

1.Following is true about one to all broadcast

A.In one to all broadcast initially there will be P (Number of processors) copies of messages and after broadcast finally there will be single copy

B.In one to all broadcast initially there will be single copy of message and after broadcast finally there will P (Number of processors) copies.

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Answer

“In one to all broadcast initially there will be single copy of message and after broadcast finally there will P (Number of processors) copies.”

2.If total 8 nodes are in ring topology after one to all message broadcasting how many source nodes will be present?

2

4

8

1

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Answer

8

3.Current source node selects _____ node as next source node in linear/ring one to all message broadcast

A.nearest node

B.longest node

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Answer

longest node

4.In All-to-one reduction after reduction the final copy of message is available on which node?

A.Source Node

B.Destination Node

C.Both of the above

D.None of these

Answer

Destination Node

5.If there is 4 by 4 mesh topology network present(as per shown in the video) then in how many broadcast cycles will be required to reach message to all 16 nodes?

2

8

4

16

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Answer

4

6.If there are 8 nodes in a ring topology how many message passing cycles will be required to complete reduction process

1

2

3

4

Submit

Answer

3

7.In One to all broadcast using Hypercube topology how source node selects next destination node?

Node which is having lowest binary code (label)

Node which is having highest binary code (label)

To all connected node at a time

None of the above

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Answer

Node which is having highest binary code (label)

8.If there are 8 nodes connected in ring topology then ____ number of message passing cycles will be required to complete all to all broadcast in parallel mode.

3

4

8

7

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Answer

7

9.Consider all to all broadcast in ring topology with 8 nodes.How many messages will be present with each node after 3rd step/cycle of communication?

3

4

7

None of the above

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Answer

4

10.If there are 16 messages in 4x4 mesh then total how many message passing cycles will be required to complete all to all broadcast operation?

4

5

6

8

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Answer

6

11.If there are P messages in mxm mesh then total how many message passing cycles will be required to complete all to all broadcast operation?

$2\sqrt{P} - 2$

$2\sqrt{P} - 1$

$2\sqrt{P}$

None of the above

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Answer

$2\sqrt{P} - 2$

12. How many message passing cycles required for all-to-all broadcasting in 8 nodes hypercube?

4

3

2

8

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Answer

3

13. In scatter operation after message broadcasting every node will have same message copy.

True

False

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Answer

False

14.CUDA helps do execute code in parallel mode using __

CPU

GPU

ROM

Cash memory

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Answer

GPU

15.In thread-function execution scenario thread is a ____

Work

Worker

Task

None of the above

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Answer

Worker

16.In GPU Following statements are true

Block contains Grid

Grid contains Block

Block contains Threads

SM stands for Streaming MultiMedia

SM stands for Streaming MultiProcessor

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Answer

“Grid contains Block”, “Block contains Threads”, “SM stands for Streaming MultiProcessor

17.Following issue(s) is/are the true about sorting techniques with parallel computing.

Large sequence is the issue

Where to store output sequence is the issue

Where to store input sequence is the issue

None of the above

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Answer

“Where to store output sequence is the issue”, “Where to store input sequence is the issue”

18.Partitioning on series done after __

Local arrangement

Processess assignments

Global arrangement

None of the above

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Answer

Global arrangement

19.In Parallel DFS processes has following roles.(Select multiple choices if applicable)

Donor

Active

Idle

Recipient

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Answer

“Donor”, “Recipient”

20. Suppose there are 16 elements in a series then how many phases will be required to sort the series using parallel odd-even bubble sort?

8

4

5

15

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Answer

15

21. Which are different sources of Overheads in Parallel Programs?

Interprocess interactions

Process Idling

Large amount of DATA

Excess Computation

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Answer

“Interprocess interactions”, “Process Idling”, “Excess Computation”

1 / 1 points

1 / 1 attempts

22.Speedup (S) is....

The ratio of the time taken to solve a problem on a parallel processors to the time required to solve the same problem on a single processor with p identical processing elements

The ratio of the time taken to solve a problem on a single processor to the time required to solve the same problem on a parallel computer with p identical processing elements

The ratio of number of multiple processors to size of data

None of the above

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Answer

The ratio of the time taken to solve a problem on a single processor to the time required to solve the same problem on a parallel computer with p identical processing elements

1 / 1 points

1 / 1 attempts

23.Efficiency is a measure of the fraction of time for which a processing element is usefully employed.

TRUE

FALSE

Submit
Answer

TRUE