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Advances in Distributed Computing and Machine Learning - Rashmi Ranjan Rout 2022-07-27
This book includes a collection of peer-reviewed best selected research papers presented at the Third International Conference on Advances in Distributed Computing and Machine Learning (ICADCML 2022), organized by Department of Computer Science and Engineering, National Institute of Technology, Warangal, Telangana, India, during 15–16 January 2022. This book presents recent innovations in the field of scalable distributed systems in addition to cutting edge research in the field of Internet of Things (IoT) and blockchain in distributed environments.

Euro-Par 2019: Parallel Processing - Ramin Yahyapour 2019-08-19
This book constitutes the proceedings of the 25th International Conference on Parallel and Distributed Computing, Euro-Par 2019, held in Göttingen, Germany, in August 2019. The 36 full papers presented in this volume were carefully reviewed and selected from 142 submissions. They deal with parallel and distributed computing in general, focusing on support tools and environments; performance and power modeling, prediction and evaluation; scheduling and load balancing; high performance architectures and compilers; data management, analytics and deep learning; cluster and cloud computing; distributed systems and algorithms; parallel and distributed programming, interfaces, and languages; multicore and manycore parallelism; theory and algorithms for parallel computation and networking; parallel numerical methods and applications; accelerator computing; algorithms and systems for bioinformatics; and algorithms and systems for digital humanities.

High-Performance and Time-Predictable Embedded Computing - Pinho, Luis Miguel 2018-07-04
Nowadays, the prevalence of computing systems in our lives is so ubiquitous that we live in a cyber-physical world dominated by computer systems, from pacemakers to cars and airplanes. These systems demand for more computational performance to process large amounts of data from multiple data sources with guaranteed processing times. Actuating outside of the required timing bounds may cause the failure of the system, being vital for systems like planes, cars, business monitoring, e-trading, etc. High-Performance and Time-Predictable Embedded Computing presents recent advances in software architecture and tools to support such complex systems, enabling the design of embedded computing devices which are able to deliver high-performance whilst guaranteeing the application required timing bounds. Technical topics discussed in the book include: Parallel embedded platformsProgramming modelsMapping and scheduling of parallel computationsTiming and schedulability analysisRuntimes and operating systems The work reflected in this book was done in the scope of the European project P-SOCRATES, funded under the FP7 framework program of the European Commission. High-performance and time-predictable embedded computing is ideal for personnel in computer/communication/embedded industries as well as academic staff and master/research students in computer science, embedded systems, cyber-physical systems and internet-of-things.

FPGA Based Accelerators for Financial Applications - Christian De Schryver 2015-07-30
This book covers the latest approaches and results from reconfigurable computing architectures employed in the finance domain. So-called field-programmable gate arrays (FPGAs) have already shown to outperform standard CPU- and GPU-based computing architectures by far, saving up to 99% of energy depending on the compute tasks. Renowned authors from financial mathematics, computer architecture and finance business introduce the readers into today’s challenges in finance IT, illustrate the most advanced approaches and use cases and present currently known methodologies for integrating FPGAs in finance systems together with latest results. The complete algorithm-to-hardware flow is covered holistically, so this book serves as a hands-on guide for IT managers, researchers and quants/programmers who think about integrating FPGAs into their current IT systems.

Creativity in Intelligent Technologies and Data Science - Alla G. Kravets 2019-08-19
This two-volume set constitutes the proceedings of the Third Conference on Creativity in Intellectual Technologies and Data Science, CIT&DS 2019, held in Volgograd, Russia, in September 2019. The 67 full papers, 1 short paper and 3 keynote papers presented were carefully reviewed and selected from 231 submissions. The papers are organized in topical sections in the two volumes. Part I: cyber-physical systems and Big Data-driven world. Part II: artificial intelligence and deep learning technologies for creative tasks; intelligent technologies in social engineering.

Euro-Par 2017: Parallel Processing Workshops - Dora B. Heras 2018-02-07
This book constitutes the proceedings of the workshops of the 23rd International Conference on Parallel and Distributed Computing, Euro-Par 2017, held in Santiago de Compostela. Spain in August 2017. The 59 full papers presented were carefully reviewed and selected from 119 submissions. Euro-Par is an annual, international conference in Europe, covering all aspects of parallel and distributed processing. These range from theory to practice, from small to the largest parallel and distributed systems and infrastructures, from fundamental computational problems to full-edged applications, from architecture, compiler, language and interface design and implementation to tools, support infrastructures, and application performance aspects.

Digital Technologies and Applications - Saad Motahhir 2021-06-26
This book gathers selected research papers presented at the First International Conference on Digital Technologies and Applications (ICDTA 21), held at Sidi Mohamed Ben Abdellah University, Fez, Morocco, on 29–30 January 2021. highlighting the latest innovations in digital technologies as: artificial intelligence, Internet of things, embedded systems, network technology, information processing, and their applications in several areas such as hybrid vehicles, renewable energy, robotic, and COVID-19. The respective papers encourage and inspire researchers, industry professionals, and policymakers to put these methods into practice.

FPGA-based Implementation of Signal Processing Systems - Roger Woods 2017-05-01
An important working resource for engineers and researchers involved in the design, development, and implementation of signal processing systems The last decade has seen a rapid expansion of the use of field programmable gate arrays (FPGAs) for a wide range of applications beyond traditional digital signal processing (DSP) systems. Written by a team of experts working at the leading edge of FPGA research and development, this second edition of FPGA-based Implementation of Signal Processing Systems has been extensively updated and revised to reflect the latest iterations of FPGA theory, applications, and technology. Written from a system-level perspective, it features expert discussions of contemporary methods and tools used in the design, optimization and implementation of DSP systems using programmable FPGA hardware. And it provides a wealth of practical insights—along with illustrative case studies and timely real-world examples—of critical concern to engineers working in the design and

development of DSP systems for radio, telecommunications, audio-visual, and security applications, as well as bioinformatics, Big Data applications, and more. Inside you will find up-to-date coverage of: FPGA solutions for Big Data Applications, especially as they apply to huge data sets The use of ARM processors in FPGAs and the transfer of FPGAs towards heterogeneous computing platforms The evolution of High Level Synthesis tools—including new sections on Xilinx's HLS Vivado tool flow and Altera's OpenCL approach Developments in Graphical Processing Units (GPUs), which are rapidly replacing more traditional DSP systems FPGA-based Implementation of Signal Processing Systems, 2nd Edition is an indispensable guide for engineers and researchers involved in the design and development of both traditional and cutting-edge data and signal processing systems. Senior-level electrical and computer engineering graduates studying signal processing or digital signal processing also will find this volume of great interest.

Software Engineering, Artificial Intelligence, Networking and Parallel/Distributed Computing - Roger Lee 2017-06-23

This book gathers 14 of the most promising papers presented at the 18th IEEE/ACIS International Conference on Software Engineering, Artificial Intelligence, Networking and Parallel/Distributed Computing (SNPD 2017), which was held on June 26–28, 2017 in Kanazawa, Japan. The aim of this conference was to bring together researchers and scientists, businessmen and entrepreneurs, teachers, engineers, computer users, and students to discuss the various fields of computer science and to share their experiences and exchange new ideas and information in a meaningful way. The book presents research findings concerning all aspects (theory, applications and tools) of computer and information science, and discusses the practical challenges encountered along the way, as well as the solutions adopted to solve them.

Field-Programmable Gate Array Technology - Stephen M. Trimberger 2012-12-06

Many different kinds of FPGAs exist, with different programming technologies, different architectures and different software. Field-Programmable Gate Array Technology describes the major FPGA architectures available today, covering the three programming technologies that are in use and the major architectures built on those programming technologies. The reader is introduced to concepts relevant to the entire field of FPGAs using popular devices as examples. Field-Programmable Gate Array Technology includes discussions of FPGA integrated circuit manufacturing, circuit design and logic design. It describes the way logic and interconnect are implemented in various kinds of FPGAs. It covers particular problems with design for FPGAs and future possibilities for new architectures and software. This book compares CAD for FPGAs with CAD for traditional gate arrays. It describes algorithms for placement, routing and optimization of FPGAs. Field-Programmable Gate Array Technology describes all aspects of FPGA design and development. For this reason, it covers a significant amount of material. Each section is clearly explained to readers who are assumed to have general technical expertise in digital design and design tools. Potential developers of FPGAs will benefit primarily from the FPGA architecture and software discussion. Electronics systems designers and ASIC users will find a background to different types of FPGAs and applications of their use.

Embedded Microprocessor System Design using FPGAs - Uwe Meyer-Baese 2021-04-16

This textbook for courses in Embedded Systems introduces students to necessary concepts, through a hands-on approach. It gives a great introduction to FPGA-based microprocessor system design using state-of-the-art boards, tools, and microprocessors from Altera/Intel® and Xilinx®. HDL-based designs (soft-core), parameterized cores (Nios II and MicroBlaze), and ARM Cortex-A9 design are discussed, compared and explored using many hand-on designs projects. Custom IP for HDMI coder, Floating-point operations, and FFT bit-swap are developed, implemented, tested and speed-up is measured. Downloadable files include all design examples such as basic processor synthesizable code for Xilinx and Altera tools for PicoBlaze, MicroBlaze, Nios II and ARMv7 architectures in VHDL and Verilog code, as well as the custom IP projects. Each Chapter has a substantial number of short quiz questions, exercises, and challenging projects. Explains soft, parameterized, and hard core systems design tradeoffs; Demonstrates design of popular KCPSM6 8 Bit microprocessor step-by-step; Discusses the 32 Bit ARM Cortex-A9 and a basic processor is synthesized; Covers design flows for both FPGA Market leaders Nios II Altera/Intel and MicroBlaze Xilinx system; Describes Compiler-Compiler Tool development; Includes a substantial number of Homework's and FPGA exercises and design projects in each chapter.

Proceedings of the 5th International Workshop on OpenCL. - Simon McIntosh-Smith 2017

Evolving OpenMP for Evolving Architectures - Bronis R. de Supinski 2018-09-19

This book constitutes the proceedings of the 14th International Workshop on Open MP, IWOMP 2018, held in Barcelona, Spain, in September 2018. The 16 full papers presented in this volume were carefully reviewed and selected for inclusion in this book. The papers are organized in topical sections named: best paper; loops and OpenMP; OpenMP in heterogeneous systems; OpenMP improvements and innovations; OpenMP user experiences: applications and tools; and tasking evaluations.

Supercomputing Frontiers - Rio Yokota 2018-03-20

It constitutes the refereed proceedings of the 4th Asian Supercomputing Conference, SCFA 2018, held in Singapore in March 2018. Supercomputing Frontiers will be rebranded as Supercomputing Frontiers Asia (SCFA), which serves as the technical programme for SCA18. The technical programme for SCA18 consists of four tracks: Application, Algorithms & Libraries Programming System Software Architecture, Network/Communications & Management Data, Storage & Visualisation The 20 papers presented in this volume were carefully reviewed nd selected from 60 submissions.

Advances on P2P, Parallel, Grid, Cloud and Internet Computing - Fatos Xhafa 2016-10-21

P2P, Grid, Cloud and Internet computing technologies have been very fast established as breakthrough paradigms for solving complex problems by enabling aggregation and sharing of an increasing variety of distributed computational resources at large scale. The aim of this volume is to provide latest research findings, innovative research results, methods and development techniques from both theoretical and practical perspectives related to P2P, Grid, Cloud and Internet computing as well as to reveal synergies among such large scale computing paradigms. This proceedings volume presents the results of the 11th International Conference on P2P, Parallel, Grid, Cloud And Internet Computing (3PGCIC-2016), held November 5-7, 2016, at Soonchunhyang University, Asan, Korea

OpenACC for Programmers - Sunita Chandrasekaran 2017-09-11

The Complete Guide to OpenACC for Massively Parallel Programming Scientists and technical professionals can use OpenACC to leverage the immense power of modern GPUs without the complexity traditionally associated with programming them. OpenACC™ for Programmers is one of the first comprehensive and practical overviews of OpenACC for massively parallel programming. This book integrates contributions from 19 leading parallel-programming experts from academia, public research organizations, and industry. The authors and editors explain each key concept behind OpenACC, demonstrate how to use essential OpenACC development tools, and thoroughly explore each OpenACC feature set. Throughout, you'll find realistic examples, hands-on exercises, and case studies showcasing the efficient use of OpenACC language constructs. You'll discover how OpenACC's language constructs can be translated to maximize application performance, and how its standard interface can target multiple platforms via widely used programming languages. Each chapter builds on what you've already learned, helping you build practical mastery one step at a time, whether you're a GPU programmer, scientist, engineer, or student. All example code and exercise solutions are available for download at GitHub. Discover how OpenACC makes scalable parallel programming easier and more practical Walk through the OpenACC spec and learn how OpenACC directive syntax is structured Get productive with OpenACC code editors, compilers, debuggers, and performance analysis tools Build your first real-world OpenACC programs Exploit loop-level parallelism in OpenACC, understand the levels of parallelism available, and maximize accuracy or performance Learn how OpenACC programs are compiled Master OpenACC programming best practices Overcome common performance, portability, and interoperability challenges Efficiently distribute tasks across multiple processors Register your product at informit.com/register for convenient access to downloads, updates, and/or corrections as they become available.

OpenCL Programming Guide - Aaftab Munshi 2011-07-07

Using the new OpenCL (Open Computing Language) standard, you can write applications that access all available programming resources: CPUs, GPUs, and other processors such as DSPs and the Cell/B.E. processor. Already implemented by Apple, AMD, Intel, IBM, NVIDIA, and other leaders, OpenCL has outstanding potential for PCs, servers, handheld/embedded devices, high performance computing, and even cloud systems. This is the first comprehensive, authoritative, and practical guide to OpenCL 1.1 specifically for working developers and software architects. Written by five leading OpenCL authorities, OpenCL Programming Guide covers the entire specification. It reviews key use cases, shows how OpenCL can express a wide range of parallel algorithms, and offers complete reference material on both the API and OpenCL C programming language. Through complete case studies and downloadable code examples, the authors show how to write complex parallel programs that decompose workloads across many different devices. They also present all the essentials of OpenCL software performance optimization, including probing and adapting to hardware. Coverage includes Understanding OpenCL's architecture, concepts, terminology, goals, and rationale Programming with OpenCL C and the runtime API Using buffers, sub-buffers, images, samplers, and events Sharing and synchronizing data with OpenGL and Microsoft's Direct3D Simplifying development with the C++ Wrapper API Using OpenCL Embedded Profiles to support devices ranging from cellphones to supercomputer nodes Case studies dealing with physics simulation; image and signal processing, such as image histograms, edge detection filters, Fast Fourier Transforms, and optical flow; math libraries, such as matrix multiplication and high-performance sparse matrix multiplication; and more Source code for this book is available at https://code.google.com/p/opencl-book-samples/

Heterogeneous Computing with OpenCL - Benedict Gaster 2012-11-13

Heterogeneous Computing with OpenCL, Second Edition teaches OpenCL and parallel programming for complex systems that may include a variety of device architectures: multi-core CPUs, GPUs, and fully-integrated Accelerated Processing Units (APUs) such as AMD Fusion technology. It is the first textbook that presents OpenCL programming appropriate for the classroom and is intended to support a parallel programming course. Students will come away from this text with hands-on experience and significant knowledge of the syntax and use of OpenCL to address a range of fundamental parallel algorithms. Designed to work on multiple platforms and with wide industry support, OpenCL will help you more effectively program for a heterogeneous future. Written by leaders in the parallel computing and OpenCL communities, Heterogeneous Computing with OpenCL explores memory spaces, optimization techniques, graphics interoperability, extensions, and debugging and profiling. It includes detailed examples throughout, plus additional online exercises and other supporting materials that can be downloaded at http://www.heterogeneouscompute.org/?page_id=7 This book will appeal to software engineers, programmers, hardware engineers, and students/advanced students. Explains principles and strategies to learn parallel programming with OpenCL, from understanding the four abstraction models to thoroughly testing and debugging complete applications. Covers image processing, web plugins, particle simulations, video editing, performance optimization, and more. Shows how OpenCL maps to an example target architecture and explains some of the tradeoffs associated with mapping to various architectures Addresses a range of fundamental programming techniques, with multiple examples and case studies that demonstrate OpenCL extensions for a variety of hardware platforms

Data Parallel C++ - James Reinders 2020-11-19

Learn how to accelerate C++ programs using data parallelism. This open access book enables C++ programmers to be at the forefront of this exciting and important new development that is helping to push computing to new levels. It is full of practical advice, detailed explanations, and code examples to illustrate key topics. Data parallelism in C++ enables access to parallel resources in a modern heterogeneous system, freeing you from being locked into any particular computing device. Now a single C++ application can use any combination of devices—including GPUs, CPUs, FPGAs and AI ASICs—that are suitable to the problems at hand. This book begins by introducing data parallelism and foundational topics for effective use of the SYCL standard from the Khronos Group and Data Parallel C++ (DPC++), the open source compiler used in this book. Later chapters cover advanced topics including error handling, hardware-specific programming, communication and synchronization, and memory model considerations. Data Parallel C++ provides you with everything needed to use SYCL for programming heterogeneous systems. What You'll Learn Accelerate C++ programs using data-parallel programming Target multiple device types (e.g. CPU, GPU, FPGA) Use SYCL and SYCL compilers Connect with computing's heterogeneous future via Intel's oneAPI initiative Who This Book Is For Those new data-parallel programming and computer programmers interested in data-parallel programming using C++.

Robotic Computing on FPGAs - Shaoshan Liu 2021-06-30

This book provides a thorough overview of the state-of-the-art field-programmable gate array (FPGA)-based robotic computing accelerator designs and summarizes their adopted optimized techniques. This book consists of ten chapters, delving into the details of how FPGAs have been utilized in robotic perception, localization, planning, and multi-robot collaboration tasks. In addition to individual robotic tasks, this book provides detailed descriptions of how FPGAs have been used in robotic products, including commercial autonomous vehicles and space exploration robots.

Image Processing Using FPGAs - Donald Bailey 2019-06-11

This book presents a selection of papers representing current research on using field programmable gate arrays (FPGAs) for realising image processing algorithms. These papers are reprints of papers selected for a Special Issue of the Journal of Imaging on image processing using FPGAs. A diverse range of topics is covered, including parallel soft processors, memory management, image filters, segmentation, clustering, image analysis, and image compression. Applications include traffic sign recognition for autonomous driving, cell detection for histopathology, and video compression. Collectively, they represent the current state-of-the-art on image processing using FPGAs.

OpenCL Programming by Example - Ravishekhar Banger 2013-12-23

This book follows an example-driven, simplified, and practical approach to using OpenCL for general purpose GPU programming. If you are a beginner in parallel programming and would like to quickly accelerate your algorithms using OpenCL, this book is perfect for you! You will find the diverse topics and case studies in this book interesting and informative. You will only require a good knowledge of C programming for this book, and an understanding of parallel implementations will be useful, but not necessary.

Advances in Parallel & Distributed Processing, and Applications - Hamid R. Arabnia 2021-10-18

The book presents the proceedings of four conferences: The 26th International Conference on Parallel and Distributed Processing Techniques and Applications (PDPTA'20), The 18th International Conference on Scientific Computing (CSC'20); The 17th International Conference on Modeling, Simulation and Visualization Methods (MSV'20); and The 16th International Conference on Grid, Cloud, and Cluster Computing (GCC'20). The conferences took place in Las Vegas, NV, USA, July 27-30, 2020. The conferences are part of the larger 2020 World Congress in Computer Science, Computer Engineering, & Applied Computing (CSCE'20), which features 20 major tracks. Authors include academics, researchers, professionals, and students. Presents the proceedings of four conferences as part of the 2020 World Congress in Computer Science, Computer Engineering, & Applied Computing (CSCE'20); Includes the research tracks Parallel and Distributed Processing, Scientific Computing, Modeling, Simulation and Visualization, and Grid, Cloud, and Cluster Computing; Features papers from PDPTA'20, CSC'20, MSV'20, and GCC'20.

Parallel Computing: On the Road to Exascale - G.R. Joubert 2016-04-28

As predicted by Gordon E. Moore in 1965, the performance of computer processors increased at an exponential rate. Nevertheless, the increases in computing speeds of single processor machines were eventually curtailed by physical constraints. This led to the development of parallel computing, and whilst progress has been made in this field, the complexities of parallel algorithm design, the deficiencies of the available software development tools and the complexity of scheduling tasks over thousands and even millions of processing nodes represent a major challenge to the construction and use of more powerful parallel systems. This book presents the proceedings of the biennial International Conference on Parallel Computing (ParCo2015), held in Edinburgh, Scotland, in September 2015. Topics covered include computer architecture and performance, programming models and methods, as well as applications. The book also includes two invited talks and a number of mini-symposia. Exascale computing holds enormous promise in terms of increasing scientific knowledge acquisition and thus contributing to the future well-being and prosperity of mankind. A number of innovative approaches to the development and use of future high-performance and high-throughput systems are to be found in this book, which will be of interest to all those whose work involves the handling and processing of large amounts of data.

Heterogeneous Computing Architectures - Olivier Terzo 2019-09-10

Heterogeneous Computing Architectures: Challenges and Vision provides an updated vision of the state-of-the-art of heterogeneous computing systems, covering all the aspects related to their design: from the architecture and programming models to hardware/software integration and orchestration to real-time and security requirements. The transitions from multicore processors, GPU computing, and Cloud computing are not separate trends, but aspects of a single trend-mainstream; computers from desktop to smartphones are being permanently transformed into heterogeneous supercomputer clusters. The reader will get an organic perspective of modern heterogeneous systems and their future evolution.

Advanced Computer Architecture - Chao Li 2018-09-12

This book constitutes the refereed proceedings of the 12th Annual Conference on Advanced Computer Architecture, ACA 2018, held in Yingkou, China, in August 2018. The 17 revised full papers presented were carefully reviewed and selected from 80 submissions. The papers of this volume are organized in topical sections on: accelerators; new design explorations; towards efficient ML/AI; parallel computing system.

Numerical Computations with GPUs - Volodymyr Kindratenko 2014-07-03

This book brings together research on numerical methods adapted for Graphics Processing Units (GPUs). It explains recent efforts to adapt classic numerical methods, including solution of linear equations and FFT, for massively parallel GPU architectures. This volume consolidates recent research and adaptations, covering widely used methods that are at the core of many scientific and engineering computations. Each chapter is written by authors working on a specific group of methods; these leading experts provide mathematical background, parallel algorithms and implementation details leading to reusable, adaptable and scalable code fragments. This book also serves as a GPU implementation manual for many numerical algorithms, sharing tips on GPUs that can increase application efficiency. The valuable insights into parallelization strategies for GPUs are supplemented by ready-to-use code fragments. Numerical Computations with GPUs targets professionals and researchers working in high performance computing and GPU programming. Advanced-level students focused on computer science and mathematics will also find this book useful as secondary text book or reference.

Smart Computing and Communication - Meikang Qiu 2018-01-17

This book constitutes the refereed proceedings of the Second International Conference on Smart Computing and Communications, SmartCom 2017, held in Shenzhen, China, in December 2017.The 43 papers presented in this volume were carefully reviewed and selected from 116 submissions. They deal with topics from smart data to smart communications, smart cloud computing and smart security.

OpenCL in Action - Matthew Scarpino 2011-11-13

Summary OpenCL in Action is a thorough, hands-on presentation of OpenCL, with an eye toward showing developers how to build high-performance applications of their own. It begins by presenting the core concepts behind OpenCL, including vector computing, parallel programming, and multi-threaded operations, and then guides you step-by-step from simple data structures to complex functions. About the Technology Whatever system you have, it probably has more raw processing power than you're using. OpenCL is a high-performance programming language that maximizes computational power by executing on CPUs, graphics processors, and other number-crunching devices. It's perfect for speed-sensitive tasks like vector computing, matrix operations, and graphics acceleration. About this Book OpenCL in Action blends the theory of parallel computing with the practical reality of building high-performance applications using OpenCL. It first guides you through the fundamental data structures in an intuitive manner. Then, it explains techniques for high-speed sorting, image processing, matrix operations, and fast Fourier transform. The book concludes with a deep look at the all-important subject of graphics acceleration. Numerous challenging examples give you different ways to experiment with working code. A background in C or C++ is helpful, but no prior exposure to OpenCL is needed. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Learn OpenCL step by step Tons of annotated code Tested algorithms for maximum performance *********** Table of Contents PART 1 FOUNDATIONS OF OPENCL PROGRAMMING Introducing OpenCL Host programming: fundamental data structures Host programming: data transfer and partitioning Kernel programming: data types and device memory Kernel programming: operators and functions Image processing Events, profiling, and synchronization Development with C++ Development with Java and Python General coding principles PART 2 CODING PRACTICAL ALGORITHMS IN OPENCL Reduction and sorting Matrices and QR decomposition Sparse matrices Signal processing and the fast Fourier transform PART 3 ACCELERATING OPENGL WITH OPENCL Combining OpenCL and OpenGL Textures and renderbuffers

Compiling Algorithms for Heterogeneous Systems - Steven Bell 2018-01-17

Most emerging applications in imaging and machine learning must perform immense amounts of computation while holding to strict limits on energy and power. To meet these goals, architects are building increasingly specialized compute engines tailored for these specific tasks. The resulting computer systems are heterogeneous, containing multiple processing cores with wildly different execution models. Unfortunately, the cost of producing this specialized hardware—and the software to control it—is astronomical. Moreover, the task of porting algorithms to these heterogeneous machines typically requires that the algorithm be partitioned across the machine and rewritten for each specific architecture, which is time consuming and prone to error. Over the last several years, the authors have approached this problem using domain-specific languages (DSLs): high-level programming languages customized for specific domains, such as database manipulation, machine learning, or image processing. By giving up generality, these languages are able to provide high-level abstractions to the developer while producing high performance output. The purpose of this book is to spur the adoption and the creation of domain-specific languages, especially for the task of creating hardware designs. In the first chapter, a short historical journey explains the forces driving computer architecture today. Chapter 2 describes the various methods for producing designs for accelerators, outlining the push for more abstraction and the tools that enable designers to work at a higher conceptual level. From there, Chapter 3 provides a brief introduction to image processing algorithms and hardware design patterns for implementing them. Chapters 4 and 5 describe and compare Darkroom and Halide, two domain-specific languages created for image processing that produce high-performance designs for both FPGAs and CPUs from the same source code, enabling rapid design cycles and quick porting of algorithms. The final section describes how the DSL approach also simplifies the problem of interfacing between application code and the accelerator by generating the driver stack in addition to the accelerator configuration. This book should serve as a useful introduction to domain-specialized computing for computer architecture students and as a primer on domain-specific languages and image processing hardware for those with more experience in the field.

ICT Innovations 2017 - Dimitar Trajanov 2017-09-06

This book constitutes the refereed proceedings of the 9th International Conference on Data-Driven Innovation, ICT Innovations 2017, held in Skopje, Macedonia, in September 2017. The 26 full papers presented were carefully reviewed and selected from 90 submissions. They cover the following topics: big data analytics, cloud computing, data mining, digital signal processing, e-health, embedded systems, emerging mobile technologies, multimedia, Internet of Things (IoT), machine learning, software engineering, security and cryptography, coding theory, wearable technologies, wireless communication, and sensor networks.

FPGA Prototyping by VHDL Examples - Pong P. Chu 2011-09-20

This book uses a "learn by doing" approach to introduce the concepts and techniques of VHDL and FPGA to designers through a series of hands-on experiments. FPGA Prototyping by VHDL Examples provides a collection of clear, easy-to-follow templates for quick code development; a large number of practical examples to illustrate and reinforce the concepts and design techniques; realistic projects that can be implemented and tested on a Xilinx prototyping board; and a thorough exploration of the Xilinx PicoBlaze soft-core microcontroller.

*Intel FPGA/CPLD*设计（高级篇） - 王江宏 2017-09-01

本书作者凭借多年工作经验，深入地讨论了Intel FPGA/CPLD的设计和优化技巧。在讨论FPGA/CPLD设计指导原则的基础上，介绍了Intel FPGA器件的高级应用；引领读者学习逻辑锁定设计工具，详细讨论了时序约束与静态时序分析的方法；针对市场应用需求，分别介绍了SoC FPGA和OpenCL系统应用技术；结合实例讨论如何进行设计优化，介绍了Intel的可编程器件的高级设计工具与系统级设计技巧。

Design of FPGA-Based Computing Systems with OpenCL - Hasitha Muthumala Waidyasooriya 2017-10-24

This book provides wide knowledge about designing FPGA-based heterogeneous computing systems, using a high-level design environment based on OpenCL (Open Computing language), which is called OpenCL for FPGA. The OpenCL-based design methodology will be the key technology to exploit the potential of FPGAs in various applications such as low-power embedded applications and high-performance computing. By understanding the OpenCL-based design methodology, readers can design an entire FPGA-based computing system more easily compared to the conventional HDL-based design, because OpenCL for FPGA takes care of computation on a host, data transfer between a host and an FPGA, computation on an FPGA with a capable of accessing external DDR memories. In the step-by-step way, readers can understand followings: how to set up the design environment how to write better codes systematically considering architectural constraints how to design practical applications

Applied Reconfigurable Computing - Stephan Wong 2017-03-30

This book constitutes the refereed proceedings of the 13th International Symposium on Applied Reconfigurable Computing, ARC 2017, held in Delft, The Netherlands, in April 2017. The 17 full papers and 11 short papers presented in this volume were carefully reviewed and selected from 49 submissions. They are organized in topical sections on adaptive architectures, embedded computing and security, simulation and synthesis, design space exploration, fault tolerance, FGPA-based designs, neural neworks, and languages and estimation techniques.

FPGAs for Software Programmers - Dirk Koch 2016-06-17

This book makes powerful Field Programmable Gate Array (FPGA) and reconfigurable technology accessible to software engineers by covering different state-of-the-art high-level synthesis approaches (e.g., OpenCL and several C-to-gates compilers). It introduces FPGA technology, its programming model, and how various applications can be implemented on FPGAs without going through low-level hardware design phases. Readers will get a realistic sense for problems that are suited for FPGAs and how to implement them from a software designer’s point of view. The authors demonstrate that FPGAs and their programming model reflect the needs of stream processing problems much better than traditional CPU or GPU architectures, making them well-suited for a wide variety of systems, from embedded systems performing sensor processing to large setups for Big Data number crunching. This book serves as an invaluable tool for software designers and FPGA design engineers who are interested in high design productivity through behavioural synthesis, domain-specific compilation, and FPGA overlays. Introduces FPGA technology to software developers by giving an overview of FPGA programming models and design tools, as well as various application examples; Provides a holistic analysis of the topic and enables developers to tackle the architectural needs for Big Data processing with FPGAs; Explains the reasons for the energy efficiency and performance benefits of FPGA processing; Provides a user-oriented approach and a sense for where and how to apply FPGA technology.

Euro-Par 2018: Parallel Processing Workshops - Gabriele Mencagli 2018-12-31

This book constitutes revised selected papers from the workshops held at 24th International Conference on Parallel and Distributed Computing, Euro-Par 2018, which took place in Turin, Italy, in August 2018. The 64 full papers presented in this volume were carefully reviewed and selected from 109 submissions. Euro-Par is an annual, international conference in Europe, covering all aspects of parallel and distributed processing. These range from theory to practice, from small to the largest parallel and distributed systems and infrastructures, from fundamental computational problems to full-edged applications, from architecture, compiler, language and interface design and implementation to tools, support infrastructures, and application performance aspects.

Algorithms and Architectures for Parallel Processing - Shadi Ibrahim 2017-08-09

This book constitutes the proceedings of the 17th International Conference on Algorithms and Architectures for Parallel Processing, ICA3PP 2017, held in Helsinki, Finland, in August 2017. The 25 full papers presented were carefully reviewed and selected from 117 submissions. They cover topics such as parallel and distributed architectures; software systems and programming models; distributed and network-based computing; big data and its applications; parallel and distributed algorithms; applications of parallel and distributed computing; service dependability and security in distributed and parallel systems; service dependability and security in distributed and parallel systems; performance modeling and evaluation.This volume also includes 41 papers of four workshops, namely: the 4th International Workshop on Data, Text, Web, and Social Network Mining (DTWSM 2017), the 5th International Workshop on Parallelism in Bioinformatics (PBio 2017), the First International Workshop on Distributed Autonomous Computing in Smart City (DACSC 2017), and the Second International Workshop on Ultrascale Computing for Early Researchers (UCER 2017).

OpenMP: Conquering the Full Hardware Spectrum - Xing Fan 2019-08-26

This book constitutes the proceedings of the 15th International Workshop on Open MP, IWOMP 2019, held in Auckland, New Zealand, in September 2019. The 22 full papers presented in this volume were carefully reviewed and selected for inclusion in this book. The papers are organized in topical sections named: best paper; tools, accelerators, compilation, extensions, tasking, and using OpenMP.

Heterogeneous Computing with OpenCL 2.0 - David R. Kaeli 2015-06-18

Heterogeneous Computing with OpenCL 2.0 teaches OpenCL and parallel programming for complex systems that may include a variety of device architectures: multi-core CPUs, GPUs, and fully-integrated Accelerated Processing Units (APUs). This fully-revised edition includes the latest enhancements in OpenCL 2.0 including: • Shared virtual memory to increase programming flexibility and reduce data transfers that consume resources • Dynamic parallelism which reduces processor load and avoids bottlenecks • Improved imaging support and integration with OpenGL Designed to work on multiple platforms, OpenCL will help you more effectively program for a heterogeneous future. Written by leaders in the parallel computing and OpenCL communities, this book explores memory spaces, optimization techniques, extensions, debugging and profiling. Multiple case studies and examples illustrate high-performance algorithms, distributing work across heterogeneous systems, embedded domain-specific languages, and will give you hands-on OpenCL experience to address a range of fundamental parallel algorithms. Updated content to cover the latest developments in OpenCL 2.0, including improvements in memory handling, parallelism, and imaging support Explanations of principles and strategies to learn parallel programming with OpenCL, from understanding the abstraction models to thoroughly testing and debugging complete applications Example code covering image analytics, web plugins, particle simulations, video editing, performance optimization, and more