

resophonic::kamasu

Computing on the GPU with boost::proto

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Outline

Motivation

- The Basic Problem That We Studied
- Previous Work

Our Results/Contribution

- Main Results
- Basic Ideas for Proofs/Implementation

An Algorithm For Finding Primes Numbers.

```
int main (void)
{
    std::vector<bool> is_prime (100, true);
    for (int i = 2; i < 100; i++)
        if (is_prime[i])
        {
            std::cout << i << " ";
            for (int j = i; j < 100;
                is_prime [j] = false, j+=i);
        }
    return 0;
}
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blam blam blam?

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WHOOOOah this is pretty fizzuckin neat, doncha think?

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```

Note the use of **std::**.

▶ **foo**

▶ bar

▶ baz

▶ quux

- ▶ foo
- ▶ **bar**
- ▶ baz
- ▶ quux

- ▶ foo
- ▶ bar
- ▶ **baz**
- ▶ quux

- ▶ foo
- ▶ bar
- ▶ baz
- ▶ **quux**

hee
movie here

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Make Titles Informative. Use Uppercase Letters.

- ▶ Use `itemize` a lot.
- ▶ Use very short sentences or short phrases.

Make Titles Informative.

You can create overlays...

- ▶ using the `pause` command:

- ▶ First item.

- ▶ Second item.

- ▶ using overlay specifications:

- First item

- Second item

- ▶ using the general `uncover` command:

- First item

- Second item

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Summary

- ▶ The **first main message** of your talk in one or two lines.
- ▶ The **second main message** of your talk in one or two lines.
- ▶ Perhaps a **third message**, but not more than that.

- ▶ Outlook
 - ▶ Something you haven't solved.
 - ▶ Something else you haven't solved.

For Further Reading I



A. Author.

Handbook of Everything.

Some Press, 1990.



S. Someone.

On this and that.

Journal of This and That, 2(1):50–100, 2000.