Workshop Abstract I

NVIDIA GPU and Introduction to CUDA

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Workshop Overview:
1. Introduction to CUDA programming.
2. Difference between Fermi & GT200.
3. Optimization essentials.

Biography:
Mr. Joy Lee is a Senior Software Engineer (Development and Technology) in NVIDIA. Prior to this, he was a System Engineer (APAC Profession Solution Group) in NVIDIA Taiwan, from the year 2008 to 2010. He obtained his degrees Phys. B.S. and Phys. M.S. from the NTU Taiwan in 2001 and 2003 respectively.
Workshop Overview:
The workshop will provide an introduction to Membrane Computing targeted to an audience with a basic mathematical knowledge.

Different types of membrane systems will be presented together with their use in three different contexts: descriptive complexity, simulation of biological processes and computational complexity. The motivation of the presented research and the relevance of the results will be clearly stated.

More than introducing published research, the workshop aims to stimulate the audience to carry on research in Membrane Computing. For this reason, research questions of different difficulties will be outlined.

The workshop will have a friendly atmosphere encouraging interaction and cooperation. Copy of the used slides, reading material and recording of the workshop will be provided.

Biography:
Dr. Pierluigi Frisco is a lecturer in the School of Mathematical and Computer Sciences, Heriot-Watt University, UK. After completing his PhD at the Leiden University, The Netherlands (September 2004), Dr. Frisco was appointed as a lecturer in the Department of Computer Science at the University of Exeter from where he moved to his present post in 2006.

Dr. Frisco's research has always been at the interface of Computer Science, Mathematics and Biology. His research interests are system biology, theoretical computer science and natural computing.

Recently, Dr. Frisco wrote a monograph "Computing with Cells: Advances in Membrane Computing" (Oxford University Press). He is a member of the Conference on Membrane Computing steering committee. He is also the editor of the International Journal of Natural Computing Research.