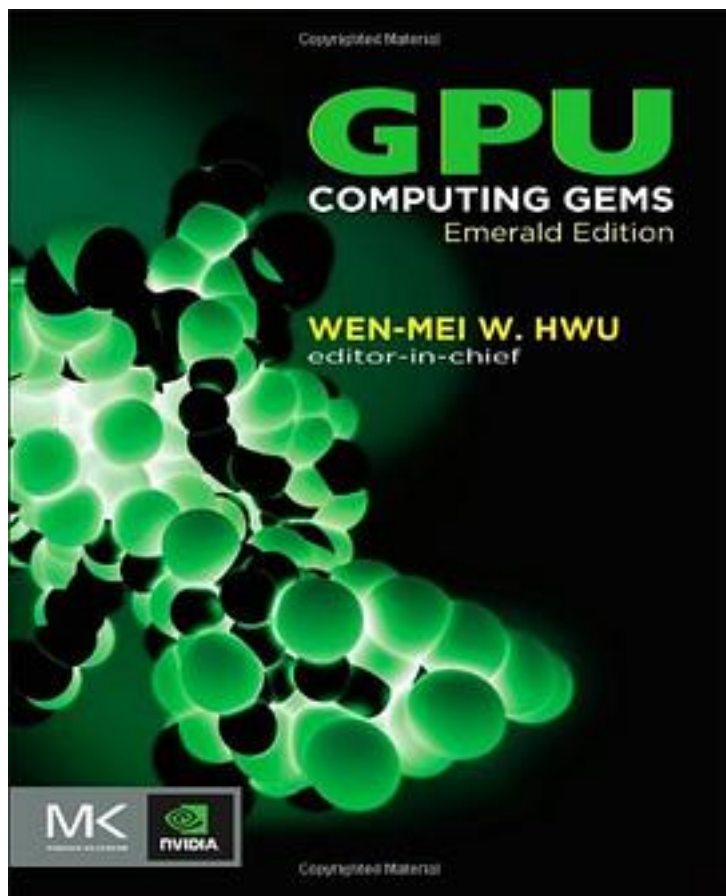# GPU Computing Gems Emerald Edition

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著者:Wen-mei W. Hwu

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Introduction

You are invited to contribute to GPU Computing Gems, a contribution-based book that will focus areas on practical techniques for GPU computing in some key focus areas:

- scientific simulation

- video and image processing including compression

- engineering simulation

- computer vision

- numerical algorithms

- signal processing and audio processing

- life sciences

- interactive physics simulation and AI for games and entertainment

- ray tracing and rendering

- parallel algorithms and data structures

- statistical modeling

- parallel programming and tools

- financial modeling

- miscellaneous topics including web-based computing, parallel programming tools, embedded robotics

- computer aided design / electronic design automation

Professor Wen-mei Hwu of the Department of Electrical and Computer Engineering in the University of Illinois, Urbana-Champaign is the Editor-in-Chief. Previous books in this series have been published by Addison-Wesley.

If you would like to contribute, please read through the following guidelines and send an e-mail to gcg1@easychair.org with your proposed article title as the subject line, and the required description in the e-mail body.

Proposal Guidelines

Each article proposal should account for the following information:

Article Subject. Your article can be about any topic related to applying GPU computing in useful and compelling ways in the above fields. The main requirement is that your article should have practical value for the GPU computing community. Because our goal is to provide a comprehensive set of authoritative and practical articles, we strongly suggest submitting techniques that have already been developed and tested.

Article Length. Articles should range from five to twenty pages of final formatted book pages. This requirement accounts for figures, code samples, and page layout, so there would be approximately 200 to 300 words per page. In some cases, we may accept articles that are shorter or longer than the suggested length, depending on their content. An article need not be long or complicated to be accepted. In fact, an idea

that is simple and works well is more likely to be accepted than a complicated or difficult-to-explain concept, since simplicity will allow more people to implement and benefit from it.

Assistance from NVIDIA. NVIDIA and our publisher will help contributors by working with them to create their figures, as well as by providing copy editing and typesetting services.

Rights. You must have the right to publish your work, including any images, if it is accepted.

Proposal Content. Each e-mailed proposal should contain the article title in the subject line, and a concise article description in the e-mail body. We recommend that the description include references to attached screenshots that demonstrate the technique in action. You should also be able to provide a working program that demonstrates your technique. Complete source code is not necessarily required, though a self-contained example will be a plus.

Timeline. We are working to an aggressive schedule. The book will be published by the end of the year. Proposals will be due on Feb 28, 2010. If your proposal is accepted, we will contact you about the next steps in the process. Complete abstracts will be due in the first week of April, and acceptance decisions will be communicated by end April. You will have committed to writing a clear, concise, and informative article that will benefit GPU users in the GPU computing community. Complete manuscripts will be due in late May.

作者介绍:

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