Question 1 T/F Designating a preferred thread sacrifices throughput.

Question 2 T/F Amdahl’s Law doesn’t apply to parallel computers

Question 3 In a GPU, a thread is associated with each data element.

[Threads] are organized into blocks. Blocks are organized into a [Grid].

Question 4 GPU hardware handles: thread management / OS / applications / none

Question 5 T/F Data-level parallelism achieved by performing the same operation on independent data