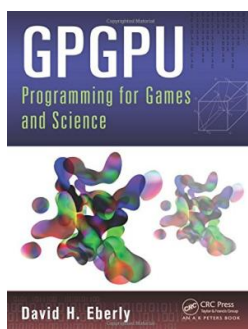


GPGPU Programming for Games and Science



Book Review

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(Caden Buckridge)

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