M.Sc. (INFORMATICS) / 1st Semester 2015 Paper IT-12 - COMPUTER ARCHITECTURE

Max Marks: 75

Attempt any 5 questions. Question No. 1 is compulsory.

(Write your Roll No. on the top immediately on receipt of this question paper)

1. Each part carries 3 marks.

a. List the truth table of a five-variable exclusive-OR function: (3) x = A xor B xor C xor D xor E(3) b. Obtain the 4's complement for the following numbers: i. (1010101)₄ ii. (123123)₅ iii. (43214321)₅ c. What is the difference between hardwired control and micro-programmed control? Is it possible to have a hardwired control associated with a control memory? (3) d. Match the following:

- i. CMOS
- (a) high speed operation
- ii. MOS
- (b) low power consumption
- iii. ECL
- (c) high component density
- What is the difference between a direct and an indirect address instruction? How many references to memory are needed for each type of instruction to bring an operand into a processor register?
- 2. a. Design a three-bit count-up counter. This is a sequential circuit with 3 flip flops and one input x. When x = 0, the state of the flip-flops does not change. When x = I, the state sequence is 000, 001, 010, 011... 111, and, (7)repeat.
 - b. Derive the Boolean expression for the gate structure that clears the sequence counter SC to 0. Draw the logic diagram of the gates and show how the output is connected to the INR and CLR inputs of SC. (Refer the Control functions and Micro-operations for the basic computer give at the end).
 - c. Register A holds the 8-bit binary 11011001. Determine the B operand and the logic micro-operation to be performed in order to change the value in (2)A to:

- i. 01101101
- ii. 11111101

3.

- a. Given the Boolean expression F = x'y + xyz'
 - i. Derive an algebraic expression for the complement F
 - ii. Show that F.F = 0
 - iii. Show that F + F = 1

(3)

b Discuss the different shift micro-operations?

(5)

c. What happens during the 2nd pass of an assembler? Explain the working using a flowchart. (7)

4.

a. Simplify the following Boolean function using a 6-variable K-map (4)

 $F(a, b, c, d, e, f) = \Sigma(0, 1, 2, 3, 12, 13, 14, 15, 24, 25, 26, 27, 36, 37, 38, 39, 48, 49, 50, 51)$

- b Derive the circuits for a 3-bit parity generator and 4-bit parity checker using an even-parity bit. (6)
- c. List the assembly language program generated by the compiler from the following high-level language program. Assume integer variables. (5)

SUM = 0

SUM = SUM + A + B

DIF = DIF - C

SUM = SUM + DIF

5.

- a. Show the value of all bits of a 12-bit register that hold the number equivalent to decimal 205 in (4)
 - i. Binary
 - ii. Binary-coded octal
 - jii. Binary-coded hexadecimal
 - iv. Binary-coded decimal
- b. Design a combinational circuit with three inputs x, y, z and three outputs A, B, C. When the binary input is 0, 1, 2 or 3, the binary output is one greater than the input. When the binary input is 4, 5, 6, or 7, the binary output is one less than the input. (3)
- c. Discuss the mapping procedure used for mapping from instruction code to a micro instruction address? (5)

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d. Define the following terms:

(3)

- i. Encoder
- ii. Combinational Circuit
- iii. Register



a Consider the following register transfer statements for two 4-bit registers R1 and R2.

$$xT: R1 \leftarrow R1 + R2$$

 $x'T: R1 \leftarrow R2$

Every time that variable T=1, either the content of R2 is added to the content of R1 if x=1, or the content of R2 is transferred to R1 if x=0. Draw a diagram showing the hardware implementation of the two statements. Use block diagrams for the two 4-bit registers, a 4-bit adder, and a quadruple 2-to-1 line multiplexer that selects the inputs to R1. In the diagram, show how the control variables x and T select the inputs of the multiplexer and the load input of register R1. (5)

- b. Design and explain the working of a 4-bit bidirectional shift register with parallel load. (7)
- c. Perform the arithmetic operations (+46) + (-23) and (246) (-23) in binary using signed-2's complement representation for negative numbers. (3)



```
AR \leftarrow PC
                                 R'To:
Fetch
                                 R'T_1:
                                             IR \leftarrow M[AR], PC \leftarrow PC + 1
                                             D_0, \ldots, D_7 \leftarrow \text{Decode } IR(12-14),
                                 R'T_1:
Decode
                                             AR \leftarrow IR(0-11), I \leftarrow IR(15)
                                             AR \leftarrow M[AR]
Indirect
                                DilT;
Interrupt:
     T_0T_1T_2(IEN)(FGI + FGO):
                                             R \leftarrow 1
                                             AR \leftarrow 0, TR \leftarrow PC
                                   RT_0:
                                             M[AR] \leftarrow TR, PC \leftarrow 0
                                   RT1:
                                             PC \leftarrow PC + 1, IEN \leftarrow 0, R \leftarrow 0, SC \leftarrow 0
                                   RT_2:
Memory-reference:
   AND
                                  DoT4:
                                             DR \leftarrow M[AR]
                                             AC \leftarrow AC \land DR, SC \leftarrow 0
                                  D_0T_5:
   ADD
                                  DITA:
                                             DR \leftarrow M[AR]
                                             AC \leftarrow AC + DR, E \leftarrow C_{out}, SC \leftarrow 0
                                  D_1T_5:
                                             DR \leftarrow M[AR]
   LDA
                                  D_2T_4
                                             AC \leftarrow DR, SC \leftarrow 0
                                  D_2T_5:
                                              M[AR] \leftarrow AC, SC \leftarrow 0
   STA
                                  D_3T_4
                                  DAT 4:
                                              PC \leftarrow AR, SC \leftarrow 0
   BUN
                                              M[AR] \leftarrow PC, AR \leftarrow AR + 1
                                  DST 4
   BSA
                                              PC \leftarrow AR, SC \leftarrow 0
                                  D_5T_5:
                                              DR \leftarrow M[AR]
   ISZ
                                  DoT 4:
                                              DR \leftarrow DR + 1
                                  D_6T_5:
                                              M[AR] \leftarrow DR, if (DR = 0) then (PC \leftarrow PC + 1), SC \leftarrow 0
                                  D_6T_6:
 Register-reference:
                                  D_1I'T_3 = r (common to all register-reference instructions)
                                  IR(i) = B, (i = 0, 1, 2, ..., 11)
                                              SC ←0
                                       r:
    CLA
                                   rB11:
                                              AC \leftarrow 0
                                              E \leftarrow 0
    CLE
                                   rB10:
                                              AC \leftarrow \overline{AC}
    CMA
                                    rBg:
                                              E \leftarrow \overline{E}
    CME
                                    rBa:
                                              AC \leftarrow \text{shr } AC, AC(15) \leftarrow E, E \leftarrow AC(0)
                                    rBn:
    CIR
                                              AC \leftarrow \text{shl } AC, \quad AC(0) \leftarrow E, \quad E \leftarrow AC(15)
    CIL
                                    rBo:
                                              AC \leftarrow AC + 1
    INC
                                    rBs:
                                              If (AC(15) = 0) then (PC \leftarrow PC + 1)
    SPA
                                    rB a:
                                              If (AC(15) = 1) then (PC \leftarrow PC + 1)
                                    rB;
    SNA
                                              If (AC = 0) then PC \leftarrow PC + 1)
    SZA
                                    rB2:
                                              If (E = 0) then (PC \leftarrow PC + 1)
    SZE
                                    rB_1:
                                    rBo:
                                              S -0
    HLT
 Input-output:
                                   D_1 I T_3 = p (common to all input-output instructions)
                                   IR(i) = B_i (i = 6, 7, 8, 9, 10, 11)
                                              SC ← 0
                                       p:
                                               AC(0-7) \leftarrow INPR, FGI \leftarrow 0
     INP
                                   pB_{11}:
                                               OUTR \leftarrow AC(0-7), FGO \leftarrow 0
                                   pBio:
     OUT
                                               If (FGI = 1) then (PC \leftarrow PC + 1)
     SKI
                                    pB9:
                                               If (FGO = 1) then (PC \leftarrow PC + 1)
     SKO
                                    pB_{\theta}:
                                               IEN \leftarrow 1
     ION
                                    p B7:
     IOF
                                               IEN ←0
                                    pB6:
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