

Abstract Submitted
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Undergraduate research in numerical relativity: How to put a black hole on a graphics card JASON D. GRIGSBY, Friedrich-Schiller-University of Jena — Andreas Weyhausen, a diploma student at the Friedrich-Schiller University, ported a standard code for the full 3D stable simulation of black holes to run on a graphics processing unit (GPU), a first in the field. A presentation will be made describing the task he accomplished with key results, including a speed-up comparison to the serial code. This will be placed in context of the course work that prepared him for the project and advising provided by the FSU gravity group prior, during and after the execution leading to his thesis on Numerical Algorithms of General Relativity for Heterogeneous Computing Environments.

Jason Grigsby

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