

Computer Organization and Architecture

Me lol

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Notes

- PYQs of BEX/BEI/BCT's CT603 are combined.
- BEX's and BCT's are kept with normal font.
- BEI's are kept with **this styling to differentiate**.
- Regular exam's questions are kept as **bold** while back exam are kept as normal font.
- Months are marked as:
 - Ba: Baisakh
 - Jth: Jestha
 - Asa: Ashar

- Shr: Shrawan
- Bh: Bhadra
- Ash: Ashwin
- Ka: Kartik
- Mng: Mangsir
- Po: Poush
- Ma: Magh
- Ch: Chaitra

Contents

1	Introduction	5
1.1	Computer organization and architecture	5
1.2	Structure and function	5
1.3	Designing for performance	5
1.4	Interconnection structures	5
1.5	Bus interconnection	5
1.6	PCI	5
2	Central Processing Unit	6
2.1	CPU Structure and Function	6
2.2	Arithmetic and Logic Unit	6
2.3	Instruction Formats	6
2.4	Data Transfer and Manipulation	7
2.5	Addressing Modes	7
2.6	RISC and CISC	7
2.7	64 – Bit Processor	7
3	Control Unit	8
3.1	Control Memory	8
3.2	Addressing sequencing	8
3.3	Computer configuration	8
3.4	Microinstruction Format	8
3.5	Symbolic Microinstructions	8
3.6	Symbolic Microprogram	8
3.7	Control Unit Operation	8
3.8	Design of Control Unit	9
4	Pipeline and Vector processing	10
4.1	Pipelining	10
4.2	Parallel Processing	10
4.3	Arithmetic Pipeline	10
4.4	Instruction Pipeline	11
4.5	RISC Pipeline	11
4.6	Vector Processing	11
4.7	Array Processing	11
5	Computer Arithmetic	12
5.1	Addition Algorithm	12
5.2	Subtraction Algorithm	12
5.3	Multiplication Algorithm	12
5.4	Division Algorithm	12
5.5	Logical Operation	13
6	Memory System	14
6.1	Microcomputer Memory	14
6.2	Characteristics of memory systems	14
6.3	The Memory Hierarchy	14
6.4	Internal and External memory	14

6.5	Cache memory principles	14
6.6	Elements of Cache design	14
6.6.1	Cache size	14
6.6.2	Mapping function	14
6.6.3	Replacement algorithm	15
6.6.4	Write policy	15
6.6.5	Number of caches	15
7	Input-Output organization	16
7.1	Peripheral devices	16
7.2	I/O modules	16
7.3	Input-Output interface	16
7.4	Modes of transfer	16
7.4.1	Programmed I/O	16
7.4.2	Interrupt-driven I/O	16
7.4.3	Direct Memory access	17
7.5	I/O Processors	17
7.6	Data Communication Processor	17
8	Multiprocessors	18
8.1	Characteristics of multiprocessors	18
8.2	Interconnection Structures	18
8.3	Interprocessor Communication and Synchronization	18

1 Introduction

(3 Hours/6 Marks)

1.1 Computer organization and architecture

1. Define computer architecture. [2] (**75 Ch**) [1.5] (81 Bh) [1] (**72 Ch**)
2. Define computer organization. [1.5] (**81 Bh**) [1] (**72 Ch**)
3. Differentiate between computer organization and architecture. [2] (**71 Ch**, 78 Ka) [3] (72 Ka)
4. Explain the design goals and performance metrics for a computer system regarding its organization and architecture. [5] (76 Ash)

1.2 Structure and function

1. Define structure and function of a computer system. [4] (80 Ba)
|→ Explain about the structural and functional viewpoint of a computer. [4] (**79 Bh**)
2. Explain the functional view and four types of operations used in computer. [6] (68 Ch)

1.3 Designing for performance

1. What are the driving factors behind the need to design for performance? [4] (71 Shr)
2. How can we maintain a performance balance between processor and memory? [2] (**72 Ch**)
|→ What is performance balance and why it is required? [3] (70 Asa)

1.4 Interconnection structures

1. Explain the Interconnection structures of computer. [6] (75 Ash)
|→ Definition [2] (73 Shr)
|→ Explain different types. [4] (73 Shr)
2. Explain the interconnection of CPU with Memory and I/O devices along with different operations over them. [3+3] (**70 Ch**)

1.5 Bus interconnection

1. What do you understand by Bus Interconnection. [2] (71 Shr)
2. What does the width of address bus represent in a system? [2] (**75 Ch**, **71 Ch**)
3. Explain different elements of bus design. [2] (**79 Bh**) [3] (70 Asa)
4. Discuss the limitations of using single bus system to connect different devices. [2] (**75 Ch**, **72 Ch**)
5. Compare and explain the bus structure of typical computer system. [4] (78 Ka)
6. Explain different types of bus arbitration and compare them. [6] (**78 Bh**)
7. Why is bus hierarchy required? [2] (**71 Ch**)
8. Discuss about the usage of a Multiple Hierarchical Bus Architecture over single bus system. [6] (**80 Bh**)

1.6 PCI

1. What is PCI? [1] (76 Ash)
|→ Describe PCI bus configuration. [3] (81 Ba)

2 Central Processing Unit

(10 Hours/18 Marks)

2.1 CPU Structure and Function

1. Explain the component of CPU. [2] (**78 Ch**)
2. Draw the instruction cycle state diagram with example. [6] (**76 Ch**)
|→ Draw instruction cycle, state diagram with interrupt and explain it. [6] (**74 Ch**)
|→ Explain instruction cycle state diagram. [3] (81 Ba)
|→ Explain instruction cycle state diagram with interrupt handling. [2] (80 Ba) [3] (**81 Bh**)
|→ Explain the computer functions with different cycles. [3] (72 Ka)
3. Explain the general organization of register in CPU. [6] (**71 Ch**)

2.2 Arithmetic and Logic Unit

1. Design a 1-bit ALU which can perform addition, AND, OR, and X-OR operations. Explain the different types of instruction formats. [4+4] (**80 Bh**)
2. Design a 2-bit ALU that can perform subtraction, AND, OR and XOR. [8] (**75 Ch**)
3. What are the stages of ALU design? Explain with the example of 2-bit ALU performing addition, subtraction, OR and XOR. [8] (70 Asa)

2.3 Instruction Formats

1. What do you mean by instruction format? [4] (**72 Ch**)
2. What are the different types of instructions? [3] (**71 Ch**)
3. Explain Instruction Format with its types? [2] (71 Shr)
4. What are the most common fields in an instruction. [2] (**68 Ch**)
5. Write down the code to evaluate in three address, two address, one address and zero address instruction format.
 - a. $Y = (A-B/C) * [D + (E * G)]$ [8] (**81 Bh, 76 Ch**)
 - b. $N = ((P-Q \times R)/S) + (T/U) + V \times W$ [8] (81 Ba)
 - c. $X = \frac{A-B+C \times (D \times E-F)}{G+H \times K}$ [8] (80 Ba)
 - d. $X = ((A+B)/C) + (D-E)$ [8] (**79 Bh**)
 - e. $Y = (A-B/C) \times (D+E \times G)/F$ [8] (78 Ka)
 - f. $Y = (W+X) * (Y-Z)$ [8] (76 Ash)
 - g. $Y = (A+B)/C + D/(E * F)$ [8] (**75 Ch**)
 - h. (*In present sources, operation is not given. If found, please contact*) [8] (75 Ash)
 - i. $X = (P+Q) \times (R+S)$ [8] (**74 Ch**)
 - j. $Y = A * (B+D/C) + (G * E)/F$ [8] (73 Shr)
 - k. $X = (A-B * F) * C + D/E$ [8] (**72 Ch**)
 - l. $Y = (A+B) * (C+D) + G/E * F$ [8] (72 Ka)
 - m. $X = (A+B) \times (C+D)$ [5] (**71 Ch**) [6] (**68 Ch**, 71 Shr)
 - n. $Y = A/B + (C \times D) + F(H/G)$ [8] (**70 Ch**)
 - o. $Y = A + (B * C) + D$ [8] (**68 Ba**)
 - p. $Y = AB + (F/G) + CD$ [8] (**67 Asa**)

2.4 Data Transfer and Manipulation

1. Explain data transfer instruction with example. [4] (**81 Bh**)
2. Explain different types of data manipulation instructions with example. [8] (**78 Bh**)
|→ What are the three types of data manipulation instructions used in computer? Explain. [8] (**67 Asa**)

2.5 Addressing Modes

1. What is addressing mode? [2] (**80 Bh,76 Ch,68 Ch**)
2. Differentiate between Immediate and direct addressing modes. [4] (**81 Bh**)
3. Write down the need for addressing modes. [2] (**74 Ch**)
4. Comparison of different types of addressing modes. [6] (**76 Ch**) [8] (76 Ash) [10] (72 Ka)
|→ with adv/disadv. [10] (78 Ka)
|→ with algorithm as well as adv/disadv. [8] (**68 Ba**)
5. Write down different types of addressing mode and:
|→ Explain with adv/disadv. [8] (81 Ba, 80 Ba) [10] (**70 Ch**)
|→ Explain with suitable example. [6] (**80 Bh, 79 Bh,74 Ch**) [8] (**68 Ch**, 70 Asa)
[10] (73 Shr)
6. Following instructions are give:
a. LDA 2000H
b. MVI B, 32H
c. STAX D
d. MOV A, B
Which addressing modes are used in the above instructions? Explain briefly about them.
7. Describe the operation of LD (load) instruction under various addressing modes with syntax. [4] (**71 Ch**)

2.6 RISC and CISC

1. Comparison between RISC and CISC architecture. [4] (71 Shr) [6] (**78 Bh,72 Ch**, 75 Ash)

2.7 64 – Bit Processor

3 Control Unit

(6 Hours/10 Marks)

3.1 Control Memory

3.2 Addressing sequencing

1. Explain address sequencing with the help of a block diagram. [5] (**80 Bh**)
2. What is address sequencing? [3] (**71 Ch,67 Asa**)
3. How does a sequencing logic work in micro-programmed control unit to execute a micro-program? [6] (**70 Ch**)
4. Explain the address sequencing capabilities required in a control memory. [5] (**67 Asa**)

3.3 Computer configuration

3.4 Microinstruction Format

1. Explain the microinstruction format. [3] (**80 Bh**) [4] (81 Ba) [5] (72 Ka)
|→ with example. [5] (**81 Bh**) [6] (71 Shr)
|→ Explain various fields in micro-instruction format with neat and clean block diagram. [3] (**68 Ch**)

3.5 Symbolic Microinstructions

1. How address of micro instruction is generated by next address generator in control unit? Explain with suitable diagram. [8] (**76 Ch**)

3.6 Symbolic Microprogram

1. Write a microprogram for the fetch cycle and addition cycle. [5] (**81 Bh**)
2. Differentiate between symbolic and binary micro instruction. [4] (81 Ba)
3. Explain the operation of microprogram sequencer used in microprogrammed control unit. [5] (**79 Bh**)
4. Explain with diagram the working of microprogram sequencer for control memory. [6] (78 Ka)
5. Write down the symbolic microprogram for fetch routine and addition execute routine. [4] (78 Ka)
6. Describe various fields in micro-instruction format with diagram showing different fields. [6] (76 Ash)
7. Write micro program for fetch cycle. [4] (73 Shr)

3.7 Control Unit Operation

1. What are the types of control signals? [3] (**68 Ba**)

3.8 Design of Control Unit

1. Differentiate between hardwired and microprogrammed control unit.
[4] (**74 Ch**, 70 Asa) [5] (**75 Ch**, **70 Ch**, 80 Ba)
2. Describe the operation of hardwired control unit with a typical diagram. [5] (**79 Bh**)
|→ Explain the key steps of hardware implementation of control unit. [7] (**68 Ba**)
3. Explain microprogrammed control unit with block diagram. [5] (80 Ba)
4. Explain the organization structure of a microprogram control unit and the generation of control signals using microprogram. [10] (**78 Bh**)
5. Explain block diagram of micro-programmed control organization. [4] (76 Ash)
6. Draw and explain block diagram of micro-programmed sequencer for control memory.
[5] (**75 Ch**)
|→ Draw the diagram of Micro-programmed sequencer for a control memory and explain it.
[10] (75 Ash)
|→ Explain the micro program sequencer used in microprogrammed control unit. [6] (**74 Ch**)
7. Explain microinstruction format used in microprogramming control unit. [6] (73 Shr)
8. What factors cause micro-programmed control unit to be selected over hardwired control unit.
[3] (**72 Ch**)
9. Explain with block diagram, how address of control memory is selected in micro-programmed control unit. [7] (**72 Ch**)
|→ Describe how address of control memory is selected. [7] (**68 Ch**)
10. Explain the address sequencer with the help of a block diagram. [5] (72 Ka)
11. Explain the selection of address for control memory with its block diagram. [7] (**71 Ch**)
12. Explain the organization of a control memory. [4] (71 Shr)
13. Explain with steps involved when you are designing micro-program control unit. [6] (70 Asa)

4 Pipeline and Vector processing

(5 Hours/10 Marks)

4.1 Pipelining

1. What is Pipelining? [1] (**81 Bh**)
|→ Define pipeline. [1] (72 Ka)
2. Explain types of pipelining. [3] (72 Ka)
3. Explain about the different types of conflicts that can be seen in a pipeline. [6] (**80 Bh**)
4. How can we prove that pipelining improves the performance of a computer? [4] (81 Ba)
5. Derive the expression showing speed up ratio equals number of segments in pipeline. [3] (**75 Ch**)
6. What is meant by hazard in pipelining? [2] (76 Ash) [4] (**78 Bh**)
7. Describe different types of pipeline hazards. [4] (76 Ash)
|→ with example. [6] (**79 Bh**, 72 Ka)
8. How can you overcome hazards? [2] (76 Ash)
9. Explain with example data and control hazards in pipeline conflict. [6] (**78 Bh**)
10. Explain control pipeline hazard and its solutions. [6] (**72 Ch**)
11. What is instruction hazard in pipeline? [2] (70 Asa)
12. Discuss in detail about data dependency problem that arises in pipelining along with its solution. [5] (**75 Ch**)

4.2 Parallel Processing

1. Explain the Flynn's classification of computer system. [4] (**81 Bh, 72 Ch**)
2. Discuss about parallel processing. [4] (71 Shr)
3. How parallel processing can be achieved in pipelining, explain it with time-space diagram for four segments pipeline having six tasks. [6] (71 Shr)

4.3 Arithmetic Pipeline

1. Explain the instruction pipeline with example. [4] (**79 Bh**) [5] (**71 Ch, 70 Ch**)
|→ Explain in detail how the arithmetic pipeline increases the performance of a system. [7] (73 Shr)
2. Explain arithmetic pipeline for solving floating-point addition/subtraction. [5] (81 Ba)

4.4 Instruction Pipeline

1. Explain the instruction pipeline with example. [5] (**71 Ch,70 Ch**)
2. Describe four stage instruction pipeline. [4] (**81 Bh**) [5] (**76 Ch**, 78 Ka)
|→ Explain with example. [8] (70 Asa)
3. How pipeline processing is done in an instruction pipeline? [3] (78 Ka)
4. Construct time-space diagram for four instructions with four-stage pipeline and show how pipelining reduces the execution time? [5] (**81 Ba**)
|→ Explain the operation of instruction pipeline for processing four segment instruction cycle with the help of space-time diagram. [6] (**81 Ba**)
5. Show that the speedup factor for a pipelined processor is equal to the number of stages in a pipeline. [4] (**80 Bh**)
6. Draw a time-space diagram for four segments having six tasks. [6] (**76 Ch**)
7. Explain six stage instruction pipeline with example. [10] (75 Ash)

4.5 RISC Pipeline

1. RISC has the ability to use efficient instruction pipeline. Justify. [3] (73 Shr)

4.6 Vector Processing

4.7 Array Processing

5 Computer Arithmetic

(8 Hours/14 Marks)

5.1 Addition Algorithm

1. Explain the floating-point addition and subtraction process
|→ with example. [3+3] (**81 Bh, 79 Bh, 78 Bh**) [7] (73 Shr)
|→ with flowchart and example. [6] (78 Ka) [10] (**74 Ch**)
2. Draw a flowchart of floating point subtraction. [4] (70 Asa)

5.2 Subtraction Algorithm

5.3 Multiplication Algorithm

1. Draw a flowchart for Booth's multiplication algorithm for signed multiplication. [4] (78 Ka) [5] (**81 Bh**)
2. Explain booth's algorithm. [3] (**70 Ch**) [4] (**80 Bh, 68 Ch, 67 Asa**, 72 Ka) [5] (**76 Ch**)
|→ with example and give hardware requirement diagram. [10] (75 Ash)
|→ Explain with hardware algorithm with diagram. [5] (**72 Ch**)
|→ Write the algorithm. [5] (76 Ash, 71 Shr)
3. Design a booth multiplication algorithm hardware. [4] (**71 Ch**)
4. Multiply using Booth's multiplication algorithm.
|→ -6 x 7 [5] (**81 Bh, 80 Ba**)
|→ -7 x 3 [6] (**74 Ch**)
|→ -6 x 12 [6] (72 Ka)
|→ 10 x (-7) [6] (81 Ba)
|→ 10 x (-5) [5] (**76 Ch**)
|→ 5 x -6 [4] (**72 Ch**)
|→ (9) x (-3) [5] (71 Shr)
|→ 23 x -21 [4] (**68 Ch**)
|→ 9 x 4 [6] (**80 Bh**)
|→ 8 x 4 [5] (76 Ash)
|→ 8 x 9 [3] (**70 Ch**)
|→ 6 x 7 [4] (**67 Asa**)
|→ -7 x -10 [4] (78 Ka)
|→ -6 x -11 [6] (**75 Ch**)
|→ -5 x -9 [5] (**72 Ch**)

5.4 Division Algorithm

1. How division operation can be performed? Explain with its hardware implementation. [10] (70 Asa)
2. Draw the flowchart for Restoring Division. [4] (81 Ba, 72 Ka)
3. Draw the flowchart for Non-restoring Division. [4] (**79 Bh**)
|→ Explain signed binary division algorithm. [4] (73 Shr)
4. Explain non-restoring division algorithm. [3] (**75 Ch**) [5] (**78 Bh**)
|→ with flowchart. [5] (80 Ba)
|→ with flowchart and example. [8] (**70 Ch**)

5. Draw the flowchart for division of floating point numbers. [4] (**72 Ch,71 Ch**)
6. Explain floating point division algorithm. [6] (**68 Ch**)
7. Compare restoring division algorithm with non restoring algorithm. [4] (71 Shr) [6] (**80 Bh**, 76 Ash, 75 Ash)
 \rightarrow with example. [6] (**76 Ch**) [8] (**68 Ba**)
8. Divide using restoring division.
 $\rightarrow \frac{11}{5}$ [6] (81 Ba)
 $\rightarrow 13/5$ [6] (**79 Bh**)
 $\rightarrow 10/3$ [7] (**75 Ch**)
9. Divide using non-restoring algorithm.
 $\rightarrow 12/5$ [5] (80 Ba)
 $\rightarrow 10/5$ [5] (**78 Bh**)
 $\rightarrow 15/4$ [4] (73 Shr)

5.5 Logical Operation

6 Memory System

(5 Hours/8 Marks)

6.1 Microcomputer Memory

6.2 Characteristics of memory systems

1. Explain in briefly the characteristics of a memory system. [3] (81 Ba)
|→ Write characteristics of memory system. [3] (**73 Ch**) [4] (**75 Ch**, 75 Ash) [8] (**68 Ba**)

6.3 The Memory Hierarchy

1. What is memory hierarchy and why it is formed in computer system? [2] (71 Shr)
2. Draw the memory hierarchy. [2] (**72 Ch**, 72 Ka)

6.4 Internal and External memory

6.5 Cache memory principles

1. Describe the cache memory principles. [3] (**81 Bh**)
2. Describe cache operation briefly. [2] (76 Ash)
3. Describe cache organization. [4] (**71 Ch**)

6.6 Elements of Cache design

1. Explain the various types of elements of cache design. [4] (75 Ash)

6.6.1 Cache size

6.6.2 Mapping function

1. Define cache mapping techniques. [2] (**76 Ch**, **68 Ba**)
2. Why cache management is necessary in mapping process? [2] (**67 Asa**)
3. Explain various mapping methods used in cashe memory organization and compare each of them with example. [6] (**71 Ch**) [10] (78 Ka)
|→ only explain. [6] (75 Ash)
4. Differentiate between direct mapping and set associative mapping. [5] (**81 Bh**) [7] (81 Ba)
5. Differentiate between direct and associative mapping address structure. [6] (**67 Asa**)
6. Differentiate between associative and set associative mapping with example. [5] (**70 Ch**)
7. What are the major differences between different cache mapping techniques? [2] (70 Asa)
|→ Differentiate among direct, associative and set associative mapping. [8] (**68 Ba**)

8. Explain direct cache mapping technique with example. [7] (**80 Bh**)
 |→ with diagram. [4] (**76 Ch**)
 |→ with organization diagram and example. [6] (71 Shr)
 |→ with merits and demerits. [6] (**72 Ch**)
9. Suppose main memory has 64 blocks and cache memory has 8 blocks when 10 blocks of main memory are used, show how mapping is performed in direct mapping technique. [6] (**75 Ch**)
 |→ main memory is 32 blocks, rest is same. [6] (70 Asa)
 |→ main memory is 32 blocks, cache has 8 blocks when 12 blocks are used. [6] (**74 Ch**)
10. What is set associative mapping? [2] (81 Ba) [3] (**79 Bh**)
11. Explain how set associative mapping technique combines the feature of direct and associative mapping technique. [3] (81 Ba) [5] (73 Shr)
12. Explain about associative mapping technique. [6] (76 Ash)
 |→ with example. [6] (72 Ka)

6.6.3 Replacement algorithm

1. Explain different replacement algorithm technique used in cache memory. [3] (81 Ba) [5] (**79 Bh**)
2. Explain LRU replacement algorithm in case of hit and miss with suitable example. [8] (**78 Bh**)
3. Why replacement algorithm is necessary in associative mapping? [4] (**76 Ch**)
 |→ Why replacement algorithm is used when designing cache? Explain with example. [8] (**67 Asa**)

6.6.4 Write policy

1. Explain different write policy techniques in cache memory. [3] (**80 Bh**, 73 Shr)

6.6.5 Number of caches

7 Input-Output organization

(6 Hours/10 Marks)

7.1 Peripheral devices

7.2 I/O modules

1. What are the functions of IO Modules? [3] (71 Shr)

7.3 Input-Output interface

1. Elaborate the roles of IO interface in a computer system. [4] (79 Bh,71 Ch)
2. Explain three reasons behind the requirement of IO interfaces. [3] (75 Ch)
3. Explain IO interface. [2] (74 Ch)
|→ with example. [6] (68 Ba)
4. What are the four types of IO commands that an interface receive during the communication link between the processor and peripherals? [4] (67 Asa)
5. Explain the IO bus and interface modules. [4] (67 Asa)

7.4 Modes of transfer

1. Explain three IO techniques for input of a block of data. [6] (80 Bh)
2. Differentiate between isolated and memory mapped IO. [4] (78 Bh,72 Ch)
3. Why memory address spaces are reduced memory mapped IO? [2] (75 Ch)

7.4.1 Programmed I/O

1. Explain how data transfer is performed with programmed IO technique with necessary diagram. [6] (79 Bh)

7.4.2 Interrupt-driven I/O

1. Differentiate between programmed I/O and interrupt driven I/O. [5] (81 Bh)
2. How does a computer know which device issued the interrupt; if multiple devices, how does the selection take place? [5] (73 Shr)
3. What are the different types of priority interrupt? [4] (72 Ka)
4. What is the purpose of priority interrupt; explain priority interrupt types with key characteristics. [7] (71 Shr)

7.4.3 Direct Memory access

1. With the help of a neat diagram, explain how DMA technique is used to transfer data in a computer system. [6] (**78 Bh**) [7] (**81 Ba**)
|→ Explain DMA controller with suitable block diagram. [5] (**75 Ch, 81 Ba**) [6] (**72 Ch, 78 Ka**) [8] (**76 Ash**)
2. How does DMA have request over the CPU when both request a memory transfer? [2] (**76 Ash**)
3. How DMA technique is different from programmed IO? [4] (**78 Ka**)
4. Compare among program IO, interrupt drive IO and DMA. [8] (**76 Ch, 74 Ch, 68 Ba**) [10] (**70 Asa**)
5. Mention three possible configurations of DMA and compare them. [8] (**67 Asa**)
6. Describe the drawbacks of programmed IO and interrupt driven IO and explain how DMA overcomes their drawbacks. [6] (**71 Ch**)
|→ How does DMA overcome the problems of programmed IO and interrupt driven IO techniques? [5] (**70 Ch**)

7.5 I/O Processors

1. Explain the CPU and IOP communication channel using diagram. [5] (**81 Bh**)
2. Why IOP is used in IO organization? [3] (**81 Ba, 75 Ash**) [5] (**70 Ch, 73 Shr**)
3. Show the role of IO processor to assist the operation of the CPU. [4] (**80 Bh**)

7.6 Data Communication Processor

1. Why data communication processor is required in IO organization? [2] (**76 Ch**)
2. Explain the CPU-IOP communication with diagram. [6] (**72 Ka**) [7] (**75 Ash**)
3. Explain CPU-IOP Communication with diagram. [5] (**81 Ba**)

8 Multiprocessors

(2 Hours/4 Marks)

8.1 Characteristics of multiprocessors

1. List out the characteristics of a multiprocessor. [4] (**80 Bh, 70 Ch**)
2. Describe how the multiprocessor systems increase the performance level and reliability. [4] (73 Shr)
3. Explain about multiprocessor and multiprocessing in brief. [4] (72 Ka)
4. How can multiprocessor be classified according to their memory organization? Explain. [4] (**71 Ch**)

8.2 Interconnection Structures

1. Discuss about loosely-coupled and tightly-coupled architecture. [4] (81 Ba)
|→ Difference between them. [4] (78 Ka)
2. Discuss about tightly-coupled multiprocessor with block diagram. [4] (76 Ash)
3. Explain the crossbar switch interconnection structure with block diagram. [4] (81 Ba)
4. Differentiate Crossbar switch and Multistage switching network. [4] (71 Shr)
5. Explain hypercube interconnection network with example. [4] (**76 Ch**)
6. Compare and contrast the interconnection structures used in multiprocessing environment. [4] (**79 Bh, 78 Bh**)

8.3 Interprocessor Communication and Synchronization

1. Briefly discuss on inter-process communication and synchronization. [5] (**81 Bh**)
2. Explain inter-process synchronization with example. [4] (**74 Ch, 70 Asa**)
|→ with suitable mechanism. [4] (**72 Ch**)
3. Explain various configurations of OS in multiprocessor system. [4] (**74 Ch**)