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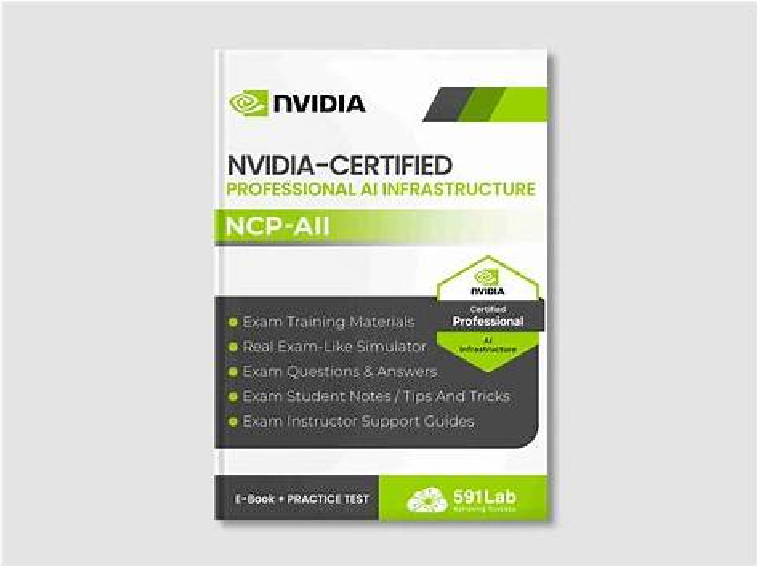

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NVIDIA AI Infrastructure Sample Questions (Q47-Q52):

NEW QUESTION # 47
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 RDMA memory registration limit is too low, causing frequent memory registration and unregistration overhead.
- B. Incorrect placement of GPUs across NUMA nodes, leading to increased inter-node latency.
- C. The InfiniBand subnet manager (SM) is configured incorrectly or experiencing performance issues (e.g., path selection is suboptimal, congestion control is not enabled).
- D. The default MTU size of 1500 is too small for efficient large data transfers.
- E. The CPU frequency scaling governor is set to 'powersave', limiting CPU performance.

Answer: C

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 NIJMA placement, small MTIJ, 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 # 48
You are tasked with optimizing storage performance for a deep learning training job on an NVIDIA DGX server. The training data consists of millions of small image files. Which of the following storage optimization techniques would be MOST effective in reducing I/O bottlenecks?

- A. Enabling data compression on the storage volume.
- B. Implementing RAID 0 across all storage devices.
- C. Implementing a tiered storage system with NVMe drives for frequently accessed data and HDDs for less frequently accessed data.
- D. Using a distributed file system with data striping across multiple storage nodes.
- E. Increasing the block size of the file system to the maximum supported value.

Answer: D

Explanation:
A distributed file system with data striping (option B) is the most effective because it parallelizes I/O operations across multiple storage nodes, reducing the load on any single storage device and improving overall throughput for many small files. RAID 0 (A) improves read/write speeds but offers no redundancy. Compression (C) can reduce storage space but adds overhead. Increasing block size (D) is beneficial for large files, but not necessarily for numerous small files. Tiered storage (E) can help, but distributing the file system is the priority for numerous small files.

NEW QUESTION # 49
While running a large A1 training job, you observe the following output from 'nvidia-smi':
GPU O: P2
GPU 1: P2
GPU 2: P2
GPU 3: P2
What does the 'P2' state indicate, and what steps should you take to investigate this further in the context of validating optimal hardware operation?

- A. P2 indicates the GPUs are in a low-power idle state; investigate if the driver is correctly configured and the workload is properly utilizing the GPUs.
- B. P2 indicates a critical error state; immediately halt the training job and check the system logs for hardware failures.
- C. P2 indicates the GPUs are in a high-performance state; no further investigation is needed.
- D. P2 indicates the GPU is running at maximum clock speed. Check for thermal throttling.

Answer: A

Explanation:
P2 typically indicates a power-saving state where the GPU is operating at a reduced clock speed. It's crucial to investigate whether the workload is demanding sufficient resources from the GPUs, and whether power limits or other configuration settings are preventing the GPUs from reaching their maximum performance state. Review 'nvidia-smi -q' output for power usage and clock speeds to verify proper operation. Other power states (PO, Pl) represent varying levels of performance.

NEW QUESTION # 50
You are using NVIDIA Spectrum-X switches in your A1 infrastructure. You observe high latency between two GPU servers during a large distributed training job. After analyzing the switch telemetry, you suspect a suboptimal routing path is contributing to the

problem. Which of the following methods offers the MOST granular control for influencing traffic flow within the Spectrum-X fabric to mitigate this?

- A. Manually configure static routes on the Spectrum-X switches to force traffic between the GPU servers along a specific path.
- B. Configure QOS (Quality of Service) policies to prioritize traffic from the high-latency GPU servers.
- C. Implement Adaptive Routing (AR) or Dynamic Load Balancing (DLB) features available on the Spectrum-X switches to dynamically adjust paths based on network conditions.
- D. Disable IPv6 to simplify routing decisions.
- E. Adjust the Equal-Cost Multi-Path (ECMP) hashing algorithm globally on all switches.

Answer: C

Explanation:
Adaptive Routing (AR) and Dynamic Load Balancing (DLB) are features specifically designed to dynamically adjust paths based on real-time network conditions in Spectrum-X. This provides the most granular and automated way to respond to congestion and optimize traffic flow compared to static routing or global ECMP adjustments. QOS prioritizes, but doesn't change the chosen path.

NEW QUESTION # 51
You are tasked with diagnosing performance issues on a GPU server running a large-scale HPC simulation. The simulation utilizes multiple GPUs and InfiniBand for inter-GPU communication. You suspect that RDMA (Remote Direct Memory Access) is not functioning correctly. How would you comprehensively test and verify the proper operation of RDMA between the GPUs?

- A. Employ and from the 'perftest' suite to measure RDMA bandwidth and latency between GPUs.
- B. Monitor CPU utilization during the simulation; high CPU usage suggests that RDMA is not offloading communication effectively.
- C. Run 'nvidia-smi topo -m' to check the GPU interconnect topology and verify that NVLink or PCle is being used for communication.
- D. Use 'ping' to verify basic network connectivity between the server's InfiniBand interfaces.
- E. Utilize NCCL's internal diagnostic tools to verify proper inter-GPU communication within the simulation.

Answer: A,C,E

Explanation:
(A) and (B) directly measure RDMA performance. 'nvidia-smi topo -m' (C) verifies the physical interconnect. NCCL diagnostic tools (D) confirm application-level communication. 'ping' (A) only tests basic network connectivity, not RDMA functionality. While high CPU usage (E) can indicate RDMA issues, it's an indirect symptom, not a direct test.

NEW QUESTION # 52
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