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fundamental*

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power, complexity
aspects and
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other
(un)conventional
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paradigms. Although
this core theoretical
research has
continued to grow*

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rapidly and
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vigorously, another
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area of investigation
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has since been
added, focusing on
the applications of
this model in many
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*optimization, power
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development of these
applications and
their broad adoption
by other
researchers, as well
as the expansion of*

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*the membrane
computing modelling
paradigm to other
applications, call for
a set of robust,
efficient, reliable
and easy-to-use tools
supporting the most
significant
membrane
computing models.*

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descriptions of such
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computing models.
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overview of
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*interface for shared
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hope that readers
will learn to use the
full expressibility
and power of
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should provide an*

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beginners, and the
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performance section
should help those
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experience who want
to push OpenMP to
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foreword by David J.
Kuck, Intel Fellow,
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*OpenMP, a portable
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interface for shared
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computers, was
adopted as an*

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*informal standard in
1997 by computer
scientists who
wanted a unified
model on which to
base programs for
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systems. OpenMP is
now used by many
software developers;
it offers significant
advantages over*

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*developments,
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introduces the*

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*individual features
of OpenMP,
provides many
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the language
constructs, and
offers tips on writing
an efficient OpenMP
program. It*

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*describes how to use
OpenMP in full-
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achieve high
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large-scale
architectures,
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detail, and offers in-
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*advice. It explains
how OpenMP is
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*multithreaded code,
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point of the current
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architectures are
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*and tools empower
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*applications on a
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*experience. Recognized
CUDA authorities John
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development and
VLIW processors to
illustrate this change
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different
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on parallel
computation
have been
developed and
offered in
many
institutions in
the UK,
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significance of
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single-processor
performance marks the
end of the dominance

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of the single
microprocessor in
computing. The era of
sequential computing
must give way to a new
era in which
parallelism is at the
forefront. Although
important scientific and
engineering challenges
lie ahead, this is an
opportune time for
innovation in
programming systems

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and computing architectures. We have already begun to see diversity in computer designs to optimize for such considerations as power and throughput. The next generation of discoveries is likely to require advances at both the hardware and software levels of computing systems.

There is no guarantee

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that we can make parallel computing as common and easy to use as yesterday's sequential single-processor computer systems, but unless we aggressively pursue efforts suggested by the recommendations in this book, it will be "game over" for growth in computing performance. If parallel

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programming and
related software efforts

fail to become

widespread, the

development of exciting

new applications that

drive the computer

industry will stall; if

such innovation stalls,

many other parts of the

economy will follow

suit. The Future of

Computing

Performance describes

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the factors that have led to the future limitations on growth for single processors that are based on

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escalated requirements
for heat dissipation.

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Performance will guide
researchers,
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information technology
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right direction for

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sustainable growth in computer performance, so that we may all enjoy the next level of benefits to society.

Bhoodevi, the earth, was being ravaged by evil asuras. She turned to the gods for aid but even the powerful trinity of Brahma, Vishnu and Shiva, were helpless. Concerned by the events, their

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consorts, Saraswati,
Lakshmi and Parvati
combined their powers
and created Vaishnavi,
a woman of
unsurpassed strength.
Vaishnavi fought and
destroyed the asuras
but the goddesses asked
her to stay on and not
return to heaven.
Though Vaishnavi did
not realize it, her story
was only just

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beginning. Amar Chitra
Katha tells the story of
Vaishnavi's

transformation into the
meditating goddess,
Vaishno Devi, whose
abode in the Himalayas
is visited by millions of
pilgrims every year.

We first began looking
at pointing devices and
human performance in
1990 when the senior
author, Sarah Douglas,

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was asked to evaluate the human performance of a rather novel device: a finger-controlled isometric joystick placed under a key on the keyboard. Since 1990 we have been involved in the development and evaluation of other isometric joysticks, a foot-controlled mouse, a trackball, and a

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wearable computer with
head mounted display.

We unabashedly believe
that design and

evaluation of pointing
devices should evolve
from a broad spectrum
of values which place
the human being at the
center. These values
include performance iss
ues such as pointing-
time and errors,
physical issues such as

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comfort and health, and contextual issues such as task usability and user acceptance. This book chronicles this six-year history of our relationship as teacher (Douglas) and student (Mithal), as we moved from more traditional evaluation using Fitts' law as the paradigm, to understanding the basic

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research literature on psychomotor behavior. During that process we became pro foundly aware that many designers of pointing devices fail to understand the constraints of human performance, and often do not even consider experimental evaluation critical to usability decisions

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before marketing a device. We also became aware of the fact that, contrary to popular belief in the human-computer interaction community, the problem of predicting pointing device performance has not been solved by Fitts' law. Similarly, our expectations were biased by the cognitive

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revolution of the past

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research was 'low-level'

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and piecewise

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functions.

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them. The
reader is then
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FFTs and the
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linear system

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as well as the
ICCG method.
Different
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equation are
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Subsequent
chapters deal

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methods for
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