ECE 277, FALL 2020
GPU Programming
DEPARTMENT OF ELECTRICAL AND COMPUTER ENGINEERING
UNIVERSITY OF CALIFORNIA, SAN DIEGO

Quiz 2: Matrix Addition

1. Download Quiz_2.zip from the class website.

2. Create a Visual Studio (VS) solution file using CMake.

3. Modify the assigned kernel code, and thread mapping to the assigned problem to minimize the execution duration of the Nsight VS kernel profiler.

   You should **not change any data types**

4. The execution duration of your code **should be shorter than any execution duration of the class lab examples** (c1_block1d_grid1d, c1_block1d_grid2d and c1_block2d_grid2d), otherwise, get penalized (-3 points).

5. **Your result should be correct**

   You must see the "PASS" message, otherwise, you will be ranked as the lowest and get penalized (-4 points).

6. You will get one bonus point (+1 point) if you ranked 1st in the class.

7. Add a print function to print your name, student ID and the site number at the placeholder.

8. Capture your console (use 'Print Screen') and save it as a png file (filename: #sitenumber.png).

9. Create one folder and copy **your png file and quiz.cu file**

10. Create a single zip file to your top directory and upload the file to Quiz 2 assignment.

11. **All the evaluations are based on the Nsight VS profiler at the lab machine.**