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approach, D. E. Culler
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A Hardware/Software
Approach, 1998.

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The parts to read below should be the same as stated in the beginning of each lecture (see slides).

EDA281 -- Parallel Computer Organization and Design

Textbook and Papers
Used: Carnegie Mellon:
David E. Culler and
Jaswinder Pal Singh,
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A, Hollar S, Culler D
and Pister K (2000)
System architecture
directions for
networked sensors,
ACM SIGARCH
Computer Architecture
News, 28:5, (93-104),
Online publication
date: 1-Dec-2000.

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Graphics processing unit (GPU) Brute force computations using massively parallel architectures such as GPU are a very efficient way to compute kernel based distances when the sizes m_1 and m_2 are moderate (in the range of 10^3 to 10^6).

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