\*\*Lustre Architecture:\*\*

1. \*\*Question:\*\* Lustre is an open-source parallel distributed file system primarily designed for:

- A) Single-user workstations

- B) Small-scale clusters

- C) High-performance computing (HPC) and data-intensive environments

- D) Mobile devices

\*\*Answer:\*\* C) High-performance computing (HPC) and data-intensive environments

2. \*\*Question:\*\* The Lustre architecture is based on which components?

- A) Metadata server, Data storage server, and Client node

- B) Head node, Compute node, and Storage node

- C) Master node, Slave node, and Proxy node

- D) Name node, Data node, and Secondary name node

\*\*Answer:\*\* A) Metadata server, Data storage server, and Client node

3. \*\*Question:\*\* Which Lustre component is responsible for storing file metadata information?

- A) Metadata server

- B) Data storage server

- C) Lustre client

- D) Lustre router

\*\*Answer:\*\* A) Metadata server

4. \*\*Question:\*\* What is the purpose of Lustre routers in the Lustre file system?

- A) To provide network routing for Lustre traffic

- B) To manage Lustre client access permissions

- C) To aggregate Lustre clients' I/O requests

- D) Lustre does not use routers.

\*\*Answer:\*\* C) To aggregate Lustre clients' I/O requests

\*\*Lustre Installation and Configuration:\*\*

5. \*\*Question:\*\* Which operating systems are officially supported for Lustre installation?

- A) Only Linux-based systems

- B) Linux and Windows

- C) Linux, Windows, and macOS

- D) Linux, Windows, and FreeBSD

\*\*Answer:\*\* A) Only Linux-based systems

6. \*\*Question:\*\* Which package manager is commonly used for installing Lustre on Linux systems?

- A) dpkg

- B) apt

- C) rpm

- D) yum

\*\*Answer:\*\* C) rpm

7. \*\*Question:\*\* During Lustre installation, which component is typically configured on a separate server to handle metadata operations?

- A) Lustre router

- B) Data storage server

- C) Metadata server

- D) Lustre client

\*\*Answer:\*\* C) Metadata server

8. \*\*Question:\*\* Lustre uses which network protocols for communication between its components?

- A) TCP/IP and UDP

- B) NFS and SMB

- C) InfiniBand and TCP/IP

- D) HTTP and FTP

\*\*Answer:\*\* C) InfiniBand and TCP/IP

\*\*Lustre Benchmarking:\*\*

9. \*\*Question:\*\* What is the purpose of benchmarking a Lustre file system?

- A) To optimize power consumption

- B) To evaluate system performance under different workloads

- C) To improve data security

- D) To estimate hardware costs

\*\*Answer:\*\* B) To evaluate system performance under different workloads

10. \*\*Question:\*\* Which Lustre benchmarking tool is commonly used to measure read and write performance?

- A) Linpack

- B) Bonnie++

- C) STREAM

- D) dd

\*\*Answer:\*\* B) Bonnie++

11. \*\*Question:\*\* When benchmarking Lustre, what is the unit typically used to measure data throughput?

- A) Gigahertz (GHz)

- B) Terabytes per second (TB/s)

- C) Megabytes per second (MB/s)

- D) Millions of instructions per second (MIPS)

\*\*Answer:\*\* C) Megabytes per second (MB/s)

12. \*\*Question:\*\* Lustre benchmarking often involves using different I/O patterns. Which pattern simulates a balanced read and write workload?

- A) Sequential read

- B) Sequential write

- C) Random read

- D) Random write

\*\*Answer:\*\* A) Sequential read

\*\*Lustre Tuning and Optimization:\*\*

13. \*\*Question:\*\* What does Lustre striping do to improve performance in a parallel file system?

- A) Distributes files across multiple servers to balance I/O load

- B) Increases the size of the Lustre file system

- C) Compresses files to save storage space

- D) Encrypts data for security reasons

\*\*Answer:\*\* A) Distributes files across multiple servers to balance I/O load

14. \*\*Question:\*\* In Lustre, what is the purpose of setting the "stripe count" for a file system?

- A) To define the number of metadata servers

- B) To specify the number of Lustre routers

- C) To set the number of data storage servers

- D) To determine the striping factor for files

\*\*Answer:\*\* D) To determine the striping factor for files

15. \*\*Question:\*\* To optimize Lustre performance, which network protocol is recommended for data communication between client nodes and storage servers?

- A) InfiniBand

- B) TCP/IP

- C) NFS

- D) SSH

\*\*Answer:\*\* A) InfiniBand

16. \*\*Question:\*\* Lustre performance can be influenced by the file system's metadata operations. What is the recommended way to address this issue?

- A) Increase the number of data storage servers

- B) Configure metadata caching on client nodes

- C) Enable encryption for metadata communication

- D) Use a higher-capacity network switch

\*\*Answer:\*\* B) Configure metadata caching on client nodes

17. \*\*Question:\*\* Which Lustre tuning parameter can be adjusted to balance between read and write performance for small files?

- A) Lustre striping factor

- B) InfiniBand link speed

- C) Lustre metadata server count

- D) Lustre request size

\*\*Answer:\*\* D) Lustre request size

18. \*\*Question:\*\* What is the primary benefit of using SSDs (Solid-State Drives) in Lustre storage servers?

- A) Lower power consumption

- B) Higher storage capacity

- C) Faster data access and reduced latency

- D) Improved data redundancy

\*\*Answer:\*\* C) Faster data access and reduced latency

19. \*\*Question:\*\* Which Lustre configuration setting is used to specify the size of the Lustre I/O request?

- A) Lustre stripe count

- B) Lustre request size

- C) Lustre metadata server count

- D) Lustre file system size

\*\*Answer:\*\* B) Lustre request size

20. \*\*Question:\*\* Lustre performance can be influenced by the network's bandwidth and latency. To optimize performance, what should be considered when selecting a network interconnect?

- A) Low bandwidth and low latency

- B) High bandwidth and low latency

- C) Low bandwidth and high latency

- D) High bandwidth and high latency

\*\*Answer:\*\* B) High bandwidth and low latency

Sure, here are 20 MCQs related to Lustre architecture:

1. \*\*Question:\*\* What is Lustre?

- A) A high-performance database management system

- B) An open-source parallel distributed file system

- C) A cloud computing platform

- D) A relational database management system

\*\*Answer:\*\* B) An open-source parallel distributed file system

2. \*\*Question:\*\* Lustre was originally developed by which organizations?

- A) Google and Amazon

- B) IBM and Microsoft

- C) Sun Microsystems and Xyratex

- D) Intel and NVIDIA

\*\*Answer:\*\* C) Sun Microsystems and Xyratex

3. \*\*Question:\*\* In the Lustre architecture, what is the role of the MDS (Metadata Server)?

- A) To store and manage actual file data

- B) To handle file metadata operations and provide a consistent namespace

- C) To balance I/O load across multiple storage servers

- D) To manage Lustre client connections and authentication

\*\*Answer:\*\* B) To handle file metadata operations and provide a consistent namespace

4. \*\*Question:\*\* What is the function of the OST (Object Storage Target) in Lustre?

- A) To handle client metadata requests

- B) To provide client-side caching for improved read performance

- C) To store and manage actual file data

- D) To manage Lustre client connections

\*\*Answer:\*\* C) To store and manage actual file data

5. \*\*Question:\*\* In Lustre, what is the purpose of the LNET network?

- A) To provide internet access to Lustre clients

- B) To enable Lustre components to communicate with each other

- C) To manage Lustre client authentication

- D) To monitor Lustre performance metrics

\*\*Answer:\*\* B) To enable Lustre components to communicate with each other

6. \*\*Question:\*\* How does Lustre distribute file data across multiple OSTs for parallel I/O access?

- A) By using RAID-0 for data striping

- B) By replicating data across multiple OSTs for redundancy

- C) By using distributed file locking mechanisms

- D) By using distributed metadata servers

\*\*Answer:\*\* A) By using RAID-0 for data striping

7. \*\*Question:\*\* In the Lustre architecture, which component communicates directly with the Lustre clients?

- A) MDS (Metadata Server)

- B) OST (Object Storage Target)

- C) OSS (Object Storage Server)

- D) LNET (Lustre Networking)

\*\*Answer:\*\* C) OSS (Object Storage Server)

8. \*\*Question:\*\* What is the primary goal of Lustre's distributed architecture?

- A) To provide data storage for a single user

- B) To achieve high-performance parallel I/O for large-scale computing environments

- C) To enable seamless integration with cloud storage services

- D) To implement a centralized file access control mechanism

\*\*Answer:\*\* B) To achieve high-performance parallel I/O for large-scale computing environments

9. \*\*Question:\*\* How does the Lustre client interact with the MDS (Metadata Server) during file access?

- A) The client sends the entire file to the MDS for processing

- B) The client sends file metadata requests to the MDS for namespace operations

- C) The client communicates directly with the OSTs for file data access

- D) The client uses LNET to handle all communication with the MDS

\*\*Answer:\*\* B) The client sends file metadata requests to the MDS for namespace operations

10. \*\*Question:\*\* What is the function of the Lustre router in the Lustre architecture?

- A) To aggregate Lustre clients' I/O requests

- B) To provide network routing for Lustre traffic

- C) To handle file metadata operations

- D) Lustre does not use routers.

\*\*Answer:\*\* A) To aggregate Lustre clients' I/O requests

11. \*\*Question:\*\* Which of the following is NOT a component of the Lustre architecture?

- A) MDS (Metadata Server)

- B) OSS (Object Storage Server)

- C) Lustre Client

- D) LNET (Lustre Networking)

\*\*Answer:\*\* D) LNET (Lustre Networking)

12. \*\*Question:\*\* Lustre uses which type of file locking mechanism to handle concurrent file access from multiple clients?

- A) Centralized locking

- B) Distributed locking

- C) Exclusive locking

- D) Read-Write locking

\*\*Answer:\*\* B) Distributed locking

13. \*\*Question:\*\* What is the primary benefit of using Lustre in high-performance computing (HPC) environments?

- A) Low hardware requirements

- B) High availability for data storage

- C) Scalable parallel I/O for data-intensive applications

- D) Real-time data compression

\*\*Answer:\*\* C) Scalable parallel I/O for data-intensive applications

14. \*\*Question:\*\* In Lustre, what is the role of the "mdt" object?

- A) To store actual file data

- B) To manage metadata operations

- C) To handle network communication

- D) To provide client-side caching for improved read performance

\*\*Answer:\*\* B) To manage metadata operations

15. \*\*Question:\*\* What does the Lustre "OST pool" define in the Lustre file system?

- A) The number of OSTs in the Lustre system

- B) The Lustre striping factor for file data distribution

- C) The Lustre request size for I/O operations

- D) The aggregation of multiple OSTs for load balancing

\*\*Answer:\*\* D) The aggregation of multiple OSTs for load balancing

16. \*\*Question:\*\* In the Lustre architecture, which component provides access to the Lustre file system from client nodes?

- A) MDS (Metadata Server)

- B) OSS (Object Storage Server)

- C) Lustre router

- D) Lustre client

\*\*Answer:\*\* D) Lustre client

17. \*\*Question:\*\* What is the purpose of the Lustre "namespace" in the Lustre file system?

- A) To provide storage space for Lustre metadata

- B) To manage Lustre client authentication

- C) To handle Lustre client communication

- D) To organize file paths and directories in a hierarchical structure

\*\*Answer:\*\* D) To organize file paths and directories in a hierarchical structure

18. \*\*Question:\*\* In the Lustre architecture, what is the role of the "MGS" (Metadata and Management Server)?

- A) To store and manage actual file data

- B) To manage Lustre client connections and authentication

- C) To handle file metadata operations and provide a consistent namespace

- D) To aggregate Lustre clients' I/O requests

\*\*Answer:\*\* B) To manage Lustre client connections and authentication

19. \*\*Question:\*\* Which component in the Lustre architecture handles Lustre client requests for file data?

- A) MDS (Metadata Server)

- B) OST (Object Storage Target)

- C) OSS (Object Storage Server)

- D) LNET (Lustre Networking)

\*\*Answer:\*\* C) OSS (Object Storage Server)

20. \*\*Question:\*\* What is the primary goal of Lustre's distributed architecture?

- A) To provide data storage for a single user

- B) To achieve high-performance parallel I/O for large-scale computing environments

- C) To enable seamless integration with cloud storage services

- D) To implement a centralized file access control mechanism

\*\*Answer:\*\* B) To achieve high-performance parallel I/O for large-scale computing environments

Certainly! Here are 20 MCQs related to Lustre benchmarking:

1. \*\*Question:\*\* What is the purpose of benchmarking a Lustre file system?

- A) To evaluate system performance under different workloads

- B) To estimate hardware costs

- C) To optimize power consumption

- D) To analyze network traffic patterns

\*\*Answer:\*\* A) To evaluate system performance under different workloads

2. \*\*Question:\*\* Which benchmarking tool is commonly used to measure Lustre's I/O performance and scalability?

- A) Linpack

- B) STREAM

- C) Bonnie++

**- D) IOzone**

\*\*Answer:\*\* D) IOzone

3. \*\*Question:\*\* What type of I/O operations does IOzone primarily measure?

- A) Random read and write operations

- B) Sequential read and write operations

- C) Remote procedure call (RPC) operations

- D) Network packet transmission

\*\*Answer:\*\* B) Sequential read and write operations

4. \*\*Question:\*\* When benchmarking Lustre, what is the unit typically used to measure data throughput?

- A) Gigahertz (GHz)

- B) Terabytes per second (TB/s)

- C) Megabytes per second (MB/s)

- D) Millions of instructions per second (MIPS)

\*\*Answer:\*\* C) Megabytes per second (MB/s)

5. \*\*Question:\*\* What is the primary goal of Lustre benchmarking using IOzone?

- A) To measure Lustre client CPU utilization

- B) To evaluate Lustre's metadata performance

- C) To assess Lustre's I/O performance with different file sizes and access patterns

- D) To analyze Lustre's network bandwidth usage

\*\*Answer:\*\* C) To assess Lustre's I/O performance with different file sizes and access patterns

6. \*\*Question:\*\* In IOzone, what is the difference between "record size" and "transfer size"?

- A) They both refer to the same parameter in IOzone.

- B) "Record size" defines the size of the data block being read/written, while "transfer size" defines the overall data size used in the test.

- C) "Record size" defines the overall data size used in the test, while "transfer size" defines the size of the data block being read/written.

- D) "Record size" and "transfer size" are specific to Lustre and are not configurable in IOzone.

\*\*Answer:\*\* B) "Record size" defines the size of the data block being read/written, while "transfer size" defines the overall data size used in the test.

7. \*\*Question:\*\* In Lustre benchmarking, what does the "stride" parameter control in IOzone?

- A) The number of processes used in the benchmarking test

- B) The size of each data block used in the test

- C) The file access pattern (sequential or random) during benchmarking

- D) The size of the file being used in the test

\*\*Answer:\*\* C) The file access pattern (sequential or random) during benchmarking

8. \*\*Question:\*\* What is the significance of setting a large "file size" parameter during Lustre benchmarking using IOzone?

- A) It allows benchmarking with multiple files of different sizes simultaneously.

- B) It increases the time required to complete the benchmarking test.

- C) It reduces the accuracy of the benchmarking results.

- D) It generates a large Lustre file system for testing purposes.

\*\*Answer:\*\* B) It increases the time required to complete the benchmarking test.

9. \*\*Question:\*\* During Lustre benchmarking with IOzone, what does the "IOzone client type" refer to?

- A) The type of Lustre client used during the benchmarking test (e.g., Lustre client, NFS client)

- B) The type of network interconnect used for Lustre communication (e.g., InfiniBand, Ethernet)

- C) The type of file system used for the Lustre benchmarking test (e.g., ext4, XFS)

- D) The type of Lustre storage device (e.g., HDD, SSD)

\*\*Answer:\*\* A) The type of Lustre client used during the benchmarking test (e.g., Lustre client, NFS client)

10. \*\*Question:\*\* In Lustre benchmarking, what does the "record size" parameter specify in IOzone?

- A) The size of each data block read/written during the benchmarking test

- B) The number of Lustre client nodes used in the benchmarking test

- C) The total data size used for the benchmarking test

- D) The maximum number of I/O operations allowed in the benchmarking test

\*\*Answer:\*\* A) The size of each data block read/written during the benchmarking test

11. \*\*Question:\*\* When benchmarking Lustre, which parameter in IOzone controls the number of threads performing I/O operations simultaneously?

- A) "File size"

- B) "Record size"

- C) "Threads"

- D) "Transfer size"

\*\*Answer:\*\* C) "Threads"

12. \*\*Question:\*\* What is the purpose of using the "spread" parameter during Lustre benchmarking with IOzone?

- A) To spread the benchmarking workload across multiple Lustre OSTs for improved performance

- B) To distribute benchmarking tasks evenly among Lustre clients

- C) To enable benchmarking with multiple Lustre file systems simultaneously

- D) To reduce the benchmarking test duration

\*\*Answer:\*\* A) To spread the benchmarking workload across multiple Lustre OSTs for improved performance

13. \*\*Question:\*\* Which parameter in IOzone is used to control the percentage of read and write operations during Lustre benchmarking?

- A) "Threads"

- B) "Record size"

- C) "Read percent" and "Write percent"

- D) "Transfer size"

\*\*Answer:\*\* C) "Read percent" and "Write percent"

14. \*\*Question:\*\* When conducting Lustre benchmarking, what is the purpose of using a large number of threads in IOzone?

- A) To generate a higher volume of I/O operations and stress test the Lustre system

- B) To reduce the benchmarking test duration

- C) To minimize the impact of Lustre client CPU utilization on benchmarking results

- D) To improve the accuracy of the benchmarking test

\*\*Answer:\*\* A) To generate a higher volume of I/O operations and stress test the Lustre system

15. \*\*Question:\*\* In IOzone, what is the role of the "fsync" parameter during Lustre benchmarking?

- A) It controls the size of the Lustre file system used for benchmarking.

- B) It enables synchronous data writes during the benchmarking test.

- C) It determines the Lustre striping factor used for data distribution.

- D) It config

ures Lustre client authentication for benchmarking.

\*\*Answer:\*\* B) It enables synchronous data writes during the benchmarking test.

16. \*\*Question:\*\* What is the primary benefit of using the "log" parameter in IOzone during Lustre benchmarking?

- A) It generates log files with detailed benchmarking results for analysis.

- B) It configures Lustre clients to log performance data during the test.

- C) It reduces the benchmarking test duration.

- D) It improves the accuracy of the benchmarking results.

\*\*Answer:\*\* A) It generates log files with detailed benchmarking results for analysis.

17. \*\*Question:\*\* In Lustre benchmarking, what does the "fsync start" parameter control in IOzone?

- A) The point in the benchmarking test when synchronous data writes are initiated

- B) The number of OSTs used in the benchmarking test

- C) The Lustre striping factor for file data distribution

- D) The number of threads used in the benchmarking test

\*\*Answer:\*\* A) The point in the benchmarking test when synchronous data writes are initiated

18. \*\*Question:\*\* What is the significance of using the "max file size" parameter during Lustre benchmarking with IOzone?

- A) It limits the size of the benchmarking test files to a specific value.

- B) It controls the number of benchmarking threads used in the test.

- C) It specifies the number of Lustre OSTs used for benchmarking.

- D) It determines the number of benchmarking iterations.

\*\*Answer:\*\* A) It limits the size of the benchmarking test files to a specific value.

19. \*\*Question:\*\* When benchmarking Lustre, what does the "io size" parameter control in IOzone?

- A) The size of the Lustre file system used for benchmarking

- B) The number of Lustre client nodes used in the benchmarking test

- C) The size of each I/O request during the benchmarking test

- D) The number of benchmarking threads used in the test

\*\*Answer:\*\* C) The size of each I/O request during the benchmarking test

20. \*\*Question:\*\* In Lustre benchmarking, how does the "io size" parameter affect the benchmarking results?

- A) A larger "io size" value results in higher I/O throughput but increased latency.

- B) A larger "io size" value increases benchmarking test duration but provides more accurate results.

- C) A smaller "io size" value improves I/O performance for small files but reduces throughput for large files.

- D) The "io size" parameter does not affect the benchmarking results.

\*\*Answer:\*\* C) A smaller "io size" value improves I/O performance for small files but reduces throughput for large files.

Certainly! Here are 20 MCQs related to Lustre configuration:

1. \*\*Question:\*\* What is the primary configuration file for Lustre on the client side?

- A) /etc/exports

- B) /etc/lustre/client.conf

- C) /etc/fstab

- D) /etc/lustre/fstab

\*\*Answer:\*\* B) /etc/lustre/client.conf

2. \*\*Question:\*\* Which Lustre component is responsible for storing and managing file metadata information?

- A) Metadata Server (MDS)

- B) Object Storage Target (OST)

- C) Object Storage Server (OSS)

- D) Lustre Client

\*\*Answer:\*\* A) Metadata Server (MDS)

3. \*\*Question:\*\* In the Lustre configuration, what does the "mdt" object represent?

- A) The Lustre client's local storage

- B) The Lustre metadata server

- C) The Lustre object storage server

- D) The Lustre metadata target

\*\*Answer:\*\* B) The Lustre metadata server

4. \*\*Question:\*\* How is the Lustre striping factor defined in the configuration of a file?

- A) By setting the "stripe\_size" attribute on the file

- B) By specifying the number of stripes in the "ost\_pool" section

- C) By using the "lfs setstripe" command after file creation

- D) Lustre does not support file striping

\*\*Answer:\*\* C) By using the "lfs setstripe" command after file creation

5. \*\*Question:\*\* What is the purpose of the "osc\_max\_dirty\_mb" parameter in Lustre configuration?

- A) To set the maximum size of the Lustre object storage cache

- B) To limit the maximum number of Lustre object storage targets (OSTs)

- C) To control the amount of data Lustre clients can write before flushing to disk

- D) To configure Lustre's network communication buffer size

\*\*Answer:\*\* C) To control the amount of data Lustre clients can write before flushing to disk

6. \*\*Question:\*\* In the Lustre configuration, what does the "ldlm\_use\_lustre" option control?

- A) The Lustre client's access to the file system

- B) The Lustre striping factor for files

- C) The use of Lustre Distributed Lock Manager (LDLM) for file locking

- D) The Lustre client's network connectivity

\*\*Answer:\*\* C) The use of Lustre Distributed Lock Manager (LDLM) for file locking

7. \*\*Question:\*\* What is the purpose of the "max\_rpcs\_in\_flight" parameter in Lustre configuration?

- A) To limit the maximum number of Lustre clients connected to the metadata server

- B) To control the number of Lustre client I/O operations that can be in progress simultaneously

- C) To configure Lustre's metadata server redundancy

- D) To set the maximum number of Lustre objects in the file system

\*\*Answer:\*\* B) To control the number of Lustre client I/O operations that can be in progress simultaneously

8. \*\*Question:\*\* In Lustre configuration, what does the "mgsnode" option specify in the client's /etc/lustre/client.conf file?

- A) The network address of the Lustre metadata server (MDS)

- B) The number of Lustre metadata targets (MDTs) in the file system

- C) The size of the Lustre metadata cache on the client

- D) The number of metadata operations the client can perform concurrently

\*\*Answer:\*\* A) The network address of the Lustre metadata server (MDS)

9. \*\*Question:\*\* What is the purpose of the "recovery" option in the Lustre configuration file (/proc/fs/lustre/llite/lustre\_mount\_point)?

- A) To enable/disable Lustre client recovery mechanisms after a crash

- B) To configure the Lustre metadata server (MDS) recovery process

- C) To set the Lustre client's local recovery cache size

- D) To enable/disable Lustre object storage server (OSS) recovery

\*\*Answer:\*\* A) To enable/disable Lustre client recovery mechanisms after a crash

10. \*\*Question:\*\* How is Lustre configured to use specific network interfaces for communication?

- A) By using the "lustre\_iface" option in the Lustre client configuration file

- B) By configuring the network interfaces with specific IP addresses for Lustre traffic

- C) By using the "lustre\_net" option in the Lustre file system configuration file

- D) Lustre automatically detects and uses all available network interfaces.

\*\*Answer:\*\* B) By configuring the network interfaces with specific IP addresses for Lustre traffic

11. \*\*Question:\*\* In the Lustre configuration, what is the role of the "obdfilter" module?

- A) To handle Lustre client authentication and authorization

- B) To provide Lustre file system security through encryption

- C) To intercept and filter Lustre file system I/O operations

- D) The "obdfilter" module is not related to Lustre configuration.

\*\*Answer:\*\* C) To intercept and filter Lustre file system I/O operations

12. \*\*Question:\*\* In Lustre configuration, how is the size of the MDS (Metadata Server) recovery cache set?

- A) By modifying the "mdt\_replay\_cache\_size" option in the Lustre client configuration file

- B) By setting the "recovery\_cache\_size" parameter in the Lustre server configuration file

- C) By adjusting the "max\_rpcs\_in\_flight" parameter in the Lustre metadata server (MDS) configuration

- D) The MDS recovery cache size is not configurable.

\*\*Answer:\*\* B) By setting the "recovery\_cache\_size" parameter in the Lustre server configuration file

13. \*\*Question:\*\* How is Lustre configured to use specific Lustre metadata targets (MDTs)?

- A) By using the "mdt" option in the Lustre client configuration file

- B) By specifying the MDT devices in the Lustre server configuration file

- C) By setting the "mdt\_dev\_list" parameter in the Lustre metadata server (MDS) configuration

- D) Lustre automatically assigns MDTs during the file system creation process.

\*\*Answer:\*\* B) By specifying the MDT devices in the Lustre server configuration file

14. \*\*Question:\*\* What is the purpose of the "lnet" configuration in Lustre?

- A) To enable Lustre's networking functionality

- B) To configure Lustre client-side caching

- C) To manage Lustre clients' network connections

- D) The "lnet" configuration is not specific to Lustre.

\*\*Answer:\*\* A) To enable Lustre's networking functionality

15. \*\*Question:\*\* In Lustre configuration, what does the "mgs" option specify in the client's /etc/lustre/client.conf file?

- A) The number of Lustre metadata servers

(MDS) in the file system

- B) The network address of the Lustre metadata and management server (MGS)

- C) The Lustre object storage server (OSS) on the client

- D) The Lustre client's local metadata cache size

\*\*Answer:\*\* B) The network address of the Lustre metadata and management server (MGS)

16. \*\*Question:\*\* What is the purpose of the "lustre\_mount\_point" parameter in Lustre configuration?

- A) To specify the Lustre client's mount point in the file system

- B) To configure the Lustre object storage targets (OSTs)

- C) To set the Lustre striping factor for files

- D) The "lustre\_mount\_point" parameter is not part of Lustre configuration.

\*\*Answer:\*\* A) To specify the Lustre client's mount point in the file system

17. \*\*Question:\*\* In Lustre configuration, what is the purpose of the "mdc" option?

- A) To configure the Lustre metadata cache size on the client

- B) To specify the network address of the Lustre metadata server (MDS)

- C) To control the Lustre striping factor for files

- D) To manage Lustre client connections

\*\*Answer:\*\* A) To configure the Lustre metadata cache size on the client

18. \*\*Question:\*\* What is the purpose of the "obdfilter\_xxx" configuration options in Lustre?

- A) To enable/disable specific Lustre features

- B) To set Lustre client-side caching parameters

- C) To define Lustre file system quotas

- D) To configure Lustre object storage targets (OSTs)

\*\*Answer:\*\* A) To enable/disable specific Lustre features

19. \*\*Question:\*\* In Lustre configuration, what does the "max\_dirty\_mb\_per\_target" parameter control?

- A) The maximum Lustre file size that can be created

- B) The amount of data a Lustre client can write before flushing to disk

- C) The maximum number of Lustre object storage targets (OSTs) allowed

- D) The Lustre striping factor for files

\*\*Answer:\*\* B) The amount of data a Lustre client can write before flushing to disk

20. \*\*Question:\*\* What is the role of the "lustre" module in the Lustre configuration?

- A) To handle Lustre file system security through encryption

- B) To provide Lustre client authentication and authorization

- C) To manage Lustre's metadata operations

- D) The "lustre" module is not directly related to Lustre configuration.

\*\*Answer:\*\* B) To provide Lustre client authentication and authorization