

Fundamentals of Accelerated Computing with CUDA C/C++

This workshop teaches the fundamental tools and techniques for accelerating C/C++ applications to run on massively parallel GPUs with $CUDA^{\circledcirc}$. You'll learn how to write code, configure code parallelization with CUDA, optimize memory migration between the CPU and GPU accelerator, and implement the workflow that you've learned on a new task—accelerating a fully functional, but CPU-only, particle simulator for observable massive performance gains. At the end of the workshop, you'll have access to additional resources to create new GPU-accelerated applications on your own.

Duration: 8 hours

Price: \$10,000 for groups of up to 20 (price increase for larger groups).

During the workshop, each participant will have dedicated access to a fully configured, GPU-accelerated workstation in the cloud.

Assessment type: Code-based

Certificate: Upon successful completion of the assessment, participants

will receive an NVIDIA DLI certificate to recognize their subject matter competency and support professional career growth.

Prerequisites: Basic C/C++ competency, including familiarity with variable types,

loops, conditional statements, functions, and array manipulations.

No previous knowledge of CUDA programming is assumed.

Languages: English, Japanese, Chinese

Tools, libraries, and frameworks: Nsight Systems

Learning Objectives

At the conclusion of the workshop, you'll have an understanding of the fundamental tools and techniques for GPU-accelerating C/C++ applications with CUDA and be able to:

- > Write code to be executed by a GPU accelerator
- > Expose and express data and instruction-level parallelism in C/C++ applications using CUDA
- > Utilize CUDA-managed memory and optimize memory migration using asynchronous prefetching
- > Leverage command line and visual profilers to guide your work
- > Utilize concurrent streams for instruction-level parallelism
- > Write GPU-accelerated CUDA C/C++ applications, or refactor existing CPU-only applications, using a profile-driven approach

Why Deep Learning Institute Hands-On Training?

- > Learn to build deep learning and accelerated computing applications for industries such as autonomous vehicles, finance, game development, healthcare, robotics, and more.
- > Obtain hands-on experience with the most widely used, industry-standard software, tools, and frameworks.
- > Gain real-world expertise through content designed in collaboration with industry leaders such as the Children's Hospital of Los Angeles, Mayo Clinic, and PwC.
- > Earn an NVIDIA DLI certificate to demonstrate your subject matter competency and support career growth.
- > Access content anywhere, anytime with a fully configured, GPU-accelerated workstation in the cloud.



Workshop Outline

TOPIC	DESCRIPTION
Introduction	> Meet the instructor.
(15 mins)	> Create an account at courses.nvidia.com/join
Accelerating Applications with CUDA C/C++	Learn the essential syntax and concepts to be able to write GPU-enabled C/C++ applications with CUDA:
(120 mins)	> Write, compile, and run GPU code.
	> Control parallel thread hierarchy.
	> Allocate and free memory for the GPU.
Break (60 mins)	
Managing Accelerated Application Memory with CUDA C/C++	Learn the command line profiler and CUDA managed memory, focusing on observation-driven application improvements and a deep understanding of managed memory behavior:
(120 mins)	> Profile CUDA code with the command line profiler.
	> Go deep on unified memory.
	> Optimize unified memory management.
Break (15 mins)	
Asynchronous Streaming and Visual Profiling for	Identify opportunities for improved memory management and instruction-level parallelism:
Accelerated Applications with CUDA C/C++	> Profile CUDA code with Nsight Systems.
	> Use concurrent CUDA streams.
(120 mins)	
Final Review	> Review key learnings and wrap up questions.
(15 mins)	> Complete the assessment to earn a certificate.
	> Take the workshop survey.

This content is also available as a self-paced, online course. Visit **www.nvidia.com/dli** for more information.