

# Professional Online Academy Vu Topper RM



## CS621-Parallel and Distributed Computing Update MCQ'S Mid Term



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**Question No:1**

**(Marks:1)**

**Vu-Topper RM**

Execution of series of programs on a computer without manual intervention is the specific characteristic of \_\_\_\_\_.

**A. Batch Era**

B. Desktop Era

C. Network Era

D. Time Sharing Era

**Question No:2**

**(Marks:1)**

**Vu-Topper RM**

Parallel processors collectively have large and fast \_\_\_\_\_.

A. clock speed

B. Instruction sets

C. cooling system

**D. cache**

**Question No:3**

**(Marks:1)**

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\_\_\_\_\_ architectures require only a single copy of the program to be loaded into memory.

A. Multiple Instruction Multiple Data (MIMD)

**B. Single Instruction Multiple Data (SIMD)**

C. Single Instruction Single Data (SISD)

D. Multiple Instruction Single Data (MISD)

**Question No:4**

**(Marks:1)**

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What is a GPU?

A. A type of input device

B. A general processing unit

**C. A graphics processing unit**

D. A central processing unit

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**Question No:5**

**(Marks:1)**

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With multiple computers, \_\_\_\_\_ is(are) implemented to ensure that a single failure doesn't equate to systems-wide failure.

- A. inadequacy
- B. sparseness
- C. heterogeneity
- D. redundancies**

**Question No:6**

**(Marks:1)**

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\_\_\_\_\_ architecture is a type of parallel computing architecture where multiple processing units execute different instructions on the same data element simultaneously.

- A. Multiple Instruction Single Data (MISD)**
- B. Single Instruction Single Data (SISD)
- C. Single Instruction Multiple Data (SIMD)
- D. Multiple Instruction Multiple Data (MIMD)

**Question No:7**

**(Marks:1)**

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\_\_\_\_\_ is the measure of a system's ability to increase or decrease in performance and cost in response to changes in application and system processing demands.

- A. Deadlock
- B. Scalability**
- C. Multithreading
- D. Caching

**Question No:8**

**(Marks:1)**

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\_\_\_\_\_ is a type of memory architecture that allows multiple processors or threads to access the same memory space.

- A. Random Access memory

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- B. Read only memory
- C. Direct memory access
- D. Shared memory**

**Question No:9** (Marks:1) **Vu-Topper RM**

One of the primary issues of concurrent programming is identifying a natural \_\_\_\_\_ for the software solution at hand.

- A. WMS(Work Merge Structure)
- B. MMS(Memory Merge Structure)
- C. MBS(Memory Breakdown Structure)
- D. WBS(Work Breakdown Structure)**

**Question No:10** (Marks:1) **Vu-Topper RM**

What is the conventional architecture made up of?

- A. Processor and data-path
- B. Processor, memory system, and data-path
- C. Processor and memory system**
- D. Memory system and data-path

**Question No:11** (Marks:1) **Vu-Topper RM**

What is a GPU?

- A. A central processing unit
- B. A general processing unit
- C. A type of input device
- D. A graphics processing unit**

**Question No:12** (Marks:1) **Vu-Topper RM**

The process by which multiple machines can process the same function at the same time is known as \_\_\_\_\_.

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- A. Scalability
- B. Caching
- C. Deadlock
- D. Concurrency**

**Question No:13** (Marks:1) **Vu-Topper RM**  
In a distributed memory architecture, each processor has its own

- \_\_\_\_\_.
- A. local memory**
  - B. direct access memory
  - C. random access memory
  - D. global memory

**Question No:14** (Marks:1) **Vu-Topper RM**  
In distributed computing, computers communicate with each other

- through \_\_\_\_\_.
- A. direct memory access (DMA)
  - B. control unit
  - C. bus
  - D. message passing**

**Question No:15** (Marks:1) **Vu-Topper RM**  
Flynn's classification of computer architectures in parallel and

- distributed computing was proposed by \_\_\_\_\_.
- A. David A. Huffman
  - B. Jean Bartik
  - C. Michael J. Flynn**
  - D. John Von Neumann

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**Question No:16**

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\_\_\_\_\_ is offline storage such as a CD-ROM jukebox or (in former years) rooms filled with racks containing magnetic tapes.

A. Main memory

**B. Archival Storage**

C. Registers

D. Cache memory

**Question No:17**

**(Marks:1)**

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In \_\_\_\_\_, if the number of processes increases, the master may become the bottleneck.

A. distributed dynamic mapping

B. direct mapping

**C. centralized dynamic mapping**

D. static mapping

**Question No:18**

**(Marks:1)**

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\_\_\_\_\_, in Computer System Design, is an enhancement that helps in organizing the memory so that it can minimize the access time.

**A. Memory Hierarchy**

B. Concurrency

C. Scalability

D. Deadlock

**Question No:19**

**(Marks:1)**

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\_\_\_\_\_ is the ability of a parallel and distributed computing system to continue executing tasks and completing jobs despite failures or disruptions.

A. Synchronization

B. Load balancing

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**C. Process resilience**

D. Multithreading

**Question No:20**

**(Marks:1)**

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In \_\_\_\_\_ network, each node can act both as a client and a server, allowing them to communicate directly with each other without relying on a central server.

- A. Client-Server
- B. Peer-to-Server
- C. Peer-to-Client
- D. Peer-to-Peer**

**Question No:21**

**(Marks:1)**

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In \_\_\_\_\_ technique, the process allocation can be modified during execution if required.

- A. Cache mapping
- B. Dynamic mapping**
- C. Static mapping
- D. Direct mapping

**Question No:22**

**(Marks:1)**

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In \_\_\_\_\_, a single program is executed simultaneously on multiple processors or cores to speed up the execution time.

- A. logic programming
- B. parallel programming**
- C. procedural programming
- D. functional programming

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**Question No:23**

**(Marks:1)**

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\_\_\_\_\_ is a reliable transport protocol that is commonly used in parallel and distributed computing to establish reliable point-to-point communication between nodes.

- A. ARP
- B. ICMP
- C. TCP**
- D. IP

**Question No:24**

**(Marks:1)**

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Which of following is an advantage of static mapping technique for load balancing in parallel and distributed computing?

- A. Scalability
- B. Administrative overhead
- C. Fault tolerance
- D. Stability**

**Question No:25**

**(Marks:1)**

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\_\_\_\_\_ is modelled as a large, linear array of storage elements that is partitioned into static and dynamic storage.

- A. Disk storage
- B. Main memory**
- C. Cache memory
- D. Registers

**Question No:26**

**(Marks:1)**

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Which of the following is NOT an advantage of static mapping?

- A. High Fault tolerance**
- B. Reduces communication overhead
- C. Easier to design

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D. Easier to program

**Question No:27**

**(Marks:1)**

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In centralized dynamic mapping whenever a process has no work, it takes a portion of available work from the \_\_\_\_\_.

**A. master process**

B. block process

C. slave process

D. running process

**Question No:28**

**(Marks:1)**

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\_\_\_\_\_ techniques distribute the tasks among processes prior to the execution of the algorithm.

A. Dynamic mapping

B. Cache mapping

**C. Static mapping**

D. Direct mapping

**Question No:29**

**(Marks:1)**

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\_\_\_\_\_ is the time from the issue of a memory request to the time the data is available at the processor.

A. Concurrency

**B. Latency**

C. Synchronization

D. Bandwidth

**Question No:30**

**(Marks:1)**

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\_\_\_\_\_ are small and fast memory elements between the processor and DRAM.

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- A. Main memory
- B. Cache**
- C. Registers
- D. Archival Storage

**Question No:31** (Marks:1) **Vu-Topper RM**

In centralized dynamic mapping schemes, a central \_\_\_\_\_ is responsible for monitoring the state of the system and making decisions about task allocation.

- A. controller**
- B. modem
- C. router
- D. adapter

**Question No:32** (Marks:1) **Vu-Topper RM**

A \_\_\_\_\_ can have many layers and different decomposition and mapping techniques may be suitable for different layers.

- A. cache mapping
- B. direct mapping
- C. hierarchical mapping**
- D. dynamic mapping

**Question No:33** (Marks:1) **Vu-Topper RM**

\_\_\_\_\_ is the task of running two or more computations over the same time interval.

- A. Concurrency**
- B. Caching
- C. Deadlock
- D. Scalability

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**Question No:34**

**(Marks:1)**

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\_\_\_\_\_ involves adding extra bits to the data being transmitted so that errors can be detected and corrected.

A. Logical redundancy

**B. Information redundancy**

C. Time redundancy

D. Physical redundancy

**Question No:35**

**(Marks:1)**

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Which of given is Not true regarding the quality of the load balancing algorithms?

A. Minimized Communication Overhead

B. Minimized Idle time

C. High adaptivity

**D. Minimized Scalability**

**Question No:36**

**(Marks:1)**

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Algorithms that require \_\_\_\_\_ are usually more complicated, particularly in the message-passing programming paradigm.

A. Static mapping

B. Cache mapping

**C. Dynamic mapping**

D. Direct mapping

**Question No:37**

**(Marks:1)**

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\_\_\_\_\_ can lead to both the coordinator and the participants blocking, which may lead to the dreaded deadlock.

A. Single-phase commit protocol

B. Fourth-phase commit protocol

**C. Two-phase commit protocol**

D. Three-phase commit protocol

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Question No:38

(Marks:1)

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\_\_\_\_\_ is a fault tolerance technique that hides occurrence of failures from other processes.

**A. Failure masking**

B. Synchronization

C. Multithreading

D. Load balancing

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