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Computer Arithmetic Systems - Amos R. Omondi 1994
Aimed at digital designers, computer hardware designers and computer architects, this title deals with: algorithms and hardware for operations in conventional fixed-point number systems; algorithms and hardware for operations in floating-point number systems; and unconventional number systems.
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

2019 32nd International Conference on

VLSI Design and 2019 18th International Conference on Embedded Systems (VLSID) - IEEE Staff 2019-01-05

This conference is a forum for researchers and designers to present and discuss various aspects of VLSI design, EDA, embedded systems, and enabling technologies The program will consist of regular paper sessions, special sessions, embedded tutorials, panel discussions, design contest, industrial exhibits and tutorials This is the premier conference exhibition in this area in India, attracting designers, EDA professionals, and EDA tool users The program committee for the conference has a significant representation from the EDA research community and a large fraction of the papers published in this conference are EDA related

Proceedings of the SouthEast Conference - Amber Wagner 2017-04-13

ACM SE '17: SouthEast Conference Apr 13, 2017-Apr 15, 2017 Kennesaw, USA. You can view more information about this proceeding and all of ACM's other published conference proceedings from the ACM Digital Library: http://www.acm.org/dl.

Computer Arithmetic Algorithms - Israel Koren 2018-10-08

This text explains the fundamental principles of algorithms available for performing arithmetic operations on digital computers. These include basic arithmetic operations like addition, subtraction, multiplication, and division in fixed-point and floating-point number systems as well as more complex operations such as square root extraction and evaluation of exponential, logarithmic, and trigonometric functions. The algorithms described are independent of the particular technology employed for their implementation.

The Juggling Act - Pat Gelsinger 2010-01-01

Lunch is reserved for meetings, technology makes us available anytime, anywhere-and somewhere along the way 9-to-5 morphed into 24/7, and technology makes us available

anytime, anywhere. Our demanding schedules crowd out what matters most: family, friends, even our faith. Although it may feel like you're living under the Big Top, take heart. You don't have to be a circus professional to keep all the plates spinning. Pat Gelsinger understands this challenge. As a prominent executive in the Silicon Valley, Pat struggled to juggle* a thriving career with his family. Pat's pursuit of balance led him to dynamic truths that revolutionized his approach to life. The Juggling Act shares Pat's time-tested wisdom for keeping your life in perspective. This updated and expanded revision (formerly Balancing Your Family, Faith & Work) details the guidelines for balanced living, with insights on: • Prioritizing your work, family, and God • Developing a personal mission statement • Becoming an effective employee • Creating a support system • Sharing your faith in the workplace Take a meeting with The Juggling Act. And get your professional-and personal-life on the fast track to success.

Parallel Programming with OpenACC - Rob Farber 2016-10-14

Parallel Programming with OpenACC is a modern, practical guide to implementing dependable computing systems. The book explains how anyone can use OpenACC to quickly ramp-up application performance using high-level code directives called pragmas. The OpenACC directive-based programming model is designed to provide a simple, yet powerful, approach to accelerators without significant programming effort. Author Rob Farber, working with a team of expert contributors, demonstrates how to turn existing applications into portable GPU accelerated programs that demonstrate immediate speedups. The book also helps users get the most from the latest NVIDIA and AMD GPU plus multicore CPU architectures (and soon for Intel® Xeon PhiTM as well). Downloadable example codes provide hands-on OpenACC experience for common problems in scientific, commercial, big-data, and real-time

systems. Topics include writing reusable code, asynchronous capabilities, using libraries, multicore clusters, and much more. Each chapter explains how a specific aspect of OpenACC technology fits, how it works, and the pitfalls to avoid. Throughout, the book demonstrates how the use of simple working examples that can be adapted to solve application needs. Presents the simplest way to leverage GPUs to achieve application speedups Shows how OpenACC works, including working examples that can be adapted for application needs Allows readers to download source code and slides from the book's companion web page

Proceedings of the Future Technologies Conference (FTC) 2019 - Kohei Arai 2019-10-12

This book presents state-of-the-art intelligent methods and techniques for solving real-world problems and offers a vision of future research. Featuring 143 papers from the 4th Future Technologies Conference, held in San Francisco, USA, in 2019, it covers a wide range of important topics, including, but not limited to, computing, electronics, artificial intelligence, robotics, security and communications and their applications to the real world. As such, it is an interesting, exciting and inspiring read.

Interactive Physiology - 2000