

Cuda By Example An Introduction To General Purpose Gpu Programming Jason Sanders

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The authors introduce each area of CUDA development through working examples. After a concise introduction to the CUDA platform and architecture, as well as a quick-start guide to CUDA C, the book details the techniques and trade-offs associated with each key CUDA feature.

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[13] J. Sanders and E. Kandrot, CUDA by Example: An Introduction to General-Purpose GPU Programming, Addison-Wesley, 2010. [14] M. Wolf, M. Heroux and E. Boman, Factors Impacting Performance of Multithreaded Sparse Triangular Solve, 9th Int. Meet. HPC Comput.