

B.E. / B. TECH. DEGREE EXAMINATIONS: APRIL/MAY 2009

Third Semester

U07CS302 COMPUTER ARCHITECTURE

(Common to Computer Science and Engineering and Information Technology Branches)

Time: Three Hours**Maximum Marks: 100****Answer ALL the Questions:-****PART A (20 x 1= 20 Marks)**

1. An instruction register is used to store
 - A. The address of the next instruction to be fetched.
 - B. The address of the data to be fetched
 - C. The content at the memory location pointed out by the address register
 - D. The content of the program counter.

2. LOAD ACCUMULATOR is a
 - A. Zero address instruction
 - B. One address instruction
 - C. Two address instruction
 - D. Three address instruction

3. The software responsible for the coordination of all the activities for the execution of a program is called
 - A. Text editor
 - B. Operating system
 - C. Compiler
 - D. File system

4. The basic performance equation of any computing system, given T is the program execution time, N is the number of machine language instruction, S is the average number of basic steps needed to execute a machine instruction and R is the clock rate of the system, is of the form
 - A. $T = N \times S / R$
 - B. $T = R \times S / N$
 - C. $R = N \times S / T$
 - D. $S = R \times N / T$

5. An unbiased technique used to truncate a floating point number to the closest approximation is
 - A. Biasing
 - B. Rounding
 - C. Von Neumann Rounding
 - D. Chopping

6. A Register file is nothing but
 - A. Accumulator
 - B. Block of memory locations
 - C. All general purpose registers combined in a block
 - D. A single temporary register

7. What is the IEEE standard format for representing a floating point value
- A. 32-bit B. 64-bit C. 16-bit D. 128-bit
8. The Bit-pair recording multiplication technique works by
- A. Doubling the maximum number of summands
 B. reducing the maximum number of summands into half
 C. Reduces the maximum number of summands by one third.
 D. Leaves the maximum number of summands unchanged
9. Operand forwarding avoids
- A. Structural hazards B. Data hazards C. Control hazards D. Instruction hazards
10. Pentium-IV uses
- A. 7-stage pipeline B. 12-stage pipeline C. 9-stage pipeline D. 20-stage pipeline
11. Bit-O-Ring technique is used to
- A. change the branch address B. Perform Bit-wise OR operation
 C. Change the sequence counter D. Change the content of Data register
12. A micro program counter is used to
- A. store the currently read control word
 B. read the data used by the control program
 C. read the control word sequentially from the control store
 D. store the control word
13. Memory cycle time is the time taken
- A. to write a memory location
 B. to read a memory location
 C. to complete a memory operation
 D. between the initiation of two successive memory operations
14. What is the time taken to refresh all rows of a 4K SDRAM at the clock rate of 133 MHz and suppose that it takes 4 clock cycles to access each row.
- A. 246 ms B. 64 ms C. 16 ms D. 123 ms
15. The average access time in a computer having cache is given by the formula
- A. Average access time = Hit rate x Access time of cache + (1-Hit rate)x Miss penalty
 B. Average access time = (1-Hit rate)x Access time of cache+ Miss penalty
 C. Average access time= (1-Miss penalty)x Access time of cache
 D. Average access time = Hit rate x Miss penalty + Access time of cache

23. (a) Explain the multiple- bus organization of data path inside a processor with a neat diagram.

(OR)

23. (b) (i) What are instruction hazards? What are the causes of instruction hazards (4)

(ii) Explain how branch penalty is reduced in conditional and unconditional branches. (12)

24. (a) Explain Direct mapping and associative mapping in detail.

(OR)

24. (b) Explain virtual memory organization and address translation in detail.

25. (a) (i) Explain the DMA data transfer operation with a neat diagram. (8)

(ii) Discuss briefly about bus arbitration. (8)

(OR)

25. (b) (i) Explain how enabling and disabling of interrupts are done. (8)

(ii). Explain how multiple devices are handled using interrupts. (8)
