APR - 17/TE/Insem. - 39
T.E. (Computer Engineering)
PRINCIPLES OF CONCURRENT AND DISTRIBUTED PROGRAMMING
(2012 Course) (Semester - II)

Time : 1 Hour]   *[Max. Marks : 30*

Instructions to the candidates:
1) *Answer Q.1 or Q.2, Q.3 or Q.4 Q.5 or Q.6.*
2) *Neat diagrams must be drawn wherever necessary.*
3) *Figures to the right indicate full marks.*
4) *Assume suitable data if necessary.*

Q1) a) Write a short note on stateful computation model. Define implicit and explicit state with example. **[5]**

    b) Write a LISP program to calculate n^{th} fibonacci number and explain with example. **[5]**

OR

Q2) a) Explain object oriented computational model. **[5]**

    b) Write short note on YACC. **[5]**

Q3) a) With reference to concurrent Java explain the following methods used in multithreading. **[5]**

    i) sleep ( )

    ii) suspend ( )

    iii) wait ( )

    iv) notify ( )

    v) notifyAll ( )

    b) Write a short note persistence of IPC objects with an example. **[5]**

OR

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Q4) a) Write a short note on concurrent LISP. **[5]**

b) Explain different levels of threads with neat diagrams. **[5]**

Q5) a) Explain in detail the FENG's classification with an example. **[5]**

b) Explain different alternatives to CUDA. **[5]**

<div align="center">OR</div>

Q6) a) Discuss performance analysis of Parallelism. **[5]**

b) Explain the GPU hardware layout with suitable block diagram. **[5]**

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