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Question 1

Not yet answered

Marked out of 1

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Suppose a kernel is called with a 1-D grid and 1-D blocks. What is the equation to compute a unique global index for each thread?

Select one:

- a. $\text{blockIdx.x} + \text{blockDim.x} * \text{threadIdx.x}$
- b. $\text{blockIdx.x} * \text{blockDim.x} * \text{threadIdx.x}$
- c. $\text{blockIdx.x} * \text{blockDim.x} + \text{threadIdx.x}$
- d. None of the other answers
- e. $\text{blockIdx.x} * \text{threadIdx.x} + \text{blockDim.x}$

Question 2

Not yet answered

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What is a data parallel computation?

Select one:

- a. None of the other answers
- b. The same operation is performed on different data elements at the same time.
- c. Parallel data is transferred to the computer at the same time
- d. Different operations are performed on different data elements at the same time.
- e. Different operations are performed on the same data element at the same time.

Question 3

Not yet answered

Marked out of 1

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What is meant by flattening an array in GPU programming?

Select one:

- a. Putting a heavy weight on the array.
- b. Converting the indices of a 2-dimensional array to a 1-dimensional index.
- c. None of the other answers.
- d. Storing a 2-dimensional array in memory in one linear sequence.

Question 4

Not yet answered

Marked out of 1

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In CUDA, what are three angle brackets specifically used for?

Select one:

- a. Reading keyboard data to the device and outputting data from the device to the display.
- b. Surrounds kernel code.
- c. None of the other answers.
- d. To indicate a routine to be executed by the device (GPU) and delimits the grid/block organization to be used.
- e. Logical shift left or right

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