



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 **System@tic 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

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