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STATE OF GPU COMPUTING
We are in the golden age of the GPU computing. Since the introduction of CUDA in 2007, more than 100 million computers with CUDA capable GPUs have been shipped to end users. GPU computing application developers can now expect their application to have a mass market. With the introduction of OpenCL in 2010, researchers can now expect to develop GPU applications that can run on hardware from multiple vendors. Furthermore, from my own experience in teaching CUDA and OpenCL programming, C programmers can begin to write basic programs after only attending one lecture and reading one textbook chapter. With such a low barrier of entry, researchers all over the world have been engaged in developing new algorithms and applications to take advantage of the extreme floating point execution throughput of these GPUs.

Today, there is a large community of GPU computing practitioners. Many of them have reported 10 to 100 times speedup of their applications with GPU computing. To put this into perspective, with the historical $2 \times$ performance growth every two years, these researchers are experiencing the equivalent of time travel of 8 to 12 years. That is, they are getting today the performance they would have to wait for 8 to 12 years if they went for the “free-ride” advancement of performance in microprocessors. Interestingly, such a free ride is no longer available. Furthermore, once they developed their application in CUDA, they will likely see continued performance growth of $2 \times$ for every two years from this day forward.

After discussing with numerous researchers, I reached the conclusion that many of them are solving similar algorithm problems in their programming efforts. Although they are working on diverse applications, they often end up developing similar algorithmic strategies. The idea of GPU Computing Gems is to provide a convenient means for application developers in diverse application areas to benefit from each other’s experience. When we issued the call for proposals for the first GPU Computing Gems, we received more than 280 submissions, an overwhelming response. In the end, we accepted 86 final chapters. Many high-quality proposals were not accepted because of concerns that they may not be accessible to a large audience. With so many chapters, we were forced to divide these gems into two volumes. In the first volume (Emerald Edition), we published 50 Gems from 10 diverse application areas. In this volume, we have collected 36 Gem articles written by researchers in 5 diverse application areas as well as programming tools and techniques. Each gem is first edited by an area editor who is a GPU computing expert in that area. This is followed by my own editing of these articles.

For applications, each Gems article reports a successful application experience in GPU computing. These articles describe the techniques or “secret sauce” that contributed to the success. The authors highlight the potential applicability of their techniques to other application areas. In our editorial
process, we have emphasized the accessibility of these gems to researchers in other areas. For pro-
gramming tools and techniques, the authors emphasize how an application developer can best benefit
from their work.
I would like to thank several people who have worked tirelessly on this project. Nadeem
Mohammad at NVIDIA and Andrew Schuh at UIUC have done so much heavy lifting for this project.
Without them, it would have been impossible for me to coordinate so many authors and area editors.
My area editors, whose names are in front of each section of this volume, have volunteered their valu-
able time and energy to improve the quality of the gems. They worked closely with the authors to make
sure that the gems indeed meet high technical standard while remain accessible by a wide audience.
I would like to thank all the authors who have shared their innovative work with the GPU computing
community. All authors have worked hard to respond to our requests for improvements. It has been a
true privilege to work with all these great people.

Online Resources
Visit http://mkp.com/gpu-computing-gems and click the Online Resources tab to connect to
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and full-color versions of many figures from the book.