



4. What is CRCW PRAM?

5. The paper does not list any code or pseudocode. How may we study the details of the implementations described in the paper, perhaps to improve on them?

6. What is stable sorting and why is it important in radix sorting? Illustrate your answer with a suitable example.

7. Describe the salient details of Figure 1 from the paper as precisely and concisely as possible. That is, convey the important points without using the figure. Repeat for Figure 2.

8. How does the paper's implementation of GPU radix sort take advantage of the GPU *shared memory*?

9. Describe *sorting by 1-bit splits* and illustrate its action on the following data:

39 10 3 89 24 26 58 74 26 48