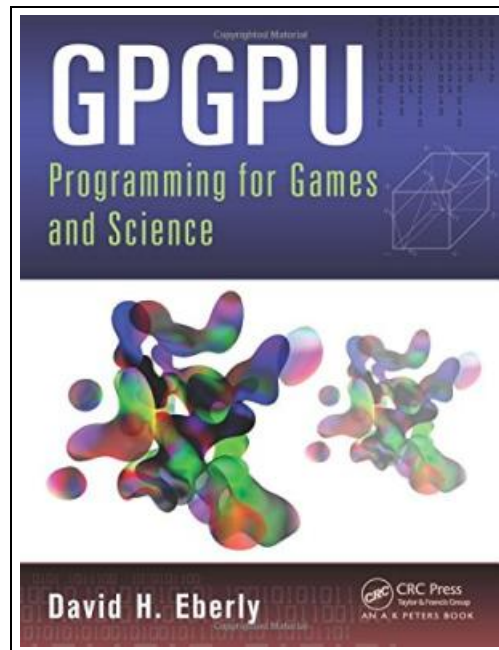# GPGPU Programming for Games and Science (Hardback)

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Reviews

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(Bart Lowe)

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