

STELLINGEN

behorend bij het proefschrift

Improving the Programmability of GPU Architectures

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1. The continuation of Moore's law in the age of dark silicon will lead to additional programmability issues (chapter 2)
2. A program code classification is an effective tool to reason about a wide variety of code (chapters 3 and 4)
3. A skeleton-based compiler requires traditional compiler optimisations to be able to generate efficient code (chapter 4)
4. Micro-benchmarks are an effective means to reverse-engineer a processor architecture (chapter 5)
5. Locality-aware thread scheduling can significantly improve the programmability of GPUs (chapter 5)
6. Reviewers should encourage sub-maximum length conference papers rather than punishing them
7. Quantitative results of computer science articles should be verifiable and verified before publication
8. Fresh PhD-students should get the opportunity to kick-start their research by visiting a top-conference in their area
9. Break-throughs in science would be achieved more rapidly if PhD-projects focussed on new or controversial topics rather than concentrated on incremental improvements
10. Programming is the purest field in science (<http://xkcd.com/435/>)
11. The first step in becoming a faster programmer is to unplug the mouse
12. Writing a thesis is like training for a marathon: although hard work and motivation are necessary, rest is essential to obtain good results (own observations)
13. Dat bitterballen veelal per 8 geserveerd worden kan geen toeval zijn