Brandon Walker

CS4370

Parallel Programming Many-Core GPUs

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Tiled Matrix Multiplication

In order to compile the code you need to request a node, I use the p100 nodes as they tend to have better availability

Srun -p p100 –gres=gpu:1 –pty bash

Then the command to compile it is

Nvcc Walker\_TileVectMult.cu -o vecttile -std=c++11

./Vecttile

Will start the program, and it will ask for matrix size and then tile size