



**Question No. 1 (Marks=10):**

- What are the parts of an instruction? Briefly explain it with examples.
- What is stack? How it works for the following program:

PUSH A  
PUSH B  
PUSH C  
POP D

**Status of registers:**

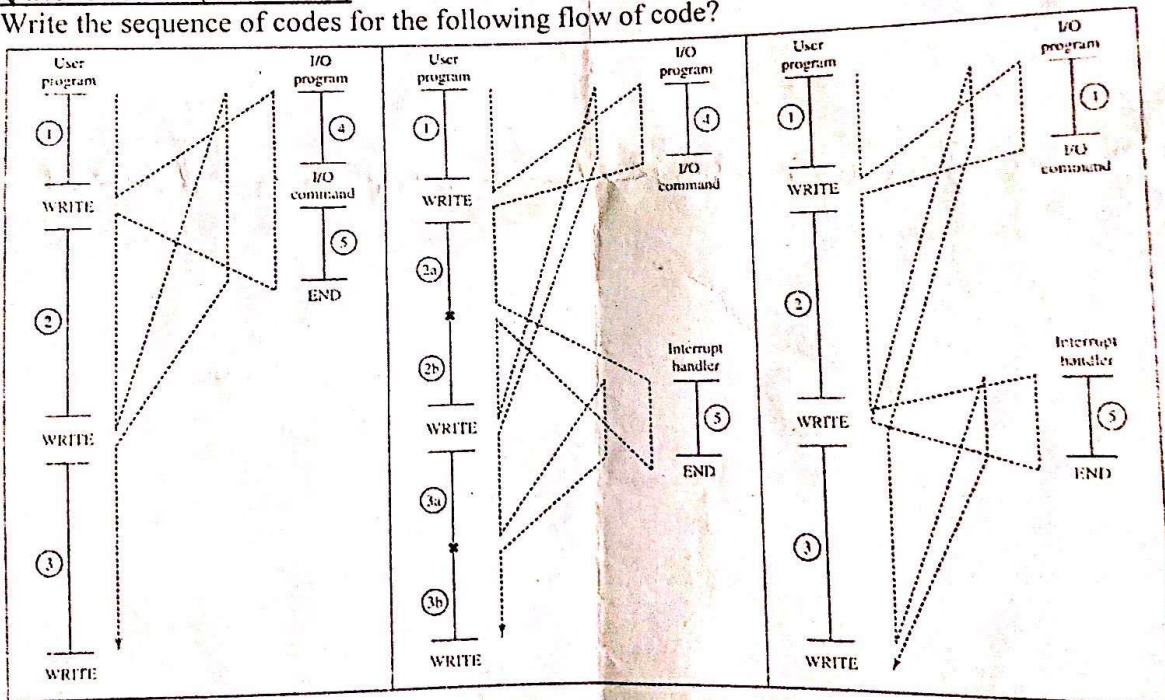
SP=2100H; A=1234H; B=5678H; C=9A25H

Where;

SP(stack pointer), A, B, C, D are 16 bit-registers while each memory location is of 8-bit size.

**Question No. 2 (Marks=10)**

Write the sequence of codes for the following flow of code?



**Question No. 3 (Marks=10)**

- Write the assembly code for the expression:  $F=(X+Y)*Z-W$  using: 0-address, 1-address, 2-address, and 3-address instruction format. Compare them using a number of instructions required in each addressing format. Which instruction format will be easier for the compiler to process?



- ii. Store the 32-bit word  $(A1B3C5D7)_{16}$  in the memory having each location of 8-bit size using big endian and little endian format. Consider the memory addresses as 0h, 1h, 2h, 3h, ....

**Question No. 4 (Marks=15) (CLO-2)**

You have to design an instructions set architecture (ISA), whose characteristics are:

- 16 different operations (ADD, SUB, OUT, HLT etc.)
  - 12-bit address (program counter (PC), a memory address register (MAR) etc.)
  - 16-bit data registers (accumulators, B, Temp etc.)
  - 16-bit instruction register (IR)
- i. What will be the instruction size?
  - ii. Opcode size?
  - iii. Operand size?
  - iv. A number of locations in memory?
  - v. Memory data size?

**Question No. 5 (Marks=15) (CLO-3)**

Explain the following:

- a) How the scoreboard algorithm (Dynamic Scheduling Algorithm) solves the structural hazard?
- b) Explain the concept of data forwarding using 5 stages of MIPS architecture?
- c) How the backward forwarding problems can be resolved?
- d) What are the five different ways to solve the control hazards problem?
- e) What is the difference between direct and indirect addressing schemes?