

PARALLEL COMPUTING AND AUDIO PROCESSING

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With the change in hardware developments from faster clock speeds to more cores it is imperative that the audio computing community determine how they can make best use this change. Drawing on a range of experiments by myself and my collaborators, and by others, this talk explores a number of ways this could be achieved. In particular there will be consideration of thread-level parallelism as in the Csound multi-core system, and a range of GPU programs for spectral transformations and filtering.