

(1) $(46.5)_{10} = 32 + 8 + 4 + 2 + 0.5$

$\downarrow 2^4$	\downarrow	\downarrow	\downarrow	$\downarrow 2^0$	\downarrow
2^5	2^3	2^2	2^1	2^0	2^{-1}
\downarrow	\downarrow	\downarrow	\downarrow	\downarrow	\downarrow
1	0	1	1	1	0.1

$$(46.5)_{10} = (101110.1)_2$$

↓
Sign bit

Exponent: 0000110 (+6) (8-bits)

② a) $\underbrace{0001}_{\text{ADD}} \quad \underbrace{0000 \quad 0010 \quad 0100}_{(024)_{16}} \quad \text{ADD } 02.4$
 $\downarrow \quad \quad \quad \downarrow$
 $1 \quad \quad \quad 024 \Rightarrow (1024)_{16}$

This is direct memory reference instruction which will perform ADD operation

ADD content of $M[024]$ to $AC \Rightarrow AC + M[024]$

b) $\underbrace{1011}_{I} \underbrace{0001}_{STA} \underbrace{0010}_{(124)} \underbrace{0100}_{16} = (B124)_{16} \Rightarrow STA I 124$

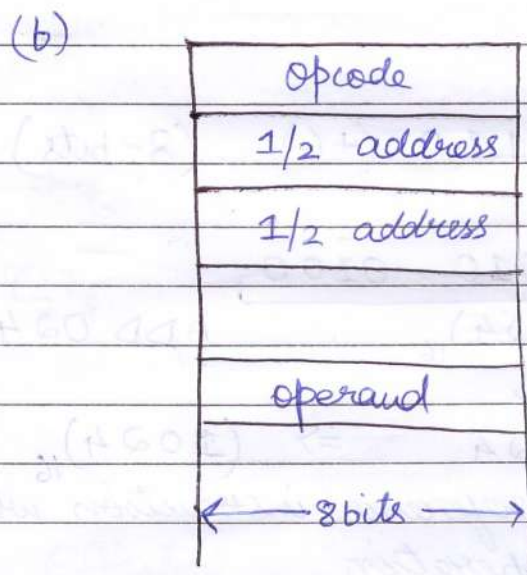
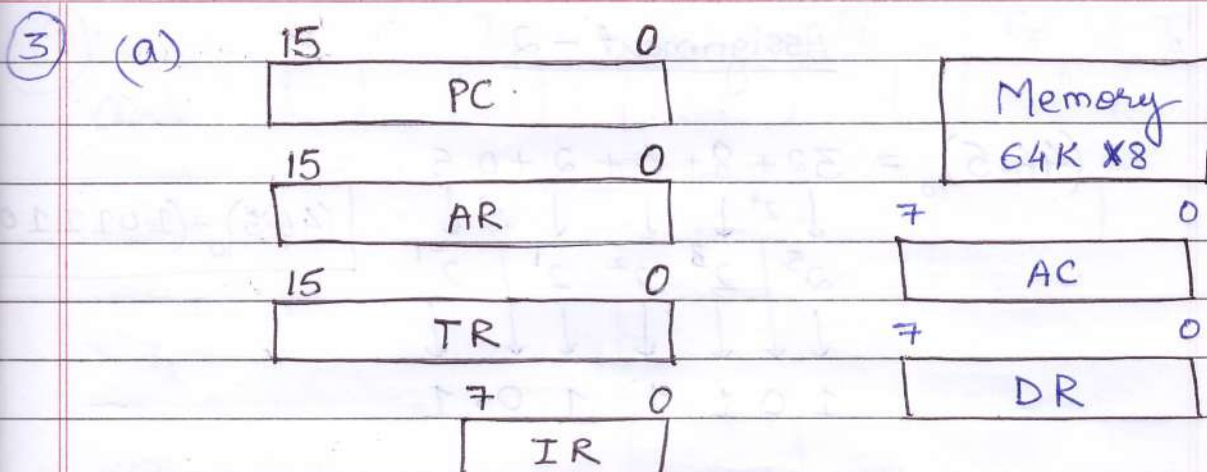
This is indirect memory reference instruction which will perform STA i.e. Store AC in $M[124]$

c) $\underbrace{0111}_7 \underbrace{000000100000}_{020} = (7020)_{16}$

↓
Register

Increment AC (INE)

This is Register reference instruction which will increase AC
(AC++)



(c)

$T_0 : IR \leftarrow M[PC], PC++$

$T_1 : AR(0-7) \leftarrow M[PC], PC++$

$T_2 : AR(8-15) \leftarrow M[PC], PC++$

$T_3 : DR \leftarrow M[AR]$

4) (a) Three address instructions : (Using General register computer)

MUL	R_1, E, F	$R_1 \leftarrow E * F$
SUB	R_1, D, R_1	$R_1 \leftarrow M[D] - R_1$
MUL	R_1, C, R_1	$R_1 \leftarrow M[C] * R_1$
MUL	R_2, A, B	$R_2 \leftarrow M[A] * M[B]$
ADD	X, R_1, R_2	$M[X] \leftarrow R_1 + R_2$

(b) Using a general register computer with two register instruction

MOV	R_1, F	$R_1 \leftarrow M[F]$
MUL	R_1, E	$R_1 \leftarrow R_1 * M[F]$
MOV	R_2, D	$R_2 \leftarrow M[D]$
SUB	R_2, R_1	$R_2 \leftarrow R_2 - R_1$
MUL	R_2, C	$R_2 \leftarrow R_2 * M[C]$
MOV	R_1, B	$R_1 \leftarrow M[B]$
MUL	R_1, A	$R_1 \leftarrow R_1 * M[B]$
ADD	R_1, R_2	$R_1 \leftarrow R_1 + R_2$
MOV	X, R_1	$M[X] \leftarrow R_1$

c) Using an accumulator type computer with one address instructions :

LOAD	F	$AC \leftarrow M[F]$
MUL	E	$AC \leftarrow AC * M[E]$
STORE	T	$M[T] \leftarrow AC$
LOAD	D	$AC \leftarrow M[D]$
SUB	T	$AC \leftarrow AC - M[T]$
MUL	C	$AC \leftarrow AC * M[C]$
STORE	T	$M[T] \leftarrow AC$
LOAD	B	$AC \leftarrow M[B]$
MUL	A	$AC \leftarrow AC * M[A]$
ADD	T	$AC \leftarrow AC + M[T]$
STORE	X	$M[X] \leftarrow AC$

(d) Using a stack organized comp. with zero-address operation instructions

PUSH	E	$TOS \leftarrow E$
PUSH	F	$TOS \leftarrow F$
MUL		$TOS \leftarrow E * F$
PUSH	D	$TOS \leftarrow D$
SUB		$TOS \leftarrow D - E * F$
PUSH	C	$TOS \leftarrow C$
MUL		$TOS \leftarrow C * (D - E * F)$
PUSH	A	$TOS \leftarrow A$
PUSH	B	$TOS \leftarrow B$
MUL		$TOS \leftarrow A * B$
ADD		$TOS \leftarrow A * B + C * (D - E * F)$
POP	X	$M[X] \leftarrow TOS$

Date
 DELTA Pg No.

- (5)
- 32 multiplexers, each of size 16×1
 - 4 inputs each, to select one of 16 registers
 - 4 to 16 line decoder
 - $32 + 32 + 1 = 65$ data input lines
 $32 + 1 = 33$ data output lines

(6) The address part of the indexed mode instruction must be set to zero.

(7) $Z = \text{effective address}$

- Direct : $Z = Y$
- Indirect : $Z = M[Y]$
- Relative : $Z = Y + W + 2$
- Indexed : $Z = Y + X$

⑧

a) There are $8 \times 8 = 64$ AND gates in each segment and an 8-bit adder

b) There are 7 segments in the Pipeline
 $K=7$

c) Average time = $\frac{(K+n-1)t_p}{n} = \frac{(n+6)30}{n}$

for $n=10$ $t_{av} = \frac{16 \times 30}{10} = 48 \text{ ns}$

for $n=100$ $t_{av} = \frac{106 \times 30}{100} = 31.8 \text{ ns}$

for $n \rightarrow \infty$ $t_{av} = \frac{\infty}{\infty} \times 30 = 30 \text{ ns}$

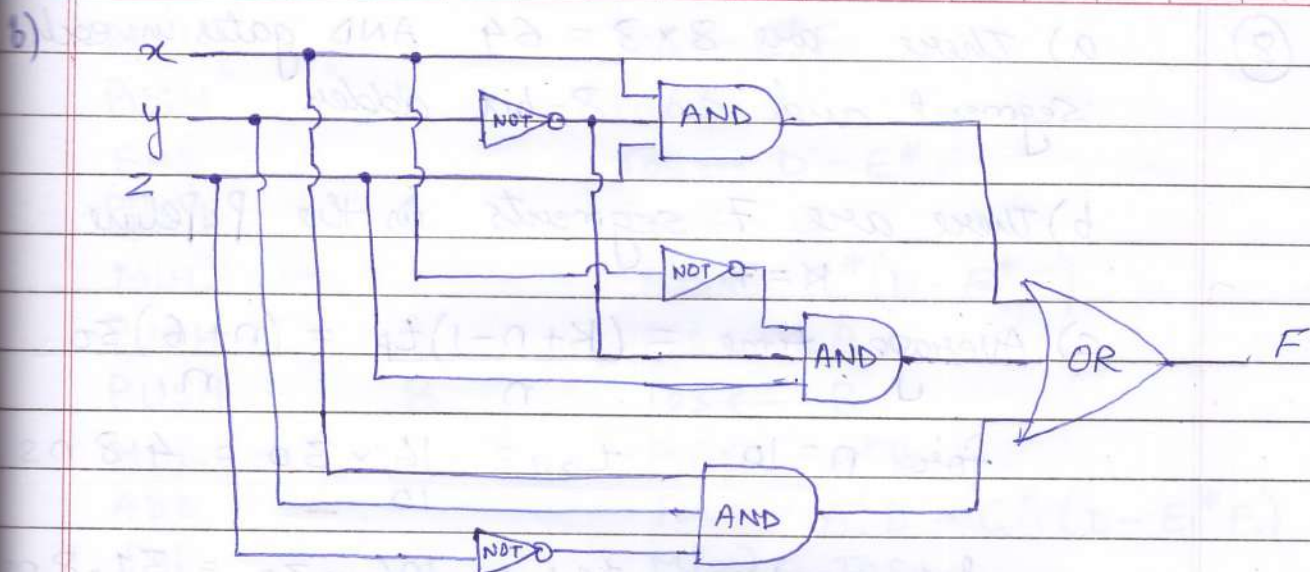
To increase the speed of multiplication, a carry-save adder is used to reduce the propagation time of the carries.

⑨

a) Truth table

$$F = xy'z + x'y'z + xyz$$

x	y	z	F
0	0	0	0
0	0	1	1
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	1
1	1	0	0
1	1	1	1



c)

$$\begin{aligned}
 F &= xy'z + x'y'z + xyz \\
 &= z[xy' + x'y' + xy] \\
 &= z[x(y+y') + x'y'] \\
 &= z[x + x'y'] \\
 &= z[x + y']
 \end{aligned}$$

$$[A + A'B = A + B]$$

$$F = (x + y')z$$

d)

x	y	z	F = (x + y')z
0	0	0	0
0	0	1	1
0	1	0	0
0	1	1	0
1	0	0	0
1	0	1	1
1	1	0	0
1	1	1	1

