

Hadronic Physics using Lattice QCD and GPUs

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Recent years have seen the development of sophisticated techniques for analyzing lattice QCD data ensembles (such as those being generated on leadership computing resources through the INCITE program). These techniques are computationally demanding and present a capacity computing challenge. Graphics Processing Units (GPUs), combined with suitable software provide a compelling solution to enable these analyses. In this contribution I will describe the recent efforts of the USQCD Collaboration in the area of GPU computing, and review some physics results from the Hadron Spectrum Collaboration.