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NVIDIA Certified Professional AI Infrastructure

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NVIDIA NCP-AII Exam Syllabus Topics:

Topic	Details
Topic 1	<ul style="list-style-type: none"> Cluster Test and Verification: Covers full cluster validation through HPL and NCCL benchmarks, NVLink and fabric bandwidth tests, cable and firmware checks, and burn-in testing using HPL, NCCL, and NeMo.
Topic 2	<ul style="list-style-type: none"> Troubleshoot and Optimize: Covers identifying and replacing faulty hardware components such as GPUs, network cards, and power supplies, along with performance optimization for AMD Intel servers and storage.
Topic 3	<ul style="list-style-type: none"> Control Plane Installation and Configuration: Covers deploying the software stack including Base Command Manager, OS, Slurm Enroot Pyxis, NVIDIA GPU and DOCA drivers, container toolkit, and NGC CLI.
Topic 4	<ul style="list-style-type: none"> System and Server Bring-up: Covers end-to-end physical setup of GPU-based AI infrastructure, including BMC OOB TPM configuration, firmware upgrades, hardware installation, and power and cooling validation to ensure servers are workload-ready.
Topic 5	<ul style="list-style-type: none"> Physical Layer Management: Covers configuring BlueField network platform devices and setting up Multi-Instance GPU (MIG) partitioning for AI and HPC workloads.

NVIDIA AI Infrastructure Sample Questions (Q18-Q23):

NEW QUESTION # 18

You have installed an NVIDIA ConnectX-7 network adapter in an A1 server and configured RDMA over Converged Ethernet (RoCE). During validation, you observe very high latency between two servers communicating over RoCE. Which of the following are potential causes? (Choose two)

- **A. The network switch does not support RoCE.**
- **B. Incorrect MTU size configuration on the network interfaces.**
- C. The network cables are damaged.
- D. The GPU driver is outdated.
- E. Insufficient memory on the network adapter.

Answer: A,B

Explanation:

RoCE requires specific switch support and a properly configured MTU. Damaged cables could cause packet loss, but usually not consistently high latency. GPU drivers are irrelevant. Network adapter memory is unlikely to cause high latency unless extremely undersized, a less likely scenario than incorrect configuration or lack of RoCE support.

NEW QUESTION # 19

After deploying BlueField OS, you notice that the network interfaces are not automatically configured with IP addresses. Which of the following actions would be the MOST appropriate first step to troubleshoot this issue?

- A. Re-flash the Bluefield OS image
- B. Reinstall the Mellanox OFED drivers. A corrupted driver installation could cause network configuration issues.
- **C. Check the DHCP client configuration to ensure it is enabled and properly configured to request IP addresses. Examine the**

logs for any errors.

- D. Manually assign static IP addresses to the interfaces using the 'ifconfig' command.
- E. Restart the networking service using 'systemctl restart networking'.

Answer: C

Explanation:

In most modern systems, network interfaces are automatically configured using DHCP. Therefore, the first step is to check if the DHCP client is enabled and configured correctly. If DHCP fails, then other troubleshooting steps, such as static IP assignment or driver reinstallation, can be considered.

NEW QUESTION # 20

You're working with a large dataset of microscopy images stored as individual TIFF files. The images are accessed randomly during a training job. The current storage solution is a single HDD. You're tasked with improving data loading performance. Which of the following storage optimizations would provide the GREATEST performance improvement in this specific scenario?

- **A. Replacing the HDD with a single NVMe SS**
- B. Compressing the TIFF files using a lossless compression algorithm.
- C. Migrating the data to a large, sequential HDD.
- D. Implementing data deduplication on the storage volume.
- E. Replacing the HDD with a RAID 5 array of HDDs.

Answer: A

Explanation:

Random access to numerous small files is a classic use case where SSDs excel due to their low latency. Replacing the HDD with an NVMe SSD (option D) will provide the most significant performance improvement. Data deduplication (A) saves storage space but doesn't directly improve random access speed. Migrating to a sequential HDD (B) is counterproductive for random access. RAID 5 (C) provides some performance improvement but not as much as an SSD. Compression (E) can reduce storage space but adds overhead during decompression.

NEW QUESTION # 21

You are configuring a network for a distributed training job using multiple DGX servers connected via InfiniBand. After launching the training job, you observe that the inter-GPU communication is significantly slower than expected, even though 'ibstat' shows all links are up and active. What is the MOST likely cause of this performance bottleneck?

- **A. The InfiniBand subnet manager (SM) is configured incorrectly or experiencing performance issues (e.g., path selection is suboptimal, congestion control is not enabled).**
- B. The RDMA memory registration limit is too low, causing frequent memory registration and unregistration overhead.
- C. Incorrect placement of GPUs across NUMA nodes, leading to increased inter-node latency.
- D. The CPU frequency scaling governor is set to 'powersave', limiting CPU performance.
- E. The default MTU size of 1500 is too small for efficient large data transfers.

Answer: A

Explanation:

While the other options could contribute to performance issues, the subnet manager (SM) is the MOST likely culprit. A poorly configured or malfunctioning SM can lead to suboptimal path selection (e.g., routing traffic through congested links or longer paths), which significantly increases latency and reduces bandwidth. Congestion control mechanisms, if not properly configured, can also fail to mitigate congestion, leading to packet loss and retransmissions, further degrading performance. Checking the SM logs and configuration is the first step in diagnosing this issue. Incorrect NUMA placement, small MTU, powersave governor, and memory registration limits could also impact performance but are less likely to be the primary bottleneck if the links are up.

NEW QUESTION # 22

During multi-node HPL burn-in, GPUs show uneven utilization. Which configuration ensures balanced workload distribution?

- A. Enable HPL_USE_NVSHMEM=1 for shared memory acceleration
- B. HPL_OOC_TILE_M to 8192 for larger blocks

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