



RenderScript: parallel computing on Android, the easy way

Alberto Marchetti

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RenderScript: parallel computing on Android, the easy way provides a straightforward way to learn how to use the RenderScript parallel computing framework.

This is the **first** book on the market that covers as many RenderScript related topics as possible!

Basic and advanced topics are treated, ranging from parallel computing **Kernels** to the **Android NDK** integration, covering many aspects of RenderScript and targeting both newcomers and experienced users. A general list of the treated topics is as follows:

- *What is RenderScript*, a general description of the framework.
- *RenderScript components*, like **Kernels** and **Allocations**.
- *Performance notes*, where different ways to perform calculations are benchmarked.
- *Native analysis*, or "what is under the hood".
- *RenderScript and NDK*, how to use the Android NDK together with RenderScript.
- *Use cases*, some examples of RenderScript usage.
- *Porting case - FAST features detection*, a big example that shows how to port a C++ library to work inside RenderScript kernels.

RenderScript gives users the chance to unleash the true computing power of Android-based devices, helping them to develop calculation-intensive apps: the **objective** of this book is to spread the word about this beautiful framework, by showing how easy it is to transform the common CPU-intensive code to the more useful **parallel** one.

Some possible applications of RenderScript are:

- Wearable devices raw signals analysis, like Electromyography data and Electroencephalography data.
- Advanced image processing, like **Multi Face Detection and Recognition** and **visual features extraction**.
- Neural networks testing on mobile-phones, which requires a large number of parallel processes.
- Digital Signal Processing (e.g. sound analysis).

Alberto Marchetti is a hard-times developer, born to solve coding problems. He started working in the software development field when he was a child. Since then, learning to find solutions to every possible development problem, has become his way of living life. When he discovered RenderScript, he found a beautiful tool that could help every developer to solve even more problems. That's why he decided to write this book.

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