1. Record Nr. UNISA996391634603316

Autore	Andrewes John <fl. 1615.>
Titolo	Christ his crosse or The most comfortable doctrine of Christ crucified [[electronic resource]] : and ioyfull tidings of his passion, teaching vs to loue, and imbrace his crosse, as the most sweete and celestiall doctrine vnto the soule, and how we should behaue our selues therein according to the word of God. Newly published by Iohn Andrewes minister and preacher of the word of God at Barricke Basset in the country of Wiltes. Wherein is contained, first the chiefe and principall motiues and causes, that should moue and stirre vs vp to the earnest meditation of his passion. Secondly, with what minde we should come to his meditation. Thirdly, how divers and manifold is the meditation of the passion. The fourth part intreateth of the types, and figures contained in the old Testament, touching the passion of Christ
Pubbl/distr/stampa	Printed at Oxford, : By Ioseph Barnes, 1614
Descrizione fisica	[8], 72, [4] p
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	On L2v are verses indicating Andrewes bought up all the copies in order to sell them himself. Reproduction of the original in the Bodleian Library.
Sommario/riassunto	eebo-0014

2. Record Nr. UNINA9910787572903321

Titolo	Designing scientific applications on GPUs / / edited by Raphael Couturier, University of Franche-Comte, Belfort, France
Pubbl/distr/stampa	Boca Raton, FL : , : CRC Press, , [2014] ©2014
ISBN	0-429-10085-X 1-4665-7162-4
Edizione	[1st edition]
Descrizione fisica	1 online resource (496 p.)
Collana	Chapman & Hall/CRC Numerical Analysis and Scientific Computing Series Chapman & Hall/CRC numerical analysis and scientific computing ; ; 21
Classificazione	MAT021000COM000000COM059000
Disciplina	006.6/63
Soggetti	Parallel programming (Computer science) Graphics processing units - Programming Science - Data processing Numerical analysis - Computer programs Application software - Development
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.
Nota di contenuto	Front Cover; Contents; List of Figures; List of Tables; Preface; I. Presentation of GPUs; 1. Presentation of the GPU architecture and of the CUDA environment; 2. Introduction to CUDA; II. Image processing; 3. Setting up the environment; 4. Implementing a fast median filter; 5. Implementing an efficient convolution operation on GPU; III. Software development; 6. Development of software components for heterogeneous many-core architectures; 7. Development methodologies for GPU and cluster of GPUs; IV. Optimization; 8. GPU-accelerated tree-based exact optimization methods 9. Parallel GPU-accelerated metaheuristics10. Linear programming on a GPU: a case study; V. Numerical applications; 11. Fast hydrodynamics on heterogeneous many-core hardware; 12. Parallel monotone spline interpolation and approximation on GPUs; 13. Solving sparse linear systems with GMRES and CG methods on GPU clusters; 14. Solving sparse nonlinear systems of obstacle problems on GPU clusters; 15.

Ludwig: multiple GPUs for a complex fluid lattice Boltzmann application; 16. Numerical validation and performance optimization on GPUs of an application in atomic physics
17. A GPU-accelerated envelope-following method for switching power converter simulationVI. Other; 18. Implementing multi-agent systems on GPU; 19. Pseudorandom number generator on GPU; 20. Solving large sparse linear systems for integer factorization on GPUs

Sommario/riassunto

This book covers designs of scientific applications for GPUs, beginning with a review of the principles of GPU programming. It then describes various scientific applications for GPUs and presents lessons learned. Scientific applications covered include computations on matrix operations, linear system solving, nonlinear system solving, image processing, and pseudo random number generation. Expert contributors discuss applications and the GPU porting in a pedagogical way, focusing their attention on the mechanisms they have used to obtain fast and interesting results--