Plan Towards Adapting ToUCH Modules

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Topics covered

- 1. Parallel programing basics
- 2. Parallel hardware and parallel software
- 3. Distributed memory programming with MPI
- 4. Shared memory programming with OpenMP
- 5. Heterogeneous computing with CUDA

Learning outcomes:

- 1. The understanding of basics of parallel architecture and parallel programming
- The ability to write parallel programs using widely used APIs (e.g., MPI) and languages
- 3. Basic evaluation of parallel programming performance
- 4. Programming in C or Python (locally and on remote clusters)
- 5. Write simple programs in CUDA

- Current: good amount of lectures on "parallel hardware and software" topics
- Plan: reduce effort on introductory topics, and introduce CUDA programming

Lecture and lab plan

- Introduction to heterogeneous computing and GPGPU programming
- Lab#1: hello world using CUDA
- Lab#2: vector addition using CUDA

Topics covered

- 1. General overview of computer architecture
- 2. MIPS and ARM instruction set architecture Assembly language paradigm
- 3. Floating point algorithms
- 4. Processor performance and design
- 5. Memory hierarchy

Learning outcomes:

- 1. Describe the microstructure of processor
- 2. Describe how conventional machine instructions operate in conjunction with the components of a computer
- 3. Demonstrate the ability to program a microprocessor in assembly language
- 4. Evaluate the performance of computers
- 5. Describe some of the differences between the MIPS and ARM ISAs

Course outline

- Current: good amount of lectures on "MIPS instruction set architecture"
- Plan: reduce effort on MIPS, and introduce ARM

Lecture and lab plan

- Introduction to ARM ISA and difference with MIPS
- Lab#1: compute factorial
- Lab#2: experiment tradeoffs between ARM and thumb modes
- CPUlator and Raspberry Pi

Thank you!