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Collana	Theoretical Computer Science and General Issues, , 2512-2029 ; ; 6271
Disciplina	004.0151
Soggetti	Computer science Computer systems Computer programming Electronic digital computers—Evaluation Algorithms Numerical analysis Theory of Computation Computer System Implementation Programming Techniques System Performance and Evaluation Numerical Analysis
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Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di contenuto	Topic 1: Support Tools and Environments -- Distributed Systems and Algorithms -- Starsscheck: A Tool to Find Errors in Task-Based Parallel Programs -- Automated Tuning in Parallel Sorting on Multi-core Architectures -- Estimating and Exploiting Potential Parallelism by Source-Level Dependence Profiling -- Source-to-Source Optimization of CUDA C for GPU Accelerated Cardiac Cell Modeling -- Efficient Graph Partitioning Algorithms for Collaborative Grid Workflow Developer

Environments -- Profile-Driven Selective Program Loading --
Characterizing the Impact of Using Spare-Cores on Application
Performance -- Topic 2: Performance Prediction and Evaluation --
Performance Prediction and Evaluation -- A Model for Space-Correlated
Failures in Large-Scale Distributed Systems -- Architecture Exploration
for Efficient Data Transfer and Storage in Data-Parallel Applications --
jitSim: A Simulator for Predicting Scalability of Parallel Applications in
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File System -- Comparing Scalability Prediction Strategies on an SMP of
CMPs -- Topic 3: Scheduling and Load-Balancing -- Scheduling and
Load Balancing -- A Fast 5/2-Approximation Algorithm for Hierarchical
Scheduling -- Non-clairvoyant Scheduling of Multiple Bag-of-Tasks
Applications -- Extremal Optimization Approach Applied to Initial
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Balancing Method and Its Stability Analysis and Simulation -- Code
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Work-Stealing -- Optimum Diffusion for Load Balancing in Mesh
Networks -- A Dynamic, Distributed, Hierarchical Load Balancing for
HLA-Based Simulations on Large-Scale Environments -- Topic 4: High
Performance Architectures and Compilers -- High Performance
Architectures and Compilers -- Power-Efficient Spilling Techniques for
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Many-Core Architecture -- Thread Owned Block Cache: Managing
Latency in Many-Core Architecture -- Extending the Cell SPE with
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to Detect Outliers in Very Large Data Sets -- Topic 6: Grid, Cluster and
Cloud Computing -- Grid, Cluster and Cloud Computing --
Deployment of a Hierarchical Middleware -- Toward Real-Time, Many-
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Workflows to Meet Soft Deadlines in the Absence of Failure Models -- A
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Heuristic Optimization of Service Composition in Clouds -- A
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Using Network Information to Perform Meta-scheduling in Advance in
Grids -- Topic 7: Peer to Peer Computing -- Peer-to-Peer Computing
-- Overlay Management for Fully Distributed User-Based Collaborative
Filtering -- Dynamic Publish/Subscribe to Meet Subscriber-Defined
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Graphs for Searching Computing Markets in a P2P System -- Sampling
Bias in BitTorrent Measurements -- A Formal Credit-Based Incentive
Model for Sharing Computer Resources -- Topic 8: Distributed Systems
and Algorithms -- Distributed Systems and Algorithms -- Improving
Message Logging Protocols Scalability through Distributed Event
Logging -- Value-Based Sequential Consistency for Set Objects in
Dynamic Distributed Systems -- Robust Self-stabilizing Construction of
Bounded Size Weight-Based Clusters -- Adaptive Conflict Unit Size for
Distributed Optimistic Synchronization -- Frame Allocation Algorithms
for Multi-threaded Network Cameras -- Scalable Distributed Simulation
of Large Dense Crowds Using the Real-Time Framework (RTF) -- The
x-Wait-Freedom Progress Condition.
