

Where to Find More Information about Parallel Programming

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1. References

- Michael McCool, Arch Robinson, and James Reinders, *Structured Parallel Programming*, Morgan Kaufmann, 2012.
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- Aaftah Munshi, Benedict Gaster, Timothy Mattson, James Fung, and Dan Ginsburg, *OpenCL Programming Guide* Addison-Wesley, 2012.
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- Wen-mei Hwu, *GPU Computing Gems I*, Morgan-Kaufmann, 2011.
- Wen-mei Hwu, *GPU Computing Gems II*, Morgan-Kaufmann, 2011.
- David Kirk, Wen-mei Hwu, *Programming Massively Parallel Processors: A Hands-on Approach*, Morgan-Kaufmann, 2010.
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- James Reinders, *Intel Threading Building Blocks*, O'Reilly, 2007.
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- Bradford Nichols, Dick Buttlar, and Jacqueline Proudix Farrell, *Pthreads Programming*, O'Reilly, 1998.
- Ian Foster, *Designing and Building Parallel Programs*, Addison-Wesley, 1995.

2. Professional organizations

ACMAssociation for Computing Machinery
<http://www.acm.org>
212-869-7440

SIGGRAPHACM Special Interest Group on Computer Graphics
<http://www.siggraph.org>

212-869-7440

SIGHPCACM Special Interest Group on High-Performance Computing
<http://sighpc.org>
212-869-7440

4. Upcoming Conferences

ACM SIGGRAPH:

2015: Los Angeles, CA – August 9-13
<http://www.siggraph.org/s2015>

ACM SIGGRAPH Asia:

2015: Kobe, Japan – November 2-5
<http://sa2015.siggraph.org/en/>

SC: International Conference for High Performance Computing, Networking, Storage, and Analysis:

2015: Austin, TX -- November 15-20
<http://www.supercomputing.org>

Game Developers Conference:

2016: San Francisco, CA – March 14 - 18
<http://www.gdconf.com>