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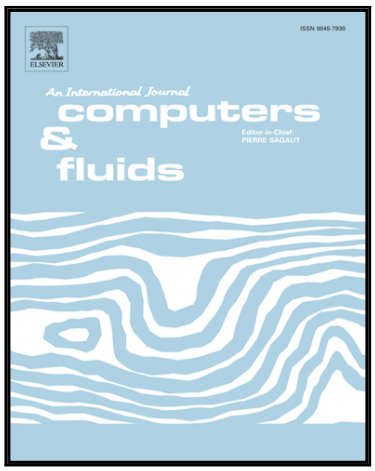

Experimenting task-based runtimes on a legacy Computational Fluid Dynamics code with unstructured meshes

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PII: S0045-7930(18)30180-4
DOI: 10.1016/j.compfluid.2018.03.076
Reference: CAF 3837

To appear in: *Computers and Fluids*

Received date: 8 February 2017
Revised date: 26 March 2018
Accepted date: 28 March 2018

Please cite this article as: Emmanuel Jeannot, Yvan Fournier, Benjamin Lorendeau, Experimenting task-based runtimes on a legacy Computational Fluid Dynamics code with unstructured meshes, *Computers and Fluids* (2018), doi: 10.1016/j.compfluid.2018.03.076

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Highlights

- Discussion on porting a Legacy CFD code onto task-based runtime system
- Porting gradient reconstruction onto StarPU and PARSEC
- Comparing the PARSEC and StarPU approach
- Tests on shared and distributed memory

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