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massive tsunami simulation across a bank of GPUs. What's inside
Planning a new parallel project Understanding differences in CPU and
GPU architecture Addressing underperforming kernels and loops Managing
applications with batch scheduling About the reader For experienced
programmers proficient with a high-performance computing language like
C, C++, or Fortran. About the author Robert Robey works at Los Alamos
National Laboratory and has been active in the field of parallel
computing for over 30 years. Yuliana Zamora is currently a PhD student
and Siebel Scholar at the University of Chicago, and has lectured on
programming modern hardware at numerous national conferences. Table of
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Arnold Arnold is an advanced cross-platform rendering library, or API, used by a number of prominent organizations in film, television, and animation, including Sony Pictures Imageworks. It was developed as a photo-realistic, physically-based ray tracing alternative to traditional scanline based rendering software for CG animation. Arnold uses cutting-edge algorithms that make the most effective use of your computer's hardware resources: memory, disk space, multiple processor cores, and SIMD/SSE units. The Arnold architecture was designed to easily adapt to existing pipelines. It is built on top of a pluggable node system; users can extend and customize the system by writing new shaders, cameras, filters, and output driver nodes, as well as procedural geometry, custom ray types and user-defined geometric data. The primary goal of the Arnold architecture is to provide a complete solution as a primary renderer for animation and visual effects. However, Arnold can also be used as: A ray server for traditional scanline renderers. A tool for baking/procedural generation of lighting data (lightmaps for videogames). An interactive rendering and relighting tool.

Advances in GPU Research and Practice focuses on research and practices in GPU based systems. The topics treated cover a range of issues, ranging from hardware and architectural issues, to high level

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issues, such as application systems, parallel programming, middleware, and power and energy issues. Divided into six parts, this edited volume provides the latest research on GPU computing. Part I: Architectural Solutions focuses on the architectural topics that improve on performance of GPUs, Part II: System Software discusses OS, compilers, libraries, programming environment, languages, and paradigms that are proposed and analyzed to help and support GPU programmers. Part III: Power and Reliability Issues covers different aspects of energy, power, and reliability concerns in GPUs. Part IV: Performance Analysis illustrates mathematical and analytical techniques to predict different performance metrics in GPUs. Part V: Algorithms presents how to design efficient algorithms and analyze their complexity for GPUs. Part VI: Applications and Related Topics provides use cases and examples of how GPUs are used across many sectors. Discusses how to maximize power and obtain peak reliability when designing, building, and using GPUs Covers system software (OS, compilers), programming environments, languages, and paradigms proposed to help and support GPU programmers Explains how to use mathematical and analytical techniques to predict different performance metrics in GPUs Illustrates the design of efficient GPU algorithms in areas such as bioinformatics, complex systems, social networks, and cryptography Provides applications and use case

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scenarios in several different verticals, including medicine, social sciences, image processing, and telecommunications

This book presents efficient visualization techniques, a prerequisite for the interactive exploration of complex data sets. High performance is demonstrated as a process of devising algorithms for the fast graphics processing units (GPUs) of modern graphics hardware. Coverage includes parallelization on cluster computers with several GPUs, adaptive rendering methods, and non-photorealistic rendering techniques for visualization.

This book presents the proceedings of the 10th International Parallel Tools Workshop, held October 4-5, 2016 in Stuttgart, Germany - a forum to discuss the latest advances in parallel tools. High-performance computing plays an increasingly important role for numerical simulation and modelling in academic and industrial research. At the same time, using large-scale parallel systems efficiently is becoming more difficult. A number of tools addressing parallel program development and analysis have emerged from the high-performance computing community over the last decade, and what may have started as collection of small helper script has now matured to production-grade frameworks. Powerful user interfaces and an extensive body of

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documentation allow easy usage by non-specialists.

This book constitutes the refereed proceedings of the 19th International Conference on Parallel and Distributed Computing, EuroPar 2013, held in Aachen, Germany, in August 2013. The 70 revised full papers presented were carefully reviewed and selected from 261 submissions. The papers are organized in 16 topical sections: support tools and environments; performance prediction and evaluation; scheduling and load balancing; high-performance architectures and compilers; parallel and distributed data management; grid, cluster and cloud computing; peer-to-peer computing; distributed systems and algorithms; parallel and distributed programming; parallel numerical algorithms; multicore and manycore programming; theory and algorithms for parallel computation; high performance networks and communication; high performance and scientific applications; GPU and accelerator computing; and extreme-scale computing.

This volume contains the papers of 3 workshops and the doctoral consortium, which are organized in the framework of the 18th East-European Conference on Advances in Databases and Information Systems (ADBIS'2014). The 3rd International Workshop on GPUs in Databases (GID'2014) is devoted to subjects related to utilization of Graphics

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Processing Units in database environments. The use of GPUs in databases has not yet received enough attention from the database community. The intention of the GID workshop is to provide a discussion on popularizing the GPUs and providing a forum for discussion with respect to the GID's research ideas and their potential to achieve high speedups in many database applications. The 3rd International Workshop on Ontologies Meet Advanced Information Systems (OAIS'2014) has a twofold objective to present: new and challenging issues in the contribution of ontologies for designing high quality information systems, and new research and technological developments which use ontologies all over the life cycle of information systems. The 1st International Workshop on Technologies for Quality Management in Challenging Applications (TQMCA'2014) focuses on quality management and its importance in new fields such as big data, crowd-sourcing, and stream databases. The Workshop has addressed the need to develop novel approaches and technologies, and to entirely integrate quality management into information system management.

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