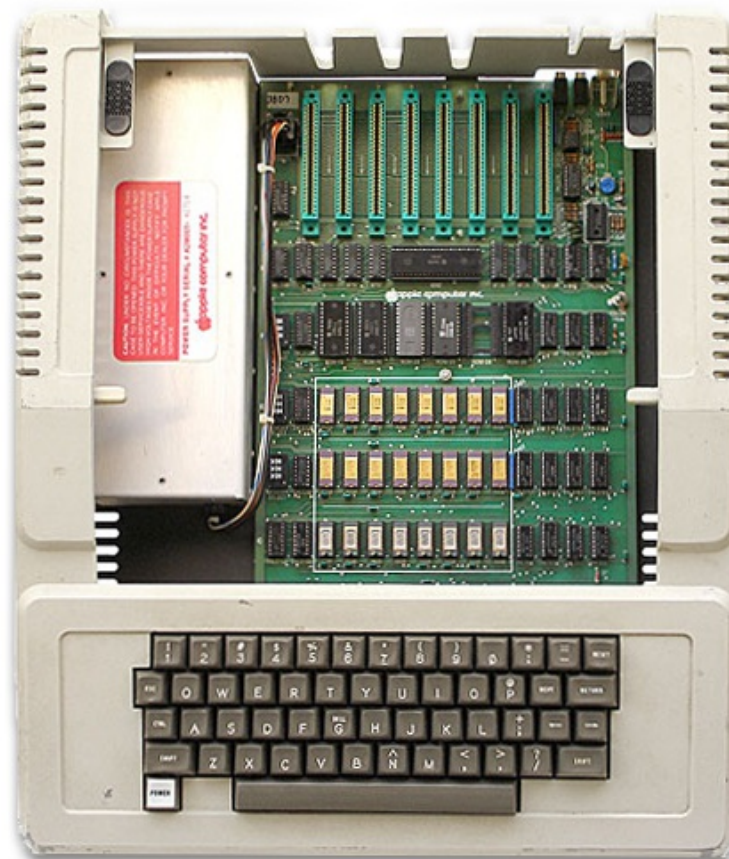
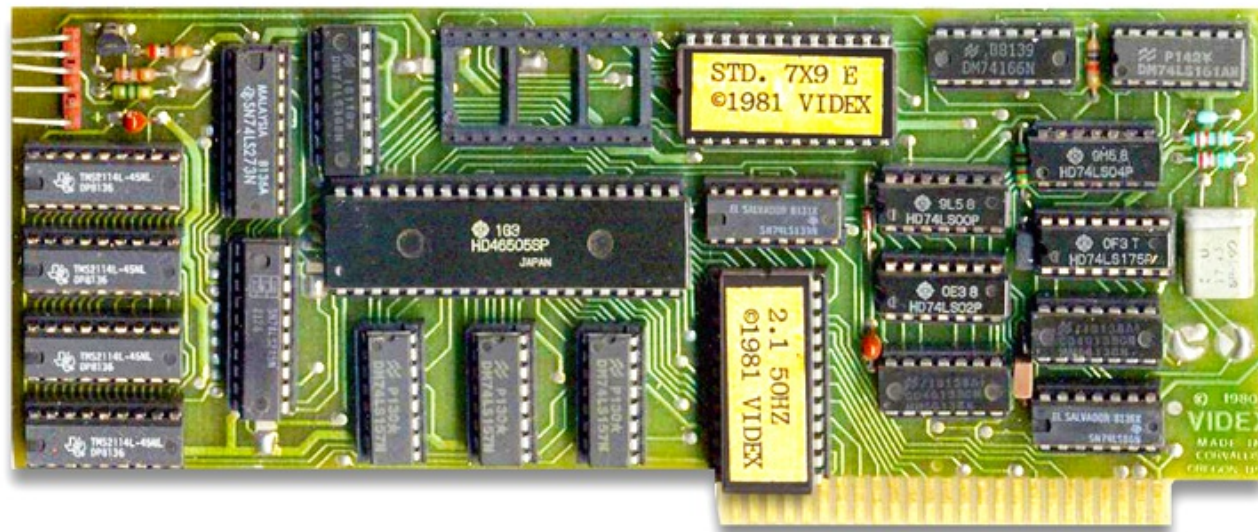


GPU Programmierung mit CUDA

Matthias Endler



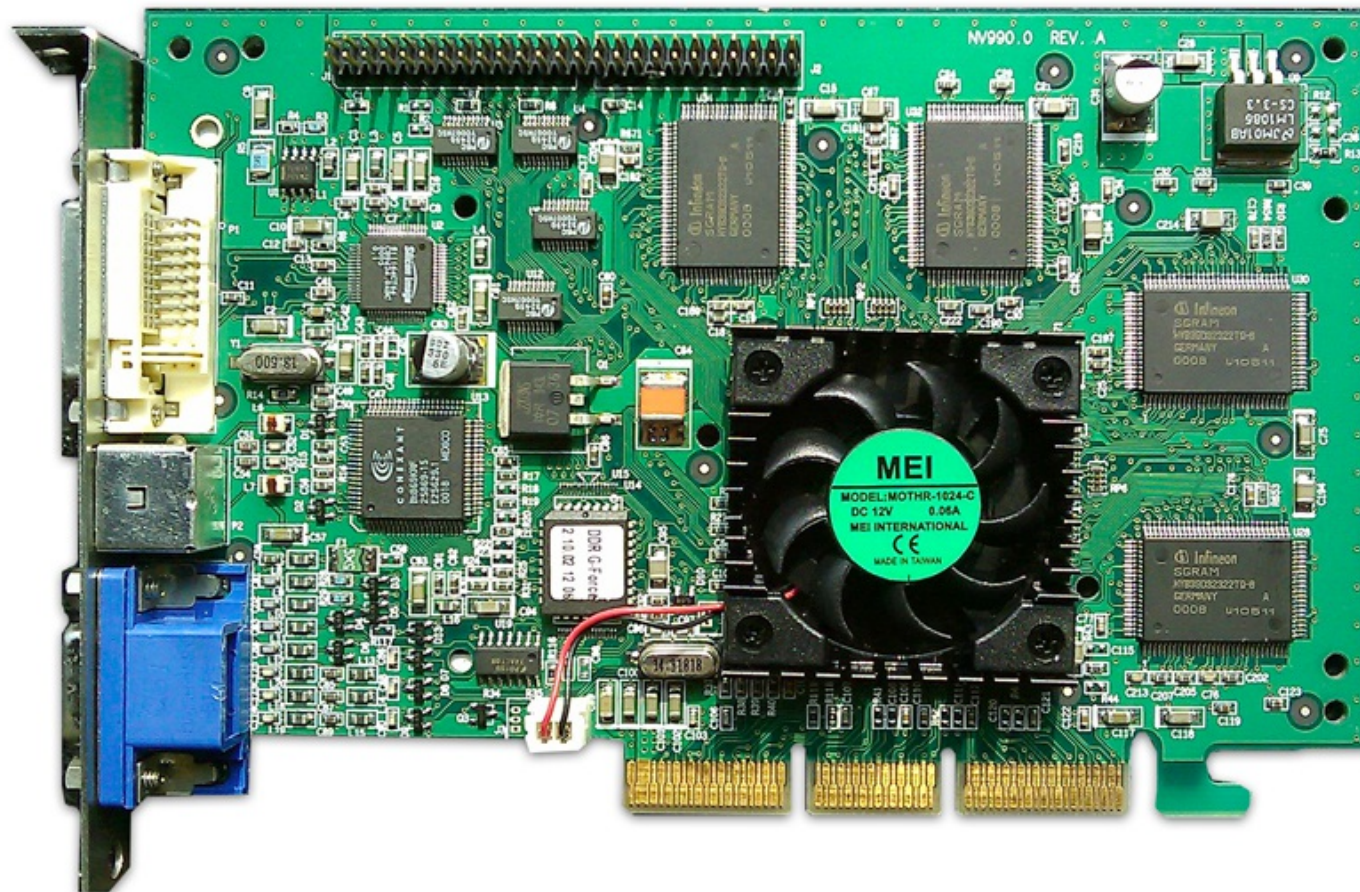
Apple II, 1977



Videx Videoterm, 1981

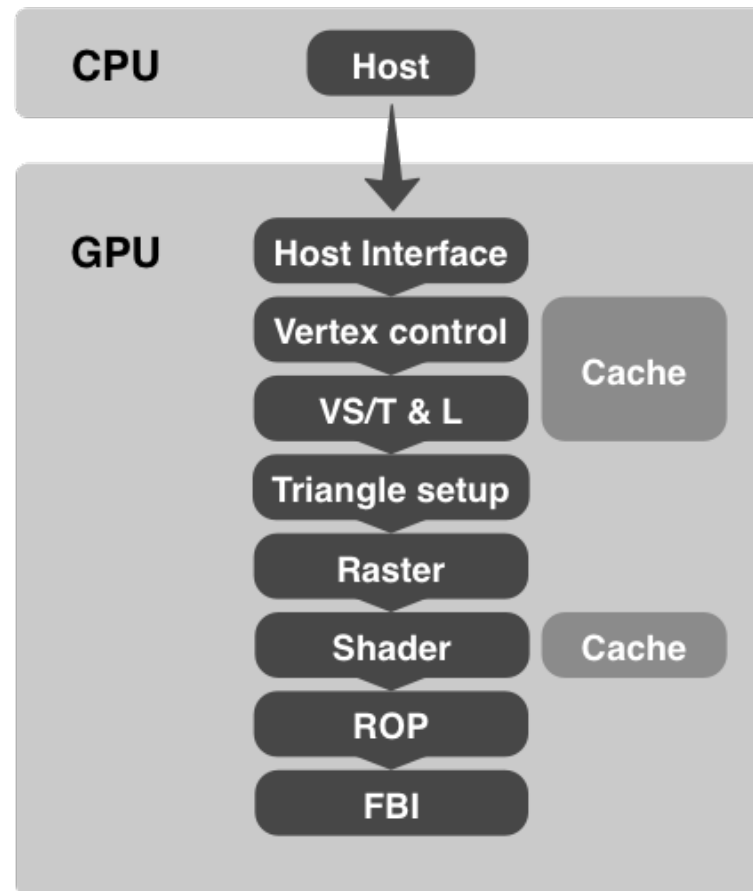


Videx Videoterm, 1981

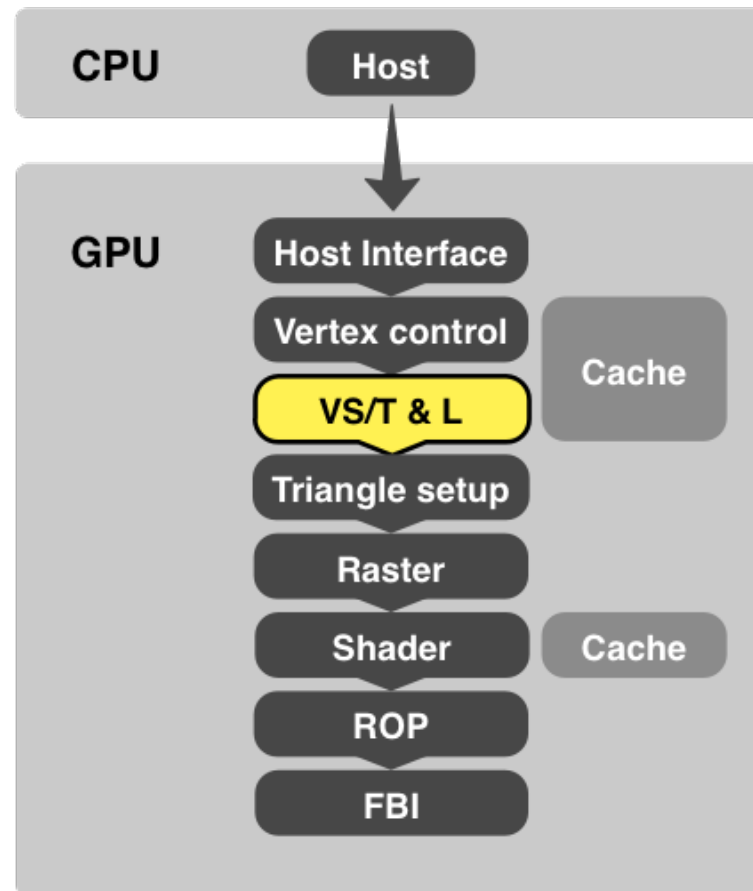


VisionTek Geforce 256, 1999

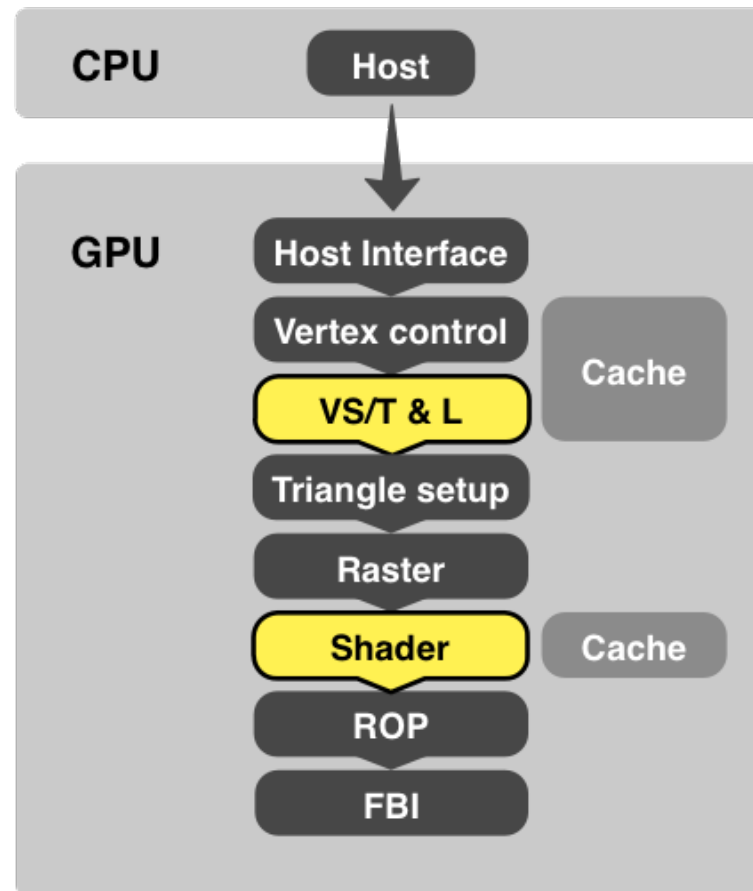
Fixed-function pipeline



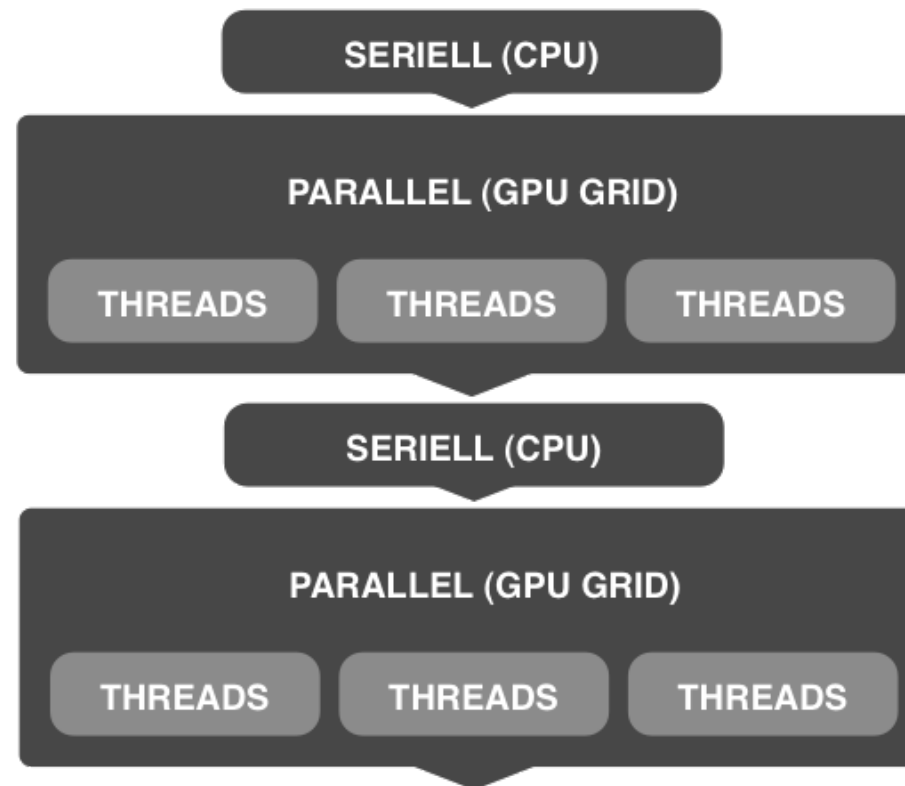
Fixed-function pipeline



Fixed-function pipeline



Ein CUDA Programm



Custom events

1st Example h1

2nd Example h1

Switched

Subsection Slide

Code Slide

```
require 'sinatra/base'

class MyApp < Sinatra::Base
  set :sessions, true
  set :foo, 'bar'

  get '/' do
    'Hello world!'
  end
end
```

```
Output = process(Input, []).
```

```
process([First|Rest], Output) ->  
    NewFirst = do_stuff(First),  
    process(Rest, [NewFirst|Output]);
```

```
process([], Output) ->  
    lists:reverse(Output).
```

Executable JavaScript

```
result = 3 + 3;
```

Executable Ruby

```
result = [1, 2, 3].map { |n| n*7 }
```

Executable Coffeescript

```
add = (a, b) ->  
  "#{a}+#{b} is #{a+b}"  
  
result = add 2, 3
```

Write your own slides

Using markdown

```
!SLIDE
```

```
# Title of the slide #
```

```
How easy is this?
```