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**P.E.S. College of Engineering, Mandya - 571 401**  
*(An Autonomous Institution affiliated to VTU, Belgaum)*  
**Third Semester, B.E. – Information Science and Engineering**  
**Semester End Examination; Dec. - 2014**  
**Computer Organization**

Time: 3 hrs

Max. Marks: 100

*Note : i) Answer FIVE full questions, selecting ONE full question from each Unit.  
 ii) Assume suitable missing data if any.*

**Unit - I**

- |   |   |   |
|---|---|---|
| 1 | a. Write the basic performance equation and explain its role.   | 6 |
|   | b. With block diagram, explain the functional units of computer system  | 6 |
|   | c. With block diagram of bus connection for processor, keyboard and display, explain basic input / output organization. | 8 |
| 2 | a. Explain with an example, BIG – ENDIAN and LITTLE ENDIAN assignments.   | 6 |
|   | b. Explain shift and rotate instructions with example.  | 8 |
|   | c. What is overflow? Perform the following:   |   |
|   | i)      (-06)                  ii)      +06   |   |
|   | <u>          </u> <u>          </u>   |   |
|   | <u>          </u> <u>          </u>   | 6 |

**Unit - II**

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|---|---|----|
| 3 | a. Explain centralized bus arbitration with neat diagram.                           | 10 |
|   | b. With a block diagram, explain keyboard to processor connection in parallel port. | 10 |
| 4 | a. What is interrupt? Explain vector interrupt and interrupt nesting.               | 10 |
|   | b. Define DMA explain registers in a DMA interface.                                 | 4  |
|   | c. Explain the distributed arbitration, with a neat diagram.                        | 6  |

**Unit - III**

- |   |   |    |
|---|---|----|
| 5 | a. Explain any two mapping functions with respect to cache.   | 10 |
|   | b. With neat diagram explain the structure of an SDRAM.   | 6  |
|   | c. Explain cache memories.  | 4  |
| 6 | a. With the help of diagram, explain the internal organization of bit cells in a memory chip.                             | 10 |
|   | b. Explain a simple method of translating virtual address of a program into physical address, with the help of a diagram. | 10 |

**Unit - IV**

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|---|---|---|
| 7 | a. With the help of block diagram, explain the 4 bit carry look ahead adder.  | 6 |
|   | b. Multiply – 13 and +11 using Booth's multiplication and bit pair recording. | 8 |

- c. Explain the IEEE standard for floating point number representation. 6
- 8 a. Draw a figure to illustrate a 16 bit carry look ahead adder using 4 bit adder blocks and explain its working principle. 10
- b. Draw circuit diagram for binary division. Explain the restoring and non restoring division algorithm with suitable examples. 10

**Unit - V**

- 9 a. Explain the process of fetching a work from memory with the help of a timing diagram. 10
- b. List the actions needed to execute the instructions Add R<sub>1</sub>, (R<sub>3</sub>). Write the sequence of control steps to perform the actions for a single bus structure. Explain the steps. 10
- 10 a. Explain the 4 stage instruction pipeline with an example. 10
- b. In detail, explain hardwired control. 10

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