

Analogic GPU Computing Course

Using the Nvidia GPU Computing SDK

Already done for you:

- Extracting SDK directory (`~/NVIDIA_GPU_Computing_SDK`)
- Paths to CUDA and `nvcc` have been set up in the home `.bashrc` file.

Setting up examples

The following examples are provided.

```
analogic-histogram64.tar.gz
analogic-simpleTexture.tar.gz
analogic-imrotate.tar.gz
analogic-vectorAdd.tar.gz
analogic-matrixMul.tar.gz
```

You need to copy the example from the share into the CUDA SDK's source directory.
Once you get to Medusa
`ssh compute-0-8`

You are now on the Nvidia GPU node

```
cd ~/NVIDIA_GPU_Computing_SDK/C/src/
cp /share/apps/analogic-seminar/Class2-qns/analogic-simpleTexture.tar.gz .
tar -xvf analogic-simpleTexture.tar.gz
```

Similarly you can extract any of the other modified examples. Once you extract the directory you can compile the program with the makefile provided in the directory.

```
cd analogic-simpleTexture.tar.gz
make
```

The corresponding executable will be located in

```
~/NVIDIA_GPU_Computing_SDK/C/bin/linux/release/
```

Useful Makefile options

<code>make clean</code>	Clear previous object files, to recompile all code
<code>make verbose=1</code>	See the compilation steps
<code>make debug=1</code>	Add the debug information