



GPU-Based Interactive Visualization Techniques (Mathematics and Visualization)

Daniel Weiskopf

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This book presents efficient visualization techniques, a prerequisite for the interactive exploration of complex data sets. High performance is demonstrated as a process of devising algorithms for the fast graphics processing units (GPUs) of modern graphics hardware. Coverage includes parallelization on cluster computers with several GPUs, adaptive rendering methods, and non-photorealistic rendering techniques for visualization.

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