Question 1 T/F In the Centralized Shared Memory, there is uniform access time/latency.

Question 2 T/F SMT makes sense with coarse-grained implementation

Question 3 T/F To support Fine-Grained Multithreading, CPU must be able to switch threads every clock.

Question 4 T/F In today's computer system, Memory and CPU are connected by BUS. In a GPU, a thread is associated with each data element.

Question 5 T/F Each thread requires its own user state such as PC, GPRs.

Question 6 T/F Course-Grained Multithreading also slows down threads