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| Nota di contenuto | Foreword -- Acknowledgements -- Introduction -- The Third to Fifth Era GPUs -- Mobile GPUs -- Game Console GPUs -- Compute and Other GPUs -- Open GPU Projects.(2000 -2018) -- The Sixth Era of GPUs -- Concluding Remarks -- Appendix A: Acronyms -- Appendix B: Definitions. |
| Sommario/riassunto | 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.
