

Aalto 2023

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IS6b: fast GPU solution for 1-bit images ★★

Please note that you can still submit, but as the course is already closed, your submissions will not be graded.

To get started with the development, download the code templates, unzip the file, edit is.cu, and run ./grading test or ./grading benchmark to try it out — see the instructions for more details!

Upload your solution as a file here	
Please upload here the file is.cu that contains your solution to task IS6b.	
Choose File No file chosen	
or copy-paste your code here	
Submit	

Your submissions

Your submissions to IS6b will appear here; you can simply reload this page to see the latest updates.

What you will need to do in this task

Please read the **general instructions for this exercise** first. Here are the additional instructions specific to this task:

Port your solution to IS6a to the **GPU**; again, make it run **as fast as possible**.

What I will try to do with your code

I will first run all kinds of tests to see that your code works correctly. You can try it out locally by running ./grading test, but please note that your code has to compile and work correctly not only on your own computer but also on our machines.

If all is fine, I will run the benchmarks. You can try it out on your own computer by running ./grading benchmark, but of course the precise running time on your own computer might be different from the performance on our grading hardware.

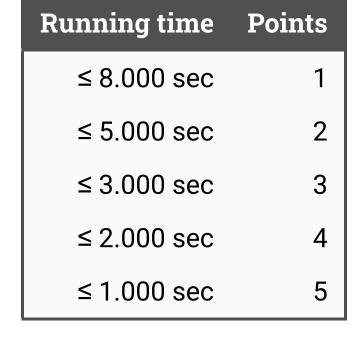
Benchmarks

Name	Parameters
benchmarks/1	nx = 100, ny = 100
the input is a structured blac	k-and-white image with 100 × 100 pixels
benchmarks/2a	nx = 199, ny = 199
the input is a structured blac	k-and-white image with 199 × 199 pixels
benchmarks/2b	nx = 200, ny = 200
the input is a structured blac	k-and-white image with 200 × 200 pixels
benchmarks/2c	nx = 201, ny = 201
the input is a structured blac	k-and-white image with 201 × 201 pixels
benchmarks/3	nx = 400, ny = 400
the input is a structured blac	k-and-white image with 400 × 400 pixels
benchmarks/4	nx = 600, ny = 600
the input is a black-and-white	e image with 600 × 600 pixels

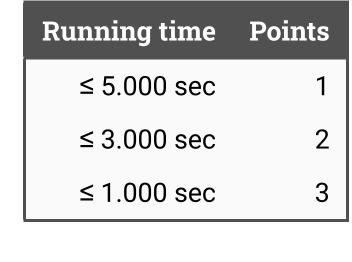
Grading

In this task your submission will be graded using **benchmarks/4**: the input is a black-and-white image with 600 × 600 pixels.

The point thresholds are as follows. If you submit your solution no later than on **Sunday, 04 June 2023, at 23:59:59 (Helsinki)**, your score will be:



If you submit your solution after the deadline, but before the course ends on **Sunday, 04 June 2023, at 23:59:59** (**Helsinki**), your score will be:



Contest

Your submissions to this task will also automatically take part in the **contest**, and you can receive **up to 2** additional points if your code is among the fastest solutions this year!

