

PCAP QUIZ_2 (Copy)

- 1.. Select the correct contents of an array F generated from the kernel output for the following OpenCL host code and kernel code snippets.

```
#define VECTOR_SIZE 16
```

```
.....
```

```
.....
```

```
char D[VECTOR_SIZE]="TODAYIAMWRITINGP";
```

```
char E[VECTOR_SIZE]="CAPSEMASSINGMENT";
```

```
char F[100];
```

```
size_t global_size = VECTOR_SIZE/2;
```

```
size_t local_size = 1;
```

```
clEnqueueNDRangeKernel(__, __, 1, NULL,  
                        &global_size, &local_size, 0, NULL, __);
```

```
.....
```

```
.....
```

```
__kernel void kernel(__global uchar *D,__global uchar *E,__global uchar *F)  
{  
    int gid = get_global_id(0);  
    F[gid*2]=D[gid];  
    F[gid*2+1]=E[gid];  
} *
```

(0.5 Points)

- ☒ TCOADPASYEIMAAMS
- ☐ CTAOPDSAEMYIAASM
- ☐ TCDPYEAAWSINIMGN
- ☐ CTPDEYAASWNIMING

2. Which of the following statements is (are) false?

- a) The execution of the individual thread is sequential in CUDA.
- b) All the threads that are generated by a kernel launch are collectively called a thread block.
- c) Uninitialized grid and block dimensions are to be set to 0. *

(0.5 Points)

- ☐ a and b
- ☒ b and c
- ☐ only b
- ☐ a and c

3. Which one of the following is the correct way to use the cudaMalloc() function to allocate an array of type double in the global memory to accommodate 3 elements, if the sizeof(double) is 8 bytes? *

(0.5 Points)

- ☐ double * d_x= (void **) cudaMalloc(&d_x, 24);
- ☐ double * d_x= (void **) cudaMalloc(&d_x, 3);
- ☐ double * d_x= (void **) cudaMalloc(d_x, 3);
- ☒ int s= cudaMalloc((void **) &d_x, 24);

4. Considering the following kernel launch, write the output of the following kernel function when N=3.

```
kFn <<< 2, 4 >>> (dev_A, N);  
__global__ void kFn( int *a, int N )  
{  
    unsigned int id = threadIdx.x;  
    if( id < N )  
        printf("%d", id);  
} *
```

(0.5 Points)

- ☐ 0 1 2 3 4 5 6 7
- ☐ 0 1 2 3 4 5

☒ 0 1 2 0 1 2

☐ 0 1 2 3 0 1 2 3

5. Select the odd one out with respect to a Context in OpenCL *
(0.5 Points)

- ☐ It Keeps track of the programs and kernels that are created for each device.
- ☒ It establishes a command queue between each pair of host and device.
- ☐ It coordinates the mechanisms for host-device interactions.
- ☐ It Manages the memory objects that are available to the devices

6. clFlush() is used to _____ *
(0.5 Points)

- ☐ block other command execution in the command queue
- ☐ block the execution until all the commands in the command queue have completed
- ☒ block the execution until all the commands in the command queue have been removed
- ☐ block other command queues until one command queue is executing

7. Which one of the following statements is true in the context of the programming model in OpenCL? *
(0.5 Points)

- ☐ It defines an abstract hardware model.
- ☐ It defines how the OpenCL environment is configured on the host and how kernels are executed on the device.
- ☐ It defines the abstract memory hierarchy that kernels use.
- ☒ It defines how the concurrency model is mapped to physical hardware.

8. Match the following w.r.t. OpenCL device memories.

- | | |
|--------------------|---|
| 1) constant memory | i) visible only to a compute unit |
| 2) local memory | ii) read-write memory visible to all compute units |
| 3) global memory | iii) visible only to a work-item of a work-group |
| 4) private memory | iv) read-only memory visible to all compute units * |

(0.5 Points)

- ☐ 1- i, 2-ii, 3-iv, 4-iii
- ☒ 1-iv, 2-i, 3-ii, 4-iii
- ☐ 1-ii, 2-i, 3-iii, 4-iv
- ☐ 1-iv, 2-ii, 3-iii, 4-i

9. Which one among the following API functions is used to determine which implementation (vendor) the platform was defined by? *

(0.5 Points)

- ☐ clGetPlatformIDs()
- ☐ clGetDeviceInfo()
- ☒ clGetPlatformInfo()
- ☐ clGetDeviceInfo()

10. Given the following statements choose the CORRECT option, with respect to CUDA programming.

- i) A `__global__` function executes on a CUDA device and can be called from another device or host function.
- ii) The second execution configuration parameter in CUDA specifies the number of threads in each thread block.
- iii) For a given grid of threads, the total number of threads in the block is available in the `blockIdx` variable. *

(0.5 Points)

- ☒ i-F ,ii-T, iii-F
- ☐ i-T ,ii-F, iii-T

☐ i-T ,ii-T, iii-F

☐ i-F ,ii-T, iii-T

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