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RV COLLEGE OF ENGINEERING®
(An Autonomous Institution Affiliated to VTU)
III Semester B. E. Examinations April/May-2023
Computer Science and Engineering
FOUNDATIONS OF COMPUTER SYSTEMS DESIGN

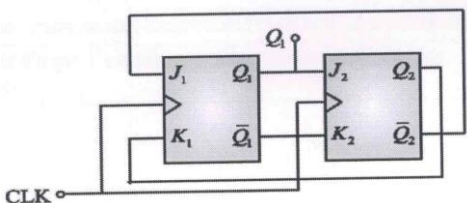
Time: 03 Hours

Maximum Marks: 100

Instructions to candidates:

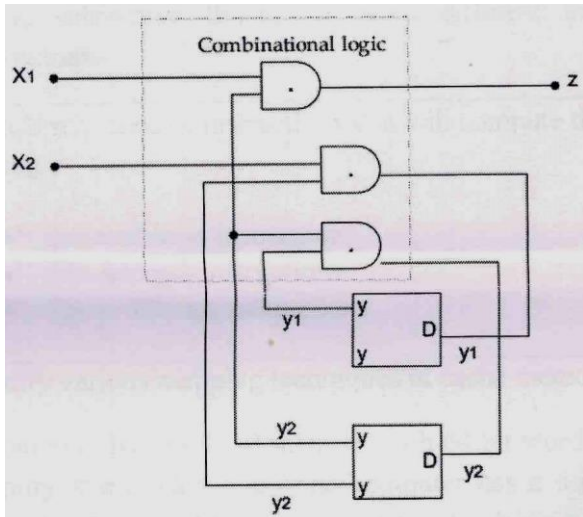
1. Answer all questions from Part A. Part A questions should be answered in first three pages of the answer book only.
2. Answer FIVE full questions from Part B. In Part B question number 2 is compulsory. Answer any one full question from 3 and 4, 5 and 6, 7 and 8, 9 and 10.

PART-A

1	1.1	Represent the number 263.3 in 32 bit floating point representation.	02
	1.2	Identify the logic gate utilized in the following applications: a) Two way switch b) To access a bank locker c) Duplicate key to open the door of a house d) Detection of 1 bit errors in digital communication	02
	1.3	Represent the following expression using only 2 input NAND gates: $(AB + A'B')(CD' + C'D)$	02
	1.4	Design a 32 to 1 multiplexer, using lower order multiplexers.	02
	1.5	Realize (conversion) the following: JK flip flop using SR flip flop.	02
	1.6	Multiply +13 with -6 using bit pair recoding.	02
	1.7	Registers R4 and R5 contain the decimal numbers 2000 and 3000 before each of the following addressing modes is used to access a memory operand. What is the effective address (EA) in each case? a) Add 12(R4), R5 b) Move (R4, R5), R0	02
	1.8	Illustrate with examples any two assembler directives.	02
	1.9	The outputs of the two flipflops Q1, Q2 in the Fig. 1.9 are initialized to 0,0. Give the sequence generated at Q1 upon the application of clock signal.	
		 <p style="text-align: center;">Fig. 1.9</p>	02
1.10		A program contains 1000 instructions, out of that 25% of instructions requires 4 clock cycles, 40% instructions required 5 clock cycles and remaining required 3 clock cycles for execution. Find the total time required to execute the program running on a 1GHz machine.	02

PART-B

<div>2</div> <div>a</div> <div>b</div> <div>c</div>	<p>A small company has 100 shares of stock and each share entitles its owner to vote at a stockholders meeting. Mr. A owns 10 shares, Mr. B owns 20 shares, Mr. C owns 30 shares and Mr. D owns 40 shares. A two-thirds majority is required in order to pass a measure at a stockholders meeting, Each of the four stockholders has a switch which he or she closes to vote 'yes' for all of his or her shares and opens to vote 'no'. A switching circuit is to be designed to turn on a light if the measure passes</p> <ol style="list-style-type: none"> Derive a truth table for the output function Z Write the minterm expansion for Z and simplify using K map Design two level gate logic diagram using the simplified SoP. <p>A logic network has two data inputs A and B, and two control inputs C_0 and C_1. It implements the function F according to the following table USING 4 TO 1 MUX and appropriate gates.</p> <table border="1" data-bbox="620 674 1083 904"> <thead> <tr> <th>C_1</th><th>C_0</th><th>Function performed By network F</th></tr> </thead> <tbody> <tr> <td>0</td><td>0</td><td>$(A + B)'$</td></tr> <tr> <td>0</td><td>1</td><td>$A + B$</td></tr> <tr> <td>1</td><td>0</td><td>$A \text{ XOR } B$</td></tr> <tr> <td>1</td><td>1</td><td>$A \text{ XNOR } B$</td></tr> </tbody> </table> <p>Using restoring division algorithm, divide 1000 by 0011, show the steps.</p>	C_1	C_0	Function performed By network F	0	0	$(A + B)'$	0	1	$A + B$	1	0	$A \text{ XOR } B$	1	1	$A \text{ XNOR } B$	<div>06</div> <div>06</div> <div>04</div>			
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<div>3</div> <div>a</div> <div>b</div> <div>c</div> <div>4</div> <div>a</div> <div>b</div> <div>c</div>	<p>Mention the problem posed by JK flip flop, realize the Master Slave JK flip flop using only $NAND$ gates, and describe how the Master Slave JK flip flop solves this issue. Show the truth table and waveforms.</p> <p>Derive the characteristic equation and excitation table for SR and JK flip flops.</p> <p>Explicate 0's and 1's catching problem present in JK flip flop. How can this problem be resolved?</p> <p style="text-align: center;">OR</p> <p>A positive edge triggered D flip flop is connected to a positive edge triggered JK flip flop. The Q output of the D flip flop is connected to both the J and K inputs of the JK flip flop, while the Q output of the JK flipflop is connected to the input of the D flip flop. Initially, the output of the D flip flop is set to logic one and and the output of the JK flip flop is cleared. What is the bit sequence generated at the Q output of the JK flip flop when the flip flops are connected to a free running common clock? Both the flip flops have non zero propagation delays.</p> <p>Design a self-correcting Mod 5 Synchronous up counter using JK flip flops, move the unused states to 0 state.</p> <p>Design a 4 – bit Universal shift register using positive edge triggered D flip- flops to operate as indicted in the table below.</p> <table border="1" data-bbox="577 1886 1126 2119"> <thead> <tr> <th colspan="2">Mode Select</th><th>Register Operation</th></tr> <tr> <th>A_1</th><th>A_0</th><th></th></tr> </thead> <tbody> <tr> <td>0</td><td>0</td><td>Complement contents</td></tr> <tr> <td>0</td><td>1</td><td>Circular Shift Right</td></tr> <tr> <td>1</td><td>0</td><td>Shift left</td></tr> <tr> <td>1</td><td>1</td><td>Parallel load</td></tr> </tbody> </table>	Mode Select		Register Operation	A_1	A_0		0	0	Complement contents	0	1	Circular Shift Right	1	0	Shift left	1	1	Parallel load	<div>06</div> <div>04</div> <div>06</div> <div>02</div> <div>08</div> <div>06</div>
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5	a	Analyze the following circuit in Fig. 5.a by deriving the excitation equations, transition equations, excitation table, transition table and state diagram.																																			
																																					
		Fig. 5.a	10																																		
	b	Model the serial binary adder Mealy and Moore networks and show the state table.	06																																		
		OR																																			
6	a	Give any four differences between mealy and moore models. Recognize the sequence 0110/1001 using mealy model.	08																																		
	b	For the state table given in Table 6.b, eliminate the redundant states using Row elimination implication table method. Show the reduced state table and state transition diagram.																																			
		<table><tr><th rowspan="2">Present State</th><th colspan="2">Next State</th><th rowspan="2">Output</th></tr><tr><th>$x = 0$</th><th>$x = 1$</th></tr><tr><td>S_0</td><td>S_1</td><td>S_2</td><td>1</td></tr><tr><td>S_1</td><td>S_3</td><td>S_5</td><td>1</td></tr><tr><td>S_2</td><td>S_5</td><td>S_4</td><td>0</td></tr><tr><td>S_3</td><td>S_1</td><td>S_6</td><td>1</td></tr><tr><td>S_4</td><td>S_5</td><td>S_2</td><td>0</td></tr><tr><td>S_5</td><td>S_4</td><td>S_3</td><td>0</td></tr><tr><td>S_6</td><td>S_5</td><td>S_6</td><td>0</td></tr></table>	Present State	Next State		Output	$x = 0$	$x = 1$	S_0	S_1	S_2	1	S_1	S_3	S_5	1	S_2	S_5	S_4	0	S_3	S_1	S_6	1	S_4	S_5	S_2	0	S_5	S_4	S_3	0	S_6	S_5	S_6	0	08
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7	a	List and explain the basic steps needed to execute the machine instruction <i>ADD LOCA,R0</i> in terms of transfers between the components of processor, memory and some control commands.	04																																		
	b	List and explain any five addressing modes with examples. A processor has 40 distinct instructions and 24 general purpose registers. A 32 – bit instruction word has an opcode, two registers operands and an immediate operand. Give the number of bits available for the immediate operand field.	08																																		
	c	Describe the factors that affect the performance of the computer? Explain any two ways in which performance can be improved.	04																																		
		OR																																			
8	a	Illustrate with a neat diagram, connections between the processor and the memory.	05																																		
	b	Define subroutine linkage. Explain different mechanism of passing parameters to subroutines.	05																																		

c	Write a sequence of instructions that will compute the value of $y = x^2 + 3x + 6$ for a given x using: i) Three-address instructions ii) Two-address instructions iii) Zero-address instructions	06
9	a Identify various mapping techniques in cache memory along with necessary diagrams. A computer has an 8GB memory with 64bit word sizes. (1 word = 4 bytes). Each block of memory stores 16 words. The computer has a direct-mapped cache of 128 blocks. The computer uses word level addressing. What is the address format? b Write the control sequence, with comments for the execution of the following instructions, using Single bus and Three bus data paths. <i>ADD (R5), R3.</i>	08 08
OR		
10	a Examine all the memory types available under <i>RAM</i> and <i>ROM</i> , which are used in building embedded systems and Personal computers. Design $2M \times 32$ memory chip using $512k \times 8$ memory chip along with external connections. b Illustrate with neat diagrams, hardwired control unit and micro programmed control unit and discuss their advantages and disadvantages.	08 08