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Liyong Dong



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GPU Computing Gems Emerald Edition, 2011-01-13 GPU Computing Gems Emerald Edition offers practical techniques in parallel computing using graphics processing units GPUs to enhance scientific research The first volume in Morgan Kaufmann's Applications of GPU Computing Series this book offers the latest insights and research in computer vision electronic design automation and emerging data intensive applications It also covers life sciences medical imaging ray tracing and rendering scientific simulation signal and audio processing statistical modeling video and image processing This book is intended to help those who are facing the challenge of programming systems to effectively use GPUs to achieve efficiency and performance goals It offers developers a window into diverse application areas and the opportunity to gain insights from others algorithm work that they may apply to their own projects Readers will learn from the leading researchers in parallel programming who have gathered their solutions and experience in one volume under the guidance of expert area editors Each chapter is written to be accessible to researchers from other domains allowing knowledge to cross pollinate across the GPU spectrum Many examples leverage NVIDIA's CUDA parallel computing architecture the most widely adopted massively parallel programming solution The insights and ideas as well as practical hands on skills in the book can be immediately put to use Computer programmers software engineers hardware engineers and computer science students will find this volume a helpful resource For useful source codes discussed throughout the book the editors invite readers to the following website Covers the breadth of industry from scientific simulation and electronic design automation to audio video processing medical imaging computer vision and more Many examples leverage NVIDIA's CUDA parallel computing architecture the most widely adopted massively parallel programming solution Offers insights and ideas as well as practical hands on skills you can immediately put to use

The History of the GPU - New Developments Jon Peddie, 2023-01-01 This third book in the three part series on the History of the GPU covers the second to sixth eras of the GPU which can be found in anything that has a display or screen The GPU is now part of supercomputers PCs Smartphones and tablets wearables game consoles and handhelds TVs and every type of vehicle including boats and planes In the early 2000s the number of GPU suppliers consolidated to three whereas now the number has expanded to almost 20 In 2022 the GPU market was worth over 250 billion with over 2.2 billion GPUs being sold just in PCs and more than 10 billion in smartphones Understanding the power and history of these devices is not only a fascinating tale but one that will aid your understanding of some of the developments in consumer electronics computers new automobiles and your fitness watch

Advances in GPU Research and Practice Hamid Sarbazi-Azad, 2016-09-15 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 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 scenarios in several different verticals including medicine social sciences image processing and telecommunications

High Performance Computing. ISC High Performance 2024 International Workshops Michèle Weiland, Sarah Neuwirth, Carola Kruse, Tobias Weinzierl, 2024-12-13 This book constitutes the refereed workshop proceedings from the 39th International conference on High Performance Computing ISC High Performance 2024 held in Hamburg Germany in May 2024 The 34 full papers presented here were carefully reviewed and selected from 50 submissions These proceedings include papers from the following workshops Compiler Assisted Correctness Checking and Performance Optimization for HPC Workshop C3PO 2024 HPC on Heterogeneous Hardware Workshop H3 2024 Third Workshop on Communication I O and Storage at Scale on Next Generation Platforms Scalable Infrastructures ISC 2024 IXPUG HPC I O in the Data Center Workshop HPC IODC 2024 Third Combined Workshop on Interactive and Urgent Supercomputing CW IUS 2024 5th ISC HPC International Workshop on Monitoring Operational Data Analytics MODA24 Fourth International Workshop on RISC V for HPC 2nd International Workshop on Sustainable Supercomputing Second International Workshop on Converged Computing on Edge Cloud and HPC WOCC 24 8th International Workshop on In Situ Visualization WOIV 24 Chapter Interactive in Situ Visualization is available open access under a Creative Commons Attribution 4 0 International License via link [springer.com](https://www.springer.com)

System-Level Design of GPU-Based Embedded Systems Arian Maghazeh, 2018-12-07 Modern embedded systems deploy several hardware accelerators in a heterogeneous manner to deliver high performance computing Among such devices graphics processing units GPUs have earned a prominent position by virtue of their immense computing power However a system design that relies on sheer throughput of GPUs is often incapable of satisfying the strict power and time related constraints faced by the embedded systems This thesis presents several system level software techniques to optimize the design of GPU based embedded systems under various graphics and non graphics applications As compared to the conventional application level optimizations the system wide view of our proposed techniques brings about several advantages First it allows for fully

incorporating the limitations and requirements of the various system parts in the design process Second it can unveil optimization opportunities through exposing the information flow between the processing components Third the techniques are generally applicable to a wide range of applications with similar characteristics In addition multiple system level techniques can be combined together or with application level techniques to further improve the performance We begin by studying some of the unique attributes of GPU based embedded systems and discussing several factors that distinguish the design of these systems from that of the conventional high end GPU based systems We then proceed to develop two techniques that address an important challenge in the design of GPU based embedded systems from different perspectives The challenge arises from the fact that GPUs require a large amount of workload to be present at runtime in order to deliver a high throughput However for some embedded applications collecting large batches of input data requires an unacceptable waiting time prompting a trade off between throughput and latency We also develop an optimization technique for GPU based applications to address the memory bottleneck issue by utilizing the GPU L2 cache to shorten data access time Moreover in the area of graphics applications and in particular with a focus on mobile games we propose a power management scheme to reduce the GPU power consumption by dynamically adjusting the display resolution while considering the user's visual perception at various resolutions We also discuss the collective impact of the proposed techniques in tackling the design challenges of emerging complex systems The proposed techniques are assessed by real life experimentations on GPU based hardware platforms which demonstrate the superior performance of our approaches as compared to the state of the art techniques

Cloud Computing, Big Data & Emerging Topics Enzo Rucci, Marcelo Naiouf, Franco Chichizola, Laura De Giusti, Armando De Giusti, 2022-08-04 This book constitutes the revised selected papers of the 10th International Conference on Cloud Computing Big Data Machine and Deep Learning Cloud and High Performance Computing Machine and Deep Learning and Virtual Reality

Neuroscience, computing, performance, and benchmarks: Why it matters to neuroscience how fast we can compute Felix Schürmann, Omar Awile, James Courtney Knight, Thomas Nowotny, James B. Aimone, Markus Diesmann, 2023-04-26

Euro-Par 2024: Parallel Processing Jesus Carretero, Sameer Shende, Javier Garcia-Blas, Ivona Brandic, Katzalin Olcoz, Martin Schreiber, 2024-08-25 The three volume set LNCS 14801 14802 and 14803 constitutes the proceedings of the 30th European Conference on Parallel and Distributed Processing Euro Par 2024 which took place in Madrid Spain during August 26 30 2024 The 88 full papers included in the proceedings were carefully reviewed and selected from 293 submissions They were organized in topical sections as follows Part I Programming compilers and performance scheduling resource management cloud edge computing and workflows Part II Architectures and accelerators data analytics AI and computational science Part III Theory and algorithms multidisciplinary domain specific and applied parallel and distributed computing

Maximum PC, 2006-08 Maximum PC is the magazine that every computer fanatic PC gamer or content creator must read Each and every issue is packed with punishing product reviews insightful and

innovative how to stories and the illuminating technical articles that enthusiasts crave

Research in Attacks, Intrusions, and Defenses Marc Dacier, Michael Bailey, Michalis Polychronakis, Manos Antonakakis, 2017-10-10 This book constitutes the refereed conference proceedings of the 20th International Symposium on Research in Attacks Intrusions and Defenses RAID 2017 held in Atlanta GA USA in September 2017 The 21 revised full papers were selected from 105 submissions They are organized in the following topics software security intrusion detection systems security android security cybercrime cloud security network security

High Performance Computing Ginés Guerrero, Jaime San Martín, Esteban Meneses, Carlos Jaime Barrios Hernández, Carla Osthoff, Jose M. Monsalve Diaz, 2025-02-13 This book constitutes the refereed revised selected papers of the 11th Latin American Conference on High Performance Computing CARLA 2024 held in Santiago de Chile Chile during September 30 October 4 2024 The 21 full papers included in this book were carefully reviewed and selected from 42 submissions They were organized in topical sections as follows High Performance Computing Track Artificial Intelligence at HPC Scale Track High Performance Computing Applications Track

Cloud Computing, Big Data & Emerging Topics Marcelo Naiouf, Enzo Rucci, Franco Chichizola, Laura De Giusti, 2021-08-15 This book constitutes the revised selected papers of the 9th International Conference on Cloud Computing Big Data machine and deep learning big data web and mobile computing visualization The conference was held virtually due to the COVID 19 pandemic

Computer Architecture John L. Hennessy, David A. Patterson, Krste Asanović, 2012 The computing world is in the middle of a revolution mobile clients and cloud computing have emerged as the dominant paradigms driving programming and hardware innovation This book focuses on the shift exploring the ways in which software and technology in the cloud are accessed by cell phones tablets laptops and more

Explainable AI for Cybersecurity Zhixin Pan, Prabhat Mishra, 2023-12-12 This book provides a comprehensive overview of security vulnerabilities and state of the art countermeasures using explainable artificial intelligence AI Specifically it describes how explainable AI can be effectively used for detection and mitigation of hardware vulnerabilities e g hardware Trojans as well as software attacks e g malware and ransomware It provides insights into the security threats towards machine learning models and presents effective countermeasures It also explores hardware acceleration of explainable AI algorithms The reader will be able to comprehend a complete picture of cybersecurity challenges and how to detect them using explainable AI This book serves as a single source of reference for students researchers engineers and practitioners for designing secure and trustworthy systems

Computing and Communications Engineering in Real-Time Application Development B. K. Mishra, Samarjeet Borah, Hemant Kasturiwale, 2022-09-22 Experts in research industry and academia cover recent trends and state of the art solutions in computer and communications engineering focusing specifically on real time applications of electronics communications computing and information technology The volume provides sound theoretical and application oriented knowledge with a special focus on the development of safety critical networks and integrated electrical and

electronics systems The volume also features numerous new algorithms that assist in solving computer and communication engineering problems

Proceedings of the Third International Conference on Advances in Computing Research (ACR'25) Kevin Daimi, Abeer Al Sadoon, 2025-05-17 This book concentrates on advances in research in the areas of computational intelligence cybersecurity engineering data analytics engineering network and communications cloud and mobile computing software engineering and robotics and automation The Third International Conference on Advances in Computing Research ACR 25 July 7 9 2025 Nice France brings together a diverse group of researchers from all over the world with the intent of fostering collaboration and dissemination of the advances in computing technologies The conference is aptly segmented into six tracks to promote a birds of the same feather congregation and maximize participation It introduces the concepts techniques methods approaches and trends needed by researchers graduate students specialists and educators for keeping current and enhancing their research and knowledge in these areas

High Performance Computing Ana-Lucia Varbanescu, Abhinav Bhatele, Piotr Luszczek, Baboulin Marc, 2022-05-29 This book constitutes the refereed proceedings of the 37th International Conference on High Performance Computing ISC High Performance 2022 held in Hamburg Germany during May 29 June 2 2022 The 18 full papers presented were carefully reviewed and selected from 53 submissions The papers are categorized into the following topical sub headings Architecture Networks and Storage Machine Learning AI Emerging Technologies HPC Algorithms and Applications Performance Modeling Evaluation and Analysis and Programming Environments and Systems Software

Architecture of Computing Systems Martin Schulz, Carsten Trinitis, Nikela Papadopoulou, Thilo Pionteck, 2022-12-13 This book constitutes the proceedings of the 35th International Conference on Architecture of Computing Systems ARCS 2022 held virtually in July 2022 The 18 full papers in this volume were carefully reviewed and selected from 35 submissions ARCS provides a platform covering newly emerging and cross cutting topics such as autonomous and ubiquitous systems reconfigurable computing and acceleration neural networks and artificial intelligence The selected papers cover a variety of topics from the ARCS core domains including energy efficiency applied machine learning hardware and software system security reliable and fault tolerant systems and organic computing

High Performance Computing for Computational Science -- VECPAR 2010 José M. Laginha M. Palma, Michel Daydé, Osni Marques, Joao Correia Lopes, 2011-02-23 This book constitutes the thoroughly refereed post conference proceedings of the 9th International Conference on High Performance Computing for Computational Science VECPAR 2010 held in Berkeley CA USA in June 2010 The 34 revised full papers presented together with five invited contributions were carefully selected during two rounds of reviewing and revision The papers are organized in topical sections on linear algebra and solvers on emerging architectures large scale simulations parallel and distributed computing numerical algorithms

Parallel Computational Technologies Leonid Sokolinsky, Mikhail Zymbler, 2020-07-25 This book constitutes refereed proceedings of the 14th International Conference on Parallel Computational Technologies PCT 2020 held in May 2020 Due to the COVID 19 pandemic

the conference was held online The 22 revised full papers and 2 short papers presented were carefully reviewed and selected from 124 submissions The papers are organized in topical sections on high performance architectures tools and technologies parallel numerical algorithms supercomputer simulation

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