Code: IT4T5

II B.Tech - II Semester – Regular Examinations – May 2016

COMPUTER SYSTEM ARCHITECTURE (INFORMATION TECHNOLOGY)

Duration: 3 hours

Max. Marks: 70

PART - A

Answer *all* the questions. All questions carry equal marks

11x 2 = 22 M

1)

- a) What is register transfer language?
- b) What are the different types of Arithmetic Microoperation?
- c) Show the Instruction format of Basic Computer.
- d) What is interrupt?
- e) How control memory works?
- f) Explain indirect register addressing modes.
- g) What is the role of Program Control?
- h) Define virtual Memory.
- i) How the cache memory helps to improve the performance of computer?
- j) What is the advantage of data transfer using DMA?
- k) What is the throughput of Pipeline processor?

PART - B

Answer any *THREE* questions. All questions carry equal marks. $3 \times 16 = 48 \text{ M}$

2)

- a) What is a shift micro-operation? Explain the different types of shift micro-operations. 8 M
- b) A logic network has two data inputs A and B, and two control inputs C_0 and C_1 . It implements the Function, F according to the following table. Design a circuit using one 4 X 1 Multiplexer, one 2-input Exclusive-OR gate, one 2input AND gate, one 2- input OR gate and one Inverter.

8 M

Co	C ₁	F
0	0	$\overline{A+B}$
0	1	A+B
1	0	$A \oplus B$
1	1	AB

3)

- a) How the basic computer instructions are categorized into groups? Explain it using instruction format bits. 8 M
- b) Explain in detail about basic computer Timing and Control 8 M design.
- 4)
 - a) What is the difference between a microprocessor and a micro program? Is it possible to design a microprocessor without a micro program? 8 M

- b) Explain stack organization of Basic computer, and state the names of different addressing modes. 8 M
- 5)
 - a) Show the step by step multiplication process using Booth algorithm. When the following binary numbers are multiplied. Assume 5-bit registers that holds signed numbers: (+15) X (+13). 8 M
 - b) What are the attributes used in design of Memory hierarchy? Show the graphical memory hierarchy organization. 8 M
- 6)
 - a) What is the need for DMA? Explain the working of DMA. Also mention its advantages. 8 M
 - b) What is Pipelining? Explain the handling of branch instructions in pipelining Environment. 8 M