



C++ AMP (Developer Reference)

By Ade Miller, Kate Gregory

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Capitalize on the faster GPU processors in today's computers with the C++ AMP code library--and bring massive parallelism to your project. With this practical book, experienced C++ developers will learn parallel programming fundamentals with C++ AMP through detailed examples, code snippets, and case studies. Learn the advantages of parallelism and get best practices for harnessing this technology in your applications.

Discover how to:

- Gain greater code performance using graphics processing units (GPUs)
- Choose accelerators that enable you to write code for GPUs
- Apply thread tiles, tile barriers, and tile static memory
- Debug C++ AMP code with Microsoft Visual Studio®
- Use profiling tools to track the performance of your code

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Editorial Review

From the Back Cover

Use your knowledge of C++ to take advantage of graphics processing units (GPUs) and other data-parallel hardware--and achieve maximum performance in your applications. Led by two expert C++ programmers, you'll learn GPU programming fundamentals with C++ AMP and get best practices for harnessing this technology.

Discover how to:

- Create applications that run faster using C++ and Microsoft Visual Studio® 2012
- Produce the most dramatic acceleration by modifying your algorithm with tiling
- Debug your parallel code with Microsoft Visual Studio
- Track the performance of your code with profiling tools
- Control how your application uses one or more accelerators to get maximum performance
- Interoperate with the Microsoft DirectX® platform

About the Author

Kate Gregory has been using C++ for over twenty years and is well-known as an instructor, speaker, and author. Managing, mentoring, technical writing, and technical speaking occupy much of her time, but she still writes code every week. Kate is the author of over a dozen books and speaks at DevTeach, TechEd (USA, Europe, Africa and TechDays, among others. Kate is a C++ MVP, a founding sponsor of the Toronto.NET Users Group, the founder of the East of Toronto .NET Users group, and a member of adjunct faculty at Trent University in Peterborough. Since January 2002 she has been Microsoft Regional Director for Toronto and in January 2004 she was awarded the Microsoft Most Valuable Professional designation for Visual C++. In June 2005 she won the Regional Director of the year award and in February 2011 she was designated Visual C++ MVP of the year for 2010. Her firm, Gregory Consulting Limited, is based in rural Ontario and helps clients adopt new technologies and adjust to the changing business environment.

Ade Miller is currently a Principal Software Architect at Microsoft Studios. He has had several roles at Microsoft, including working on big data platforms as Program Manager with the Windows HPC Server team and managing the patterns & practices group's agile engineering teams as their Development Lead. His primary interests are parallel and distributed computing and improving the way teams deliver software through engineering leadership.

He is one of the authors of Parallel Programming with Microsoft .NET and Parallel Programming with Microsoft Visual C++. Ade also writes and speaks about parallel computing and his experiences with agile software development at Microsoft and elsewhere.

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