Agenda for Today

1. Lab Q&A
2. Lab Demo
3. Lab Details
If I set the batch size too high, my solver segfaults. Why would it do that, and how do I fix it?

The boards array is a local variable, and your batch size controls how large it is. If you create a huge local array, sometimes that causes a segfault. You could probably just make your batch size smaller.

Is there a way to update just one bit in a uint16_t?

They way turn a bit on is with bitwise OR. To turn on the 4th bit of a value x:

```
x |= 1 << 4;
```

To turn off bit 4, we could use AND and negation:

```
x &= ~(1 << 4);
```

How are we supposed to synchronize between threads that write the same cell?

You should never have more than one thread responsible for writing a cell.
How do we submit the lab to gradescope?
Just upload sudoku.cu and group.txt, or you can make a zip and upload it.
Lab Demo
Lab Details