

Time: 2 Hours

Marks: 60

Instructions:

1. Q1 is compulsory.
2. Attempt any two questions from Q2 to Q6.
3. Figures to the right indicate full marks.
4. Assume suitable data wherever required.

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| Q1 | Attempt any 4 | 5 |
| | (a) Explain Von Neumann architecture with a neat diagram. | 5 |
| | (b) Represent -15.75 in IEEE-754 32-bit floating-point format | 5 |
| | (c) Describe Instruction Cycle with a flow diagram. | 5 |
| | (d) Differentiate CISC and RISC architectures. | 5 |
| | (e) Explain Principle of Locality in cache memory. | 5 |
| | (f) State and explain Flynn's Classification. | 5 |
| | (g) Write a short note on GPU vs CPU architecture differences | 5 |
| Q2 | (a) Perform $15x -4$ using Booths Algorithm. Draw the hardware for Booths Algorithm | 10 |
| | (b) Explain Microprogrammed Control Unit. | 10 |
| Q3 | (a) Draw and explain the Data path Organization including Control Unit operation. | 10 |
| | (b) Explain various Addressing Modes with suitable examples. | 10 |
| Q4 | (a) Explain the following Cache Mapping Techniques with diagrams:
Direct Mapping
Fully Associative Mapping
Set-Associative Mapping (12)
What is advantage of Set Associative Mapping over other Mapping techniques. | 15 |
| | (b) Draw and explain the Memory Hierarchy. | 5 |
| Q5 | (a) Explain Handshaking and Interrupt Handling in I/O Interfacing. | 10 |
| | (b) Define Pipelining. Explain Pipeline Hazards and methods to eliminate them. | 10 |
| Q6 | (a) Explain Superscalar Architecture and Branch Prediction Logic. | 10 |
| | (b) Describe NVIDIA GPU Architecture and its programming model (SIMT). | 10 |