

Registration contact: [alexis.herault@cnam.fr](mailto:alexis.herault@cnam.fr)

This full-day training day is to introduce attendees to Smoothed Particle Hydrodynamics and to the computational model GPUSPH, which runs on GPUs. This open source code has been developed for water waves and other free surface flows. Attendees will set up and run GPUSPH problems. Attendees with laptops equipped with an Nvidia graphics CUDA capable card and Nvidia's CUDA compiler installed will be able to run GPUSPH on their own machines. Attendees without CUDA capable laptop will be able to run GPUSPH on a local GPU server.

9h – 9h15

Introduction to Training Day: Alexis Héroult, CNAM

9h15 – 10h15

Introduction to SPH: Robert A. Dalrymple, Johns Hopkins University

10h30 – 11h30

Existing GPUSPH applications: Robert A. Dalrymple, Billy Edge, NCSU,  
Giuseppe Bilotta, INGV

11h30 – 12h15

GPUSPH implementation on workstations: Alexis Héroult

14h – 16h

How to set up a problem: All

16h – 16h45

GPUSPH implementation on clusters: Eugenio Rustico, BAW

17h – 18h

Feature requests, questions: Héroult, Bilotta, Rustico, Dalrymple