



EEE4120F Quiz 1 based on paper:

Berkeley's "Landscape of Parallel Computing Research"

DATE: 20/2/2020

Name: \_\_\_\_\_ Student Number: \_\_\_\_\_

Please fill in name!

*This is just a very short quiz, but it is for marks!*

*NB: Please select only one answer option for each question*

**CIRCLE/COLOR-IN ANSWERS FOR MULTIPLE CHOICE QUESTIONS**

**TOTAL NUMBER OF QUESTIONS : FOUR (4)**

**TIME (mins): 5**

#	Question - EACH QUESTION WORTH 1 MARK	Sec	W	%	X
Q1	Always good to start with the POST. More specifically, the way computer engineers usually like to start the day with: a Power On Self Test.... So to check that you've had a look at the paper, answer me this:	60	1	10%	
	In the paper, which famous bridge inspired the authors for their illustration of their "seven critical questions"? [1] London bridge (because it's thought of as falling down) [2] The Moon Bridge of Taipei (because it's as ambitious as trying to walk to the moon) [3] Harbor Bridge (in Sydney) because it's a beautiful problem. [4] Charles Bridge (in Prague) because it has a long legacy. [5] Golden Gate Bridge (San Francisco) because it's got much tension.				
Q2	What is meant by "Conventional Wisdoms" (CW) described in the paper?	60	3	30%	
	[1] It involves essential parts of the conventional design process for computer systems, based on the Waterfall model, from requirements to retirement. [2] It is about understandings related to the previous 'era' of computing, prior to year 2000. [3] It is about today's understanding for best ways to developing computers. [4] It is common programming faults computer designers should know of. [5] It concerns standard terminology for referring to computer systems.				
Q3	What is meant by the "Dwarf" concept as explained in the paper?	90	3	30%	
	[1] There could be as many of 13 of them, where each Dwarf class has particular types of SWAP characteristics. [2] There are 7 Dwarfs computer stereotypes, building from type 1, a simple uniprocessor, to type 7, a fully distributed multiprocessor system. [3] Dwarfs are busy processing parts that whistle while they work. [4] Dwarfs are computation classes, where members of a particular class have close relation in ways their computation and data movement happens. [5] Dwarfs, refer to a connectable class of processors that are aimed at being small but highly versatile.				
Q4	The paper ends with considerations for future programming models (and approaches to programming computers) they propose (select one:)	90	3	30%	
	[1] Programming models should be independent of the number of processors [2] Programming models should allow for means to closely couple code to particular processor types. [3] Programming models should be provided in versions to cater for different memory sizes and processor speeds. [4] Programming models should chiefly involve the connecting of Dwarfs. [5] Programming models will be unnecessary in a few years as machine learning will be used entirely for instructing machines what to do.				
<b>TOTAL :</b>		<b>300</b>	<b>10</b>	<b>100%</b>	

Time : time est. in sec W : Weighting of question % : How much question counts X : Office use