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Before delving into the programming aspects in OpenCL, we will take a look at the different components in an OpenCL framework. The first thing is the OpenCL specification. The OpenCL specification describes the OpenCL programming architecture details, and a set of APIs to perform specific tasks, which are all required by an application developer.

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On a positive note, the set of examples provided in the book (and some are actually pretty good) allows the authors to demonstrate the usage of key concepts in OpenCL programming, which leads me to believe the authors are indeed experienced users of OpenCL, although lack a deep understanding of the different aspects of the standard (they should be, as the lead author is an AMD employee ...

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This book follows an example-driven, simplified, and practical approach to using OpenCL for general purpose GPU programming.If you are a beginner in parallel programming and would like to quickly accelerate your algorithms using OpenCL, this book is perfect for you! You will find the diverse topics...