Write a C program that displays the following:

a. The number of CUDA devices available on your computer.

b. The number and names of CUDA devices having more than 256 multiprocessors.

a)
```
int count;
cudaGetDeviceCount(&count);
printf("%d ", count);
```

b)
```
int count; cudaDeviceProperties prop;
cudaGetDeviceCount(&count);
int i; int num=0;
for(i=0; i<count; i++){
    cudaGetDeviceProp(&prop, i);
    if(prop.multiProcessorCount > 256){
        num += 1;
        printf("%s ", prop.name);
    }
}
printf("%d", num);
```

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Question 2

Let's consider 2 *N by N* square matrices of integers A and B. Let's consider that we would like to write a C program that runs in parallel and that computes and returns the sum of the 2 matrices:

C[i][j] = A[i][j] + B[i][j]

1. We would like to run this kernel within a grid composed of a single 2-D thread-block where every thread processes a single cell of the matrix.

   - Give the code of the following kernel.

     *__global__ void add(int *a, int *b, int *c, int N) {*

```
int rowIndex = ThreadIdx.y;
int colIndex = ThreadIdx.x;
C[rowIndex][colIndex] = A[rowIndex][colIndex] +
B[rowIndex][colIndex];
}
```

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2. We would like to run this kernel within a grid composed of many 2-D thread-blocks where every thread processes a single cell of the matrix.

   - Give the code of the kernel.

```
__global__ void add(int *a, int *b, int *c, int N) {
int rowIndex = threadIdx.y + blockIdx.y * blockDim.y;
int colIndex = threadIdx.x + blockIdx.x * blockDim.x;
C[rowIndex][colIndex] = A[rowIndex][colIndex] +
                        B[rowIndex][colIndex];
}
```

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3. We would like to run this kernel within a grid composed of many 2-D thread-blocks where every thread processes a sub-square matrix of size *W by W*.

   - Give the code of the kernel.

```
__global__ void add(int *a, int *b, int *c, int W, int N) {
int rowIndex = (threadIdx.y + blockIdx.y * blockDim.y) * W;
int colIndex = (threadIdx.x + blockIdx.x * blockDim.x) * W;
int i; int j;
for(i=0; i<W; i++){
  for(j=0; j<W; j++) {
C[rowIndex+i][colIndex+j] = A[rowIndex+i][colIndex+j]
  + B[rowIndex+i][colIndex+j]; } }
```

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Question 3

Let's consider that we would like to sort ascendingly an array of integers of size N using the bitonic merge-sort algorithm.

1. Give the number of steps that are required to sort the elements of the array.

1 Steps = $\log_2(N)$

2. Give the number of stages that are required in every step *i*.

Stages = i

1 Same number as the step number

3. Give the size of bitonic sequences in every step.

1 2^{step}

4. Give the size of bitonic sequences in every stage of a step *i*.

1 $\frac{2^i}{2^{stage-1}}$

5. Give the condition that should satisfy a thread to participate in the processing of bitonic sequences of a stage *j* of a step *i*.

$$ThreadIndex \,\%\, \frac{2^i}{2^{j-1}} < \frac{\frac{2^i}{2^{j-1}}}{2}$$

1

6. Give the condition that should satisfy a thread that participates in the processing of sequences of a stage *j* of a step *i* to sort its corresponding bitonic-sequence ascendingly.

1 $\frac{ThreadIndex}{2^i} \,\%\, 2 == 0$