

Textbook and Papers Used:

Carnegie Mellon:



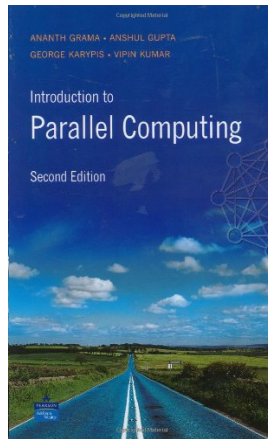
David E. Culler and Jaswinder Pal Singh, with Anoop Gupta.
Parallel Computer Architecture: A Hardware/Software Approach. Morgan Kaufmann, 1998.

MIT:

Hand-outs:

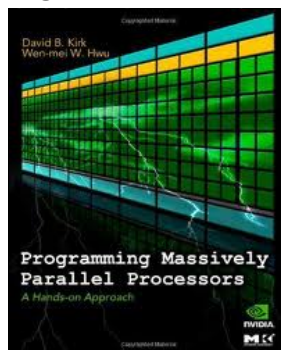
Suggested reading- <http://beowulf.lcs.mit.edu/18.337/lectreadings.html>

Rice University & Stony Brook University:



Introduction to Parallel Computing, Second Edition [Recommended]
Ananth Grama, George Karypis, Vipin Kumar, Anshul Gupta
Addison-Wesley, 2003, ISBN: 0201648652

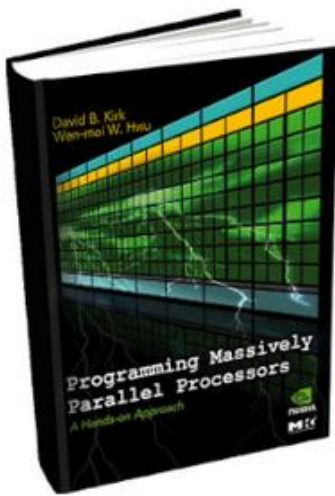
Virginia Tech:



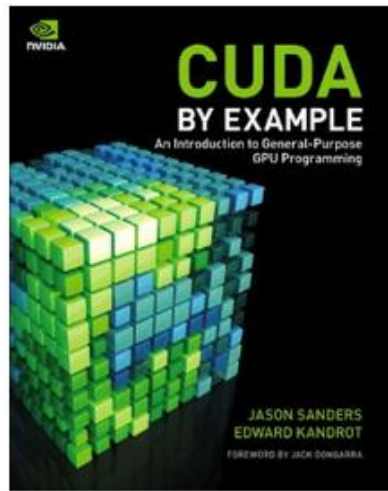
Programming Massively Parallel Processors: A Hands-on Approach
(Applications of GPU Computing Series).

Stanford University & University of Illinois & Harvard University &

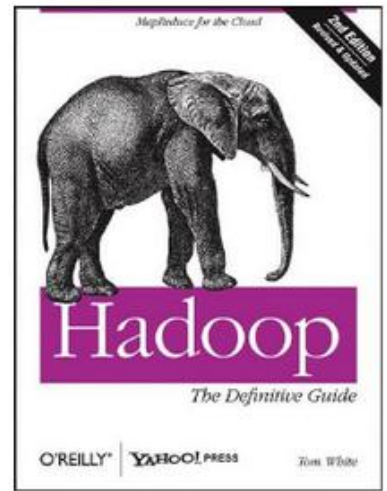
Harvard University:



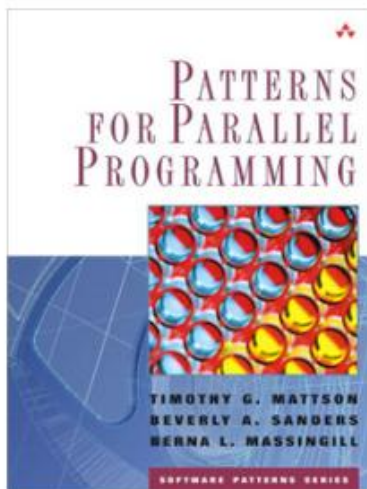
Programming Massively Parallel Processors: A Hands-on Approach



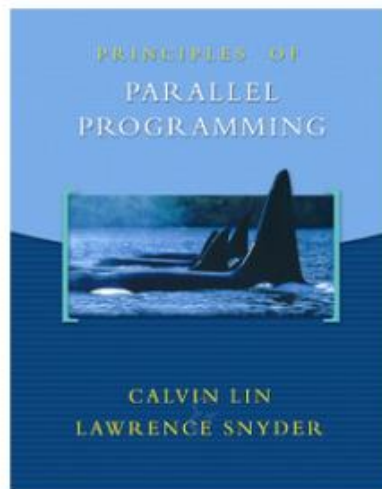
CUDA by Example: An Introduction to General-Purpose GPU Programming



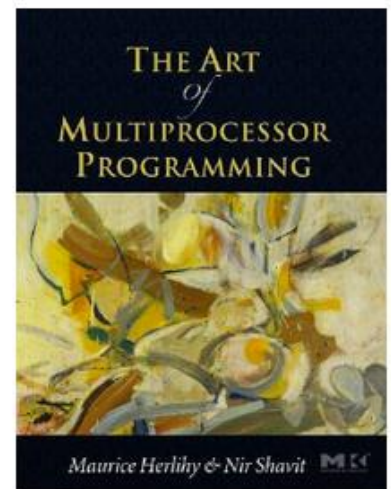
Hadoop: The Definitive Guide



Patterns for Parallel Programming



Principles of Parallel Programming



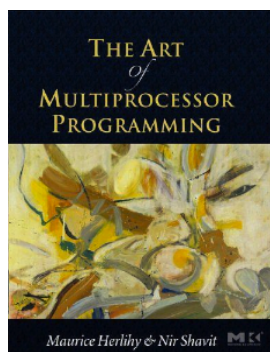
The Art of Multiprocessor Programming

Rochester Institute of Technology (RIT):



Building Parallel Programs: SMPs, Clusters, and Java. Cengage Course Technology, 2010. ISBN 1-4239-0198-3.

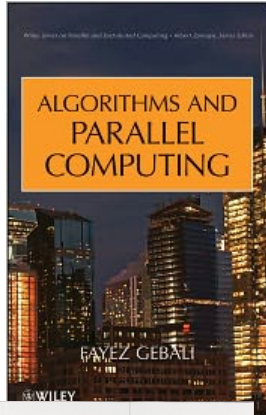
<http://www.cs.rut.edu/~ark/531/bibliography.shtml>



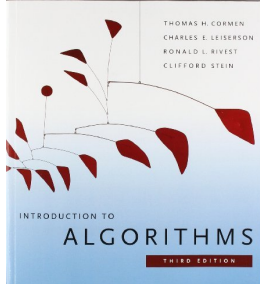
Stony Brook University & Harvard University:

Maurice Herlihy and Nir Shavit. *The Art of Multiprocessor Programming* (1st Edition), Morgan Kaufmann, 2008.

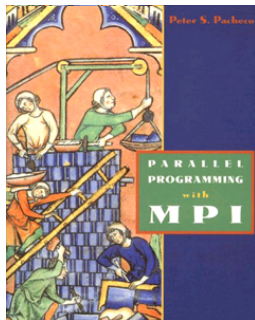
Stony Brook University:



Fayeze Gebali. *Algorithms and Parallel Computing* (1st Edition), Wiley, 2011.



Thomas Cormen, Charles Leiserson, Ronald Rivest, and Clifford Stein. *Introduction to Algorithms* (3rd Edition), MIT Press, 2009. (chapter 27 on Multithreaded Algorithms)



Peter Pacheco. *Parallel Programming with MPI* (1st Edition), Morgan Kaufmann, 1996.

University of California, Berkeley & Georgia Institute of Technology
& Purdue University & Columbia University & Colorado School of

Mines: No books!

Work Cited of all written reading material used:

Required Books for the courses:

Culler, David E., Jaswinder Pal. Singh, and Anoop Gupta. *Parallel Computer Architecture: A Hardware/software Approach*. San Francisco: Morgan Kaufmann, 1999. Print.

Grama, Anath, George Karypis, Vipin Kumar, and Anshul Gupta. *Introduction to Parallel Computing*. 2nd ed. N.p.: Addison-Wesley, 2003. Print.

Kirk, David, and Wen-mei Hwu. *Programming Massively Parallel Processors: A Hands-on Approach*. Burlington, MA: Morgan Kaufmann, 2010. Print.

Sanders, Jason, and Edward Kandrot. *CUDA by Example: An Introduction to General-purpose GPU Programming*. Upper Saddle River, NJ: Addison-Wesley, 2011. Print.

White, Tom. *Hadoop: The Definitive Guide*. Farnham: O'Reilly, 2010. Print.

Mattson, Timothy G., Beverly A. Sanders, and Berna Massingill. *Patterns for Parallel Programming*. Boston: Addison-Wesley, 2005. Print.

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Cormen, Thomas H., Charles Eric. Leiserson, and Ronald L. Rivest. *Introduction to Algorithms*. Cambridge, MA: MIT, 1990. Print.

Pacheco, Peter S. *Parallel Programming with MPI*. San Francisco, CA: Morgan Kaufmann, 1997. Print.

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*Above the Clouds: A Berkeley View of Cloud Computing by Michael Armbrust, Armando Fox, Rean Griffith, Anthony D. Joseph, Randy H. Katz, Andrew Konwinski, Gunho Lee, David A. Patterson, Ariel Rabkin, Ion Stoica, Matei Zaharia. <http://www.eecs.berkeley.edu/Pubs/TechRpts/2009/EECS-2009-28.pdf>

*Architecting for the Cloud: demo and best practices. <http://www.slideshare.net/AmazonWebServices/2011-aws-tour-australia-architecting-for-the-cloud-demo-and-best-practices-by-simone-brunozzi>

*Efficient parallel reduction on GPUs. <http://developer.nvidia.com/nvidia-gpu-computing-documentation>

*Efficient parallel scan on GPUs. <http://developer.nvidia.com/nvidia-gpu-computing-documentation>

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*Writing An Hadoop MapReduce Program In Python. <http://www.michael-noll.com/tutorials/writing-an-hadoop-mapreduce-program-in-python/>

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