

(3 hours)

Total Marks: 80

- N.B.
1. Question No. 1 is compulsory
  2. Attempt any **three** questions from remaining five questions
  3. Assume suitable data if **necessary** and justify the assumptions
  4. Figures to the **right** indicate full marks

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|----|---|---|-----------|
| Q1 | A | Explain Von Neumann's architecture.                                     | <b>05</b> |
|    | B | Draw flow chart of Booths algorithm.                                    | <b>05</b> |
|    | C | What is Programmed I/O?   | <b>05</b> |
|    | D | Explain various pipeline hazards with example.                          | <b>05</b> |
|    | E | Explain IEEE 754 floating point number representation                   | <b>05</b> |
| Q2 | A | Explain set associative cache mapping technique with example.           | <b>10</b> |
|    | B | What is bus arbitration? Explain any two techniques of bus arbitration. | <b>10</b> |
| Q3 | A | Explain various characteristics of memory.                              | <b>10</b> |
|    | B | Using Booths algorithm show the multiplication of $-3 * -7$ .           | <b>10</b> |
| Q4 | A | Differentiate between Paging and Segmentation.                          | <b>10</b> |
|    | B | Describe the register organization within CPU.                          | <b>10</b> |
| Q5 | A | Explain Flynn's classification.   | <b>10</b> |
|    | B | Explain the concept of Nano programming.                                | <b>10</b> |
| Q6 | A | What is TLB? Explain working of TLB.                                    | <b>10</b> |
|    | B | Explain the concept of Superscalar architecture.                        | <b>10</b> |
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