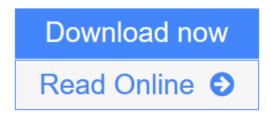


Advances in GPU Research and Practice (Emerging Trends in Computer Science and Applied Computing)

Hamid Sarbazi Azad



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

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