
Scientific GPU Computing

This sheet contains some practical information for participants of the PhD school “Scientific GPU Computing”. If you experience practical problems related to your visit, you can address this to one of the organizers Jeppe R. Frisvad, Allan P. Engsig-Karup or Hans Henrik B. Sørensen.

Meals and refreshments:

Every day during the course breakfast (coffee, tea, rolls), lunch, and other refreshments will be served in the hall outside Auditorium 11 in Building 308.

Wednesday and Thursday dinner is served at 17.30 in Glassalen, Building 101.

Course schedule:

The course program can be found at <http://gpulab.imm.dtu.dk/PhDsSchool/Program.html>. Any changes to the program will be announced during the course and updated at this webpage.

Access to workstations:

Work stations that can be used for completing the exercises are equipped with Microsoft Windows 7 and Quadro FX 5800 graphics cards. The lab is located in rooms 017, 047 and 049 of Building 305. If you are not already enrolled as a student or employee at DTU, you need to sign a paper to receive username and password for the systems when registering your arrival Wednesday morning.

When logging in on a lab machine, you need to pick `switch user` and then `other user`.

Usernames for the lab machines are of the format: `GPUXX`, where `XX` is your course participation number (enter no password here the first time you log in). Username for the wireless network are of the format: `GPU0XX`. So when you go to the lab, you need to remove a zero from the username. We apologize for this inconvenience.

Printing facilities exist in the lab (room 017).

Setting up Microsoft Visual Studio

After you have logged in for the first time, you can start Microsoft Visual Studio from the START button in windows. First time you open Visual Studio you need to choose your preferred setup (we recommend C++ setup). If you need to create a new project, you should choose a CUDA application template (and pick an empty project in the wizard).

If you need to use CUDA or the NVIDIA GPU Computing SDK in a .cpp-file, you need to add the following directories to your project include directories:

```
$(CUDA_INC_PATH); $(NVSDKCOMPUTE_ROOT)\C\common\inc
```

The binaries for the GPU Computing SDK are currently not on the system path of the lab machines. If you have troubles locating them in the file system, they will be available in a .zip-file on the course webpage (see link below).

Syntax highlighting can be added for .cu files by going to Tools→Options→Text Editor→File Extensions and adding .cu with editor-type defined as “Microsoft Visual C++”.

Access to Exercise sets

All exercise sets will be available online from the webpage of the course <http://gpulab.imm.dtu.dk/PhDsSchool/Materials.html>.

Workplace rules

All public buildings are non-smoking areas, so smoking is prohibited indoors.

Last updated: May 26, 2010.