

Computer Architecture & Digital System

P. Pages 2
Time Three Hours



SPM/KW/22/2532
Max. Marks 70

- Notes
1. All questions carry marks as indicated
 2. Solve Question 1 OR Questions No. 2
 3. Solve Question 3 OR Questions No. 4
 4. Solve Question 5 OR Questions No. 6
 5. Solve Question 7 OR Questions No. 8
 6. Solve Question 9 OR Questions No. 10
 7. Due credit will be given to neatness and adequate dimensions
 8. Assume suitable data whenever necessary
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1. a) Define and draw NAND Gate, NOR Gate with their Truth table and Logic symbol Why they are known as Universal Logic Gate 7
 - b) Reduce the expression using k-map $f = \sum m(0,1,3,5,7,8,9,10,12,13)$ and implement the real minimal expression in universal logic. 7
- OR**
2. a) Implement the following logic function using an 8×1 MUX $F(A, B, C, D) = \sum m(1,3,4,11,12,13,14,15)$ 7
 - b) Obtain 4-to-16 decoder using 3-to-8 decoders with suitable logic diagram and function table. 7
3. a) Explain Von Neuman Architecture in detail 7
 - b) What are the Instruction formats. Explain Two - Address and Three - Address Instruction 7
- OR**
4. a) What is addressing mode? Explain any six addressing modes 8
 - b) What are subroutines? Explain the execution sequence of nested subroutines 6
5. a) Define and explain the control sequence of execution of complete instruction 7
 - b) Write down the control sequence for fetching a word from memory using single bus organization 7
- OR**
6. a) Explain the difference between hardwired control unit and microprogrammed control unit with neat diagram. Illustrate the concept hardwired control associated with a control memory 8

- b) Illustrate microinstruction format with example 6
7. a) Multiply $(-13) \times (+27)$ using Bit-pair coding (fast multiplication) method 7
 - b) Divide 31 by 8 using Restoring Division method 7
- OR**
8. a) Represent $-\frac{1}{16}$ and $\frac{1}{32}$ in IEEE single and Double Precision format 8
 - b) Multiply $(+13) \times (+6)$ using Booth's algorithm 6
9. a) What is virtual memory? Describe address translation scheme in virtual memory 7
 - b) Design 4M×32 memory using 512K×8 static memory chip. 7

OR

10. Explain **any four**. 14
 - i) Page table.
 - ii) Associative memory.
 - iii) Synchronous data transfer.
 - iv) Interrupts handling mechanism
 - v) Memory Interleaving
