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Accelerating IFS Physics Code on Intel GPUs Using OneAPI

Thursday, 23 September 2021 16:20 (20 minutes)

I will discuss the porting of ECMWF physics code, using the Cloudsc dwarf app as an example, for acceleration on Intel's PVC GPU. The discussion will focus on a SyCL/DPCPP approach, and include questions of architecture and workload mapping relevant to the performance of the target weather code. If time allows I may also explore how the ported code can then be enabled for other hardware targets.

Primary author: Dr MORENO, Camilo (Intel Corporation)

Presenter: Dr MORENO, Camilo (Intel Corporation)

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