

# High Performance Computing (HPC) MCQs [set-11]

**251. What is the average running time of a quick sort algorithm?**

- A.  $O(n)$
- B.  $O(n \log n)$
- C.  $O(n^2)$
- D.  $O(\log n)$

Answer: B

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**252. Odd-even transposition sort is a variation of**

- A. quick sort
- B. shell sort
- C. bubble sort
- D. selection sort

Answer: C

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**253. What is the average case time complexity of odd-even transposition sort?**

- A.  $O(n \log n)$
- B.  $O(n)$
- C.  $O(\log n)$
- D.  $O(n^2)$

Answer: D

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**254. Shell sort is an improvement on**

- A. quick sort
- B. bubble sort
- C. insertion sort
- D. selection sort

Answer: C

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**255. In parallel Quick Sort Pivot is sent to processes by**

- A. broadcast
- B. multicast

C. selective multicast

D. unicast

Answer: A

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**256. In parallel Quick Sort each process divides the unsorted list into**

A. n lists

B. 2 lists

C. 4 lists

D. n-1 lists

Answer: B

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**257. Time Complexity of DFS is? (V – number of vertices, E – number of edges)**

A.  $O(V + E)$

B.  $O(V)$

C.  $O(E)$

D.  $O(V * E)$

Answer: A

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**258. A person wants to visit some places. He starts from a vertex and then wants to visit every vertex till it finishes from one vertex, backtracks and then explore other vertex from same vertex. What algorithm he should use?**

A. bfs

B. dfs

C. prim's

D. kruskal's

Answer: B

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**259. Given an array of n elements and p processes, in the message-passing version of the parallel quicksort, each process stores -----elements of array**

A.  $n * p$

B.  $n - p$

C.  $p / n$

D.  $n / p$

Answer: D

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**260. In parallel quick sort Pivot selection strategy is crucial for**

A. maintaining load balance

- B. maintaining uniform distribution of elements in process groups
- C. effective pivot selection in next level
- D. all of the above

Answer: D

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**261. In execution of the hypercube formulation of quicksort for  $d = 3$ , split along -----dimension to partition sequence into two big blocks, one greater than pivot and other smaller than pivot as shown in diagram**

- A. first
- B. second
- C. third
- D. none of above

Answer: C

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**262. Which Parallel formulation of Quick sort is possible**

- A. shared-address-space parallel formulation
- B. message passing formulation
- C. hypercube formulation
- D. all of the above

Answer: D

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**263. Which formulation of Dijkstra's algorithm exploits more parallelism**

- A. source-partitioned formulation
- B. source-parallel formulation
- C. partitioned-parallel formulation
- D. all of above

Answer: B

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**264. In Dijkstra's all pair shortest path each process compute the single-source shortest paths for all vertices assigned to it in SOURCE PARTITIONED FORMULATION**

- A. true
- B. false

Answer: A

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**265. A complete graph is a graph in which each pair of vertices is adjacent**

- A. true
- B. false

Answer: A

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**266. The space required to store the adjacency matrix of a graph with n vertices is**

- A. in order of n
- B. in order of  $n \log n$
- C. in order of  $n^2$
- D. in order of  $n/2$

Answer: C

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**267. Graph can be represented by**

- A. identity matrix
- B. adjacency matrix
- C. sparse list
- D. sparse matrix

Answer: B

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**268. to solve the all-pairs shortest paths problem which algorithm's is/are used**

- a) Floyd's algorithm
- b) Dijkstra's single-source shortest paths
- c) Prim's Algorithm
- d) Kruskal's Algorithm

- A. a) and c)
- B. a) and b)
- C. b) and c)
- D. c) and d)

Answer: B

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**269. Simple backtracking is a depth-first search method that terminates upon finding the first solution.**

- A. true
- B. false

Answer: A

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**270. Best-first search (BFS) algorithms can search both graphs and trees.**

- A. true
- B. false

Answer: A

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**271. A\* algorithm is a**

- A. bfs algorithm
- B. dfs algorithm
- C. prim's algorithm
- D. kruskal's algorithm

Answer: A

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**272. identify Load-Balancing Scheme/s**

- A. asynchronous round robin
- B. global round robin
- C. random polling
- D. all above methods

Answer: D

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**273. important component of best-first search (BFS) algorithms is**

- A. open list
- B. closed list
- C. node list
- D. mode list

Answer: A

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**274. A CUDA program is comprised of two primary components: a host and a \_\_\_\_\_.**

- A. gpu kernel
- B. cpu kernel
- C. os
- D. none of above

Answer: A

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**275. The kernel code is identified by the \_\_\_\_\_qualifier with void return type**

- A. \_host\_
- B. \_\_global\_\_
- C. \_device\_
- D. void

Answer: B

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