

Call for Participation

**ACM Workshop on General-Purpose Computing
on Graphics Processors (GP²)**

Sponsored by and Co-located with ACM SIGGRAPH 2004

**Wilshire Grand Hotel
Los Angeles, California
August 7-8, 2004**

<http://www.cs.unc.edu/GP2>

Posters Submission Due: Tuesday, June 1, 2004
Notification to Authors: Tuesday, June 8, 2004
Final Version Due: Wednesday, June 30, 2004

We invite poster submissions on topics related to general-purpose computing using graphics hardware. The topics include, but not limited to:

- Scientific computation on GPUs
- Geometric computing using graphics hardware
- Signal/data processing on GPUs
- Hardware accelerated database queries & operations
- Parallel computing on GPUs
- Programming/Language/Compiler support for GPUs
- Software environment for computing on GPUs
- Data parallel & streaming architectures
- Other novel use of GPUs (simulation and animation, motion sensing, planning, control and synthesis, etc)

We particularly encourage student submissions and will award a prize for best student poster. Posters will be reviewed by members of the conference committee based on originality, quality and relevance.

We plan to schedule one or more sessions during the conference when poster authors will be available for presentations and discussions. The poster authors can also present live demonstrations and/or videos on their laptop computers during that time. The accepted posters will be made available via the conference web site.

Submission

Poster proposals should be one page long each and submitted as a PDF document to:

gp2@cs.unc.edu

by 11:59pm PST on June 1, 2004. If you wish to include additional images or videos as a part of your submission, please post them at a web site and clearly specify the URL location on your submission. The length of the video should not exceed five minutes.