

Code No: R5310201

III B.Tech I Semester(R05) Supplementary Examinations, November 2010
COMPUTER ORGANIZATION
 (Common to Electrical & Electronics Engineering, Electronics & Communications Engineering, Electronics & Instrumentation Engineering and Electronics & Control Engineering)

Time: 3 hours

Max Marks: 80

Answer any FIVE Questions
 All Questions carry equal marks

1. (a) Find the actual number from its IEEE 754 representation.
 Sign = 0
 Exponent = 1000 0000
 Mantissa = 1100 0000 0000 0000 0000 000
[6]
- (b) What is meant by normalization in floating point representation? Why do we need it? What is bias? What normalization is used in IEEE 754 standard? [10]
2. Design register selection circuit to select one of the four 4-bit registers content on to bus. Give fuller explanation. [16]
3. (a) What are the design goals for a designer while deciding a hardwired or microprogrammed CU for a CPU. [8]
- (b) Explain nanoinstructions and nanometry. Why do we need them. [8]
4. (a) How many bits are needed to store the result addition, subtraction, multiplication and division of two n-bit unsigned numbers. Prove. [8]
- (b) What is overflow and underflow. What is the reason?. If the computer is considered as infinite system do we still have these problems?. [8]
5. (a) What is the functioning of a Flash Memory? Explain. [8]
- (b) Give the detailed picture of Memory Hierarchy. [8]
6. (a) What are the different types of I/O communication techniques? Give brief notes.
- (b) In the above techniques, which is the most efficient? Justify your answer. [8+8]
7. Explain the following with related to the Instruction Pipeline
 - (a) Pipeline conflicts
 - (b) Data dependency
 - (c) Hardware interlocks
 - (d) Operand forwarding
 - (e) Delayed load
 - (f) Pre-fetch target instruction
 - (g) Branch target buffer
 - (h) Delayed branch [8×2=16]
8. (a) What is the functioning of cross bar switch network? Explain. With a neat sketch [12]
- (b) How many switch points are there in a cross bar switch network that connect 'p' Processors to 'm' Memory modules. [4]
