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Zhe Xu



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Hands-On GPU Computing with Python Avimanyu Bandyopadhyay, 2019-05-14 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

I-Bytes Technology Industry IT-Shades, 2020-07-09 This document brings together a set of latest data points and publicly available information relevant for Technology Industry We are very excited to share this content and believe that readers will benefit from this periodic publication immensely **Java Deep Learning Projects** Md. Rezaul

Karim, 2018-06-29 Build and deploy powerful neural network models using the latest Java deep learning libraries Key Features Understand DL with Java by implementing real world projects Master implementations of various ANN models and build your own DL systems Develop applications using NLP image classification RL and GPU processing Book Description Java is one of the most widely used programming languages With the rise of deep learning it has become a popular choice of tool among data scientists and machine learning experts Java Deep Learning Projects starts with an overview of deep learning concepts and then delves into advanced projects You will see how to build several projects using different deep neural network architectures such as multilayer perceptrons Deep Belief Networks CNN LSTM and Factorization Machines

You will get acquainted with popular deep and machine learning libraries for Java such as Deeplearning4j Spark ML and RankSys and you ll be able to use their features to build and deploy projects on distributed computing environments You will then explore advanced domains such as transfer learning and deep reinforcement learning using the Java ecosystem covering various real world domains such as healthcare NLP image classification and multimedia analytics with an easy to follow approach Expert reviews and tips will follow every project to give you insights and hacks By the end of this book you will have stepped up your expertise when it comes to deep learning in Java taking it beyond theory and be able to build your own advanced deep learning systems What you will learn Master deep learning and neural network architectures Build real life applications covering image classification object detection online trading transfer learning and multimedia analytics using DL4J and open source APIs Train ML agents to learn from data using deep reinforcement learning Use factorization machines for advanced movie recommendations Train DL models on distributed GPUs for faster deep learning with Spark and DL4J Ease your learning experience through 69 FAQs Who this book is for If you are a data scientist machine learning professional or deep learning practitioner keen to expand your knowledge by delving into the practical aspects of deep learning with Java then this book is what you need Get ready to build advanced deep learning models to carry out complex numerical computations Some basic understanding of machine learning concepts and a working knowledge of Java are required

When the Chips Are Down Pranay Kotasthane,Abhiram Manchi,2023-11-18 To the world at large technology was synonymous with software Within months the subject of such conversations has changed dramatically Today the hardware that runs all software semiconductors or chips has become a subject of WhatsApp groups and international politics The chip shortage during COVID 19 made governments take notice of this complex supply chain The US began denying advanced semiconductors to Chinese companies Worsening China Taiwan relations further intensified the debate By 2022 China the US India the EU and Japan had released plans worth billions of dollars for setting up new semiconductor facilities This book is a comprehensive overview of this meta critical technology How are semiconductors important from a geopolitical perspective Why did the US and Taiwan become powerhouses in this domain while Russia and India fell behind Is China s semiconductor sector a threat to the world What are the future trends to watch out for These are the questions that this book answers

Scaling OpenMP for Exascale Performance and Portability Bronis R. de Supinski,Stephen L. Olivier,Christian Terboven,Barbara M. Chapman,Matthias S. Müller,2017-08-30 This book constitutes the proceedings of the 13th International Workshop on OpenMP IWOMP 2017 held in Stony Brook NY USA in September 2017 The 23 full papers presented in this volume were carefully reviewed and selected from 28 submissions They were organized in topical sections named Advanced Implementations and Extensions OpenMP Application Studies Analyzing and Extending Tasking OpenMP 4 Application Evaluation Extended Parallelism Models Performance Analysis and Tools and Advanced Data Management with OpenMP

Parallel and High Performance Computing Robert Robey,Yuliana Zamora,2021-06-22 Complex calculations

like training deep learning models or running large scale simulations can take an extremely long time Efficient parallel programming can save hours or even days of computing time Parallel and High Performance Computing shows you how to deliver faster run times greater scalability and increased energy efficiency to your programs by mastering parallel techniques for multicore processor and GPU hardware about the technology Modern computing hardware comes equipped with multicore CPUs and GPUs that can process numerous instruction sets simultaneously Parallel computing takes advantage of this now standard computer architecture to execute multiple operations at the same time offering the potential for applications that run faster are more energy efficient and can be scaled to tackle problems that demand large computational capabilities But to get these benefits you must change the way you design and write software Taking advantage of the tools algorithms and design patterns created specifically for parallel processing is essential to creating top performing applications about the book Parallel and High Performance Computing is an irreplaceable guide for anyone who needs to maximize application performance and reduce execution time Parallel computing experts Robert Robey and Yuliana Zamora take a fundamental approach to parallel programming providing novice practitioners the skills needed to tackle any high performance computing project with modern CPU and GPU hardware Get under the hood of parallel computing architecture and learn to evaluate hardware performance scale up your resources to tackle larger problem sizes and deliver a level of energy efficiency that makes high performance possible on hand held devices When you re done you ll be able to build parallel programs that are reliable robust and require minimal code maintenance This book is unique in its breadth with discussions of parallel algorithms techniques to successfully develop parallel programs and wide coverage of the most effective languages for the CPU and GPU The programming paradigms include MPI OpenMP threading and vectorization for the CPU For the GPU the book covers OpenMP and OpenACC directive based approaches and the native based CUDA and OpenCL languages what s inside Steps for planning a new parallel project Choosing the right data structures and algorithms Addressing underperforming kernels and loops The differences in CPU and GPU architecture about the reader For experienced programmers with proficiency in a high performance computing language such as C C or Fortran about the authors Robert Robey has been active in the field of parallel computing for over 30 years He works at Los Alamos National Laboratory and has previously worked at the University of New Mexico where he started up the Albuquerque High Performance Computing Center Yuliana Zamora has lectured on efficient programming of modern hardware at national conferences based on her work developing applications running on tens of thousands of processing cores and the latest GPU architectures

AI Development and the 'Fuzzy Logic' of Chinese Cyber Security and Data Laws Max Parasol,2021-12-16 Explains the rapid rise of China s innovation system and provides a roadmap for the prospects of China s AI development

Artificial Intelligence Arthur G.O. Mutambara,2025-04-09 This book presents contextualised and detailed research on Artificial Intelligence AI and the Global South It examines the key challenges of these emerging and least industrialised

countries while proffering holistic and comprehensive solutions The book then explains how AI as part of these broad interventions can drive Global South economies to achieve inclusive development and shared prosperity The book outlines how countries can swiftly prepare to adopt and develop AI across all sectors It presents novel national regional and continental AI adoption development and implementation frameworks Features Broad non AI interventions and prescriptions to address Global South challenges A comprehensive but accessible introduction to AI concepts technology infrastructure systems and innovations such as AlphaFold ChatGPT 4 and DeepSeek R1 An overview of AI related technologies such as quantum computing battery energy storage systems 3D printing nanotechnology IoT and blockchain How to prepare emerging economies to unlock the benefits of AI while mitigating the risks Discussion of specific AI applications in 11 critical Global South sectors Details of 11 sector case studies of AI adoption in the Global South and Global North Ten country case studies Sharing emergent AI experiences in the Global South AI adoption framework vision strategy policy governance legislation regulation and implementation matrix A framework for democratising and decolonising AI The value proposition for AI research development and ownership in the Global South A case for the participation of the Global South in the AI semiconductor industry This book is aimed at policymakers business leaders graduate students academics researchers strategic thinkers and world leaders seeking to understand and leverage the transformative role of AI based systems in achieving inclusive development economic transformation and shared prosperity

c't Working with AI

c't-Redaktion,2024-01-24 The special issue of c t KI Praxis provides tests and practical instructions for working with chatbots It explains why language models make mistakes and how they can be minimised This not only helps when you send questions and orders to one of the chatbots offered online If you do not want to or are not allowed to use the cloud services for data protection reasons for example you can also set up your own voice AI The c t editorial team explains where to find a suitable voice model how to host it locally and which service providers can host it The fact that generative AI is becoming increasingly productive harbours both opportunities and risks Suitable rules for the use of AI in schools training and at work help to exploit opportunities and minimise risks

Mass Media and Impact of Fake News on Supply Chains Bukhari, Syed Danish,Zafar, Irfan,2025-06-05 In today s interconnected global economy mass media plays a powerful yet double edged role in shaping public perception business decisions and government policy The rise of fake news has introduced serious vulnerabilities into supply chains causing misinformation driven disruptions damaged reputations and shaken consumer confidence These effects can ripple across industries triggering shortages price volatility and long term economic instability Understanding how misinformation spreads and impacts each link in the supply chain is essential for building resilient transparent and responsive systems Tackling this issue requires collaboration among businesses governments and the public to improve media literacy promote transparency and develop effective countermeasures Mass Media and Impact of Fake News on Supply Chains reviews major connections between mass media fake news effects and implications for supply chains

It examines the impact of mass media on supply chain stakeholders the businesses and their suppliers the government and the customers Covering topics such as artificial intelligence AI global inflation and traditional media this book is an excellent resource for researchers professionals academicians students business leaders media and communications experts and more

High Performance Computing Systems. Performance Modeling, Benchmarking, and Simulation Stephen Jarvis, Steven Wright, Simon Hammond, 2017-12-22 This book constitutes the refereed proceedings papers from the 8th International Workshop on Performance Modeling Benchmarking and Simulation of High Performance Computing Systems PMBS 2017 held in Denver Colorado USA in November 2017 The 10 full papers and 3 short papers included in this volume were carefully reviewed and selected from 36 submissions They were organized in topical sections named performance evaluation and analysis performance modeling and simulation and short papers

Windows 8.1 In Depth Brian Knittel, Paul McFedries, 2014-03-10 Windows 8 1 IN DEPTH Do more in less time Experienced with Windows Don't let Windows 8 1 make you feel like a beginner again This book is packed with intensely useful knowledge you won't find anywhere else Full of new tips and shortcuts it's the fastest best way to master Windows 8 1's full power get comfortable with its radically different interface and leverage its new tools for everything from business to video security to social networking Take a quick guided tour of everything that's new in Windows 8 1 Survive without the Start menu Navigate the Windows 8 1 interface and customize it to make yourself more comfortable Learn hidden shortcuts you'd never find on your own Quickly locate and use files media apps websites and management tools Set up your Web connection and discover Internet Explorer 11's latest improvements Get comfortable with Windows 8 1's built-in apps from Calendar and Finance to Weather and Windows Store Save time by monitoring Facebook Twitter and LinkedIn through one unified app Make the most of Windows supercharged media and imaging tools Profit from Windows built-in support for business presentations Maximize the performance and efficiency of hardware storage and software Protect yourself from viruses spyware data theft fraud spam hackers and snoops Use SkyDrive to access your data from anywhere and use Remote Desktop to access your computer too Get even more power with Windows 8 1's command line interface Use Hyper V to run other operating systems alongside Windows Troubleshoot the most common Windows 8 1's problems and the toughest ones In Depth offers Comprehensive coverage with detailed solutions Breakthrough techniques and shortcuts that are unavailable elsewhere Practical real world examples with nothing glossed over or left out Troubleshooting help for tough problems you can't fix on your own Outstanding authors recognized worldwide for their expertise and teaching styles Quick information via sidebars tips reminders notes and warnings In Depth is the only tool you need to get more done in less time

CATEGORY Windows Operating System COVERS Microsoft Windows 8 1 GPU Pro 6 Wolfgang Engel, 2015-07-28 The latest edition of this bestselling game development reference offers proven tips and techniques for the real time rendering of special effects and visualization data that are useful for beginners and seasoned game and graphics programmers alike Exploring recent developments in the rapidly evolving field of real time

rendering GPU Pro6 Advance Artificial Intelligence and Hardware Accelerators Ashutosh Mishra,Jaekwang Cha,Hyunbin Park,Shiho Kim,2023-03-15 This book explores new methods architectures tools and algorithms for Artificial Intelligence Hardware Accelerators The authors have structured the material to simplify readers journey toward understanding the aspects of designing hardware accelerators complex AI algorithms and their computational requirements along with the multifaceted applications Coverage focuses broadly on the hardware aspects of training inference mobile devices and autonomous vehicles AVs based AI accelerators TORUS 1 - Toward an Open Resource Using Services Dominique Laffly,2020-04-09 This book presented in three volumes examines environmental disciplines in relation to major players in contemporary science Big Data artificial intelligence and cloud computing Today there is a real sense of urgency regarding the evolution of computer technology the ever increasing volume of data threats to our climate and the sustainable development of our planet As such we need to reduce technology just as much as we need to bridge the global socio economic gap between the North and South between universal free access to data open data and free software open source In this book we pay particular attention to certain environmental subjects in order to enrich our understanding of cloud computing These subjects are erosion urban air pollution and atmospheric pollution in Southeast Asia melting permafrost causing the accelerated release of soil organic carbon in the atmosphere alert systems of environmental hazards such as forest fires prospective modeling of socio spatial practices and land use and web fountains of geographical data Finally this book asks the question in order to find a pattern in the data how do we move from a traditional computing model based world to pure mathematical research After thorough examination of this topic we conclude that this goal is both transdisciplinary and achievable **Parallel Processing and Applied Mathematics** Roman Wyrzykowski,Jack Dongarra,Ewa Deelman,Konrad Karczewski,2025-05-02 This book constitutes the refereed proceedings of the 15th International Conference on Parallel Processing and Applied Mathematics PPAM 2024 held in Ostrava Czech Republic during September 8 11 2024 The 75 full papers included in this book were carefully reviewed and selected from 134 submissions The papers are organized in the following topical sections Part I Numerical Algorithms and Parallel Scientific Computing Architectural Aspects of HPC Parallel Non numerical Algorithms GPU Computing Performance Analysis and Prediction in HPC Systems Environments and Frameworks for Parallel Cloud Edge Computing and Applications of Parallel and Distributed Computing Part II First PPAM Workshop on RISC V RISC V PPAM 2024 Special Session on Scheduling for Parallel Computing 10th Workshop on Language Based Parallel Programming WLPP 2024 7th Workshop on Models Algorithms and Methodologies for Hybrid Parallelism in New HPC Systems MAMHYP 2024 and Second Workshop on Quantum Computing and Communication Part III First Workshop on Advancements of Global Challenges Application Second Workshop on Applications of Machine Learning and Artificial Intelligence in High Performance Computing 5th Workshop on Applied High Performance Numerical Algorithms for PDEs Special Session on Parallel EVD SVD and its Application in Matrix Computations 6th Minisymposium on

Implementation of Swarm Intelligence Algorithms Ying Tan, 2016-04-15 GPU based Parallel Implementation of Swarm Intelligence Algorithms combines and covers two emerging areas attracting increased attention and applications graphics processing units GPUs for general purpose computing GPGPU and swarm intelligence This book not only presents GPGPU in adequate detail but also includes guidance on the appropriate implementation of swarm intelligence algorithms on the GPU platform GPU based implementations of several typical swarm intelligence algorithms such as PSO FWA GA DE and ACO are presented and having described the implementation details including parallel models implementation considerations as well as performance metrics are discussed Finally several typical applications of GPU based swarm intelligence algorithms are presented This valuable reference book provides a unique perspective not possible by studying either GPGPU or swarm intelligence alone This book gives a complete and whole picture for interested readers and new comers who will find many implementation algorithms in the book suitable for immediate use in their projects Additionally some algorithms can also be used as a starting point for further research Presents a concise but sufficient introduction to general purpose GPU computing which can help the layman become familiar with this emerging computing technique Describes implementation details such as parallel models and performance metrics so readers can easily utilize the techniques to accelerate their algorithmic programs Appeals to readers from the domain of high performance computing HPC who will find the relatively young research domain of swarm intelligence very interesting Includes many real world applications which can be of great help in deciding whether or not swarm intelligence algorithms or GPGPU is appropriate for the task at hand , Parallel Programming with OpenACC Rob Farber, 2016-10-14 Parallel Programming with OpenACC is a modern practical guide to implementing dependable computing systems The book explains how anyone can use OpenACC to quickly ramp up application performance using high level code directives called pragmas The OpenACC directive based programming model is designed to provide a simple yet powerful approach to accelerators without significant programming effort Author Rob Farber working with a team of expert contributors demonstrates how to turn existing applications into portable GPU accelerated programs that demonstrate immediate speedups The book also helps users get the most from the latest NVIDIA and AMD GPU plus multicore CPU architectures and soon for Intel Xeon Phi™ as well Downloadable example codes provide hands on OpenACC experience for common problems in scientific commercial big data and real time systems Topics include writing reusable code asynchronous capabilities using libraries multicore clusters and much more Each chapter explains how a specific aspect of OpenACC technology fits how it works and the pitfalls to avoid Throughout the book demonstrates how the use of simple working examples that can be adapted to solve application needs Presents the simplest way to leverage GPUs to achieve application speedups Shows how OpenACC works including working examples that can be adapted for application needs Allows readers to download source code and slides from the book s companion web page Hands-On

GPU Programming with Python and CUDA Dr. Brian Tuomanen, 2018-11-27 Build real world applications with Python 2.7, CUDA 9 and CUDA 10. We suggest the use of Python 2.7 over Python 3.x since Python 2.7 has stable support across all the libraries we use in this book. Key Features: Expand your background in GPU programming with PyCUDA, scikit-cuda, and Nsight. Effectively use CUDA libraries such as cuBLAS, cuFFT, and cuSolver. Apply GPU programming to modern data science applications. Book Description: Hands On GPU Programming with Python and CUDA hits the ground running. You'll start by learning how to apply Amdahl's Law, use a code profiler to identify bottlenecks in your Python code, and set up an appropriate GPU programming environment. You'll then see how to query the GPU's features and copy arrays of data to and from the GPU's own memory. As you make your way through the book, you'll launch code directly onto the GPU and write full-blown GPU kernels and device functions in CUDA C. You'll get to grips with profiling GPU code effectively and fully test and debug your code using Nsight IDE. Next, you'll explore some of the more well-known NVIDIA libraries such as cuFFT and cuBLAS. With a solid background in place, you will now apply your new-found knowledge to develop your very own GPU-based deep neural network from scratch. You'll then explore advanced topics such as warp shuffling, dynamic parallelism, and PTX assembly. In the final chapter, you'll see some topics and applications related to GPU programming that you may wish to pursue, including AI, graphics, and blockchain. By the end of this book, you will be able to apply GPU programming to problems related to data science and high performance computing. What you will learn: Launch GPU code directly from Python. Write effective and efficient GPU kernels and device functions. Use libraries such as cuFFT, cuBLAS, and cuSolver. Debug and profile your code with Nsight and Visual Profiler. Apply GPU programming to data science problems. Build a GPU-based deep neural network from scratch. Explore advanced GPU hardware features such as warp shuffling. Who this book is for: Hands On GPU Programming with Python and CUDA is for developers and data scientists who want to learn the basics of effective GPU programming to improve performance using Python code. You should have an understanding of first-year college or university-level engineering, mathematics, and physics, and have some experience with Python as well as in any C-based programming language such as C, C++, Go, or Java.

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