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1. Answer any TEN of the following. (3 marks each)
 - a. "The program execution in a computer involves performing instructions cycles, which includes two types of activities". What are those?
 - b. What are the two basic strategies used to improve the performance of a computer?
 - c. What are the major differences between instruction-level parallelism and processor-level parallelism?
 - d. How can you classify parallelism according to Flynn?
 - e. Is an MISD system practically feasible? If yes, give an example. If no, justify the reason.
 - f. What is the basic difference between scalar and vector processors? Explain.
 - g. What is an MFU? How does it help superscalar processing?
 - h. What is the difference between an instruction pipeline and an arithmetic pipeline?
 - i. What do you mean by pipeline efficiency? Explain.
 - j. Name different pipeline hazards and their primary sources.
 - k. What is chaining used in vector processors? Explain.
 - l. What is the effect of the branch instruction in a pipeline? State with a diagram.
 - m. What are the primary aspects a computer architect should consider before finalizing an instruction set?
 - n. What are the major drawbacks of a CISC computer?
 - o. What is the 'KISS' principle? Where is it used? How effective is it?
 - p. Give two examples of each of CISC and RISC CPUs.
 - q. What is the difference between multitasking and multiprocessing? Explain.
 - r. How does main memory interleaving increase the performance of a computer? Explain.
 - s. What kinds of interrupts are the following?
 - i. Data transfer
 - ii. INT instruction
 - iii. Error in CPU hardware
 - iv. Overflow
 - v. Illegal opcode
 - vi. End of I/O
 - t. What is DMA? State with a neat diagram.
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