



# **Graphics Processing Unit-Based High Performance Computing in Radiation Therapy (Series in Medical Physics and Biomedical Engineering)**

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# Graphics Processing Unit-Based High Performance Computing in Radiation Therapy (Series in Medical Physics and Biomedical Engineering)

## Graphics Processing Unit-Based High Performance Computing in Radiation Therapy (Series in Medical Physics and Biomedical Engineering)

*Use the GPU Successfully in Your Radiotherapy Practice*

With its high processing power, cost-effectiveness, and easy deployment, access, and maintenance, the graphics processing unit (GPU) has increasingly been used to tackle problems in the medical physics field, ranging from computed tomography reconstruction to Monte Carlo radiation transport simulation. **Graphics Processing Unit-Based High Performance Computing in Radiation Therapy** collects state-of-the-art research on GPU computing and its applications to medical physics problems in radiation therapy.

*Tackle Problems in Medical Imaging and Radiotherapy*

The book first offers an introduction to the GPU technology and its current applications in radiotherapy. Most of the remaining chapters discuss a specific application of a GPU in a key radiotherapy problem. These chapters summarize advances and present technical details and insightful discussions on the use of GPU in addressing the problems. The book also examines two real systems developed with GPU as a core component to accomplish important clinical tasks in modern radiotherapy.

*Translate Research Developments to Clinical Practice*

Written by a team of international experts in radiation oncology, biomedical imaging, computing, and physics, this book gets clinical and research physicists, graduate students, and other scientists up to date on the latest in GPU computing for radiotherapy. It encourages you to bring this novel technology to routine clinical radiotherapy practice.

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