GPU Galaxies
n-body problem

• Given orbital properties (e.g., position, velocity, mass) of in-space objects (bodies), predict:
  – Interactive forces (gravitational effect)
  – Future motions

• Every pair of bodies (e.g. stars) has the gravitational effect.

• For a given star, the total effect is computed using all pairs of stars.
  – Perform same task on many data
  – Parallelize computations using CUDA

• A kernel performs computations.
main.c

• The Program is single-threaded.
• Make a many-threaded program using CUDA

• Use managed memory instead of explicit memory copying (optional step in part E)
  – stars array is reallocated.
  – CUDA does not support memory reallocation.
  – Use standard memory copying