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[NPTEL \(https://swayam.gov.in/explorer?ncCode=NPTEL\)](https://swayam.gov.in/explorer?ncCode=NPTEL) » **GPU Architectures and Programming (course)**
[Announcements \(announcements\)](#) **[About the Course \(https://swayam.gov.in/nd1_noc20_cs41/preview\)](https://swayam.gov.in/nd1_noc20_cs41/preview)**
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Unit 4 - Week 2

Course outline

How does an NPTEL online course work?

Week 0

Week 1

Week 2

- Lecture 05: Intro to GPU architectures (unit? unit=26&lesson=50)
- Lecture 06 : Intro to GPU architectures (Contd.) (unit? unit=26&lesson=51)
- Lecture 07 : Intro to GPU architectures (Contd.) (unit? unit=26&lesson=52)
- Lecture 08 : Intro to GPU architectures (Contd.) (unit? unit=26&lesson=53)

Assignment 2

The due date for submitting this assignment has passed. **Due on 2020-02-12, 23:59 IST.**
As per our records you have not submitted this assignment.

Lecture Material
(unit?
unit=26&lesson=39)

Quiz :
Assignment 2
(assessment?
name=47)

Week 2
Feedback Form
(unit?
unit=26&lesson=54)

Tutorial Videos

Week 3

Week 4

Week 5

Week 6

Week 7

Week 8

Week 9

Week 10

Week 11

Lecture Materials

Week 12

Details Solution

Download Videos

Text Transcripts

Live Interactive
Session

1) Write the Vector Code(VMIPS) for the given C code-
 $X = X + a * Y$

Options:

A)

```
L.D F0, a
LV V1, Ry
MULVS.D V2, V1, F0
LV V3, Rx
ADDVV.D V4, V2, V3
SV V4, Rx
```

B)

```
L.D F0, a
LV V1, Rx
MULVS.D V2, V1, F0
LV V3, Ry
ADDVV.D V4, V2, V3
SV V4, Ry
```

C)

```
LI VLR, a
LV V1, R1
LV V2, R2
MULVS.D V2, V1, F0
ADDV.D V3, V1, V2
SV V3, R3
```

D)

```
LI VLR, a
LV V1, R1
LV V2, R2
ADDV.D V3, V1, V2
SV V3, R3
```

- A.
 B.
 C.
 D.

No, the answer is incorrect.

Score: 0

Accepted Answers:

A.

2)

For the following code, which multiplies two vectors of length 300 that contain single-precision complex values, what is the arithmetic intensity of this kernel (i.e., the ratio of floating-point operations per byte of memory accessed)?

```
for (i=0; i<300; i++)
{
    c_re[i] = a_re[i] * b_re[i] - a_im[i] * b_im[i];
    c_im[i] = a_re[i] * b_im[i] + a_im[i] * b_re[i];
}
```

No, the answer is incorrect.

Score: 0

Accepted Answers:

(Type: Numeric) 1

15 points

3)

Assume a hypothetical GPU with the following characteristics:

- Clock rate 1.5 GHz
- Contains 16 SIMD processors, each containing 32 single-precision floating point units

What is the peak single-precision floating-point throughput for this GPU in GLFOPs/sec, assuming that all memory latencies can be hidden?

No, the answer is incorrect.

Score: 0

Accepted Answers:

(Type: Numeric) 768

15 points

4)

5 points

Which of the following architecture is not suitable for realizing SIMD ?

- A. Vector Processing Architecture
- B. GPGPU Architecture
- C. Von Neumann Architecture
- D. All of the above

- A.
- B.
- C.
- D.

No, the answer is incorrect.

Score: 0

Accepted Answers:

C.

5) _____ handles Data Level Parallelism. **5 points**

- a) Register
- b) Cache
- c) Data BUS
- d) Vector Processor

- a.
- b.
- c.
- d.

No, the answer is incorrect.

Score: 0

Accepted Answers:

d.

6) Vector Processors contain both scalar and vector registers. **5 points**

- A. True
- B. False

- A.
- B.

No, the answer is incorrect.

Score: 0

Accepted Answers:

A.

7) State which statement is true. **5 points**

- a) Tesla GeForce 8800 has total 128 SP organized in 8 SM
- b) Tesla GeForce 8800 has total 8 SP organized in 128 SM
- c) Tesla GeForce 8800 has total 128 SP organized in 16 SM
- d) Tesla GeForce 8800 has total 16 SP organized in 128 SM

- a.
- b.
- c.
- d.

No, the answer is incorrect.

Score: 0

Accepted Answers:

c.

8) **5 points**

Match the functionalities of different shader programs with appropriate shader-

- a) Vertex Shader
- b) Pixel Shader
- c) Geometry Shader

- i) Map the position of vertices onto the screen, altering their position, color, or orientation
- ii) Operate on lines and triangles defined by multiple vertices, changing or generating additional primitives
- iii) Fills the interior of primitives, including interpolating per-fragment parameters, texturing, and coloring
- iv) Depth testing and stencil testing, color blending operation etc

Select the correct option.

- A. a -> i,b->iii,c->ii
- B. a -> ii,b->i,c->iii
- C. a -> i,b->ii,c->iii
- D. a -> ii,b->iii,c->i

- A.
- B.
- C.
- D.

No, the answer is incorrect.

Score: 0

Accepted Answers:

A.

9) GPUs are _____-oriented Processors.

5 points

- a) Latency
- b) Throughput
- c) Processor Utilisation
- d) None of the above

- a.
- b.
- c.
- d.

No, the answer is incorrect.

Score: 0

Accepted Answers:

b.

10)

5 points

The world's first GPU is _____ introduced in _____.

- a) GeForce 256, 1999
- b) GeForce 8800, 2000
- c) GeForce 100, 1990
- d) GeForce 80 , 1980

- a.
- b.
- c.
- d.

No, the answer is incorrect.

Score: 0

Accepted Answers:

a.

11)

5 points

Primary design objective for Tesla architecture is _____.

- a) Increase latency for high-precision math operations
- b) Decrease latency for low-precision texture filtering
- c) Depth testing and stencil testing, color blending operation etc
- d) Execute vertex and pixel-fragment shader programs on the same unified processor

- a.
- b.
- c.
- d.

No, the answer is incorrect.

Score: 0

Accepted Answers:

d.

12 PTX instructions have format: opcode.type d, a, b, c; where d is the

5 points

- A. Destination
- B. Domain
- C. Data
- D. Double

- A.
- B.
- C.
- D.

No, the answer is incorrect.

Score: 0

Accepted Answers:

A.

13) GPGPU programming use _____ execution model.

5 points

- a) SISD
- b) SIMD
- c) MISD
- d) MIMD

- a.
- b.
- c.
- d.

No, the answer is incorrect.

Score: 0

Accepted Answers:

b.

14)

5 points

Which of the following statements is correct.

- A. Compared to CPU, GPUs have larger register file, smaller L1/L2 cache with higher bandwidth
- B. Compared to CPU, GPUs have smaller register file, smaller L1/L2 cache with lower bandwidth
- C. L1 and L2 cache + Shared memory is private to SMs
- D. Cache + Constant memory is unified for all SMs

- A.
- B.
- C.
- D.

No, the answer is incorrect.

Score: 0

Accepted Answers:

A.