

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY, GREATER NOIDA

(An Autonomous Institute)

Affiliated to Dr. A.P.J. Abdul Kalam Technical University, Uttar Pradesh, Lucknow

M.TECH

FIRST YEAR (SEMESTER-II) THEORY EXAMINATION (2020-2021)

(Objective Type)

Subject Code: AMTCSE0201 Subject: <u>High Performance Computing</u>

General Instructions:

All questions are compulsory.

Question No-1 to 5 are objective type question carrying 2 marks each.

Question No- 6 to 20 are also objective type/Glossary based question carrying 2 marks each.

| Q.No | Question Content | Question Image | Category | Sub Category | Marks | Options Randomiza tion | Туре | Difficulty | Correct | Option1 | Option2 | Option3 | Option4 |
|------|--|-------------------|----------------------------|-------------------------------|-------|------------------------------|------------------|------------|-------------------------------|-------------------------|-----------------------|-------------------------------|---------------------|
| 1 | Execution of several activities at the same time | | Single Choice Questions | Single Choice Questions | 2 | | Single Choice | Brilliant | parallel processing | processing | parallel processing | serial processing | multitasking |
| 2 | The fundamental operation of comparison-based sorting is | | Single Choice Questions | Single Choice Questions | 2 | | Single Choice | Brilliant | compare-exchange | compare-exchange | searching | Sorting | Swapping |
| 3 | Which problems can be handled by recursive decomposition? | | Single Choice Questions | Single Choice Questions | 2 | | Single Choice | Brilliant | divide and conquer problem | backtracking | greedy method | divide and conquer problem | branch and bound |
| 4 | Allowing multiple instructions for issuing in a clock cycle, is the goal of | | Single Choice Questions | Single Choice Questions | 2 | | Single Choice | Brilliant | Multiple-issue processors | Single-issue processors | Dual-issue processors | Multiple-issue processors | No-issue processors |
| 5 | A processor performing fetch or decoding of different instruction during the execution of another instruction is called | | Single Choice Questions | Single Choice Questions | 2 | | Single Choice | Brilliant | Pipe-lining | Super-scaling | Pipe-lining | Parallel Computation | none of above |
| 6 | are used to synchronize the operations of its components, and is used as an indicator of the processor's speed | | Glossary I | Glossary I | 2 | | Single Choice | Brilliant | clock rate | Run time | scalability | clock rate | |
| 7 | is the final phase of a computer program's life | | Glossary I | Glossary I | 2 | | Single Choice | Brilliant | run time | scalability | clock rate | run time | |
| 8 | is the degree to which workload throughput benefits from the availability of additional processors. | | Glossary I | Glossary I | 2 | | Single Choice | Brilliant | scalability | scalability | run time | clock rate | |
| 9 | At least one resource must be held in a non- sharable mode, that is, only one processes at a time can use the resource | | Glossary II | Glossary II | 2 | | Single Choice | Brilliant | mutual exclusion | mutual exclusion | hold and wait | circular wait | |
| 10 | A process must be holding at least one resource and waiting to acquire additional resources that are currently being held by other processes | | Glossary II | Glossary II | 2 | | Single Choice | Brilliant | hold and wait | mutual exclusion | hold and wait | circular wait | |
| 11 | each process must be waiting for a resource which is being held by another process, which in turn is waiting for the first process to release the resource | | Glossary II | Glossary II | 2 | | Single Choice | Brilliant | circular wait | mutual exclusion | hold and wait | circular wait | |
| 12 | Memory accessing time change according to the distance of the micro processor. | | Glossary III | Glossary III | 2 | | Single Choice | Brilliant | NUMA | NUMA | UMA | barrier | |

Max. Mks. : 40 Time : 70 Minutes

| Q.No | Question Content | Question Image | Category | Sub Category | Marks | Options Randomiza tion | Туре | Difficulty | Correct | Option1 | Option2 | Option3 | Option4 |
|------|--|-------------------|--------------|-----------------|-------|------------------------------|------------------|------------|------------------------|---------------------|------------------------|--------------|---------|
| 13 | Memory accessing time is equal for | | Glossary III | Glossary III | 2 | | Single Choice | Brilliant | UMA | NUMA | UMA | barrier | |
| 14 | enables to wait multiple threads until all the threads have reached a particular point of execution | | Glossary III | Glossary III | 2 | | Single Choice | Brilliant | barrier | NUMA | UMA | barrier | |
| 15 | is a computing model in which multiple processors execute instructions simultaneously for better performance | | Glossary IV | Glossary IV | 2 | | Single Choice | Brilliant | parallel processing | parallel processing | concurrency processing | asynchronous | |
| | is a method in computing of running two or more processors (CPUs) to handle separate parts of an overall task. | | Glossary IV | Glossary IV | 2 | | Single Choice | Brilliant | concurrency processing | parallel processing | concurrency processing | Asynchronous | |
| 17 | is a process or function that executes a task "in the background" without the user having to wait for the task to finish | | Glossary IV | Glossary IV | 2 | | Single Choice | Brilliant | Asynchronous | parallel processing | concurrency processing | Asynchronous | |
| | is any activity that uses computers to manage, process, and communicate information | | Glossary V | Glossary V | 2 | | Single Choice | Brilliant | Computing | Computing | performance | granularity | |
| | is the amount of useful work accomplished by a computer system compared to the time and resources used. | | Glossary V | Glossary V | 2 | | Single Choice | Brilliant | performance | computing | performance | granularity | |
| | is the event to which a system is broken down into small parts , either the system itself or its description or observation. | | Glossary V | Glossary V | 2 | | Single Choice | Brilliant | granularity | computing | performance | granularity | |