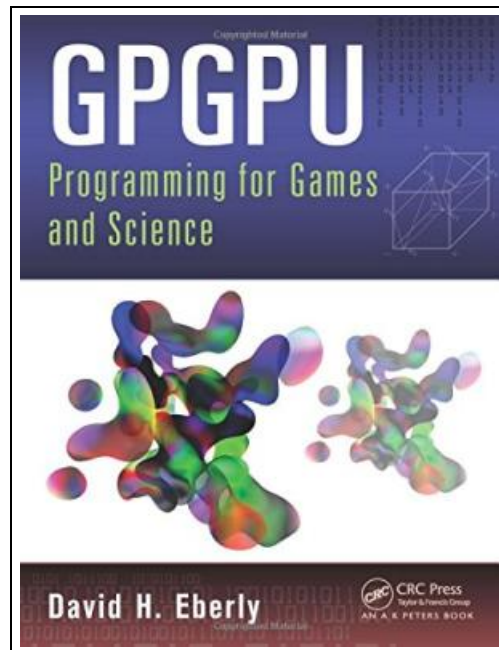


GPGPU Programming for Games and Science



Filesize: 3.37 MB

Reviews

This pdf will never be straightforward to get going on studying but quite enjoyable to read through. This is certainly for all those who stante there was not a really worth studying. You are going to like the way the blogger publish this publication.
(Mrs. Adah Sawayn)

GPGPU PROGRAMMING FOR GAMES AND SCIENCE



Taylor & Francis Inc. Hardback. Book Condition: new. BRAND NEW, GPGPU Programming for Games and Science, David H. Eberly, An In-Depth, Practical Guide to GPGPU Programming Using Direct3D 11 GPGPU Programming for Games and Science demonstrates how to achieve the following requirements to tackle practical problems in computer science and software engineering: * Robustness * Accuracy * Speed * Quality source code that is easily maintained, reusable, and readable The book primarily addresses programming on a graphics processing unit (GPU) while covering some material also relevant to programming on a central processing unit (CPU). It discusses many concepts of general purpose GPU (GPGPU) programming and presents practical examples in game programming and scientific programming. The author first describes numerical issues that arise when computing with floating-point arithmetic, including making trade-offs among robustness, accuracy, and speed. He then shows how single instruction multiple data (SIMD) extensions work on CPUs since GPUs also use SIMD. The core of the book focuses on the GPU from the perspective of Direct3D 11 (D3D11) and the High Level Shading Language (HLSL). This chapter covers drawing 3D objects; vertex, geometry, pixel, and compute shaders; input and output resources for shaders; copying data between CPU and GPU; configuring two or more GPUs to act as one; and IEEE floating-point support on a GPU. The book goes on to explore practical matters of programming a GPU, including code sharing among applications and performing basic tasks on the GPU. Focusing on mathematics, it next discusses vector and matrix algebra, rotations and quaternions, and coordinate systems. The final chapter gives several sample GPGPU applications on relatively advanced topics. Web Resource Available on a supporting website, the author's fully featured Geometric Tools Engine for computing and graphics saves you from having to write a large amount of infrastructure code necessary for...



[Read GPGPU Programming for Games and Science Online](#)



[Download PDF GPGPU Programming for Games and Science](#)

Related Books



Environments for Outdoor Play: A Practical Guide to Making Space for Children (New edition)

SAGE Publications Ltd. Paperback. Book Condition: new. BRAND NEW, Environments for Outdoor Play: A Practical Guide to Making Space for Children (New edition), Theresa Casey, 'Theresa's book is full of lots of inspiring, practical, 'how...

[Download PDF »](#)



The About com Guide to Baby Care A Complete Resource for Your Babys Health Development and Happiness by Robin Elise Weiss 2007 Paperback

Book Condition: Brand New. Book Condition: Brand New.

[Download PDF »](#)



Runners World Guide to Running and Pregnancy How to Stay Fit Keep Safe and Have a Healthy Baby by Chris Lundgren 2003 Paperback Revised

Book Condition: Brand New. Book Condition: Brand New.

[Download PDF »](#)



Everything Ser The Everything Green Baby Book From Pregnancy to Babys First Year An Easy and Affordable Guide to Help Moms Care for Their Baby And for the Earth by Jenn Savedge 2009 Paperback

Book Condition: Brand New. Book Condition: Brand New.

[Download PDF »](#)



A Parent s Guide to STEM

U.S. News World Report, United States, 2015. Paperback. Book Condition: New. 214 x 149 mm. Language: English . Brand New Book ***** Print on Demand *****.This lively, colorful guidebook provides everything you need to know...

[Download PDF »](#)