**Q) In the RISC architecture, what is meant by over lapping register window? Explain the relationship among register windows with over lapping register windows.**

**Overlapping register windows** are a feature found in some Reduced Instruction Set Computer (RISC) architectures. They provide a mechanism for efficient function calling and returning. This mechanism is especially useful in programming languages like C and Pascal, which frequently use function calls.

**How Overlapping Register Windows Work:**

1. Multiple Register Windows
2. Overlap
3. Window Pointer
4. Function Calls
5. Function Returns

**Multiple Register Windows:** The register file is divided into multiple register windows, each containing a set of registers.

**Overlap:** Adjacent register windows share some portion of their register. This means they have overlapping regions. This overlapping region (shared register) are used to pass arguments to functions and to return values.

**Window Pointer:** A special register called the "window pointer" keeps track of which register window is currently in use. This pointer is used for navigating between the overlapping register windows.

**Function Calls:** When a function is called:

* The window pointer is incremented to point to the next window.
* Arguments are passed into the overlapping region of the new window.
* The function's code executes in the new window.

**Function Returns:** When a function return:

* The window pointer is decremented to point to the previous window.
* The return value is placed in the overlapping region of the previous window.

**Benefits of Overlapping Register Windows:**

1. **Efficient Function Calls**
2. Reduced Memory Access
3. Simplified Compiler Implementation

**Efficient Function Calls:** By using the overlapping region, functions can directly access and share data without needing to save and restore it from registers, because data are kept in overlapping region, improving performance.

**Reduced Memory Access:** By keeping frequently used data in registers, memory accesses are reduced.

**Simplified Compiler Implementation:** The compiler can optimize function calls by placing arguments and return values in the overlapping region. This avoids data to save in register and restore from register. So, compilers can generate more optimized code, leading to faster execution.

**Relationship Among Register Windows:**

1. Sequential Register Windows
2. Circular Register Windows
3. SharingRegister Windows

**Sequential Register Windows**

Imagine a stack of plates. Each plate represents a register window. When you add a new plate to the stack, it overlaps with the top plate. This is similar to how sequential register windows work.

* **Each window** overlaps with its predecessor and successor.
* **When a function is called**, the window pointer moves to the next window, which overlaps with the current window. This overlap allows data to be passed between the two windows efficiently.
* **When a function returns**, the window pointer moves back to the previous window, again benefiting from the overlap.

**Circular Register Windows**

Think of a carousel with several seats. As the carousel spins, each seat passes by the same point. This is similar to how **circle** register windows work.

* **The windows are arranged in a circle**.
* **The window pointer can move in either direction**.
* **This allows for a larger number of windows** without increasing the total number of registers. For example, if you have 10 registers, you can create 10 circular windows, while with sequential windows you might only be able to create 5.

**Sharing Register Windows**

The overlapping region is shared between adjacent windows, enabling efficient data transfer during function calls and returns.

**Q) Explain the Flynn’s classification of computer architectures with diagrams.**

**Flynn's classification** is a way to categorize computer architectures based on how they handle instructions and data. It looks at two main factors:

1. **Instruction streams:** These are the sequences of instructions that the computer executes.
2. **Data streams:** These are the data that the computer processes.

Categories

1. SISD (Single Instruction, Single Data)
2. SIMD (Single Instruction, Multiple Data)
3. MISD (Multiple Instruction, Single Data)
4. MIMD (Multiple Instruction, Multiple Data)

**1. Single Instruction, Single Data (SISD)**

* **Instructions:** Only one instruction is executed at a time.
* **Data:** Only one data item is processed at a time.
* **Example:** A traditional desktop computer with a single processor.

**2. Single Instruction, Multiple Data (SIMD)**

* **Instructions:** Only one instruction is executed at a time, but it operates on multiple data items simultaneously.
* **Data:** Multiple data items are processed in parallel.
* **Example:** A graphics processing unit (GPU) that can perform the same operation on many pixels at once.

**3. Multiple Instruction, Single Data (MISD)**

* **Instructions:** Multiple instructions are executed simultaneously, but they operate on the same data item.
* **Data:** Only one data item is processed at a time.
* **Example:** Not widely used in modern systems

**4. Multiple Instruction, Multiple Data (MIMD)**

* **Instructions:** Multiple instructions are executed simultaneously on multiple data items.
* **Data:** Multiple data items are processed in parallel.
* **Example:** Multiprocessor systems, clusters.

**Q) What are the different types of pipeline hazards? Explain each pipeline hazard with example.**

Pipeline hazards, also known as pipeline conflicts, occur when instructions cannot execute in sequence like one after another because of problems like hardware limitations, needing the result of a previous instruction, or not knowing the next step (like in a branch). These hazards can significantly impact the performance of a processor.

Types of pipeline hazards:

1. Structural Hazards
2. Data Hazards
3. Control Hazards

**Structural Hazards**

* Occur when two or more instructions need the same hardware simultaneously and hardware resources are not available
* **Example:** A processor with a single ALU (Arithmetic Logic Unit) cannot execute two arithmetic operations in the same cycle.

**Data Hazards**

* Occur when an instruction depends on the result of a previous instruction that is still in the pipeline, leading to a stall
* **Example:** Load R1, A

Add R2, R1, B

* The **Add** instruction depends on the result of the **Load** instruction. If the Load is still in the memory access stage, the **Add** will have to stall until the data is available.

**Control Hazards**

* Occur when the pipeline makes decisions based on branch instructions and decide whether to follow one set of instructions or another set of instructions is not known.
* Example:

A computer code with black text

Description automatically generated

When the processor comes across the "**if**" statement, it needs to check the condition to see whether to go to "**label1**" or "**label2**." If it can't decide until later in the process, processor clear out the instructions known as **flushing the pipeline**. The processor has to start fetching and executing the correct instructions from scratch. This slows down the overall execution

**Types of Data Hazards**

Data hazards can be further classified into three types:

* **Read After Write (RAW):** An instruction tries to read a register before a previous instruction writes to it.
* **Write After Read (WAR):** An instruction tries to write to a register before a previous instruction reads from it.
* **Write After Write (WAW):** Two instructions try to write to the same register.

**Mitigation Techniques**

To mitigate pipeline hazards and improve performance, various techniques are employed:

* **Forwarding:** Bypassing the data from one stage to another to avoid stalls.
* **Branch Prediction:** Predicting the outcome of a branch to reduce the impact of control hazards.
* **Delayed Branches:** By inserting a no-operation (nop) instruction after a branch instruction. This delay allows the computer to calculate the correct target address for the branch, reducing the errors.
* **Pipeline Scheduling:** Rearranging instructions to minimize hazards.

Explain the computer components.

**Q) Explain the store-program concept with example.**

The store-program concept is a fundamental concept in computer architecture where both instructions and data are stored in the computer's memory. It allows the computer to fetch, decode, and execute instructions sequentially from memory. This concept was first introduced by John von Neumann.

**How it works:**

1. **Instruction Storage**
2. Program Counter
3. Fetch-Execute Cycle
4. Increment PC

**Instruction Storage**

* Instructions are stored in memory.
* Memory can be volatile (RAM) or non-volatile (ROM).

**Program Counter:** PC holds the address of the next instruction to be executed.

**Fetch-Execute Cycle**

1. **Fetch:** PC is used to get the instruction from memory.
2. **Decode:** Understand what the instruction means and what needs to be done.
3. **Execute:** Perform the operation specified by the instruction (like calculations).

**Increment PC:** PC is increased to point to the next instruction.

**Example**

Consider a simple program that adds two numbers, 5 and 3.

1. **Instructions:**

* Load 5 into register A
* Load 3 into register B
* Add the contents of register B to register A
* Store the result in memory location C

1. **Execution:**

* The PC starts at the address of the first instruction.
* The CPU fetches the instruction "Load 5 into register A" and decodes it.
* The CPU loads the value 5 into register A.
* The PC is incremented to the next instruction.
* The process continues for the remaining instructions.