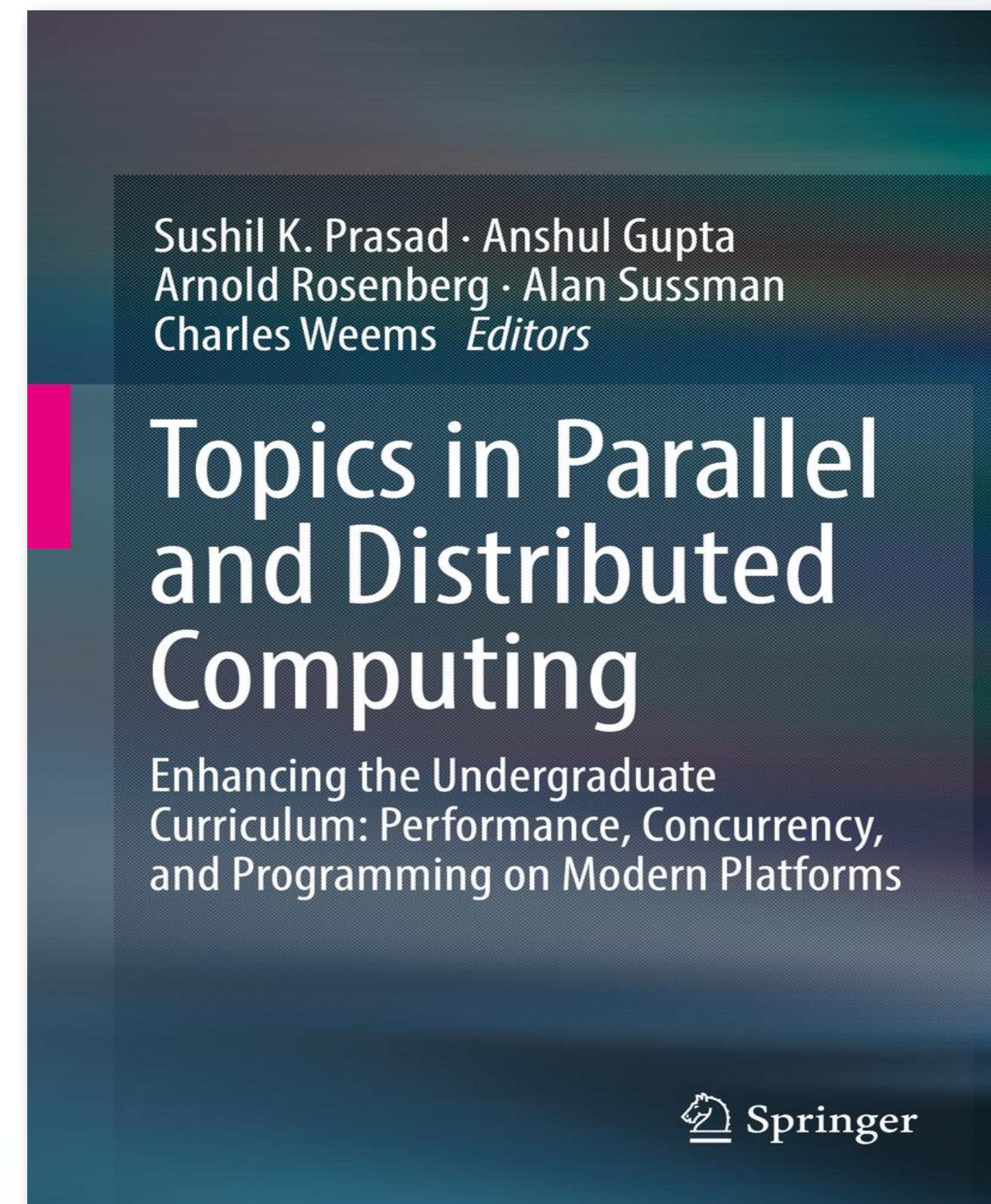
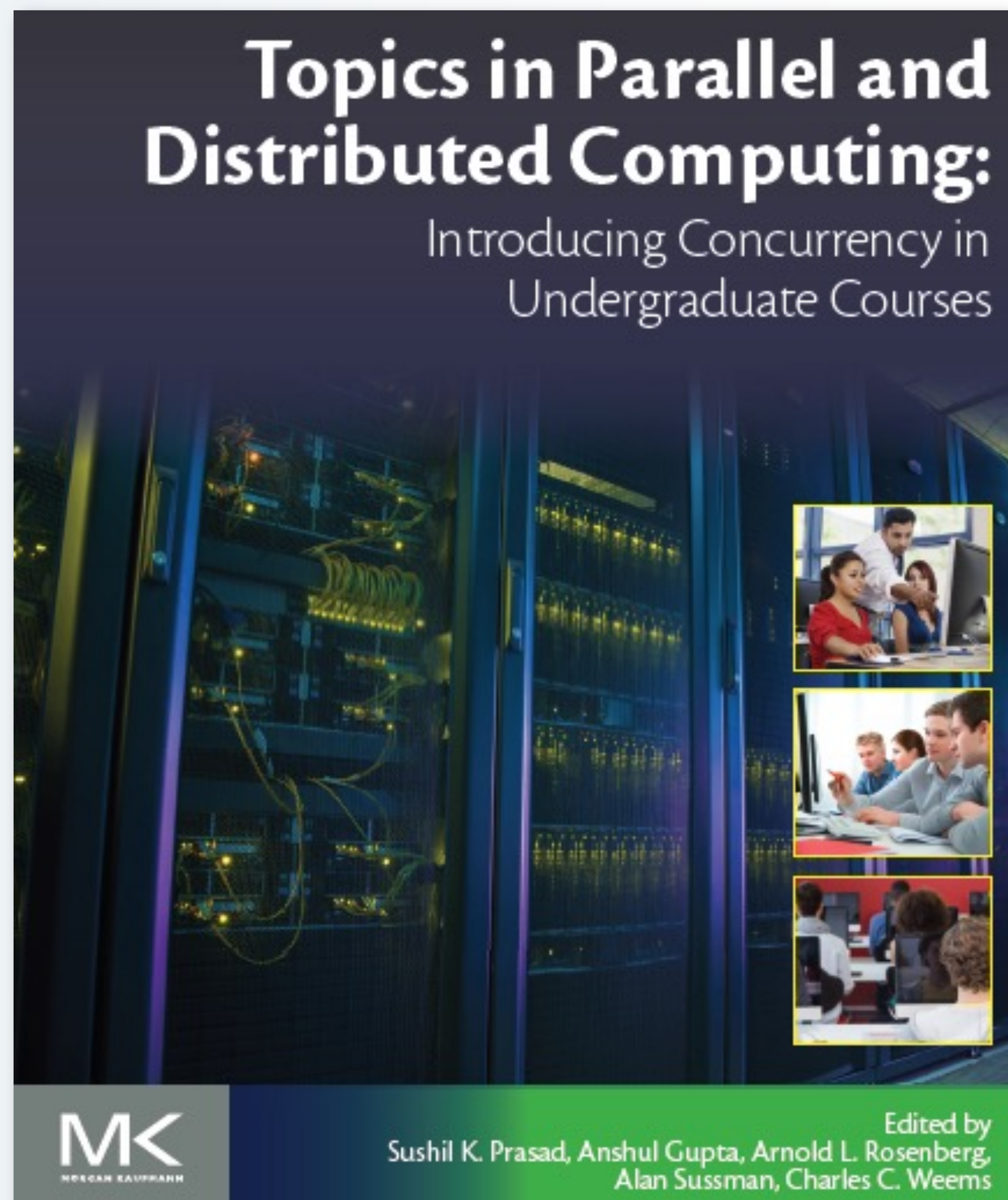


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- ✓ Hands-on Parallelism with no Prerequisites and Little Time Using Scratch
- ✓ Parallelism in Python for Novices
- ✓ Modules for Introducing Threads
- ✓ Introducing Parallel and Distributed Computing Concepts in Digital Logic
- ✓ Networks and MPI for Cluster Computing

PART 2 FOR STUDENTS 4 Chapters

- ✓ Fork-join Parallelism with a Data-Structures Focus
- ✓ Shared-Memory Concurrency Control with a Data-Structures Focus
- ✓ Parallel Computing in a Python-Based Computer Science Course
- ✓ Parallel Programming Illustrated through Conway's Game of Life

PART 1 FOR INSTRUCTORS 5 Chapters

- ✓ What do we need to know about parallel algorithms and their efficient implementation?
- ✓ Models for Teaching Parallel Performance Concepts
- ✓ Scalability in Parallel Processing
- ✓ Energy Efficiency Issues in Computing Systems
- ✓ Scheduling for fault-tolerance: an introduction

PART 2 FOR INSTRUCTORS 5 Chapters

- ✓ MapReduce - The Scalable Distributed Data Processing Solution
- ✓ The Realm of Graphics Processing Unit (GPU) Computation
- ✓ Managing Concurrency in Mobile User Interfaces with Examples in Android
- ✓ Parallel Programming for Integrative GUI Applications