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level parallelism) in which
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OpenGL automatically
computes the matrices for
you. (See Appendix F if
you're interested in the
details.) In the command

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summaries that follow, each matrix multiplication is described in terms of what it does to the vertices of a geometric object using the fixed coordinate system approach, and in terms of what it does to the local

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coordinate system that's
attached to an object.

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EAGL Sharegroup Manages
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They guide the programmer to partition the problem into coarse sub-problems that can be solved independently in parallel by blocks of threads, and each sub-problem into finer pieces

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that can be solved
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all threads within the
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consists of producing complicated task graphs from data-parallel execution nodes. In a given data-parallel execution, commonly known as a kernel launch, a computation is defined in terms of a sequence of

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instructions that executes
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