

COSC 480 – Lab #6

VectorAdd Using Streams and Page-locked Memory

*This lab may be worked on in pairs. I'M LOOKING FOR CODE.

1.) Pretty straightforward – implement vectorAdd utilizing at least 3 streams (beyond 0) and page-locked memory. Assume that the vectors will be at least 100000 floating point elements in size, and you should randomly generate the elements in the main. You will utilize an approach similar to the examples we saw in class. In this lab, you will need to create the CUDA code and test on the AWS instance.

Submit your solution (only one submission per pair, one .cu file), to Blackboard. Due 11/2 at 11:59pm.