

Register Number 

--	--	--	--	--	--	--	--	--

**Sri Sivasubramaniya Nadar College of Engineering, Kalavakkam – 603 110**

(An Autonomous Institution, Affiliated to Anna University, Chennai)

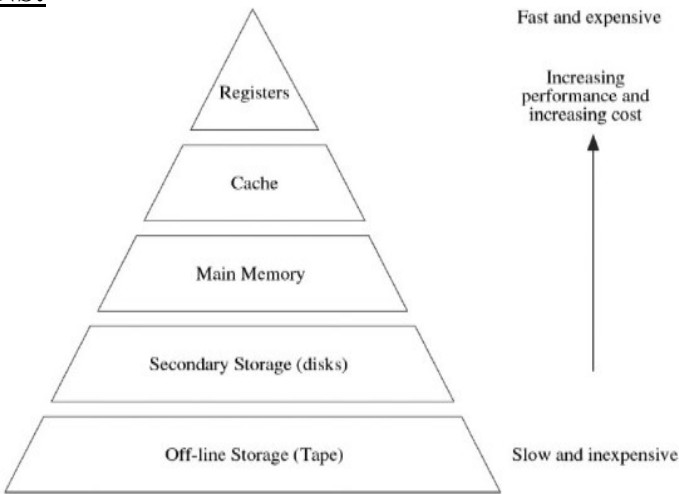
**Department of Computer Science and Engineering**

**Continuous Assessment Test – III KEY**

**Question Paper**

<b>Degree &amp; Branch</b>	B.E. & Computer Science and Engineering				<b>Semester</b>	IV
<b>Subject Code &amp; Name</b>	UCS1401 & Computer Organization and Architecture				<b>Regulation:</b>	<b>2018</b>
<b>Academic Year</b>	2021-2022	<b>Batch</b>	2020-2024	<b>Date</b>	<b>26-05-2022</b>	<b>FN</b>
<b>Time: 90 Minutes</b>	<b>Answer All Questions</b>				<b>Maximum: 50 Marks</b>	

**Part – A (6×2 = 12 Marks)**

Knowle -dge Level	Question	Course Outcome	Performa -nce Indicator
K1	<b>1 ANS:</b> 512 KB Memory needs 19 address lines and 8 data lines.	CO4	1.3.1
K2	<p>2. <b>Show</b> the structure of the memory hierarchy.</p> <p><b>ANS:</b></p>  <p>The diagram shows a pyramid with five levels. From top to bottom, the levels are: Registers, Cache, Main Memory, Secondary Storage (disks), and Off-line Storage (Tape). To the right of the pyramid, an upward-pointing arrow is labeled 'Increasing performance and increasing cost'. The top of the pyramid is labeled 'Fast and expensive' and the bottom is labeled 'Slow and inexpensive'.</p>	CO4	1.3.1
K2	<p>3 <b>Classify</b> the different cache mapping methods?</p> <p><b>ANS:</b> Direct, Associative and set associative mappings</p>	CO4	1.3.1
K2	<p>4. <b>Explain</b> write through policy.</p> <p><b>ANS:</b> Content of Main memory updated while updating content of cache</p>	CO4	1.3.1
K1	<p>5. <b>What</b> are multicore architectures?</p> <p><b>ANS:</b> A single IC package has core logic of more than one processor. Each core has its own resources like execution pipelines, caches, registers, etc Eg: Dual core, Quad core processors</p>	CO5	1.3.1
K1	<p>6. <b>List</b> examples processors for SIMD architectures.</p> <p><b>ANS:</b></p>	CO5	1.3.1

	Vector Processors, Multimedia extensions architectures (MMX), GPU processors		
--	--	--	--

**Part – B (3×6 = 18 Marks)**

K2	<p><b>ANS:</b></p> <p>16KB CACHE MEMORY  line size 32 bytes  no of lines = <math>16 \times 1023 / 32 = 512</math> lines  line no = 9 bits  line offset = 5 bits</p>	CO4	1.3.1
K3	<p>8. A computer uses RAM chips of 1024x1 bit capacity.</p> <p>a) <b>Identify</b> the number of chips needed to construct a memory capacity of 1024 bytes</p> <p>b) <b>Identify</b> the number of chips are needed to provide a memory capacity of 16 kilobytes.</p> <p><b>ANS:</b></p> <p>a) 8 chips are needed with the address lines connected in parallel.  b) <math>16 \times 8 = 128</math> chips. Use 14 address lines ( <math>16k = (2 \text{ power } 14)</math> )  10 lines to specify the chip address</p> <p>4 lines are decoded in to 16 chip select inputs.</p>	CO4	1.4.1 2.2.3
K2	<p>9. <b>Explain</b> the Flynn's classification of parallel processing models.</p> <p><b>ANS:</b>  SISD, SIMD, MISD, MIMD</p>	CO5	1.3.1

**Part – C (2×10 = 20 Marks)**

K3	<p>10. A two way set associative cache memory uses a block size of 4 words. The cache can accommodate a total of 2048 words from main memory. The main memory size is 128k x 32.</p> <p>a) <b>Identify</b> all pertinent information to construct a cache memory.</p> <p>b) Identify the size of the cache memory.</p> <p><b>ANS:</b></p> <p><math>128k \approx (2 \text{ power } 17)</math> ; for a set size of 2, the index address has 10 bits to accommodate <math>2048/2=1024</math> words of cache.</p> <p>a)</p> <div style="display: flex; align-items: center; justify-content: center;"> <div style="text-align: center;"> <div style="display: flex; justify-content: space-around; width: 100%;"> <span>7</span> <span>10</span> </div> <div style="border: 1px solid black; padding: 5px; display: flex; justify-content: space-around;"> <span>TAG</span> <span>INDEX</span> </div> </div> <div style="margin-left: 20px;"> <p>=17 Bits</p> <div style="display: flex; align-items: center;"> <div style="border-top: 1px solid black; width: 100px; height: 10px; margin-bottom: 5px;"></div> <div style="border-top: 1px solid black; width: 100px; height: 10px; margin-bottom: 5px;"></div> </div> <div style="display: flex; justify-content: space-around; width: 100%;"> <span>block</span> <span>word</span> </div> <div style="display: flex; justify-content: space-around; width: 100%;"> <span>8bits</span> <span>2bits</span> </div> </div> </div> <p>b)</p> <div style="display: flex; align-items: center; justify-content: center; margin-top: 20px;"> <div style="text-align: center;"> <div style="display: flex; justify-content: space-around; width: 100%;"> <span>7</span> <span>32</span> </div> <div style="border: 1px solid black; padding: 5px; display: flex; justify-content: space-around;"> <span>Tag1</span> <span>data1</span> </div> </div> <div style="margin: 0 10px;">  </div> <div style="text-align: center;"> <div style="display: flex; justify-content: space-around; width: 100%;"> <span>7</span> <span>32</span> </div> <div style="border: 1px solid black; padding: 5px; display: flex; justify-content: space-around;"> <span>tag2</span> <span>data2</span> </div> </div> </div> <p>size of the cache is <math>\rightarrow 1024 * 2(7+32) = 1024 * 78</math></p>	CO4	3.2.2 13.3.1
(OR)			
K3	<p>11. <b>Construct</b> a static RAM memory of size 2M x 32 memory module using 512K x 8 static memory</p> <p><b>ANS:</b>  4*4 matrix of 512K * 8 chips</p>	CO4	3.2.2 13.3.1
K2	<p>12. <b>What</b> are the differences between CPU and GPU architectures. Explain the architecture of Graphics processing units.</p> <p><b>ANS:</b></p>	CO5	1.3.1

	<ul style="list-style-type: none"> <li>• A GPU is tailored for highly parallel operation while a CPU executes programs serially</li> <li>• For this reason, GPUs have many parallel execution units and higher transistor counts, while CPUs have few execution units and higher clock speeds</li> <li>• A GPU is for the most part deterministic in its operation</li> <li>• GPUs have much deeper pipelines (several thousand stages vs 10-20 for CPUs)</li> <li>• GPUs have significantly faster and more advanced memory interfaces as they need to shift around a lot more data than CPUs</li> </ul>		
(OR)			
K2	<p>• <b>What</b> are the limitations of single core processors. Highlight the merits and demerits of multicore architectures. List the applications of multicore architectures</p> <p>ANS:</p> <ul style="list-style-type: none"> <li>• Smaller transistors = faster processors.</li> <li>• Faster processors = increased power consumption.</li> <li>• Increased power consumption = increased heat.</li> <li>• Increased heat = unreliable processors</li> <li>• A simple Thump rule is that <ul style="list-style-type: none"> <li>○ For every 1% rise in the clock frequency you will see 3% rise in the power consumption</li> <li>○ Thus the heat dissipation also increases.</li> </ul> </li> </ul> <p>Merits</p> <ul style="list-style-type: none"> <li>■ Occupies less space on PCB</li> <li>■ Higher throughput</li> <li>■ Consume less power</li> <li>■ Cache coherency can be greatly improved</li> <li>■ Performs more operations/sec with less frequency</li> </ul> <p>Demerits</p> <ul style="list-style-type: none"> <li>■ Maximizing the utilization of the computing resources provided by multi-core processors requires adjustments both to the <a href="#">operating system</a> (OS) support and to existing application software</li> <li>■ They are more difficult to manage thermally than lower-density single-chip designs</li> </ul> <p>Applications:</p> <ul style="list-style-type: none"> <li>■ Data base servers</li> </ul>	CO5	1.3.1

	<ul style="list-style-type: none"> <li>■ Web servers</li> <li>■ Compilers</li> <li>■ Multimedia Applications</li> <li>■ Scientific Applications</li> <li>■ General applications with TLP as opposed to ILP</li> <li>■ Downloading s/w while running Anti virus s/w</li> <li>■ Editing photo while recording TV show.</li> </ul>		
--	---	--	--

Prepared By	Reviewed By	Approved By
Dr. D.Venkata Vara Prasad		
Dr.S.Saraswathi		
Course Coordinator	PAC Team	HOD