

## HW4 report

1. I use ‘#pragma unroll’ before for-loop to let compiler know the trip count.
2. I don’t really finish this homework because of index issues.
3. My thought is that one single thread will run inside of two for-loops – loop1 is int j; loop2 is int k. And there are 128 threads are expected to do this same thing with loading different value.
4. I think that my issue is I do not match up Variable ‘temp’ and Variable ‘Nds’ (shared memory), which cause GPU result doesn’t equal CPU result.