Programming Assignment 3

Due May 2, 2012 12:50 PM

See code solutions for a correct implementation

1. thrust::device_vector
2. sort_by_key, reduce_by_key, iterator, inner product, plus, equal_to, max_element, transform
3. Speeds are very slightly better with the optimization flag, but we would have hoped for better. What happened? The code was bound not by instruction throughput but by memory accesses, and our compiler is not able to hide enough of the memory latency to warrant any speedup, as we have relatively small amounts of computation.
4. This is to check they understand the problem. By duplicating a message multiple times over, you create atypical patterns in character and digram distribution, so often the solver cannot be cracked with the analysis we used.