

## Programming Massively Parallel Processors Third Edition A Hands On Approach

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~~[David B. Kirk, Wen-mei W. Hwu, in Programming Massively Parallel Processors \(Third Edition\), 2017](#)~~ 1.6 Parallel Programming Languages and Models Many parallel programming languages and models have been proposed in the past several decades [Mattson, 2004].

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~~[Programming Massively Parallel Processors: A Hands-on Approach](#)~~ shows both student and professional alike the basic concepts of parallel programming and GPU architecture. Various techniques for constructing parallel programs are explored in detail.

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~~[For the CUDA portion of the course we are using Programming Massively Parallel Processors \(3rd edition\) by David B. Kirk and Wen-Mei W. Hwu](#)~~ (UBC access online here). Note the 2nd edition is also widely available but is missing some critical material and hence will be insufficient for CPSC 418 this year.

~~[CPSC 418: Parallel Computation](#)~~

~~[Programming Massively Parallel Processors, Second Edition, 2012, David Kirk and Wen-mei Hwu. Old draft pdfs are on the website](#)~~for ECE 498 AL at UIUC. ~~[Real-Time Rendering, Third Edition, 2008, Tomas Akenine-Möller, Eric Haines, and Naty Hoffman.](#)~~

~~[CIS 565: GPU Programming and Architecture, Fall 2017.](#)~~

~~[You may also mail to PP-f20 \[at\] sslab.cs.nctu.edu.tw.](#)~~ All TAs will receive the mail. Prerequisites. This course assumes that you write good code in C/C++ and are familiar with the Linux environment. You will write a lot of C/C++ code running on remote Linux machines, and also use profiling tools to analyze the performance of programs.