

GPU Programming 2019/20

Tutorial 4

In this tutorial we will consider thread-safety for larger applications. For this we will implement an efficient and thread-safe DNS server.

- 0.) Download the [skeleton code](#) and generate the build system using `cmake`.
- 1.) Implement the function `run()` of the client/admin Simulator. It should use `nclient` ≥ 2 client and one admin thread.
- 2.) Implement the DNS server. Your implementation should (obviously) be correct but also efficient. How can you verify the latter with the simulator?

Please finish the implementation until next week (week of 20/11/2018).