

1. Record Nr.	UNISA996508668103316
Autore	Peddie Jon
Titolo	The history of the GPU : steps to invention // Jon Peddie
Pubbl/distr/stampa	Cham, Switzerland : , : Springer, , [2023] ©2023
ISBN	9783031109683 9783031109676
Edizione	[1st ed. 2022.]
Descrizione fisica	1 online resource (424 pages)
Disciplina	016.503
Soggetti	Graphics processing units Computer graphics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	1 Introduction -- 2 1980-1989, Graphics Controllers on Other Platforms -- 3 1980-1989, Graphics Controllers on PCs -- 4 1990-1995, Graphics Controllers on PCs -- 5 1990 to 1999 Graphics Controllers on Other Platform -- 6 1996-1999, Graphics Controllers on PCs -- 7 What is a GPU? -- Appendix A: Definitions -- Appendix B: Acronyms.
Sommario/riassunto	This is the first book in a three-part series that traces the development of the GPU. Initially developed for games the GPU can now be found in cars, supercomputers, watches, game consoles and more. GPU concepts go back to the 1970s when computer graphics was developed for computer-aided design of automobiles and airplanes. Early computer graphics systems were adopted by the film industry and simulators for airplanes and high energy physics—exploding nuclear bombs in computers instead of the atmosphere. A GPU has an integrated transform and lighting engine, but these were not available until the end of the 1990s. Heroic and historic companies expanded the development and capabilities of the graphics controller in pursuit of the ultimate device, a fully integrated self-contained GPU. Fifteen companies worked on building the first fully integrated GPU, some succeeded in the console, and Northbridge segments, and Nvidia was the first to offer a fully integrated GPU for the PC. Today the GPU can be

found in every platform that involves a computer and a user interface.
