



## OpenCL in Action: How to Accelerate Graphics and Computation

By Matthew Scarpino

Manning Publications. Paperback. Condition: New. 456 pages. Dimensions: 9.2in. x 7.4in. x 1.3in. Summary OpenCL in Action is a thorough, hands-on presentation of OpenCL, with an eye toward showing developers how to build high-performance applications of their own. It begins by presenting the core concepts behind OpenCL, including vector computing, parallel programming, and multi-threaded operations, and then guides you step-by-step from simple data structures to complex functions. About the Technology Whatever system you have, it probably has more raw processing power than you're using. OpenCL is a high-performance programming language that maximizes computational power by executing on CPUs, graphics processors, and other number-crunching devices. It's perfect for speed-sensitive tasks like vector computing, matrix operations, and graphics acceleration. About this Book OpenCL in Action blends the theory of parallel computing with the practical reality of building high-performance applications using OpenCL. It first guides you through the fundamental data structures in an intuitive manner. Then, it explains techniques for high-speed sorting, image processing, matrix operations, and fast Fourier transform. The book concludes with a deep look at the all-important subject of graphics acceleration. Numerous challenging examples give you different ways to experiment with working code. A background in C or C++ is helpful,...



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*It is an awesome publication which I actually have ever read through. It had been written really properly and valuable. I found out this book from my dad and he recommended this PDF to discover.*

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*This book is definitely not simple to begin on studying but quite fun to see. I actually have read it and I am sure that I will go on to read it again in the foreseeable future. It is extremely difficult to leave it before concluding, once you begin to read the book.*

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