

13/12/2019

## Parallel and Distributed Computing (WQD7008)

### Quiz 3

Answer all the questions:

1. What are the five V's of Big Data? (2 Marks)

- A. Volume      B. Velocity      C. Variety      D. All the above

2. All of the following accurately describe Hadoop, EXCEPT? (2 Marks)

- A. Open source      B. Real-time      C. Java-based      D. Distributed computing approach

3. What are the main components of Big Data? (2 Marks)

- A. MapReduce      B. HDFS      C. YARN      D. All of these

4. What are the main components of HDFS? (2 Marks)

- A. MapReduce      B. HDFS      C. YARN      D. All of these

Map the provided keywords in A, B, C and D to the short statements in E, F, G and H. (8 Marks)

- A. Volume      B. Variety      C. Velocity      D. Veracity

5. Different data structure. \_\_D\_\_      6. The speed at which data is streamed \_\_C\_\_      7. Different data format \_\_B\_\_      8. The scale of data's amount \_\_A\_\_

9. What are the main components of MapReduce? (2 Marks)

- A. Map and Reduce      B. Intermediate key      C. Shuffle      D. All of these

10. The split phase is son in \_\_\_\_? (2 Marks)

- A. Map      B. Input      C. Reduce      D. Combiner

Map the provided keywords in A, B to the corresponding phases in MapReduce task. (10 Marks)

- A. Map      B. Reduce

11. Searching \_\_B\_\_      12. Mapping \_\_A\_\_      13. Reducing \_\_B\_\_      14. Shuffle & Sort \_\_A\_\_  
15. Tokenizing input \_\_A\_\_

16. What are the right order of MapReduce tasks? (2 Marks)

- A. Input, Maps, Sort, Shuffle, Split, Reduce      B. Input, Maps, Shuffle, Split, Sort, Reduce  
C. Input, Maps, Split, Sort, Shuffle, Reduce      D. Input, Split, Maps, Shuffle, Sort, Reduce

17. Synchronization is done in \_\_\_\_? (2 Marks)

- A. Map      B. Reduce      C. Map & Reduce      D. Partitioning

18. The complexity of a sorting algorithm is referred to the \_\_\_\_? (2 Marks)

- A. Time                      B. Space                      C. Stability                      D. All of these

19. The term Internal and External sorting is implied to \_\_\_\_? (2 Marks)

- A. In Internal sorting, all the records are in main memory whereas in External records are on auxiliary store.  
B. In external sorting, all the records are in auxiliary store whereas Internal all the records are in main memory.  
C. Internal sort is a recursive approach where the sort is done in itself.  
D. External sort is a type that send input to an external algorithm.

Define the time complexity of the sorting algorithm in questions 13 to 19 by choosing the correct time complexities in (A to E). (16 Marks)

- A.  $O(n)$                       B.  $O(n^2)$                       C.  $O(n \lg n)$                       D.  $O(\lg n)$                       E.  $O(dn)$                       F.  $O(\lg^2 n)$

20. Quick Sort \_\_B\_\_                      21. Merge Sort \_\_C\_\_                      22. Odd Even Sort \_\_B\_\_                      23. Selection Sort \_\_B\_\_

24. Bitonic Sort \_\_F\_\_                      25. Radix Sort \_\_E\_\_                      26. Bubble Sort \_\_B\_\_                      27. Insertion Sort \_\_B\_\_

28. Using bitonic sort, maximum how many CPU cores can be assign to sort the following input? (20 Marks)  
Input: "2, 10, 20, 30, 5, 5, 4, 3"

- A. 1                      B. 2                      C. 4                      D. The sequence is not bitonic

29. Using Odd Even Sort, how many steps takes the following input gets sorted? (20 Marks)  
Input: "3, 5, 8, 9, 7, 4, 2, 1"

- A. 8                      B. 6                      C. 4                      D. 3

~~30. What is General Purpose GPU (GPGPU)? (2 Marks)~~

- ~~A. is a special type of GPU that is used for graphic and game development.~~  
~~B. is a graphics processing unit that performs non-specialized calculations that would typically be conducted by the CPU.~~  
~~C. is a combination of ordinary GPU and RAM.~~  
~~D. is a cluster of GPUs.~~

Map the provided keywords in A, B and C to the corresponding interfaces. (4 Marks)

- A. High Simplicity, Low Flexibility                      B. Low Simplicity, High Flexibility                      C. Low Simplicity, Low Flexibility                      D. High Simplicity, High Flexibility

31. Application Specific Library \_\_\_\_                      32. Customized GPU codes (CUDA/OpenCL) \_\_\_\_

33. Which of the following statement is not a correct step of GPU custom code? (2 Marks)

- A. Allocating memory on the GPU                      B. Transferring data from CPU to GPU                      C. Launching the kernel to operate on the CPU cores                      D. Transfer results back to CPU

Total Marks 100.