Quiz #4

Due Apr 24 at 11:59pm **Points** 10 **Questions** 10

Available Apr 22 at 12:01am - Apr 24 at 11:59pm 3 days Time Limit 60 Minutes

Instructions

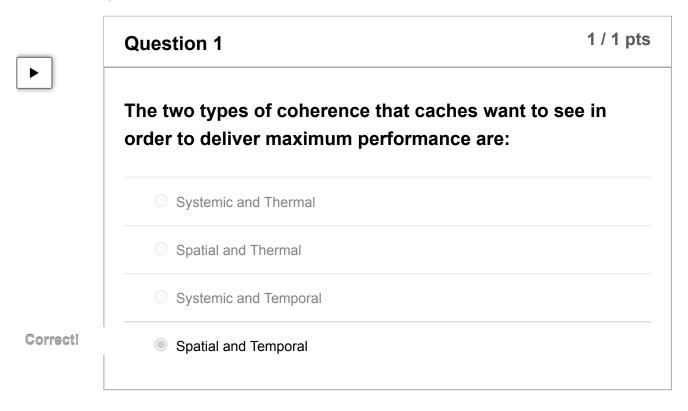
Welcome to the Week #4 quiz -- good luck!

This quiz was locked Apr 24 at 11:59pm.

Attempt History

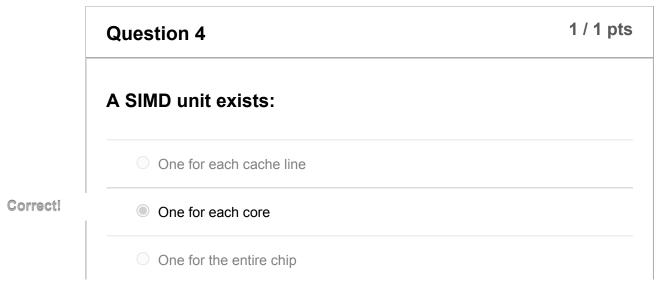
	Attempt	Time	Score
LATEST	Attempt 1	2 minutes	10 out of 10

Score for this quiz: **10** out of 10 Submitted Apr 24 at 9:52am This attempt took 2 minutes.



Question 2 It is impossible to use malloc() to create an array that you are sure starts on a cache line boundary. True False

SSE SIMD allows your program to: Perform 16 floating point multiplies in one instruction Perform 2 floating point multiplies in one instruction Perform 8 floating point multiplies in one instruction Perform 4 floating point multiplies in one instruction



	Question 5	1 / 1 pts	
	There is one universal standard way to ask for prefetching among Visual Studio, gcc/g++, and the Intel compiler.		
	O True		
Correct!	False		

Question 6	1 / 1 pts
Function Decomposition is done primarily for:	
Reducing heat dissipation	
Reducing power consumption	
Programming convenience	
 Speed acceleration 	

Question 7	1 / 1 pts
What does the first barrier signify in our Function Decomposition model?	onal
Each quantity is done copying its next state to the global state.	te

Correct!

Each quantity is done computing what it will do next



The Watcher thread can go ahead and print the state and prepare for the next loop

Question 8

1 / 1 pts

What does the second barrier signify in our Functional Decomposition model?

Correct!

- Each quantity is done copying its next state to the global state
- Each quantity is done computing what it will do next



The Watcher thread can go ahead and print the state and prepare for the next loop



Question 9

1 / 1 pts

What does the third barrier signify in our Functional Decomposition model?

Correct!



The Watcher thread can go ahead and print the state and prepare for the next loop

Each quantity is done computing what it will do next

Each quantity is done copying its next state to the global state

	Question 10 1 / 1 pts		
	What is the difference between OpenMP sections and OpenMP tasks?		
	Sections are dynamic, tasks are static		
Correct!	Sections are static, tasks are dynamic		
	They are two words for the same thing		
	Tasks are still in beta test and so shouldn't be used on a serious problem		

Quiz Score: 10 out of 10

