

Programming Parallel Computers

[Intro](#)[Chapter 1](#)[Chapter 2](#)[Chapter 3](#)[Chapter 4](#)[Lectures](#)[Links](#)[About](#)[Index](#)

Links to external resources

Hardware

- Agner Fog: [Instruction tables](#) — the instruction latencies and throughputs for Intel CPUs
- [Intel Skylake microarchitecture](#) in WikiChip

OpenMP

- [OpenMP specification](#)

SIMD

- [GCC vector extensions](#)
- [Clang vector extensions](#)
- [posix_memalign](#) — allocating memory with a specific alignment

CUDA

- NVIDIA: [CUDA documentation](#)

OpenCL [optional]

- Khronos: [OpenCL specification](#)

Rust programming language [optional]

- Matias Lindgren: [Rust and C++, a performance comparison](#) — Rust implementations of the examples from [Chapter 2](#)

Low-level programming techniques [advanced]

- [Intel Intrinsics Guide](#)
- [GCC: x86 built-in functions](#)
- [GCC: other built-in functions](#)
- Sean Eron Anderson: [Bit Twiddling Hacks](#)