

# ARC. Mid Questions

1. In MUL, when the multiplier is 16 bits the multiplicand is .....

- a. AX
- b. BL
- c. EAX
- d. AL

2. Biased representation of exponent is used to simplify the comparison of exponents.

- a. True
- b. False

3. In IEEE-754 32-bit floating point hexadecimal value

“4100-0000” represent decimal value is .....

- a. 8
- b. 2
- c. 1
- d. -1

4. what is the maximum signed positive integer in one byte?

- a. 255
- b. 127
- c. 256
- d. 128

5. INT 21H what is the value of AH that refers to input a character function?

- a. 1
- b. 0a
- c. 9
- d. 2

6. Register that specifies the address in memory is

- a. MBR
- b. PC
- c. IR
- d. MAR

7. The spatial aspect of the locality of reference means ....

- a. That the recently executed won't be executed again
- b. The processor is likely to access data in nearby memory locations of the recently accessed data
- c. That the instruction executed will be executed at a later time
- d. That the recently executed instruction is executed again next

8. a (4-way) set associative cache memory unit with a capacity of 16KB is built using a block size of 8 words. The Word length is 32 bits. The size of the physical address space is 4GB

The number of bits for the TAG field is?

- a. 20 bits
- b. 32 bits
- c. 5 bits
- d. 7 bits

9. In MUL, when the multiplier is 8 bits, the multiplicand is .....

- a. AX
- b. AL
- c. EAX
- d. BL

10. INT 21H, what is the value of AH that refers to display a character function?

- a. 1
- b. 9
- c. 2
- d. 0a

11. Which flag that refers that the last operation's result is negative?

- a. zero
- b. sign
- c. carry
- d. overflow

12. The integer part of the mantissa need to be stored.

- a. True
- b. False

13. The memory hierarchy, as the speed of the operation increases as the memory size also increases.

- a. True
- b. False

14. Register that holds result of ALU operations is .....

- a. MBR
- b. IR
- c. MAR
- d. AC

15. Architecture indicates its performance while organization indicates its hardware.

- a. False
- b. True

16. In IEEE-754 32-bit floating-point, hexadecimal value "4000 0000" represent decimal value.

- a. 1
- b. 2
- c. -1
- d. 1.5

17. The main purpose of having memory hierarchy is to .....

- a. Reduce propagation time
- b. Provide large capacity
- c. Reduce access time & Provide large capacity
- d. Reduce access time

18. In ..... endian, the lowest significant byte is stored at the memory location with the lowest address.

- a. Medium
- b. Short
- c. Big
- d. Little

19. what is the maximum unsigned integer in one byte?

- a. 128
- b. 256
- c. 255
- d. 127

20. Architecture indicates its hardware while organization indicates its performance.

- a. True
- b. False

21. In ..... endian, the lowest significant byte is stored at the memory location with the highest address.

- a. Medium
- b. Short
- c. Big
- d. Little

22. During a write operation if the required block is not present in the cache the .... Occurs.

- a. Write latency
- b. Write delay

- c. Write miss
- d. Write hit

23. UCS-4 code uses ..... bits to represent each character.

- a. 8
- b. 16
- c. 7
- d. 32

24. INT 21H, what is the value of AH that refers to output a string function?

- a. 0a
- b. 1
- c. 2
- d. 9

25. Register that contains a word in memory is

- a. PC
- b. IR
- c. MBR
- d. MAR

26. In IEEE-754 32-bit floating point hexadecimal value "4200-0000" represent decimal value is .....

- a. 8
- b. 1
- c. 32
- d. -1

27.

$k = 4 \Rightarrow$  No. Lines in each Set  
 Block Size = 4 KB =  $2^{12}$  Byte  
 Memory Size = 16 GB =  $2^{34}$  Byte  
 TAG Bits = 10 bits  
 Cache Size = ??

Set Associative  $\swarrow$  1) Memory Size =  $2^{34}$   
 $\therefore$  Physical address bits = 34 bit

TAG | SI | Bo

Physical Address

2) Block Size =  $2^{12}$   
 $\therefore$  Block offset = 12 bit

Line Size  
 = Block Size

$\therefore$  Set Index =  
 Physical - (TAG + Bo)  
 =  $34 - (10 + 12)$   
 = 12 bit

$\therefore$  No. Set =  $2^{12}$

Cache Size =  $k \times$  Line Size  $\times$  No. Sets  
 =  $4 \times 2^{12} \times 2^{12}$   
 =  $2^{26}$  Byte = 64 MB