



Parallel Processing for Computer Graphics (Research Monographs in Parallel and Distributed Computing)

Stuart Green

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Computer graphics has emerged as one of the most important and appropriate uses of parallel computers and supercomputers. Green provides background information on both computer graphics and parallel computers and then goes on to describe how a distributed memory multiprocessor can be used to effectively implement the ray tracing algorithm. He emphasizes a general-purpose approach so that the techniques developed can be applied to other applications.

Ray tracing is a technique for generating realistic images that has high computational complexity, making it well suited for implementation on parallel computers. Following a description of a multiprocessor solution for ray tracing and identification of the goals of the resulting system and its key components, Green identifies the areas of difficulty in programming distributed memory multiprocessors with the intention of simplifying applications programming on these complex machines.

Contents: Introduction. Introduction to Computer Graphics. Parallel Processing and Computer Graphics. Design of a Multiprocessor Solution for Ray Tracing. Task Management. Dynamic Data Management. Static Data Management. Conclusions.

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