Call For Paper

GPU Design Patterns

The Open GPU aims at building OpenCL and CUDA tools for CPU / GPU hybrid computing through three main goals:

- Building up an integrated and open platform of Open Source tools in order to assist code parallelization
- Testing the parallelization gains on industrial and academic applications
- Designing the appropriate hardware and software architectures for the exploitation of these new computing powers and for the improvement of the energetic consumption

This project is supported by the competitive clusters Systematic Paris Region and Cap Digital.

We invite original and innovative performance-oriented contributions from all areas of High Performance Computing (HPC) targeting hybrid GPU / CPU architectures, including hardware architectures, software tools or data structures, with topics including (but not limited to):

- Compilation tools for GPU
- New GPU oriented algorithm approaches
- Parallel and distributed architectures
- Modeling
- OpenCL and CUDA performance analysis experiences
- Hybrid architecture benchmarks
- HPC languages

Those contributions will be published in a very high quality book widely available in scientific libraries. The selected articles will get an english rewording by the editor.

Important dates

- Submission deadline: 2 March, 2012
- Final manuscript due: 31 March, 2012
- Publication date: May 2012
Publication information
Each published paper will be assigned a DOI and will be published within the ISSN 1759-3158 number. The ISBN will be communicated to the authors.

Web sites :
- Editor : http://www.civil-comp.com/
- OpenGPU : http://opengpu.net/EN/

Editorial committee
For any information about this book, feel free to contact :
- Frédéric Magoules :
  - Professor at Ecole Centrale Paris, leading the High Performance Computing research group at the Applied Mathematics and Systems Laboratory
  - frederic.magoules@ecp.fr
- Eric Mahé
  - OpenGPU Scientific Director
  - eric.mahe@minds-planet.com

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