

**333512 (33)**

**BE 5<sup>th</sup> (Semester)**

**Examination, April - May, 2021**

**Branch : IT**

**COMPUTER ORGANIZATION AND  
ARCHITECTURE**

*Time Allowed : Three Hours*

*Maximum Marks : 80*

*Minimum Pass Marks : 28*

**Note :** Part (a) of each unit is compulsory and carries two marks. Attempt any two from (b), (c) or (d), each carry seven marks.

**UNIT - I**

- Q. 1.** (a) Write any two differences between linear and non linear pipeline processor.
- (b) State and explain the features of Von Neumann architecture.

(2)

- (c) What are various addressing modes?  
Explain.
- (d) Explain the structures and operational requirements of the instruction pipelines used in super scalar processor.

#### UNIT - II

- Q. 2. (a) How are fixed point numbers represented?
- (b) Describe the floating point arithmetic operations.
- (c) Explain Booth's multiplication with suitable example.
- (d) Briefly explain fixed-point arithmetic addition and subtraction with signed-magnitude data.

#### UNIT - III

- Q. 3. (a) Define the term bit-slice.

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- (b) Distinguish between hardwired and microprogrammed control units.
- (c) List the advantages and disadvantages of hardwired control unit.
- (d) Write short notes on vertical micro-programming and horizontal micro-programming.

**UNIT - IV**

- Q. 4.**
- (a) What is cache memory? Write any two advantages.
  - (b) Describe virtual memory address space with the help of a block diagram.
  - (c) What is cache coherence problem? Explain how the problem can be solved.
  - (d) Consider that a two-level memory system has eight virtual pages on a disk to be mapped into three page frames in the main

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memory. A certain program generated the following page trace :

0, 1, 2, 4, 2, 3, 7, 2, 1, 3, 1

Compute the hit ratio using :

- (i) FIFO
- (ii) LRU

**UNIT - V**

- Q. 5.**
- (a) What is an interrupt ?
  - (b) Describe briefly the input-output interface.
  - (c) Draw the block diagram of DMA and explain the operations.
  - (d) Write short notes on the following in terms of network properties and routing (any two) :
    - (i) Node degree and Bisection width.
    - (ii) Perfect shuffle.
    - (iii) Hypercube routing.