

C++ AMP

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ISBN: 978-0-7356-6473-9

First printing: September, 2012

To ensure the ongoing accuracy of this book and its companion content, we've reviewed and confirmed the errors listed below. If you find a new error, we hope you'll report it to us on our website: www.microsoftpressstore.com/contact-us/errata.

Page	Location	Description	Date corrected
8	Last line of code block	<p>Reads:</p> <pre>bool bSSEInstructions = (CpuInfo[3] >> 24 && 0x1);</pre> <p>Should read:</p> <pre>bool bSSEInstructions = (CPUInfo[3] >> 24 & 0x1);</pre>	
10	Penultimate paragraph, last sentence	<p>Reads:</p> <p>For example, this loop is not parallelizable:</p> <p>Should read:</p> <p>For example, this loop is not parallelizable in its current form:</p>	
12	End of paragraph following the code block	<p>Reads:</p> <p>...see the "Lambdas in C++11" section in Chapter 2, "NBody Case Study," for an overview.</p> <p>Should read:</p> <p>...see the "Lambdas in C++11" section in Chapter 3, "C++ AMP Fundamentals," for an overview.</p>	
36	Middle of code block	<p>Line reads:</p> <pre>acc = r * s;</pre> <p>Should read:</p> <pre>acc +=r*s;</pre>	
52	Fourth line of code block	<p>Reads:</p> <pre>parallel_for_each(av.grid, [=](index<1> idx) restrict(amp)</pre> <p>Should read:</p> <pre>parallel_for_each(av.extent, [=](index<1> idx) restrict(amp)</pre>	

Page	Location	Description	Date corrected
74	Last part of code block on page	<p>Reads:</p> <pre>for (int i = 0; i < W; i += TS) { tile_static float sA[TileSize][TileSize]; tile_static float sB[TileSize][TileSize]; sA[row][col] = a(tid.x.global[0], col + i); sB[row][col] = b(row + i, tid.x.global[1]); for (int k = 0; k < TS; k++) sum += sA[row][k] * sB[k][col]; }</pre> <p>Should read:</p> <pre>for (int l = 0; l < W; l += TileSize) { tile_static float sA[TileSize][TileSize]; tile_static float sB[TileSize][TileSize]; sA[row][col] = a(tid.x.global[0], col + i); sB[row][col] = b(row + l, tid.x.global[1]); for (int k = 0; k < TileSize; k++) sum += sA[row][k] * sB[k][col]; }</pre>	
148-149	Para preceding illustration and illustration	The author has provided a detailed update and new illustration at http://ampbook.codeplex.com/ . To view the updated information, click the Download tab, click the Book Errata link (below "Other Available Downloads"), and after opening the PDF, read the information in the the Chapter 7 section on page 2.	
198	First paragraph, ante-penultimate line	<p>After this sentence: The emulated accelerators, WARP and REF, have warp sizes of 1 and 4, respectively.</p> <p>The following sentence should be added: These numbers may change in the future, so you should not rely on this when implementing applications that run on a wide range of hardware platforms.</p>	
296	Time-Out Detection and Recovery	Currently, the TDR feature is not supported correctly in the NVIDIA and AMD drivers. This is tracked in an issue on CodePlex at http://ampbook.codeplex.com/workitem/33361 . Although the code and text in the book is correct, the feature will not work correctly with the current drivers. No accelerator_view_removed is	