

# 18CST32 & Computer Organization

## CAT - III ANSWER KEY

### PART - A

1).

	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
I <sub>0</sub>	IF	ID	OF	PO	PO	PO	WO								
I <sub>1</sub>		IF	ID	OF			PO	PO	PO	PO	PO	PO	WO		
I <sub>2</sub>			IF	ID			OF						PO	WO	
I <sub>3</sub>				IF			ID						OF	PO	WO

= 15 clock cycles

2).

Data Hazard

ADD (R<sub>1</sub>) R<sub>2</sub>, R<sub>3</sub>  
 SUB R<sub>4</sub>, R<sub>2</sub>, R<sub>5</sub>  
 ADD R<sub>3</sub>, (R<sub>1</sub>), R<sub>6</sub>

R<sub>1</sub> Register will be used as  
 Source Register in Instruction 3

3)

$$P_1 = \frac{1}{2} = 0.5 \text{ GHz}$$

$$P_2 = \frac{1}{1.5} = 0.67 \text{ GHz}$$

$$P_3 = \frac{1}{1} = 1 \text{ GHz}$$

$$P_4 = \frac{1}{2} = 0.5 \text{ GHz}$$

So P<sub>3</sub> has the highest  
 Peak clock frequency.

4)

The location that follows a branch Instruction is  
 called Branch Delay Slot.

Example:

Add R7, R8, R9

Branch\_if\_[R3] = 0 TARGET

IJ+1.

:

TARGET: IK

Branch-If-[R5] = 0 TARGET

ADD R7, R8, R9

IJ+1

:

TARGET: IK

⑤

$$= \frac{4M \times 32}{512K \times 16}$$

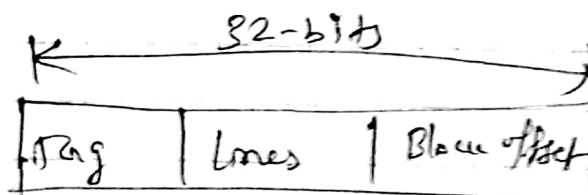
$$= \frac{2^{27}}{2^{23}}$$

$$= 2^4$$

$$= 16 \text{ chips.}$$

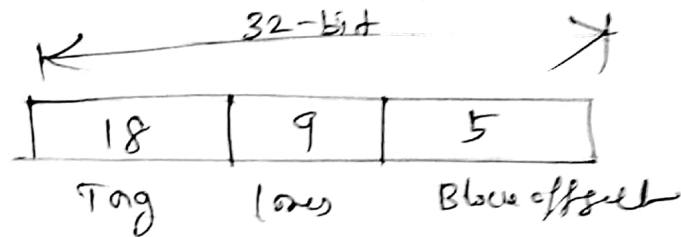
⑥

Main memory =  $2^{32}$  Bytes



$$\begin{aligned}\text{Block size} &= 32 \text{ Bytes} \\ &= 2^5 \text{ bytes}\end{aligned}$$

$$\begin{aligned}\text{Cache memory} &= 512 \text{ lines} \\ &= 2^9 \text{ lines}\end{aligned}$$



So Tag field contains 18-bits

⑦

$$\text{Word size} = 32 \text{ bits (4 bytes)}$$

$$5 \text{ Instructions, each of size } 2 + 1 + 1 + 2 + 1 = 7 \text{ words}$$

$$= 7 \text{ words}$$

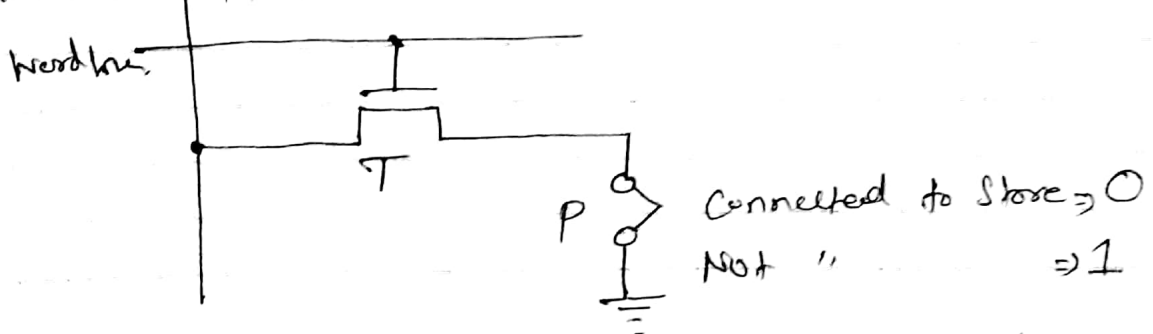
$$= 7 \times 4 \text{ Bytes}$$

$$= 28 \text{ Bytes}$$

$$1000 + 28 = 1028 \text{ Bytes,}$$

⑧

ROM cell



⑨

LOAD R2, DATAIN

[OR]

READWAIT Read KIN Flag

Branch to READWAIT if KIN = 0

Transfer data from KBD-DATA to R5

[OR]

READWAIT : LoadByte R4, KBD - STATUS

AND R4, R4, #2

Branch\_if - [R4] = 0 READWAIT

LoadByte R5, KBD - DATA

⑩

Asynchronous Bus

\* Slower Data Transfer rates

\* It takes 2 RTD  
(Round trip Delay)

Synchronous Bus

\* faster Data transfer rates

\* It takes only one RTD  
(Round trip Delay)

PART-B

11) i)

I<sub>1</sub> : SUB R<sub>2</sub>, R<sub>3</sub>, R<sub>4</sub>  
I<sub>2</sub> : SUB R<sub>4</sub>, R<sub>2</sub>, R<sub>3</sub>  
I<sub>3</sub> : STORE R<sub>2</sub>, 100(R<sub>1</sub>)  
I<sub>4</sub> : SUB R<sub>3</sub>, R<sub>4</sub>, R<sub>2</sub>

1) Flow Dependency / True Dependency (RAW)

I<sub>1</sub> : SUB R<sub>2</sub>, R<sub>3</sub>, R<sub>4</sub>  
I<sub>2</sub> : SUB R<sub>4</sub>, R<sub>2</sub>, R<sub>3</sub>  $I_1 \leftarrow I_2$   
I<sub>4</sub> : SUB R<sub>3</sub>, R<sub>4</sub>, R<sub>2</sub>  $I_3 \leftarrow I_4$

2) Anti Dependency / False / Name Dependency (WAR)

I<sub>1</sub> : SUB R<sub>2</sub>, R<sub>3</sub>, R<sub>4</sub>  
I<sub>2</sub> : SUB R<sub>4</sub>, R<sub>2</sub>, R<sub>3</sub>  $I_1 \leftarrow I_2$   
I<sub>3</sub> : STORE R<sub>2</sub>, 100(R<sub>1</sub>)  $I_2 \leftarrow I_3$

3) Output Dependency (WAW)

I<sub>1</sub> : SUB R<sub>2</sub>, R<sub>3</sub>, R<sub>4</sub>  $I_1 \leftarrow I_3$   
I<sub>3</sub> : STORE R<sub>2</sub>, 100(R<sub>1</sub>)

4) No Dependency (RAR)

I<sub>1</sub> : SUB R<sub>2</sub>, R<sub>3</sub>, R<sub>4</sub>  $I_1 \leftarrow I_2$   
I<sub>2</sub> : SUB R<sub>4</sub>, R<sub>2</sub>, R<sub>3</sub>  
I<sub>3</sub> : STORE R<sub>2</sub>, 100(R<sub>1</sub>)  
I<sub>4</sub> : SUB R<sub>3</sub>, R<sub>4</sub>, R<sub>2</sub>  $I_1 \leftarrow I_4$

ii) Data Hazard, (RAW)

I <sub>1</sub> :	SUB	R2, R3, R4	
I <sub>2</sub> :	SUB	R4, R2, R3	
I <sub>3</sub> :	STORE	R2, 100(R1)	I <sub>1</sub> ← I <sub>2</sub>
I <sub>4</sub> :	SUB	R3, R4, R2	I <sub>3</sub> ← I <sub>4</sub>
			I <sub>2</sub> ← I <sub>4</sub>

iii) No. only Data Hazard can be avoided by using ~~Data~~ operand forwarding.

⑫ Main Memory Size = 256 KW

Cache Size = 4 KW

4-way Set associative

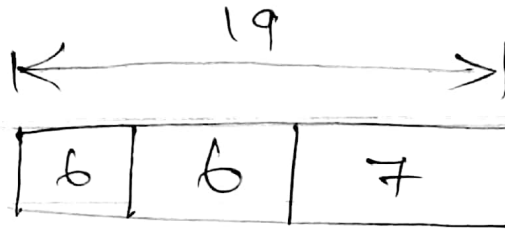
Block Size = 64 W

⑬ If representation in Byte addressable format

Block Size = 64 W  
= 64 × 2 Bytes (1 Word = 16-bit)

Block Size = 128 Bytes

1) Direct mapping



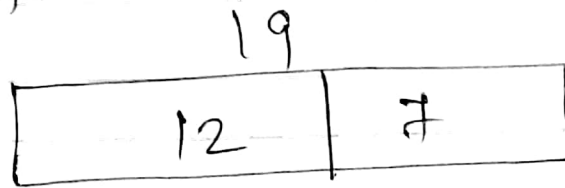
$$\begin{aligned}\text{Main memory size} &= 256 \text{ K} \times 2 \text{ B} \\ &= 2^{18} \times 2^1 \text{ B} \\ &= 2^{19} \text{ Bytes}\end{aligned}$$

$$\begin{aligned}\text{Block size} &= 128 \text{ Bytes} \\ &= 2^7 \text{ Bytes}\end{aligned}$$

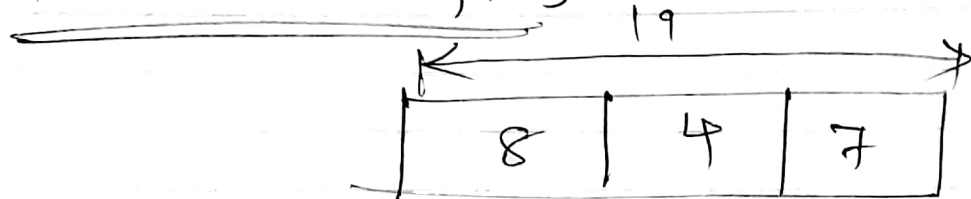
$$\begin{aligned}\text{No. of lines} &= \frac{\text{Cache size}}{\text{Block size}} \\ &= \frac{4 \text{ K} \times 2 \text{ B}}{128 \text{ B}} \\ &= \frac{2^{13}}{2^7} = 2^6\end{aligned}$$

$$\begin{aligned}\text{No. of tags} &= \frac{\text{mm size}}{\text{Cache size}} \\ &= \frac{2^{19}}{2^{13}} = 2^6\end{aligned}$$

2) Associative mapping :



3) Set associative mapping :

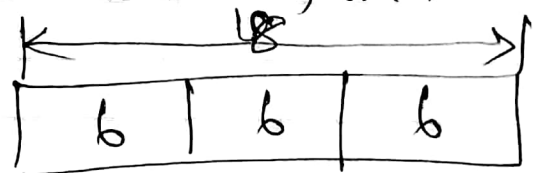


$$\begin{aligned}
 \text{No. of Sets} &= \frac{\text{No. of lines}}{\text{Set size}} \\
 &= \frac{2^6}{4 \text{ way}} \\
 &= \frac{2^6}{2^2} = 2^4 \text{ sets}
 \end{aligned}$$

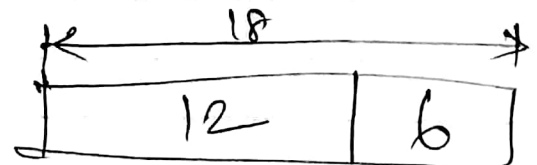
[OR]

if representative in word addressable format

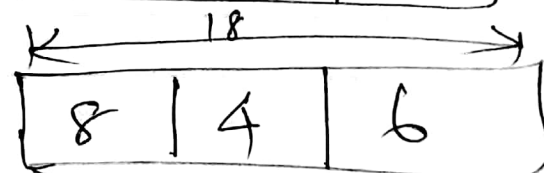
1) Direct mapping



2) Associative mapping



3) Set-associative mapping





13) Page table — 5 marks

TLB — 5 marks

14) i) DMA → 5 marks

ii) Interrupts = 5 marks



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SSK  
Name and signature of Hall Supdt. with Date



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(Autonomous)



Name of the Student	S.SAKTHI PRASANNA	Register No.	18CSR166
Programme	BE	Branch & Semester	Computer Science III
Course Code and Name	18CST32 Computer Organization	Date	19.08.2019
		No. of Pages Used	7.

## MARKS TO BE FILLED IN BY THE EXAMINER

PART - A		PART - B		Grand Total
Question No.	Max Marks : 2	Question No.	Max Marks : 10	Max. Marks : 50
1	0	11	i) 2	31/11
2	0		ii) 0	
3	0	12	i)	
4	0		ii)	
5	1	13	i) 0	
6	2		ii) 0	
7	0	14	i) 0	
8	0		ii)	
9	0	14	i)	
10	0		ii)	
TOTAL	2	TOTAL	2	
Total marks in words : 20				

Verified  
S. Sakthi Prasanna

### INSTRUCTION TO THE CANDIDATE

1. Check the Question Paper, Programme, Course Code, Branch Name etc., before answering the questions.
2. Use both sides of the paper for answering questions.
3. POSSESSION OF ANY INCRIMINATING MATERIAL AND MALPRACTICE OF ANY NATURE IS PUNISHABLE AS PER RULES.

Mallappa  
Name of the Examiner

Signature of the Examiner  
with Date



# PART-A

Row 8  
8421  
0100

1) 2,4

$$\begin{array}{r} 0010 \quad 0100 \\ \quad \quad \quad 1 \quad \quad \quad 1 \\ \hline 0110 \quad 0101 \end{array}$$

-2, -4

$$-2 = 0110 \quad 0101$$

$$\begin{array}{r} 0 \quad 0 \quad 0 \\ 0 \quad 1 \quad -1 \\ 1 \quad 0 \quad + \\ 1 \quad 1 \quad \times \end{array}$$

2, 2

2

$$0 \quad 0 \quad 0 \quad 1 \quad 0$$

2) 4, 3

$$\begin{array}{r} 0100 \\ \quad \quad \quad 4 \\ \hline 1110 \end{array}$$

$$\begin{array}{r} 0011 \\ \quad \quad \quad 1 \\ \hline 0001 \end{array}$$

$$0001$$

$$3 = 0001$$

$$+4 = 1110$$

$$43 = 0101$$

4

$$8421$$

$$0100$$

3

Booth

$$8421$$

$$0011$$

3) The 8 bit that the representation of 2 would require

$$\begin{array}{r} 0100 \\ \quad \quad \quad 1 \\ \hline 0110 \end{array}$$

4) Array  
Loops  
pointers  
can store

$$0100$$

$$0011$$

$$0100$$

$$0011$$

$$0100$$

$$0100$$

$$0100$$



5)  $C_n \oplus C_{n-1}$   
 ~~$= 0010$~~   
 $= 0010$

$$\begin{array}{r} 111111110+1 \\ 0+11 \\ \hline 2 \end{array}$$

6)  $A = 11111010$

$B = 00001010$

$$\begin{array}{r} 11111010 \\ 00001010 \\ \hline \end{array}$$

$$\begin{array}{r} 11111010 \\ 01000000 \\ \hline \end{array}$$

$$\begin{array}{r} 01111010 \\ 00111010 \\ \hline \end{array}$$

$$\begin{array}{r} 00001010 \\ 11101010 \\ \hline \end{array}$$

$$\begin{array}{r} 00101010 \\ 00101010 \\ \hline \end{array}$$

$$\begin{array}{r} 01101010 \\ 10101010 \\ \hline \end{array}$$

$$\begin{array}{r} 00101010 \\ 10101010 \\ \hline \end{array}$$

$$\begin{array}{r} 01101010 \\ 10101010 \\ \hline \end{array}$$

$$\begin{array}{r} 00101010 \\ 10101010 \\ \hline \end{array}$$

7)  $b(n-1)-1$   
 $= 0110(b-1)-1$

$$\begin{array}{r} 01101010 \\ 10101010 \\ \hline \end{array}$$

$$\begin{array}{r} 00101010 \\ 10101010 \\ \hline \end{array}$$

$$\begin{array}{r} 01101010 \\ 10101010 \\ \hline \end{array}$$

$$\begin{array}{r} 00101010 \\ 10101010 \\ \hline \end{array}$$

$$\begin{array}{r} 01101010 \\ 10101010 \\ \hline \end{array}$$

$$\begin{array}{r} 00101010 \\ 10101010 \\ \hline \end{array}$$

$$\begin{array}{r} 01101010 \\ 10101010 \\ \hline \end{array}$$

$$\begin{array}{r} 00101010 \\ 10101010 \\ \hline \end{array}$$

$$\begin{array}{r} 01101010 \\ 10101010 \\ \hline \end{array}$$

$$\begin{array}{r} 00101010 \\ 10101010 \\ \hline \end{array}$$

$$\begin{array}{r} 01101010 \\ 10101010 \\ \hline \end{array}$$

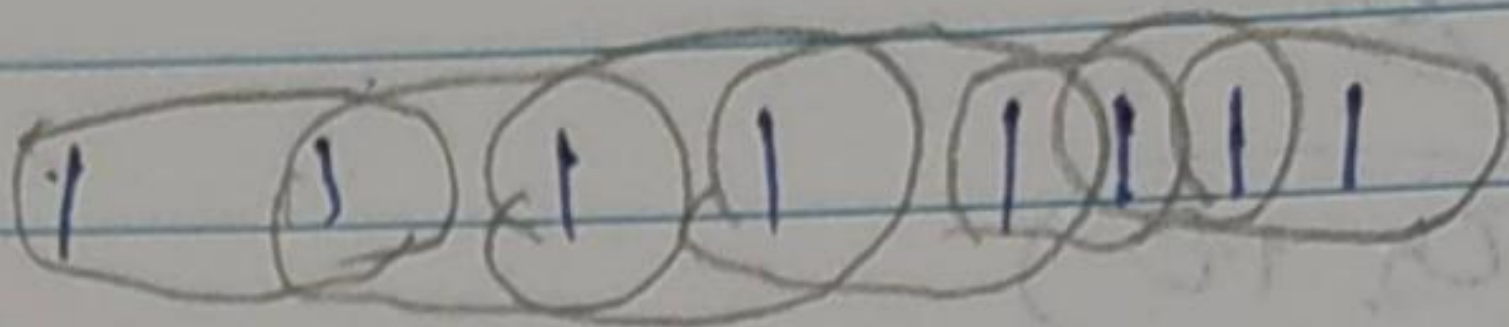
$$\begin{array}{r} 00101010 \\ 10101010 \\ \hline \end{array}$$

$$\begin{array}{r} 01101010 \\ 10101010 \\ \hline \end{array}$$

$$\begin{array}{r} 00101010 \\ 10101010 \\ \hline \end{array}$$



8) 11111111



Booth algorithm - 7.

9) There 3 (3-2) reductions are needed to reduce 16 Summands 2

$$\begin{array}{r} 001\phi \\ 0010 \\ \hline 0011 \end{array}$$

$$\begin{array}{r} 0011 \\ 0011 \\ \hline 0011 \\ 0010 \end{array}$$

$$\begin{array}{r} 0010 \\ 0010 \\ \hline 0000 \\ 0000 \end{array}$$

$$\begin{array}{r} 0011 \\ 0011 \\ \hline 0000 \end{array}$$

$$\begin{array}{r} 0100 \\ 0100 \\ \hline 0100 \end{array}$$

$$\begin{array}{r} 0100 \\ 0100 \\ \hline 0100 \end{array}$$

$$\begin{array}{r} 0101 \\ 0101 \\ \hline 0101 \end{array}$$

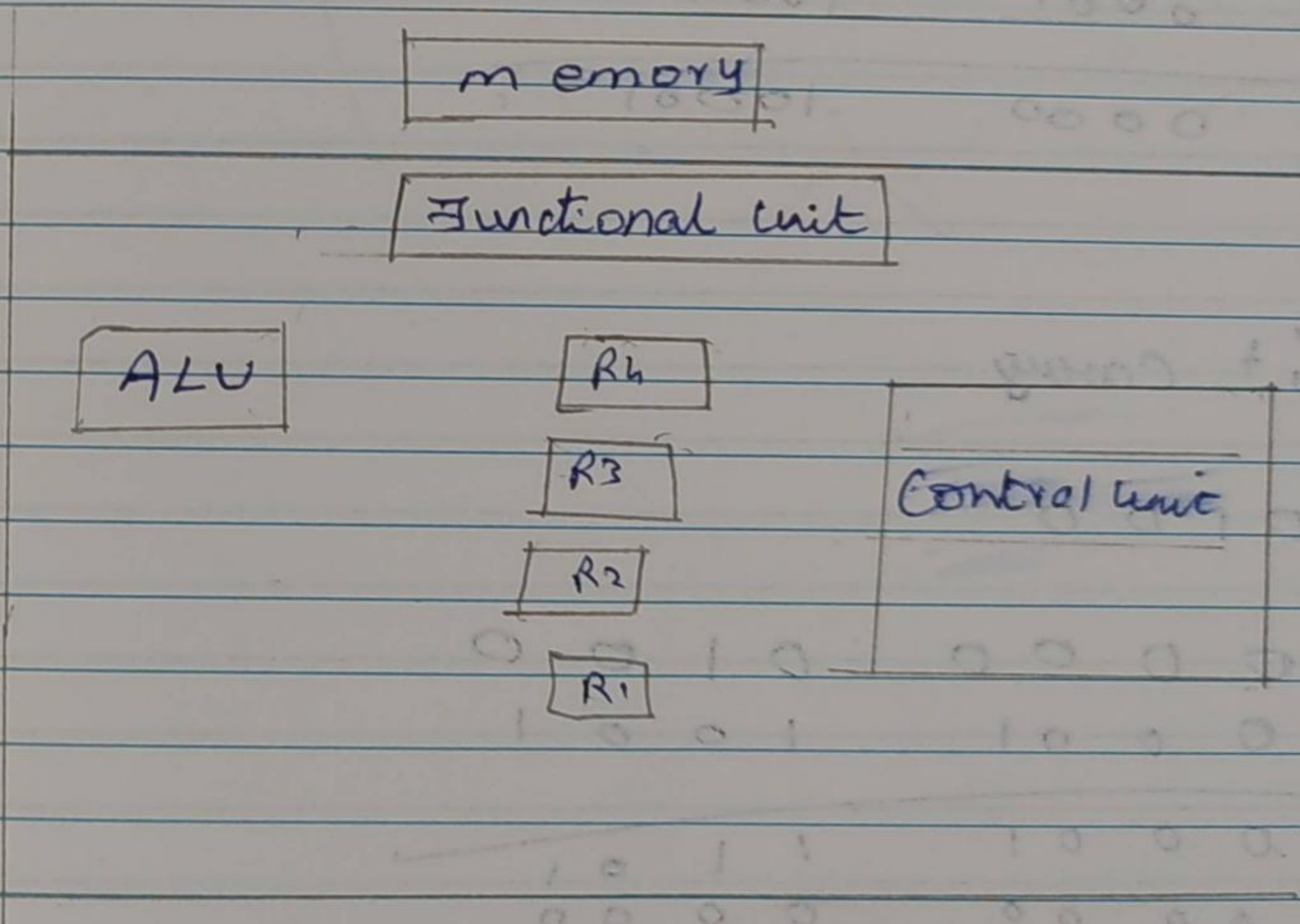


10

1 1 0 1	1 0 1 1
0 0 1 0	0 0 1 0
<hr/>	
0 1 1 0 1	1 0 1 1
0 1 1 0 0	1 0 1 0
<hr/>	
0 0 0 0 1	1 0 1 1
0 1 0 0 1	1 0 1 0
<hr/>	
<del>0 0 0 0 1</del>	1 0 1 1

PART-B

(i)





(ii)

a) 7 and 9

$$\begin{array}{r} 0111 \\ 1001 \\ \hline 0111 \\ 0101 \\ \hline 0110 \\ 0001 \\ \hline 0111 \\ 0000 \\ \hline 1111 \\ 0001 \\ \hline 0000 \end{array} \quad \begin{array}{r} 1001 \\ 1010 \\ \hline 0111 \\ 0100 \\ \hline 1010 \\ 0010 \\ \hline 0001 \\ 1001 \\ \hline 1000 \end{array}$$

13)

(i) 4 bit carry

$$\begin{array}{r} 0100 \\ 0000 \\ 0001 \\ \hline 0001 \\ 0000 \\ \hline 0001 \\ 0100 \\ 0101 \\ \hline 0100 \\ 0001 \\ \hline 0101 \end{array} \quad \begin{array}{r} 0100 \\ 1001 \\ \hline 1001 \\ 0000 \\ \hline 1101 \\ 0001 \\ \hline 1001 \end{array}$$



$\frac{20}{n-1}$

18CSR166

ii) 4 5

0 1 0 0

1 1 1 0 1 0 1 1  
0 0 1 0 0 1 1 1  
1

0 1 1 1

0 1 0 1

1 0 1 0

1 0 0 0

0 1 1 1

0 1 0 1

1 0 1 0

1 0 0 1

1 1 1 0

1 1 0 1



4)

A = 0 1 0 1 1 1

B = 1 1 0 1 1 0

0 1 1 0 1 1 1  
1 0 1 0 1 1 0

1 1 0 1 1 1

1 0 1 1 1 0  
1 0 1 1 1 0

1 0 1 1 0 1  
0 1 1 1 0 1  
0 1 1 0 1 1

