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Programming Massively Parallel Processors: A Hands-on Approach, Third Edition shows both student and professional alike the basic concepts of parallel programming and GPU architecture, exploring, in detail, various techniques for constructing parallel programs.

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"Written by two teaching pioneers, this book is the definitive practical reference on programming massively parallel processors--a true technological gold mine. The hands-on learning included is cutting-edge, yet very readable.

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The bulk synchronous parallel (BSP) abstract computer is a bridging model for designing parallel algorithms. It serves a purpose similar to the parallel random access machine (PRAM) model. BSP differs from PRAM by not taking communication and synchronization for granted. An important part of analyzing a BSP algorithm rests on quantifying the synchronization and communication needed.

## **Bulk synchronous parallel - Wikipedia**

Programming Massively Parallel Processors: A Hands-on Approach (Applications of GPU Computing Series) by David B. Kirk (2010-02-05) Paperback - January 1, 1782 by David B. Kirk; Wen-mei W. Hwu (Author) 4.0 out of 5 stars 38 ratings See all formats and editions Hide other formats and editions

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techniques for constructing parallel programs are explored in detail.

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Description. Programming Massively Parallel Processors: A Hands-on Approach, Second Edition, teaches students how to program massively parallel processors. It offers a detailed discussion of various techniques for constructing parallel programs. Case studies are used to demonstrate the development process, which begins with computational thinking and ends with effective and efficient parallel programs.

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## **Course Information : Parallel Programming :: Fall 2019**

Parallel computing is a type of computation in which many calculations or the execution of processes are carried out simultaneously. Large problems can often be divided into smaller ones, which can then be solved at the same time. There are several different forms of parallel computing: bit-level, instruction-level, data, and task parallelism.

## **Parallel computing - Wikipedia**

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