Contribution ID: **14**   Type: **Talk**

Parallel Neutrino Triggers using GPUs for an underwater telescope.

Thursday, 11 September 2014 09:30 (30 minutes)

Graphics Processing Units are high performance co-processors originally intended to improve the use and quality of computer graphics applications. Because of their performance, researchers have extended their use beyond the computer graphics scope. We have investigate the possibility of implementing and speeding up neutrino online trigger algorithms in the KM3 experiment using CPU-GPU system. The results of a neutrino trigger simulation on a KM3 14 plane Tower are reported.

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Session Classification: GPU in Low Level Trigger (1/2)