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Nota di bibliografia	Includes bibliographical references at the end of each chapters and index.
Nota di contenuto	Parallel Numerics -- Teraflops Computing: A Challenge to Parallel Numerics? -- Non-standard Parallel Solution Strategies for Distributed Sparse Linear Systems -- Parallel Numerics -- Optimal Tridiagonal Solvers on Mesh Interconnection Networks -- Parallel Pivots LU Algorithm on the Cray T3E -- Experiments with Parallel One - Sided and Two - Sided Algorithms for SVD -- Combined Systolic Array for Matrix Portrait Computation -- Parallel Numerics -- A Class of Explicit Two-Step Runge-Kutta Methods with Enlarged Stability Regions for Parallel Computers -- A Parallel Strongly Implicit Algorithm for Solving of Diffusion Equations -- A Parallel Algorithm for Lagrange Interpolation on k-ary n-Cubes -- Parallel Numerics -- Parallel Quasi-Monte Carlo Integration Using (t,s)-Sequences -- Parallel Random Number Generation: Long-Range Correlations Among Multiple Processors -- A Monte-Carlo Method with Inherent Parallelism for Numerical Solving Partial Differential Equations with Boundary Conditions -- Parallel Numerics -- Blocking Techniques in Numerical Software -- HPF and Numerical Libraries -- paradeis: An Object Library for Parallel Sparse Array Computation -- Parallel Numerics -- Performance Analysis and Derived Parallelization Strategy for a SCF

Program at the Hartree Fock Level -- Computational Issues in Optimizing Ophthalmic Lens -- Parallel Finite Element Modeling of Solidification Processes -- Parallel Computing in Image Processing, Video Processing, and Multimedia -- Architectural Approaches for Multimedia Processing -- On Parallel Reconfigurable Architectures for Image Processing -- Parallel Computing in Image Processing, Video Processing, and Multimedia -- Parallel Multiresolution Image Segmentation with Watershed Transformation -- Solving Irregular Inter-processor Data Dependency in Image Understanding Tasks -- A New Parallelism Management Scheme for Multiprocessor Systems -- Parallel Computing in Image Processing, Video Processing, and Multimedia -- A Flexible VLSI Parallel Processing System for Block-Matching Motion Estimation in Low Bit-Rate Video Coding Applications -- Hierarchical Block Matching Motion Estimation on a Hypercube Multiprocessor -- Classification Based Speed-Up Methods for Fractal Image Compression on Multicomputers -- Accurate Motion Estimation in Image Sequences: Massive vs. Distributed Parallelism -- Parallel Computing in Image Processing, Video Processing, and Multimedia -- A Real-Time Distributed Video Image Processing System on PC-Cluster -- Modeling and Scheduling for MPEG-4 Based Video Encoder Using a Cluster of Workstations -- Fractal Video Compression on Shared Memory Systems -- The Split-Proxy Approach: A New Architecture for Parallel Video Servers § -- Parallel Computing in Image Processing, Video Processing, and Multimedia -- A Wavelet Toolbox for Large Scale Image Processing -- Hardware and Software Aspects for 3-D Wavelet Decomposition on Shared Memory MIMD Computers -- On the Parallel Implementation of the Fast Wavelet Packet Transform on MIMD Distributed Memory Environments -- Algorithms and Programming Paradigms for 2-D Wavelet Packet Decomposition on Multicomputers and Multiprocessors -- Real-Time Layered Video Compression Using SIMD Computation -- Parallel Computing in Image Processing, Video Processing, and Multimedia -- Parallelisation of a Satellite Signal Processing Code - Strategies and Tools -- MMIPPS - A Software Package for Multitemporal and Multispectral Image Processing on Parallel Systems -- Parallel Matching of Synthetic Aperture Radar Images -- General Aspects of Parallel Computation -- Parallel Decomposition of Distance-Hereditary Graphs -- Asynchronous Parallel Construction of Recursive Tree Hierarchies -- The Locality Property in Topological Irregular Graph Hierarchies -- General Aspects of Parallel Computation -- Geometry-Aided Rectilinear Partitioning of Unstructured Meshes -- Reducing Cache Conflicts by a Parametrized Memory Mapping -- Optimizing I/O for Irregular Applications on Distributed-Memory Machines -- General Aspects of Parallel Computation -- Cellular Multiprocessor Arrays with Adaptive Resource Utilization -- NOPE: A Nondeterministic Program Evaluator -- Visual-MCM: Visualising Execution Histories on Multiple Memory Consistency Models -- General Aspects of Parallel Computation -- High Performance Implementation of MPI for Myrinet -- Parallel Cluster Computing with IEEE1394-1995 -- Simulating Load Balancing on Heterogeneous Workstation Clusters -- General Aspects of Parallel Computation -- Global Virtual Time Approximation for Split Queue Time Warp -- MPI-parallelized Radiance on SGI CoW and SMP -- Parallel Sub-collection Join Query Algorithms for a High Performance Object-Oriented Database Architecture -- General Aspects of Parallel Computation -- An Evaluation of Parallel Computing in PC Clusters with Fast Ethernet -- Parallel MPEG-2 Encoder on ATM and Ethernet-Connected Workstations -- Block and Partitioned Neville Elimination -- An Object-Oriented DataBase for Movies-on-Demand: Two Approaches

§ -- Parallel Tree Algorithms for N-body Simulations -- Parallel Numerical Algorithms for Distributed Memory Machines -- Dynamic Scheduling on a Network Heterogeneous Computer System -- Interaction between PVM Parameters and Communication Performances on ATM Networks -- How To Share a Divisible Load in a Hypercube -- Overlapped Four-Step FFT Computation -- Design of Parallel Processing System for Facial Image Retrieval -- Inter-procedural Analysis for Parallelization of Java Programs -- Fast Recursive Computation of Local Axial Moments by Using Primitive Kernel Functions -- Speed Up Estimation for a Parallel Method for Systems of Linear Ordinary Differential Equations -- Efficient Parallel Algorithms for Dense Cholesky Factorization.

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