1. **Grid**
   1. ***Official***
   2. ***Secondary***

<http://www.jimpinto.com/writings/grid.html>

<http://computer.howstuffworks.com/grid-computing6.htm>

1. **Cluster**
2. **GPU**
   1. ***Official***
   2. ***Secondary***

<https://www.slideshare.net/NVIDIA/using-docker-for-gpu-accelerated-applications>

<http://cs.nyu.edu/courses/spring12/CSCI-GA.3033-012/lecture1.pdf>

1. **OpenACC**
2. ***Official***

<https://developer.nvidia.com/openacc/overview>

<https://devblogs.nvidia.com/parallelforall/getting-started-openacc/>

1. ***Secondary***

<http://www.openacc.org/About_OpenACC>

1. **CUDA**
2. ***Official***

*Tutorial lập trình CUDA* : <http://docs.nvidia.com/cuda/index.html>

1. ***Secondary***

<https://developer.nvidia.com/how-to-cuda-c-cpp>

1. **MPI**
2. ***Official***

*Tutorial* : <https://computing.llnl.gov/tutorials/mpi/>

<http://mpitutorial.com/tutorials/>

1. **OpenMP**
2. ***Official***

*Tutorial* : <https://computing.llnl.gov/tutorials/openMP/>

<http://mpc.hpcframework.paratools.com/>

1. **Tien trinh- tieu trinh**
   1. ***Official***

Tiểu trình CPU: <https://computing.llnl.gov/tutorials/pthreads/>

Tiểu trình GPU : <http://supercomputingblog.com/cuda/cuda-tutorial-1-getting-started/>

* 1. ***Secondary***

<https://techmaster.vn/posts/33604/su-khac-nhau-giua-process-va-thread>

1. **Processor**
2. ***Official***

Chip Intel – thư viện SSEx : <https://www.gamedev.net/resources/_/technical/game-programming/sse2-for-dummies-who-know-cc-r1987>

Chip ARM – thư viện Neon : <https://github.com/thenifty/neon-guide>