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What Every Computational Physicist Should Know About Computer Architecture

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These days, everyone in physics in a computational physicist in one way or another. Experiments, theory, and (obviously) simulations all rely heavily on computers. Isn't it time you got to know them better? Computer architecture is an interesting study in its own right, and how well one understands and uses the capabilities of today's systems can have real implications for how fast your computational work gets done. Let's dig in, learn some terminology, and find out what's in there.

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