USN


15CS72

Seventh Semester B.E. Degree Examination, Jan./Feb. 2021 Advanced Computer Architectures

Time: 3 hrs .
Max. Marks: 80

## Note: Answer any FIVE full questions, choosing ONE full question from each module.

## Module-1

1 a. Describe with a neat diagram different shared memory multiprocessor models. (09 Marks)
b. A 400 MHz processor was used to execute a program with the following instruction mix and clock cycle counts:

| Instruction Type | Instruction Count | Clock Cycle Count |
| :--- | :---: | :---: |
| Integer Arithmetic | 450000 | 1 |
| Data Transfer | 320000 | 2 |
| Floating Point | 150000 | 2 |
| Control Transfer | 80000 | 2 |

Determine the effective CPI, MIPS rate and execution time for this program.
(07 Marks)

## OR

2 a. Explain the different types of data dependences. Draw the dependence graph for the following code segment:
$\mathrm{S}_{1}: \operatorname{Load} \mathrm{R}_{1}, \mathrm{~A} \quad / \mathrm{R}_{1} \leftarrow$ Memory (A)
$\mathrm{S}_{2}$ : Add $\mathrm{R}_{2}, \mathrm{R}_{1} \quad / \quad / \mathrm{R}_{2} \leftarrow\left(\mathrm{R}_{1}\right)+\left(\mathrm{R}_{2}\right)$
$\mathrm{S}_{3}$ : Move $\mathrm{R}_{1}, \mathrm{R}_{3}$
$/ \mathrm{R}_{1} \leftarrow\left(\mathrm{R}_{3}\right) /$
$\mathrm{S}_{4}$ : Store B, $\mathrm{R}_{1} \quad /$ Memory $(\mathrm{B}) \leftarrow\left(\mathrm{R}_{1}\right) /$
(08 Marks)
b. List the different types of static connection networks and explain any three in detail.
(08 Marks)

## Module-2

3 a. Differentiate between CISC and RISC architecture.
(06 Marks)
b. Explain in detail Inclusion, coherence and Locality properties.
(10 Marks)

4 a. Explain with a neat diagram Hierarchical Memory Technology.
(08 Marks)
b. Explain the architecture of VLIW processor and its pipeline operation.
(08 Marks)

## Module-3

5 a. What is arbitration? Describe central arbitration and distributed arbitration with relevant sketches.
(09 Marks)
b. Explain direct mapping cache organization. Mention its advantages and disadvantages.
(07 Marks)

6 a. Consider the following reservation table for a three-stage pipeline.

|  | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| $\mathrm{~S}_{1}$ | X |  |  | 8 |  |  |  |
|  | X |  |  |  | X |  | X |
| $\mathrm{S}_{2}$ |  | X |  | X |  |  |  |
| $\mathrm{S}_{3}$ |  |  | X |  | X |  | X |
|  |  |  |  |  |  |  |  |

(i) What are the forbidden latencies and initial collision vector?
(ii) Draw the state transition diagram.
(iii) List all simple cycles and greedy cycles.
(iv) Determine MAL.
(v) Determine the pipeline throughput.
(10 Marks)
b. List the different mechanisms for instruction pipelining. Explain any one in detail. (06 Marks)

## Module-4

7 a. What is cache coherence problem? What are the different causes of cache inconsistencies? Explain $n$ detail.
(10 Marks)
b. Explain store and forward routing and wormhole routing related to message routing.

8 a. Describe with relevant sketches three types of cache directory protocols.
b. Explain the context switching policies.

## Module-5

9 a. Explain synchronous message passing and asynchronous passing related to message passing model.
(08 Marks)
b. Explain object oriented programming model.

## OR

10 a. Explain the concept of operand forwarding with suitable example.
(08 Marks)
b. Describe in brief Tomasulo's algorithm.

