Advanced Computer Architecture Full Kai Hwang

This text presents the latest technologies for parallel processing and high performance computing. It deals with advanced computer architecture and parallel processing systems and techniques, providing an integrated study of computer hardware and software systems, and the material is suitable for use on courses found in computer science, computer engineering, or electrical engineering departments.

Distributed and Cloud Computing: From Parallel Processing to the Internet of Things offers complete coverage of modern distributed computing technology including clusters, the grid, service-oriented architecture, massively parallel processors, peer-to-peer networking, and cloud computing. It is the first modern, up-to-date distributed systems textbook: it explains how to create high-performance, scalable, reliable systems, exposing the design principles, architecture, and innovative applications of parallel, distributed, and cloud computing systems. Topics covered by this book include: facilitating management, debugging, migration, and disaster recovery through virtualization; clustered systems for research or ecommerce applications; designing systems as web services; and social networking systems using peer-to-peer computing. The principles of cloud computing are discussed using examples from open-source and commercial applications, along with case studies from the leading distributed computing vendors such as Amazon, Microsoft, and Google. Each chapter includes exercises and further reading, with lecture slides and more available online. This book will be ideal for students taking a distributed systems or distributed computing class, as well as for professional system designers and engineers looking for a reference to the latest distributed technologies including cloud, P2P and grid computing. Complete coverage of modern distributed computing technology including clusters, the grid, service-oriented architecture, massively parallel processors, peer-to-peer networking, and cloud computing Includes case studies from the leading distributed computing vendors: Amazon, Microsoft, Google, and more Explains how to use virtualization to facilitate management, debugging, migration, and disaster recovery Designed for undergraduate or graduate students taking a distributed systems course—each chapter includes exercises and further reading, with lecture slides and more available online

Computer Architecture and Organization, 3rd edition, provides a comprehensive and up-to-date view of the architecture and internal organization of computers from a mainly hardware perspective. With a balanced treatment of qualitative and quantitative issues. Hayes focuses on the understanding of the basic principles while avoiding overemphasis on the arcane aspects of design. This approach best meets the needs of undergraduate or beginning graduate-level students.

Advanced Computer Architecture, 2ETata McGraw-Hill EducationComputer Architecture and Parallel ProcessingAdvanced Computer ArchitectureParallelism, Scalability, Programmability

An Introduction to High-performance Scientific Computing

EURO-PAR '95: Parallel Processing

7th International Conference, DEXA '96, Zurich, Switzerland, September 9 - 13 , 1996. Proceedings

From Parallel Processing to the Internet of Things

Technology, Architecture, Programming

Database and Expert Systems Applications

Performance Evaluation, Prediction and Visualization in Parallel Systems presents a comprehensive and systematic discussion of theoretics, methods, techniques and tools for performance evaluation, prediction and visualization of parallel systems. Chapter 1 gives a short overview of performance degradation of parallel systems, and presents a general discussion on the importance of performance evaluation, prediction and visualization of parallel systems. Chapter 2 analyzes and defines several kinds of serial and parallel runtime, points out some of the weaknesses of parallel speedup metrics, and discusses how to improve and generalize them. Chapter 3 describes formal definitions of scalability, addresses the basic metrics affecting the scalability of parallel systems, discusses scalability of parallel systems from three aspects: parallel architecture, parallel algorithm and parallel algorithm-architecture combinations, and analyzes the relations of scalability and speedup. Chapter 4 discusses the methodology of performance measurement, describes the benchmark- oriented performance test and analysis and how to measure speedup and scalability in practice. Chapter 5 analyzes the difficulties in performance prediction, discusses application-oriented and architecture-oriented performance prediction and how to predict speedup and scalability in practice. Chapter 6 discusses performance visualization techniques and tools for parallel systems from three stages: performance data collection, performance data filtering and performance data visualization, and classifies the existing performance visualization tools. Chapter 7 describes parallel compiling-based, search-based and knowledge-based performance debugging, which assists programmers to optimize the strategy or algorithm in their parallel programs, and presents visual programming-based performance debugging to help programmers identify the location and cause of the performance problem. It also provides concrete suggestions on how to modify their parallel program to improve the performance. Chapter 8 gives an overview of current interconnection networks for parallel systems, analyzes the scalability of interconnection networks, and discusses how to measure and improve network performances. Performance Evaluation, Prediction and Visualization in Parallel Systems serves as an excellent reference for researchers, and may be used as a text for advanced courses on the topic.

"The Encyclopedia of Microcomputers serves as the ideal companion reference to the popular Encyclopedia of Computer Science and Technology. Now in its 10th year of publication, this timely reference work details the broad spectrum of microcomputer technology, including microcomputer history; explains and illustrates the use of microcomputers throughout academe, business, government, and society in general; and assesses the future impact of this rapidly changing technology."

This book constitutes the refereed proceedings of the 10th Annual Conference on Advanced Computer Architecture, ACA 2014, held in Shenyang, China, in August 2014. The 19 revised full papers presented were carefully reviewed and selected from 115 submissions. The papers are organized in topical sections on processors and circuits; high performance computing; GPUs and accelerators; cloud and data centers; energy and reliability; intelligence computing and mobile computing.

This volume gives an overview of the state-of-the-art with respect to the development of all types of parallel computers and their application to a wide range of problem areas. The international conference on parallel computing ParCo97 (Parallel Computing 97) was held in Bonn, Germany from 19 to 22 September 1997. The first conference in this biannual series was held in 1983 in Berlin. Further conferences were held in Leiden (The Netherlands), London (UK), Grenoble (France) and Gent (Belgium). From the outset the aim with the ParCo (Parallel Computing) conferences was to promote the application of parallel computers to solve real life problems. In the case of ParCo97 a new milestone was reached in that more than half of the papers and posters presented were concerned with application aspects. This fact reflects the coming of age of parallel computing. Some 200 papers were submitted to the Program Committee by authors from all over the world. The final programme consisted of four invited papers, 71 contributed scientific/industrial papers and 45 posters. In addition a panel discussion on Parallel Computing and the Evolution of Cyberspace was held. During and after the conference all final contributions were refereed. Only those papers and posters accepted during this final screening process are included in this volume. The practical emphasis of the conference was accentuated by an industrial exhibition where companies demonstrated the newest developments in parallel processing equipment and software. Speakers from participating companies presented papers in industrial sessions in which new developments in parallel computing were reported.

Service Level Management in Cloud Computing

Pareto-Efficient Negotiations, Reliable Monitoring, and Robust Monitor Placement

International Conference on Computing and Information Technologies

Digital Arithmetic

Theory and Applications

Digital Systems and Applications

This comprehensive new text from author Kai Hwang covers four important aspects of parallel and distributed computing -- principles, technology, architecture, and programming -- and can be used for several upper-level courses.

This concise text is designed to present the recent advances in parallel and distributed architectures and algorithms within an integrated framework. Beginning with an introduction to the basic concepts, the book goes on discussing the basic methods of parallelism exploitation in computation through vector processing, super scalar and VLIW processing, array processing, associative processing, systolic algorithms, and dataflow computation. After introducing interconnection networks, it discusses parallel algorithms for sorting, Fourier transform, matrix algebra, and graph theory. The second part focuses on basics and selected theoretical issues of distributed processing. Architectures and algorithms have been dealt in an integrated way throughout the book. The last chapter focuses on the different paradigms and issues of high performance computing making the reading more interesting. This book is meant for the senior level undergraduate and postgraduate students of computer science and engineering, and information technology. The book is also useful for the postgraduate students of computer science and computer application.

Designed for undergraduates, An Introduction to High-Performance Scientific Computing assumes a basic knowledge of numerical computation and proficiency in Fortran or C programming and can be used in any science, computer science, applied mathematics, or engineering department or by practicing scientists and engineers, especially those associated with one of the national laboratories or supercomputer centers. This text evolved from a new curriculum in scientific computing that was developed to teach undergraduate science and engineering majors how to use high-performance computing systems (supercomputers) in scientific and engineering applications. Designed for undergraduates, An Introduction to High-Performance Scientific Computing assumes a basic knowledge of numerical computation and proficiency in Fortran or C programming and can be used in any science, computer science, applied mathematics, or engineering department or by practicing scientists and engineers, especially those associated with one of the national laboratories or supercomputer centers. This text begins with a survey of scientific computing and then provide a review of background (numerical analysis, IEEE arithmetic, Unix, Fortran) and tools (elements of MATLAB, IDL, AVS). Next, full coverage is given to scientific visualization and to the architectures (scientific workstations and vector and parallel supercomputers) and performance evaluation needed to solve large-scale problems. The concluding section on applications includes three problems (molecular dynamics, advection, and computerized tomography) that illustrate the challenge of solving problems on a variety of computer architectures as well as the suitability of a particular architecture to solving a particular problem. Finally, since this can only be a hands-on course with extensive programming and experimentation with a variety of architectures and programming paradigms, the authors have provided a laboratory manual and supporting software via anonymous ftp. Scientific and Engineering Computation series This book is a balanced presentation of the latest techniques, algorithms and applications in computer science and engineering, provide a vehicle for new research and development. The proceedings have been selected for coverage in: . OCo Index to Scientific & Technical Proceedings (ISTP CDROM version / ISI Proceedings). Contents: Internet Applications; Computing in Biology; Human Computer Interface; Parallel Computing/Techniques; Computing Education; Learning Algorithms; Communication Systems/Networks; Information Technology/Linguistics; Computing Formalism/Algorithms; AI/Fuzzy Sets Application and Theory; Imaging Applications. Readership: Researchers in artificial intelligence, databases, fuzzy logic, neural networks, software engineering/programming, theoretical computer science, machine perception/computer vision, computer engineering, biomedical engineering, biocomputing, bioinformatics, biophysics and computational physics."

Parallelism, Scalability, Programmability

10th Annual Conference, ACA 2014, Shenyang, China, August 23-24, 2014. Proceedings

5th International Symposium, ISAAC '94, Beijing, P.R. China, August 25 – 27, 1994. Proceedings

Advanced Computer Architecture, 2E

Parallel Computing: Fundamentals, Applications and New Directions

Hands-On GPU Computing with Python

由McGraw-Hill（美国）

The LNCS journal Transactions on Computational Systems Biology is devoted to inter- and multidisciplinary research in the fields of computer science and life sciences and supports a paradigmatic shift in the techniques from computer and information science to cope with the new challenges arising from the systems oriented point of view of biological phenomena. This second volume of the Transactions on Computational Systems Biology is devoted to considerably extended versions of selected papers presented at the International Workshop on Bioinformatics Research and Applications (IWBRA 2005), part of the International Conference on Computational Science (ICCS 2005), which took place at Emory University, Atlanta, Georgia, USA, in May 2005. The ten papers selected for the special issue cover a wide range of bioinformatics research such as problems in RNA structure prediction, coding schemes and structural alphabets for protein structure prediction, novel techniques for efficient gene transfer in phylogenetic networks, practical algorithms minimizing recombinations in pedigree phasing, parallel implementation in Open MP for finding the corresponding shortest edit distance between two signed gene permutations, and bioinformatics problems in DNA microarrays. This book intends to inculcate the innovative ideas for the scheduling aspect in distributed computing systems. Although the models in this book have been designed for distributed systems, the same information is applicable for any type of system. The book will dramatically improve the design and management of the processes for industry professionals. It deals exclusively with the scheduling aspect, which finds little space in other distributed operating system books. Structured for a professional audience composed of researchers and practitioners in industry, this book is also suitable as a reference for graduate-level students.

Written with a straightforward and student-centred approach, this extensively revised, updated and enlarged edition presents a thorough coverage of the various aspects of parallel processing including parallel processing architectures, programmability issues, data dependency analysis, shared memory programming, thread-based implementation, distributed computing, algorithms, parallel programming languages, debugging, parallelism paradigms, distributed databases as well as distributed operating systems. The book, now in its second edition, not only provides sufficient practical exposure to the programming issues but also enables its readers to make realistic attempts at writing parallel programs using easily available software tools. With all the latest information incorporated and several key pedagogical attributes included, this textbook is an invaluable learning tool for the undergraduate and postgraduate students of computer science and engineering. It also caters to the students pursuing master of computer application. What's New to the Second Edition • A new chapter named Using Parallelism Effectively has been added covering a case study of parallelising a sorting program, and introducing commonly used parallelism models. • Sections describing the map-reduce model, top-500 initiative, Indian efforts in supercomputing, OpenMP system for shared memory programming, etc. have been added. • Numerous sections have been updated with current information. • Several questions have been incorporated in the chapter-end exercises to guide students from examination and practice points of view.

Performance Evaluation, Prediction and Visualization of Parallel Systems

Soft Computing and Intelligent Systems

Computer Architecture and Organization

Advanced Computer Architecture

Parallelism

Advanced Computer Architecture with Parallel Programming

After nearly six years at the field's leading reference, the second edition of this award-winning handbook reemerges with completely updated content and a brand new format. The Computer Engineering Handbook, Second Edition is now offered as a set of two carefully focused books that together encompass all aspects of the field. In addition to complete updates throughout the book to reflect the latest issues in low-power design, embedded processors, and new standards, this edition includes a new section on computer memory and storage as well as several new chapters on such topics as semiconductor memory circuits, stream and wireless processors, and nonvolatile memory technologies and applications.

This book constitutes the refereed proceedings of the First International Conference on E-learning and Games, Edutainment 2006, held in Hangzhou, China in April 2006. The 121 revised full papers and 52 short papers presented together with the abstracts of 3 invited papers and those of the keynote speeches cover a wide range of topics, including e-learning platforms and tools, learning resource management, practice and experience sharing, e-learning standards, and more.

Explore GPU-enabled programmable environment for machine learning, scientific applications, and gaming using PuCUDA, PyOpenGL, and Anaconda Accelerate Key Features Understand effective synchronization strategies for faster processing using GPUs Write parallel processing scripts with PyCuda and PyOpenCL Learn to use the CUDA libraries like cuDNN for deep learning on GPUs Book Description GPUs are proving to be excellent general purpose-parallel computing solutions for high performance tasks such as deep learning and scientific computing. This book will be your guide to getting started with GPU computing. It will start with introducing GPU computing and explain the architecture and programming models for GPUs. You will learn, by example, how to perform GPU programming with Python, and you'll look at using integrations such as PyCUDA, PyOpenCL, CuPy and Numba with Anaconda for various tasks such as machine learning and data mining. Going further, you will get to grips with GPU work flows, management, and deployment using modern containerization solutions. Toward the end of the book, you will get familiar with the principles of distributed computing for training machine learning models and enhancing efficiency and performance. By the end of this book, you will be able to set up a GPU ecosystem for running complex applications and data models that demand great processing capabilities, and be able to efficiently manage memory to compute your application effectively and quickly. What you will learn Utilize Python libraries and frameworks for GPU acceleration Set up a GPU-enabled programmable machine learning environment on your system with Anaconda Deploy your machine learning system on cloud containers with illustrated examples Explore PyCUDA and PyOpenCL and compare them with platforms such as CUDA, OpenCL and ROCm. Perform data mining tasks with machine learning models on GPUs Extend your knowledge of GPU computing in scientific applications Who this book is for Data Scientist, Machine Learning enthusiasts and professionals who wants to get started with GPU computation and perform the complex tasks with low-latency. Intermediate knowledge of Python programming is assumed.

Practical Parallel Computing provides information pertinent to the fundamental aspects of high-performance parallel processing. This book discusses the development of parallel applications on a variety of equipment. Organized into three parts encompassing 12 chapters, this book begins with an overview of the technology trends that converge to favor massively parallel hardware over traditional mainframes and vector machines. This text then shows that parallel computing hardware architectures. Other chapters provide worked-out examples of programs using several parallel languages. This book deals as well with benchmarking and performance estimation on parallel machines. The final chapter provides a structured, flexible methodology for selecting a parallel machine and for integrating it into operations. This book is a valuable resource for readers who are confronted with the practical realities of parallel computing for the first time. Mid-level technical managers, algorithm designers, computer scientists, and doctorate-level mathematicians will also find this book extremely useful.

Algorithms and Computation

Explore the capabilities of GPUs for solving high performance computational problems

First International EURO-PAR Conference, Stockholm, Sweden, August 29 - 31, 1995. Proceedings

International Conference on Computer Applications 2012 :: Volume 05

A Quantitative Approach

The definitive guide to successfully integrating social, mobile, Big-Data analytics, cloud and IoT principles and technologies The main goal of this book is to spur the development of effective big-data computing operations on smart clouds that are fully supported by IoT sensing, machine learning and analytics systems. To that end, the authors draw upon their original research and proven track record in the field to describe a practical approach integrating big-data theories, cloud design principles, Internet of Things (IoT) sensing, machine learning, data analytics and Hadoop and Spark programming. Part 1 focuses on data science, the roles of clouds and IoT devices and frameworks for big-data computing. Big data analytics and cognitive machine learning, as well as cloud architecture, IoT and cognitive systems are explored, and mobile cloud-IoT-interaction frameworks are illustrated with concrete system design examples. Part 2 is devoted to the principles of and algorithms for machine learning, data analytics and deep learning in big data applications. Part 3 concentrates on cloud programming software libraries from MapReduce to Hadoop, Spark and TensorFlow and describes business, educational, healthcare and social media applications for those tools. The first book describing a practical approach to integrating social, mobile, analytics, cloud and IoT (SMACT) principles and technologies Covers theory and computing techniques and technologies, making it suitable for use in both computer science and electrical engineering programs Offers an extremely well-informed vision of future intelligent and cognitive computing environments integrating SMACT technologies Fully illustrated throughout with examples, figures and approximately 150 problems to support and reinforce learning Features a companion website with an instructor manual and PowerPoint slides www.wiley.com/go/hwangIOT Big-Data Analytics for Cloud, IoT and Cognitive Computing satisfies the demand among university faculty and students for cutting-edge information on emerging intelligent and cognitive computing systems and technologies. Professionals working in data science, cloud computing and IoT applications will also find this book to be an extremely useful working resource.

Melanie Holloway explores a cloud broker offering service level agreement negotiation and monitoring as a service to consumers. She proposes a negotiation mechanism, which enables the achievement of economically efficient agreements, and an approach for reliable consumer side availability monitoring in conjunction with strategies for robust monitor placement. The author addresses the loss of control of consumers over critical aspects, specifically quality of service, when using services from the cloud.Basically, the cloud computing paradigm places the responsibility for resource management on the provider side. Hence, the control over cloud service performance is very limited on the consumer side.

Content Description #Includes bibliographical references and index.

The computing world today is in the middle of a revolution: mobile clients and cloud computing have emerged as the dominant paradigms driving programming and hardware innovation today. The Fifth Edition of Computer Architecture focuses on this dramatic shift, exploring the ways in which software and technology in the cloud are accessed by cell phones, tablets, laptops, and other mobile computing devices. Each chapter includes two real-world examples, one mobile and one datacenter, to illustrate this revolutionary change. Updated to cover the mobile computing revolution Emphasizes the two most important topics in architecture today: memory hierarchy and parallelism in all its forms. Develops common themes throughout each chapter: power, performance, cost, dependability, protection, programming models, and emerging trends ("What's Next") Includes three review appendices in the printed text. Additional reference appendices are available online. Includes updated Case Studies and completely new exercises.

Scheduling in Distributed Computing Systems

Analysis, Design and Models

Big-Data Analytics for Cloud, IoT and Cognitive Computing

Computing and Information Technologies

Technologies for E-Learning and Digital Entertainment

A Hardware/software Approach

This book presents the proceedings of the First International EURO-PAR Conference on Parallel Processing, held in Stockholm, Sweden in August 1995. EURO-PAR is the merger of the former PARLE and CONPAR-VAPP conference series; the aim of this merger is to create the premier annual scientific conference on parallel processing in Europe. The book presents 50 full revised research papers and 11 posters selected from a total of 196 submissions on the basis of 582 reviews. The scope of the contributions spans the full spectrum of parallel processing ranging from theory over design to application; thus the volume is a "must" for anybody interested in the scientific aspects of parallel processing or its advanced applications.

This volume is the proceedings of the fifth International Symposium on Algorithms and Computation, ISAAC '94, held in Beijing, China in August 1994. The 79 papers accepted for inclusion in the volume after a careful reviewing process were selected from a total of almost 200 submissions. Besides many internationally renowned experts, a number of excellent Chinese researchers present their results to the international scientific community for the first time here. The volume covers all relevant theoretical and many applicational aspects of algorithms and computation.

This book outlines a set of issues that are critical to all of parallel architecture--communication latency, communication bandwidth, and coordination of cooperative work (across modern designs). It describes the set of techniques available in hardware and in software to address each issues and explore how the various techniques interact.

New design architectures in computer systems have surpassed industry expectations. Limits, which were once thought of as fundamental, have now been broken. Digital Systems and Applications details these innovations in systems design as well as cutting-edge applications that are emerging to take advantage of the fields increasingly sophisticated capabilities. This book features new chapters on parallelizing iterative heuristics, stream and wireless processors, and lightweight embedded systems. This fundamental text— Provides a clear focus on computer systems, architecture, and applications Takes a top-level view of system organization before moving on to architectural and organizational concepts such as superscalar and vector processor, VLIW architecture, as well as new trends in multithreading and multiprocessing. includes an entire section dedicated to embedded systems and their applications Discusses topics such as digital signal processing applications, circuit implementation aspects, parallel I/O algorithms, and operating systems Concludes with a look at new and future directions in computing Features articles that describe diverse aspects of computer usage and potentials for use Details implementation and performance-enhancing techniques such as branch prediction, register renaming, and virtual memory Includes a section on new directions in computing and their penetration into many new fields and aspects of our daily lives

Volume 13 - Optical Disks to Production Scheduling

First International Conference, Edutainment 2006, Hangzhou, China, April 16-19, 2006, Proceedings

Parallel Computer Architecture

Scalable Parallel Computing

Computer Architecture and Parallel Processing

Practical Parallel Computing

This book is a balanced presentation of the latest techniques, algorithms and applications in computer science and engineering. The papers, written by eminent researchers in their fields, provide a vehicle for new research and development. The proceedings have been selected for coverage in: • Index to Scientific & Technical Proceedings (ISTP CDROM version / ISI Proceedings) Contents:Internet ApplicationsComputing in BiologyHuman Computer InterfaceParallel Computing/TechniquesComputing EducationLearning AlgorithmsCommunication Systems/NetworksInformation Technology/LinguisticsComputing Formalism/AlgorithmsAI/Fuzzy Sets Application and TheoryImaging Applications Readership: Researchers in artificial intelligence, databases, fuzzy logic, neural networks, software engineering/programming, theoretical computer science, machine perception/computer vision, computer engineering, biomedical engineering, biocomputing, bioinformatics, biophysics and computational physics. Keywords:Computing;Parallel Computing;Technology;Imaging Applications;Databases;Bioinformatics

This book covers the syllabus of GGSIPU, DU, UPTU, PTU, MDU, Pune University and many other universities. • It is useful for B.Tech(CSE/IT), M.Tech(CSE), MCA(SE) students. • Many solved problems have been added to make this book more fresh. • It has been divided in three parts :Parallel Algorithms, Parallel Programming and Super Computers.

The authoritative reference on the theory and design practice of computer arithmetic.

The field of soft computing is emerging from the cutting edge research over the last ten years devoted to fuzzy engineering and genetic algorithms. The subject is being called soft computing and computational intelligence. With acceptance of the research fundamentals in these important areas, the field is expanding into direct applications through engineering and systems science. This book cover the fundamentals of this emerging filed, as well as direct applications and case studies. There is a need for practicing engineers, computer scientists, and system scientists to directly apply "fuzzy" engineering into a wide array of devices and systems.

Exploring Emerging Technologies

Transactions on Computational Systems Biology II

INTRODUCTION TO PARALLEL PROCESSING

Distributed and Cloud Computing

The Computer Engineering Handbook