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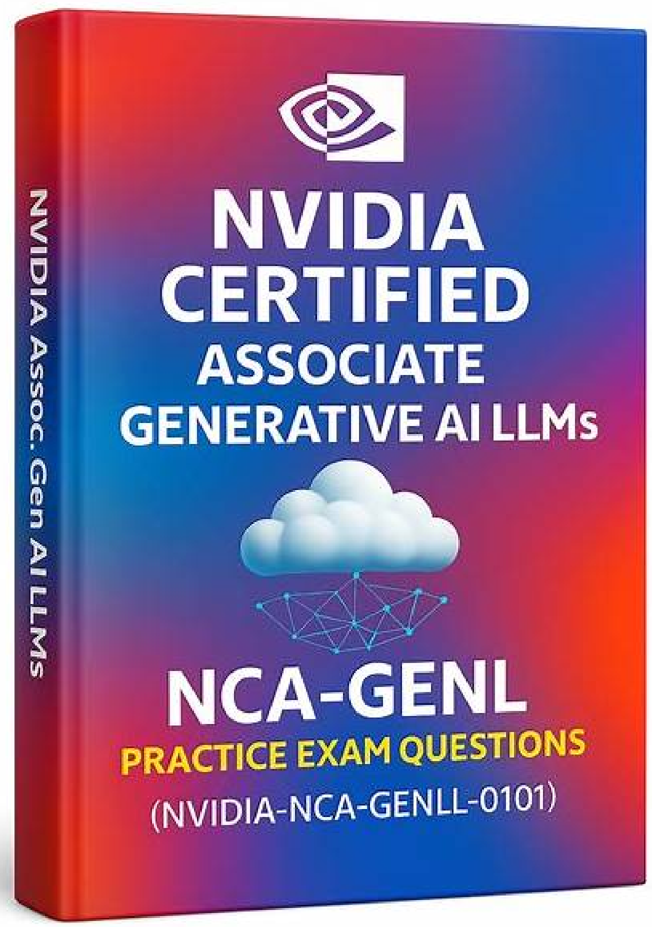

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In this cut-throat competitive world of Easy4Engine, the NVIDIA NCA-GENL certification is the most desired one. But what creates an obstacle in the way of the aspirants of the NVIDIA NCA-GENL certificate is their failure to find up-to-date, unique, and reliable NCA-GENL practice material to succeed in passing the NVIDIA NCA-GENL certification exam. If you are one of such frustrated candidates, don't get panic. Easy4Engine declares its services in providing the real NCA-GENL PDF Questions.

NVIDIA NCA-GENL Exam Syllabus Topics:

Topic	Details
Topic 1	• Prompt Engineering: This section of the exam measures the skills of Prompt Designers and covers how to craft effective prompts that guide LLMs to produce desired outputs. It focuses on prompt strategies, formatting, and iterative refinement techniques used in both development and real-world applications of LLMs.

Topic 2	• Fundamentals of Machine Learning and Neural Networks: This section of the exam measures the skills of AI Researchers and covers the foundational principles behind machine learning and neural networks, focusing on how these concepts underpin the development of large language models (LLMs). It ensures the learner understands the basic structure and learning mechanisms involved in training generative AI systems.
Topic 3	• Alignment: This section of the exam measures the skills of AI Policy Engineers and covers techniques to align LLM outputs with human intentions and values. It includes safety mechanisms, ethical safeguards, and tuning strategies to reduce harmful, biased, or inaccurate results from models.
Topic 4	• Software Development: This section of the exam measures the skills of Machine Learning Developers and covers writing efficient, modular, and scalable code for AI applications. It includes software engineering principles, version control, testing, and documentation practices relevant to LLM-based development.
Topic 5	• Experiment Design
Topic 6	• Data Preprocessing and Feature Engineering: This section of the exam measures the skills of Data Engineers and covers preparing raw data into usable formats for model training or fine-tuning. It includes cleaning, normalizing, tokenizing, and feature extraction methods essential to building robust LLM pipelines.
Topic 7	• Experimentation: This section of the exam measures the skills of ML Engineers and covers how to conduct structured experiments with LLMs. It involves setting up test cases, tracking performance metrics, and making informed decisions based on experimental outcomes.:
Topic 8	• This section of the exam measures skills of AI Product Developers and covers how to strategically plan experiments that validate hypotheses, compare model variations, or test model responses. It focuses on structure, controls, and variables in experimentation.

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NVIDIA Generative AI LLMs Sample Questions (Q31-Q36):

NEW QUESTION # 31
What type of model would you use in emotion classification tasks?

- A. SVM model
- B. Encoder model
- C. Siamese model
- D. Auto-encoder model

Answer: B

Explanation:
Emotion classification tasks in natural language processing (NLP) typically involve analyzing text to predict sentiment or emotional categories (e.g., happy, sad). Encoder models, such as those based on transformer architectures (e.g., BERT), are well-suited for this task because they generate contextualized representations of input text, capturing semantic and syntactic information. NVIDIA's NeMo framework documentation highlights the use of encoder-based models like BERT or RoBERTa for text classification tasks, including sentiment and emotion classification, due to their ability to encode input sequences into dense vectors for downstream classification. Option A (auto-encoder) is used for unsupervised learning or reconstruction, not classification. Option B (Siamese model) is typically used for similarity tasks, not direct classification. Option D (SVM) is a traditional machine learning model, less

effective than modern encoder-based LLMs for NLP tasks.
References:
NVIDIA NeMo Documentation: https://docs.nvidia.com/deeplearning/nemo/user-guide/docs/en/stable/nlp/text_classification.html

NEW QUESTION # 32
You have developed a deep learning model for a recommendation system. You want to evaluate the performance of the model using A/B testing. What is the rationale for using A/B testing with deep learning model performance?

- A. A/B testing methodologies integrate rationale and technical commentary from the designers of the deep learning model.
- B. A/B testing ensures that the deep learning model is robust and can handle different variations of input data.
- C. A/B testing allows for a controlled comparison between two versions of the model, helping to identify the version that performs better.
- D. A/B testing helps in collecting comparative latency data to evaluate the performance of the deep learning model.

Answer: C

Explanation:
A/B testing is a controlled experimentation method used to compare two versions of a system (e.g., two model variants) to determine which performs better based on a predefined metric (e.g., user engagement, accuracy).
NVIDIA's documentation on model optimization and deployment, such as with Triton Inference Server, highlights A/B testing as a method to validate model improvements in real-world settings by comparing performance metrics statistically. For a recommendation system, A/B testing might compare click-through rates between two models. Option B is incorrect, as A/B testing focuses on outcomes, not designer commentary. Option C is misleading, as robustness is tested via other methods (e.g., stress testing). Option D is partially true but narrow, as A/B testing evaluates broader performance metrics, not just latency.
References:
NVIDIA Triton Inference Server Documentation: https://docs.nvidia.com/deeplearning/triton-inference-server/user-guide/docs/index.html

NEW QUESTION # 33
In the context of language models, what does an autoregressive model predict?

- A. The next token solely using recurrent network or LSTM cells.
- B. The probability of the next token in a text given the previous tokens.
- C. The probability of the next token by looking at the previous and future input tokens.
- D. The probability of the next token using a Monte Carlo sampling of past tokens.

Answer: B

Explanation:
Autoregressive models are a cornerstone of modern language modeling, particularly in large language models (LLMs) like those discussed in NVIDIA's Generative AI and LLMs course. These models predict the probability of the next token in a sequence based solely on the preceding tokens, making them inherently sequential and unidirectional. This process is often referred to as "next-token prediction," where the model learns to generate text by estimating the conditional probability distribution of the next token given the context of all previous tokens. For example, given the sequence "The cat is," the model predicts the likelihood of the next word being "on," "in," or another token. This approach is fundamental to models like GPT, which rely on autoregressive decoding to generate coherent text. Unlike bidirectional models (e.g., BERT), which consider both previous and future tokens, autoregressive models focus only on past tokens, making option D incorrect. Options B and C are also inaccurate, as Monte Carlo sampling is not a standard method for next- token prediction in autoregressive models, and the prediction is not limited to recurrent networks or LSTM cells, as modern LLMs often use Transformer architectures. The course emphasizes this concept in the context of Transformer-based NLP: "Learn the basic concepts behind autoregressive generative models, including next-token prediction and its implementation within Transformer-based models." References: NVIDIA Building Transformer-Based Natural Language Processing Applications course; NVIDIA Introduction to Transformer-Based Natural Language Processing.

NEW QUESTION # 34
In the context of evaluating a fine-tuned LLM for a text classification task, which experimental design technique ensures robust performance estimation when dealing with imbalanced datasets?

- A. Bootstrapping with random sampling.
- B. Grid search for hyperparameter tuning.
- C. Stratified k-fold cross-validation.
- D. Single hold-out validation with a fixed test set.

Answer: C

Explanation:
Stratified k-fold cross-validation is a robust experimental design technique for evaluating machine learning models, especially on imbalanced datasets. It divides the dataset into k folds while preserving the class distribution in each fold, ensuring that the model is evaluated on representative samples of all classes.
NVIDIA's NeMo documentation on model evaluation recommends stratified cross-validation for tasks like text classification to obtain reliable performance estimates, particularly when classes are unevenly distributed (e.g., in sentiment analysis with few negative samples). Option A (single hold-out) is less robust, as it may not capture class imbalance. Option C (bootstrapping) introduces variability and is less suitable for imbalanced data. Option D (grid search) is for hyperparameter tuning, not performance estimation.
References:
NVIDIA NeMo Documentation: https://docs.nvidia.com/deeplearning/nemo/user-guide/docs/en/stable/nlp /model_finetuning.html

NEW QUESTION # 35
In the context of data preprocessing for Large Language Models (LLMs), what does tokenization refer to?

- A. Removing stop words from the text.
- B. Converting text into numerical representations.
- C. Splitting text into smaller units like words or subwords.
- D. Applying data augmentation techniques to generate more training data.

Answer: C

Explanation:
Tokenization is the process of splitting text into smaller units, such as words, subwords, or characters, which serve as the basic units for processing by LLMs. NVIDIA's NeMo documentation on NLP preprocessing explains that tokenization is a critical step in preparing text data, with popular tokenizers (e.g., WordPiece, BPE) breaking text into subword units to handle out-of-vocabulary words and improve model efficiency. For example, the sentence "I love AI" might be tokenized into ["I", "love", "AI"] or subword units like ["I",
"lov", "##e", "AI"]. Option B (numerical representations) refers to embedding, not tokenization. Option C (removing stop words) is a separate preprocessing step. Option D (data augmentation) is unrelated to tokenization.
References:
NVIDIA NeMo Documentation: https://docs.nvidia.com/deeplearning/nemo/user-guide/docs/en/stable/nlp /intro.html

NEW QUESTION # 36
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