1. Record Nr. UNISA996465638103316

Titolo	Persuasive Technology [[electronic resource]] : Third International Conference, PERSUASIVE 2008, Oulu, Finland, June 4-6, 2008, Proceedings / / edited by Harri Oinas-Kukkonen, Per Hasle, Marja Harjumaa, Katarina Segerståhl, Peter Øhrstrøm
Pubbl/distr/stampa	Berlin, Heidelberg : , : Springer Berlin Heidelberg : , : Imprint : Springer, , 2008
ISBN	3-540-68504-9
Edizione	[1st ed. 2008.]
Descrizione fisica	1 online resource (XIV, 287 p.)
Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 5033
Disciplina	153.8/520285
Soggetti	User interfaces (Computer systems) Special purpose computers Computer communication systems Application software Artificial intelligence Data mining User Interfaces and Human Computer Interaction Special Purpose and Application-Based Systems Computer Communication Networks Computer Appl. in Social and Behavioral Sciences Artificial Intelligence Data Mining and Knowledge Discovery
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Keynote Papers -- Affective Loop Experiences – What Are They? -- Fine Processing -- Mass Interpersonal Persuasion: An Early View of a New Phenomenon -- Social Network Systems -- Online Persuasion in Facebook and Mixi: A Cross-Cultural Comparison -- Website Credibility, Active Trust and Behavioural Intent -- Network Awareness, Social Context and Persuasion -- Knowledge Management -- Persuasion in Knowledge-Based Recommendation -- Persuasive Technology Design – A Rhetorical Approach -- Benevolence and

Effectiveness: Persuasive Technology's Spillover Effects in Retail Settings -- Applications -- Persuasive Technology for Shaping Social Beliefs of Rural Women in India: An Approach Based on the Theory of Planned Behaviour -- Enabling Calorie-Aware Cooking in a Smart Kitchen -- perFrames: Persuasive Picture Frames for Proper Posture -- Persuasion for Stronger Passwords: Motivation and Pilot Study -- Conceptual Frameworks -- Six Patterns for Persuasion in Online Social Networks -- A Systematic Framework for Designing and Evaluating Persuasive Systems -- Digital Therapy: Addressing Willpower as Part of the Cognitive-Affective Processing System in the Service of Habit Change -- Perspectives on Persuasive Technology -- The Persuasive Power of Human-Machine Dialogue -- Designing Persuasive Dialogue Systems: Using Argumentation with Care -- Categorization as Persuasion: Considering the Nature of the Mind -- A Qualitative Study of Culture and Persuasion in a Smoking Cessation Game -- Peer-to-Peer and Social Networks -- Exploring the Acceptability of Delayed Reciprocity in Peer-to-Peer Networks -- How to Build a Persuasive Web Application -- "Hey World, Take a Look at Me!": Appreciating the Human Body on Social Network Sites -- Self-persuasion and Timing -- Digital Therapy: The Role of Digital Positive Psychotherapy in Successful Self-regulation -- Finding Kairos in Quitting Smoking: Smokers' Perceptions of Warning Pictures -- Exploring the Persuasiveness of "Just-in-time" Motivational Messages for Obesity Management -- Well-Being Applications -- BLB: A Persuasive and Interactive Installation Designed to Improve Well-Being -- A Case Study on an Ambient Display as a Persuasive Medium for Exercise Awareness -- Technology that Persuades the Elderly -- Theoretical Considerations -- Design with Intent: Persuasive Technology in a Wider Context -- The Influence of Gender and Involvement Level on the Perceived Credibility of Web Sites -- Embodied Agents on Commercial Websites: Modeling Their Effects through an Affective Persuasion Route.

2. Record Nr. UNINA9910814428703321

Autore	Suh Jung W
Titolo	Accelerating MATLAB with GPU computing : a primer with examples / / Jung W. Suh, Youngmin Kim
Pubbl/distr/stampa	Waltham, MA : , : Morgan Kaufmann, an imprint of Elsevier, , 2014
ISBN	0-12-407916-4
Edizione	[First edition.]
Descrizione fisica	1 online resource (x, 248 pages) : illustrations (some color)
Collana	Gale eBooks
Disciplina	518.0285
Soggetti	Graphics processing units Numerical analysis - Data processing
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Front Cover; Accelerating MATLAB with GPU Computing; Copyright Page; Contents; Preface; Target Readers and Contents; Directions of this Book; GPU Utilization Using c-mex Versus Parallel Computing Toolbox; Tutorial Approach Versus Case Study Approach; CUDA Versus OpenCL; 1 Accelerating MATLAB without GPU; 1.1 Chapter Objectives; 1.2 Vectorization; 1.2.1 Elementwise Operation; 1.2.2 Vector/Matrix Operation; 1.2.3 Useful Tricks; 1.3 Preallocation; 1.4 For-Loop; 1.5 Consider a Sparse Matrix Form; 1.6 Miscellaneous Tips; 1.6.1 Minimize File Read/Write Within the Loop 1.6.2 Minimize Dynamically Changing the Path and Changing the Variable Class 1.6.3 Maintain a Balance Between the Code Readability and Optimization; 1.7 Examples; 2 Configurations for MATLAB and CUDA; 2.1 Chapter Objectives; 2.2 MATLAB Configuration for c-mex Programming; 2.2.1 Checklists; 2.2.1.1 C/C++ Compilers; 2.2.1.2 NVIDIA CUDA Compiler nvcc; 2.2.2 Compiler Selection; 2.3 "Hello, mex!" using C-MEX; 2.3.1.1 Summary; 2.4 CUDA Configuration for MATLAB; 2.4.1 Preparing CUDA Settings; 2.5 Example: Simple Vector Addition Using CUDA; 2.5.1.1 Summary; 2.6 Example with Image Convolution 2.6.1 Convolution in MATLAB 2.6.2 Convolution in Custom c-mex; 2.6.3 Convolution in Custom c-mex with CUDA; 2.6.4 Brief Time Performance Profiling; 2.7 Summary; 3 Optimization Planning through Profiling; 3.1 Chapter Objectives; 3.2 MATLAB Code Profiling to Find

Bottlenecks; 3.2.1 More Accurate Profiling with Multiple CPU Cores; 3.3 c-mex Code Profiling for CUDA; 3.3.1 CUDA Profiling Using Visual Studio; 3.3.2 CUDA Profiling Using NVIDIA Visual Profiler; 3.4 Environment Setting for the c-mex Debugger; 4 CUDA Coding with c-mex; 4.1 Chapter Objectives; 4.2 Memory Layout for c-mex
4.2.1 Column-Major Order 4.2.2 Row-Major Order; 4.2.3 Memory Layout for Complex Numbers in c-mex; 4.3 Logical Programming Model; 4.3.1 Logical Grouping 1; 4.3.2 Logical Grouping 2; 4.3.3 Logical Grouping 3; 4.4 Tidbits of GPU; 4.4.1 Data Parallelism; 4.4.2 Streaming Processor; 4.4.3 Steaming Multiprocessor; 4.4.4 Warp; 4.4.5 Memory; 4.5 Analyzing Our First Naive Approach; 4.5.1 Optimization A: Thread Blocks; 4.5.2 Optimization B; 4.5.3 Conclusion; 5 MATLAB and Parallel Computing Toolbox; 5.1 Chapter Objectives; 5.2 GPU Processing for Built-in MATLAB Functions; 5.2.1 Pitfalls in GPU Processing
5.3 GPU Processing for Non-Built-in MATLAB Functions 5.4 Parallel Task Processing; 5.4.1 MATLAB Worker; 5.4.2 parfor; 5.5 Parallel Data Processing; 5.5.1 spmd; 5.5.2 Distributed and Codistributed Arrays; 5.5.3 Workers with Multiple GPUs; 5.6 Direct use of CUDA Files without c-mex; 6 Using CUDA-Accelerated Libraries; 6.1 Chapter Objectives; 6.2 CUBLAS; 6.2.1 CUBLAS Functions; 6.2.2 CUBLAS Matrix-by-Matrix Multiplication; 6.2.2.1 Step 1; 6.2.2.2 Step 2; 6.2.2.3 Step 3; 6.2.2.4 Step 4; 6.2.2.5 Step 5; 6.2.2.6 Step 6; 6.2.2.7 Step 7; 6.2.2.8 Step 8; 6.2.2.9 Step 9
6.2.3 CUBLAS with Visual Profiler

Sommario/riassunto

Beyond simulation and algorithm development, many developers increasingly use MATLAB even for product deployment in computationally heavy fields. This often demands that MATLAB codes run faster by leveraging the distributed parallelism of Graphics Processing Units (GPUs). While MATLAB successfully provides high-level functions as a simulation tool for rapid prototyping, the underlying details and knowledge needed for utilizing GPUs make MATLAB users hesitate to step into it. Accelerating MATLAB with GPUs offers a primer on bridging this gap. Starting with the basics, setting