CSE Seminar: Developments in general purpose GPU computing

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- Concordia
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Start: 2012-11-05 15:00
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Speaker: Dr. Ming Ouyang, Computer Engineering & Computer Science Department, University of Louisville
Date: Monday, November 5, 2012, 15:00
Room: EV3.309, Concordia SGW

Abstract

Graphics processing units (GPUs) on commodity video cards were originally designed towards the needs of the 3-D gaming industry for high performance, real-time graphics. They have become powerful co-processors to the CPUs. The top of the line Nvidia GPUs for computation have 512 cores in one chip. Scientists and engineers from many disciplines are exploring various ways to use this massive amount of parallel computation. This presentation gives an introduction of GPU hardware and programming, and a survey of some applications.

Bio

Dr. Ming Ouyang has a B.S. degree in Computer Science from National Taiwan University, an M.S. degree in Computer Science from Stony Brook University, and a Ph.D. degree in Computer Science from Rutgers University, under the supervision of Dr. Vasek Chvatal. He joined the Computer Engineering and Computer Science Department of University of Louisville as an Assistant Professor in 2007.