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Jin-Ying Zhang



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, [Programming in Parallel with CUDA](#) Richard Ansorge,2022-06-02 A handy guide to speeding up scientific calculations with real world examples including simulation image processing and image registration **High-performance and hardware-aware computing** Rainer Buchty,2014-10-16 High performance system architectures are increasingly exploiting heterogeneity The HipHaC workshop aims at combining new aspects of parallel heterogeneous and reconfigurable microprocessor technologies with concepts of high performance computing and particularly numerical solution methods Compute and memory intensive applications can only benefit from the fullhardware potential if all features on all levels are taken into account in a holistic approach **Parallel Computing: Technology Trends** Ian Foster,Ludek Kucera,Wolfgang E. Nagel,Frans Peters,2020-03-15 The year 2019 marked four decades of cluster computing a history that began in 1979 when the first cluster systems using Components Off The Shelf COTS became operational This achievement resulted in a rapidly growing interest in affordable parallel computing for solving compute intensive and large scale problems It also directly lead to the founding of the Parco conference series Starting in 1983 the International Conference on Parallel Computing ParCo has long been a leading venue for discussions of important developments applications and future trends in cluster computing parallel computing and high performance computing ParCo2019 held in Prague Czech Republic from 10 13 September 2019 was no exception Its papers invited talks and specialized mini symposia addressed cutting edge topics in computer architectures programming methods for specialized devices such as field programmable gate arrays FPGAs and graphical processing units GPUs innovative applications of parallel computers approaches to reproducibility in parallel computations and other relevant areas This book presents the proceedings of ParCo2019 with the goal of making the many fascinating topics discussed at the meeting accessible to a broader audience The proceedings contains 57 contributions in total all of which have been peer reviewed after their presentation These papers give a wide ranging overview of the current status of research developments and applications in parallel computing [High Performance Computing](#) Ginés Guerrero,Jaime San Martín,Esteban Meneses,Carlos Jaime Barrios Hernández,Carla Osthoff,Jose M. Monsalve Diaz,2025-02-13 This book constitutes the refereed revised selected papers of the 11th Latin American Conference on High Performance Computing CARLA 2024 held in Santiago de Chile Chile during September 30 October 4 2024 The 21 full papers included in this book were carefully reviewed and selected from 42 submissions They were organized in topical sections as follows High Performance Computing Track Artificial Intelligence at HPC Scale Track High Performance Computing Applications Track **MLOps with Red Hat OpenShift** Ross Brigoli,Faisal Masood,2024-01-31 Build and manage MLOps pipelines with this practical guide to using Red Hat OpenShift Data Science unleashing the power of machine learning workflows Key Features Grasp MLOps and machine learning project lifecycle through concept introductions Get hands on with provisioning and configuring Red Hat OpenShift Data Science Explore model training deployment and MLOps

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production process based on the software production process is explained including examples of the game design technical design data design and tools design in that process This volume includes a brief overview on how to optimise the results This leads on to an exploration of how staff especially Software Engineers typically view optimisation It also explains how the vision of the Engineers relates to the vision of the leadership of a project or company It describes how this leadership can also affect the efficacy of a production process including the Event Database Production Process This book will be of great interest to professional game developers involved in management roles such as Technical Directors and Game Producers and technical roles such as Tools Programmers UI Programmers Gameplay Programmers and Engineers as well as students studying game development and programming Rodney Quaye is Senior Software Development Engineer in Test at Build A Rocket Boy He has worked in the Computer Games industry for over 16 years He has worked at several Games Studios including Sumo Digital nDreams Supermassive Games Traveller s Tales Hotgen Oysterworld Second Impact Flaming Pumpkin Goldhawk Interactive Jagex Gusto Games Criterion Asylum Entertainment Codemasters and Deibus Studios The famous titles he has worked on include Burnout 2 and 3 for Criterion LMA Manager for Codemasters Runescape for Jagex Lego Worlds for Traveller s Tales and Everywhere for Build A Rocket Boy

Parallel Computing: On the Road to Exascale Gerhard R. Joubert, Hugh Leather, Mark Parsons, Frans Peters, 2016-04-15 As predicted by Gordon E Moore in 1965 the performance of computer processors increased at an exponential rate Nevertheless the increases in computing speeds of single processor machines were eventually curtailed by physical constraints This led to the development of parallel computing and whilst progress has been made in this field the complexities of parallel algorithm design the deficiencies of the available software development tools and the complexity of scheduling tasks over thousands and even millions of processing nodes represent a major challenge to the construction and use of more powerful parallel systems This book presents the proceedings of the biennial International Conference on Parallel Computing ParCo2015 held in Edinburgh Scotland in September 2015 Topics covered include computer architecture and performance programming models and methods as well as applications The book also includes two invited talks and a number of mini symposia Exascale computing holds enormous promise in terms of increasing scientific knowledge acquisition and thus contributing to the future well being and prosperity of mankind A number of innovative approaches to the development and use of future high performance and high throughput systems are to be found in this book which will be of interest to all those whose work involves the handling and processing of large amounts of data

Digital Technologies and Applications Saad Motahhir, Badre Bossoufi, 2021-06-26 This book gathers selected research papers presented at the First International Conference on Digital Technologies and Applications ICDTA 21 held at Sidi Mohamed Ben Abdellah University Fez Morocco on 29 30 January 2021 highlighting the latest innovations in digital technologies as artificial intelligence Internet of things embedded systems network technology information processing and their applications in several areas such as hybrid vehicles renewable energy

robotic and COVID 19 The respective papers encourage and inspire researchers industry professionals and policymakers to put these methods into practice Handbook of Research on the IoT, Cloud Computing, and Wireless Network Optimization Singh, Surjit, Mohan Sharma, Rajeev, 2019-03-29 ICT technologies have contributed to the advances in wireless systems which provide seamless connectivity for worldwide communication The growth of interconnected devices and the need to store manage and process the data from them has led to increased research on the intersection of the internet of things and cloud computing The Handbook of Research on the IoT Cloud Computing and Wireless Network Optimization is a pivotal reference source that provides the latest research findings and solutions for the design and augmentation of wireless systems and cloud computing The content within this publication examines data mining machine learning and software engineering and is designed for IT specialists software engineers researchers academicians industry professionals and students

Hands-On Large Language Models Jay Alammar, Maarten Grootendorst, 2024-09-11 AI has acquired startling new language capabilities in just the past few years Driven by the rapid advances in deep learning language AI systems are able to write and understand text better than ever before This trend enables the rise of new features products and entire industries With this book Python developers will learn the practical tools and concepts they need to use these capabilities today You ll learn how to use the power of pre trained large language models for use cases like copywriting and summarization create semantic search systems that go beyond keyword matching build systems that classify and cluster text to enable scalable understanding of large amounts of text documents and use existing libraries and pre trained models for text classification search and clusterings This book also shows you how to Build advanced LLM pipelines to cluster text documents and explore the topics they belong to Build semantic search engines that go beyond keyword search with methods like dense retrieval and rerankers Learn various use cases where these models can provide value Understand the architecture of underlying Transformer models like BERT and GPT Get a deeper understanding of how LLMs are trained Understanding how different methods of fine tuning optimize LLMs for specific applications generative model fine tuning contrastive fine tuning in context learning etc **System-Level Design of GPU-Based Embedded Systems** Arian Maghazeh, 2018-12-07 Modern embedded systems deploy several hardware accelerators in a heterogeneous manner to deliver high performance computing Among such devices graphics processing units GPUs have earned a prominent position by virtue of their immense computing power However a system design that relies on sheer throughput of GPUs is often incapable of satisfying the strict power and time related constraints faced by the embedded systems This thesis presents several system level software techniques to optimize the design of GPU based embedded systems under various graphics and non graphics applications As compared to the conventional application level optimizations the system wide view of our proposed techniques brings about several advantages First it allows for fully incorporating the limitations and requirements of the various system parts in the design process Second it can unveil optimization opportunities through exposing the

information flow between the processing components Third the techniques are generally applicable to a wide range of applications with similar characteristics In addition multiple system level techniques can be combined together or with application level techniques to further improve the performance We begin by studying some of the unique attributes of GPU based embedded systems and discussing several factors that distinguish the design of these systems from that of the conventional high end GPU based systems We then proceed to develop two techniques that address an important challenge in the design of GPU based embedded systems from different perspectives The challenge arises from the fact that GPUs require a large amount of workload to be present at runtime in order to deliver a high throughput However for some embedded applications collecting large batches of input data requires an unacceptable waiting time prompting a trade off between throughput and latency We also develop an optimization technique for GPU based applications to address the memory bottleneck issue by utilizing the GPU L2 cache to shorten data access time Moreover in the area of graphics applications and in particular with a focus on mobile games we propose a power management scheme to reduce the GPU power consumption by dynamically adjusting the display resolution while considering the user s visual perception at various resolutions We also discuss the collective impact of the proposed techniques in tackling the design challenges of emerging complex systems The proposed techniques are assessed by real life experimentations on GPU based hardware platforms which demonstrate the superior performance of our approaches as compared to the state of the art techniques **Full**

Circle Magazine #96 Ronnie Tucker,2015-04-24 This month Command Conquer How To Program in Python LibreOffice Using LaTeX and NEW Programming JavaScript Graphics Inkscape NEW Chrome Cult Linux Labs OwnCloud NEW Ubuntu Phones Interview with Cristian Parrino Review Precision m3800 DE laptop Ubuntu Games Cities Skylines plus News Arduino Q A and soooo much more [Hands-On Machine Learning with Scikit-Learn, Keras, and TensorFlow](#) Aurélien

Géron,2019-09-05 Through a series of recent breakthroughs deep learning has boosted the entire field of machine learning Now even programmers who know close to nothing about this technology can use simple efficient tools to implement programs capable of learning from data This practical book shows you how By using concrete examples minimal theory and two production ready Python frameworks Scikit Learn and TensorFlow author Aur lien G ron helps you gain an intuitive understanding of the concepts and tools for building intelligent systems You ll learn a range of techniques starting with simple linear regression and progressing to deep neural networks With exercises in each chapter to help you apply what you ve learned all you need is programming experience to get started Explore the machine learning landscape particularly neural nets Use Scikit Learn to track an example machine learning project end to end Explore several training models including support vector machines decision trees random forests and ensemble methods Use the TensorFlow library to build and train neural nets Dive into neural net architectures including convolutional nets recurrent nets and deep reinforcement learning Learn techniques for training and scaling deep neural nets **Observability For Legacy Systems** Hyen Seuk

Jeong,2025-09-14 Become an expert in implementing observability methods for legacy technologies and discover how to use AIOps and OpenTelemetry to analyze root causes and solve problems in banking and telecommunications Through this book you will engage with issues that occur in kernels networks CPU and IO by developing skills to handle traces and logs as well as Profiles eBPF and debugging The real world examples in the book will enable you to analyze and aggregate observability data helping you gain competence in automating systems and resolving business critical issues rapidly and efficiently The book will introduce you to new observability approaches describe different types of errors and explain how observability addresses them It will provide training on how to develop dashboards and charts and design a root cause analysis process Emphasizing trace centric observability you will gain expertise in using EAI servers to integrate legacy tech and using extensions to complement the OpenTelemetry Agent You will also understand the varied practical uses of OpenTelemetry through examples from multiple industries as well as an OpenTelemetry demo application The book then takes you through infrastructure observability and infrastructure anomaly detection enabling you to visualize and trace problems and helping you identify and proactively respond to anomalies in system resources In the final chapters you will learn how to aggregate and analyze observability data using Presto and Druid Finally you will familiarize yourself with AIOps and learn how to implement it with Langchain and RAGs By the end of this book you will be fully trained in the practical implementation of observability and using observability data to identify analyze and solve problems for large industries like finance and telecommunications What You Will Learn Integrate observability with legacy technology Perform root cause analysis using observability platforms like OpenTelemetry Analyze and aggregate observability data to solve business problems Use AIOps and anomaly detection tools to automate operations and reduce costs Who This Book Is For System developers data engineers SREs infrastructure engineers system architects Java developers and DevOps engineers who are enthusiastic about observability and want to implement it with legacy technology Digital Image Processing Applications Paulo Ambrosio,2022-04-20 Digital image processing can refer to a wide variety of techniques concepts and applications of different types of processing for different purposes This book provides examples of digital image processing applications and presents recent research on processing concepts and techniques Chapters cover such topics as image processing in medical physics binarization video processing and more **Parallel Architectures and Bioinspired Algorithms** Francisco Fernández de Vega,José Ignacio Hidalgo Pérez,Juan Lanchares,2012-04-27 This monograph presents examples of best practices when combining bioinspired algorithms with parallel architectures The book includes recent work by leading researchers in the field and offers a map with the main paths already explored and new ways towards the future Parallel Architectures and Bioinspired Algorithms will be of value to both specialists in Bioinspired Algorithms Parallel and Distributed Computing as well as computer science students trying to understand the present and the future of Parallel Architectures and Bioinspired Algorithms **IBM Platform Computing Solutions Reference Architectures and Best**

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