools and methodologies for improved performance
- Efficient exploitation of modern C++
- Managing memory usage

Parallel programming for scientific applications:

- Heterogeneous architectures
- Threading Building Blocks programming
- Effective vectorization
- GP-GPU programming with CUDA
- Cluster computing with MPI

**"Architectures, tools and methodologies for
developing efficient large scale scientific
computing applications"**



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Application deadline: 16 September 2018