

Scientific Computing

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CBC-Talk: The PlayStation 3 for Scientific Computing - June 2, 2008

Didem Unat (visiting PhD student from UCSD) will be giving a talk on using Playstation for scientific computing.

Total number of participants: 18
 Number of different nationalities represented: 6
 Total number of speakers: 1
 Total number of talks: 1

The PlayStation 3 for Scientific Computing

Monday June 2nd, 13:15 @ Storstua, Simula

Abstract:



The PlayStation 3 uses the IBM-designed Cell microprocessor as its CPU, utilizing the 8 "synergistic processing elements". This heterogeneous architecture can deliver higher performance than conventional processors. This feature has attracted many research groups to explore it for scientific computing.

Despite of its power, the PlayStation 3 has some limitations for programming.

Parallel programming models for Cell are not mature and there is no standardized APIs available yet.

We will discuss projects in progress and hope to give you some ideas about Cell programming.

Foils from the talk

What	
When	Jun 02, 2008 from 01:15 PM to 02:00 PM
Where	Storstua
Contact Name	Xing Cai
Add event to calendar	 vCal  iCal