WEEK 3 ASSIGNMENT

1. What is a multi-core processor.

- A. A single-core processor
- B. A processor with multiple execution units
- C. A processor that supports multi-threading
- D. A processor with more than one core integrated into a single chip

Answer: A processor with more than one core integrated into a single chip

2. What is the primary purpose of using multiple cores in a processor.

- A. To increase the processor's clock speed
- B. To reduce power consumption
- C. To improve parallel processing capabilities
- D. To enhance single-threaded performance

Answer: To improve parallel processing capabilities

3. What is a "thread" in computing.

- A. A physical component of a processor
- B. A single sequence of programmed instructions
- C. A cache memory unit
- D. A type of input/output operation

Answer: A single sequence of programmed instructions

4. What is the main purpose of cache memory in multi-core architectures.

- A. To store data permanently
- B. To reduce memory access time
- C. To increase the number of cores
- D. To manage power consumption

Answer: To reduce memory access time

5. Which of the following is a technique to improve memory access speed in multi-core processors.

- A. Increasing clock speed
- B. Prefetching
- C. Reducing the number of cores
- D. Increasing pipeline depth

Answer: Prefetching

6. What is 'NUMA' in the context of multi-core architectures.

- A. Non-Uniform Memory Access
- B. Network Unified Memory Architecture
- C. New Unified Memory Allocation
- D. None of these

Answer: Non-Uniform Memory Access

7. What is 'cache thrashing' in multi-core architectures.

- A. Frequent invalidation of cache lines causing performance degradation
- B. Increasing the size of the cache
- C. Reducing memory latency
- D. Allocating more memory to a single core

Answer: Frequent invalidation of cache lines causing performance degradation

8. How does hyper-threading improve processor performance.

- A. By increasing the clock speed
- B. By allowing more efficient use of CPU resources
- C. By adding more memory
- D. By reducing power consumption

Answer: By allowing more efficient use of CPU resources

9. What is a significant challenge of hyper-threading in terms of memory access.

- A. Reduced memory bandwidth
- B. Increased memory latency
- C. Cache contention between threads
- D. Decreased cache size

Answer: Cache contention between threads

10. In hyper-threading, what is 'resource sharing' among threads.

- A. Each thread gets a dedicated set of resources
- B. Threads share CPU and memory resources
- C. Threads do not share any resources
- D. Each thread gets more resources than usual

Answer: Threads share CPU and memory resources

11. What is 'cache coherence' in the context of multi-core processors.

- A. Caches storing different versions of data
- B. Ensuring all caches reflect the most recent data value
- C. Increasing cache size
- D. Reducing cache access time

Answer: Ensuring all caches reflect the most recent data value

12. What is 'memory latency'.

- A. The time it takes for data to move from one core to another
- B. The delay between a memory request and the start of data transfer
- C. The total capacity of the memory
- D. The size of the memory blocks

Answer: The delay between a memory request and the start of data transfer

13. What is the main purpose of virtual memory.

- A. To increase the size of the physical memory
- B. To provide an abstraction of the physical memory
- C. To enhance the CPU speed
- D. To manage input/output operations

Answer: To provide an abstraction of the physical memory

14. What is 'paging' in the context of virtual memory.

- A. Dividing the CPU time among processes
- B. Splitting memory into fixed-size blocks
- C. Transferring data from cache to register
- D. Organizing disk storage

Answer: Splitting memory into fixed-size blocks

15. In a paging system, what is a 'page fault'.

- A. An error in the page table
- B. An attempt to access a non-resident page in memory
- C. A corrupted disk sector
- D. A CPU scheduling error

Answer: An attempt to access a non-resident page in memory