

TDT4200 Problem Set 6

What are the limitations of using cooperative groups to sync the whole grid at once?

The following limitations apply to cooperative groups when the whole grid is used:

- All the blocks in the grid must fit onto the GPU at the same time → size constraints
- Calling such kernel is a bit more verbose
- Early returns are not an option anymore
- Thread divergence can become an issue, though this is also generally the case