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| 1. | True/False | |
|  | Q: | T/F: Partitioning strategies require that all processes do the same task, just on different parts of the whole problem. |
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|  | A: | False, different processes may perform different functions entirely, and the result might be combined to produce the entire solution. |
|  |  |  |
|  | Ref: | Page 106-107 |

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| 2. | Multiple Choice | |
|  | Q: | Which of the following is not a general mass messaging routines is the best for collecting the results of a computation whose parts were distributed across several nodes?:   1. scatter 2. broadcast 3. all-gather 4. this is messy, but it will just require several regular sends/receives |
|  |  |  |
|  | A: | C. Gather combines results of various segments of data into one processor, so all gather would do so at all processors. This is not to be confused with reduce, which not just collects data, but combines it into a single value. |
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|  | Ref: | Pages 108-109 |

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| 3. | Fill in the Blank | |
|  | Q: | Broadcasting data to all slaves, even if each slave only needs a certain part of the data can be \_\_\_\_\_\_\_\_\_\_\_ to multiple send() calls due to the \_\_\_\_\_\_\_\_\_\_\_ start-up time(s). |
|  |  |  |
|  | A: | preferable; single. Synonyms are acceptable. |
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|  | Ref: | Page 107 |

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| 4. | Short Answer/Code | |
|  | Q: | Briefly describe how partitioning and divide and conquer strategies are different. |
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|  | A: | Partitioning generally implies that the main work of the problem lies in dividing it among processing nodes, while divide and conquer strategies’ main work lies in recombining small solution parts into the whole solution. Further, divide and conquer strategies often apply a recursive solution. |
|  |  |  |
|  | Ref: | Page 111 |