## **COL380 REVIEW QUESTIONS**

(Parallel Algorithms)

- 1. Provide an efficient implementation of prefix sum for GPUs.
- 2. Provide an efficient implmentation of Prefix sum on multiple machine using MPI.
- 3. A collision detection algorithm tests for intersection between every pair of elements comprising a body. Each such test takes O(1) time sequentially. Provide an efficient EREW PRAM algorithm for performing all tests given a body with n elements.
- 4. In question 3, the vast majority of pairs are expected to NOT intesect. To make the testing efficient, the elements are divided into m sets (each with an arbitrary number of elements), m << n, and an oracle is provided which, given two sets  $A_0$  and  $A_1$  can predict in O(1) sequential time if any elements of  $A_0$  could possibly intersect with any element of  $A_1$  (it does not tell which). Given sets  $A_0...A_{m-1}$ , with the count of elements in set  $A_i = n_i$ , provide an efficient EREW PRAM algorithm to compute the intersecting element pairs. Note that if the oracle cannot elimitae pair  $A_iA_j$ , every element of  $A_i$  must be tested against every element of  $A_i$ . Is the efficiency of CREW PRAM algorithm lower?
- 5. Provide an O(log-n) time work-optimal EREW PRAM algorithm to find the lowest index i, such that A[i] == 1, given array A with n boolean values.
- 6. Provide an O(1) time work-optimal common CRCW PRAM algorithm to find the lowest index i, such that A[i] == 1, given array A with n boolean values.
- 7. Show that any EREW PRAM algorithm that uses P(n) processors on input of size n can be implemented on a machine with only max(n, P(n)) shared memory locations (assume that each processor has unlimited local memory and the initial input is in the shared memory).
- 8. Show that the LINK-UNLINK-based parallel priority queue retains its property (i.e., intratree key order, 1-3 roots per rank, and inter-root key order) after each valid operation.
- 9. Provide a GPU-friendly PRAM algorithm to perform radix sort.
- 10. In a graph, N[i][] is an array of indexes of neighbors of node i. (Let n[i] denote the number of neighbors of node i, and nn denote the total number of nodes.) Provide a common CRCW PRAM algorithm to perform a BFS traversal of this graph starting at index s. Analyze its time and work complexity.
- 11. Provide an CREW PRAM BFS algorithm (for the graph in the previous question). Analyze its time and work complexity.