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Autore	AUMONT, Jacques
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Front Cover; Dedication; Content; Preface; Acknowledgements; List of Contributing Editors; List of Contributing Authors; Chapter 1 - Memory Hierarchy for Multicore and Many-Core Processors; Chapter 2 - FSB: A Flexible Set-Balancing Strategy for Last-Level Caches; Chapter 3 - The SPARC Processor Architecture; Chapter 4 - The Cilk and Cilk++ Programming Languages; Chapter 5 - Multithreading in the PLASMA Library; Chapter 6 - Ecient Aho-Corasick String Matching on Emerging Multicore Architectures; Chapter 7 - Sorting on a Graphics Processing Unit (GPU) Chapter 8 - Scheduling DAG-Structured Computations Chapter 9 - Evaluating Multicore Processors and Accelerators for Dense Numerical Computations; Chapter 10 - Sorting on the Cell Broadband Engine; Chapter 11 - GPU Matrix Multiplication; Chapter 12 - Backprojection Algorithms for Multicore and GPU Architectures; Back Cover
Sommario/riassunto	A landmark in the field, this handbook addresses the challenges that arise with the adoption of new processors into all types of computing devices and machines, from cell phones to super computers. The book focuses on the foundations of multi and many-core microprocessor computing as well as recent advances in the areas of architecture,

algorithms, programming, optimization, and applications. Applications covered within the book include data mining, scientific applications, information retrieval, and bioinformatics--
