# **CE1-R3: ADVANCED COMPUTER ARCHITECTURE**

#### NOTE:

1. 2.	Answer question 1 and any FOUR from questions 2 to 7. Parts of the same question should be answered together and in the same sequence.

## Time: 3 Hours

Total Marks: 100

- 1.
- a) Describe briefly SIMD machine model.
- b) What are the limitations of instruction-level parallelism? Explain briefly.
- c) Explain the cluster model of memory organisation, with the help of suitable diagrams.
- d) Explain briefly how RISC architecture attempts to reduce execution time.
- e) Differentiate between Loosely Coupled System and Tightly Coupled System?
- f) Explain the crossbar network.
- g) How is performance of the processors improved by using the superscalar architecture?
- 2.
- a) Describe instruction pipelines for CISC scalar processors with respect to instruction prefetching, data forwarding and hazard avoidance.
- b) How can the penalties of branches and jumps be reduced in pipeline performance?
  - (10+8)

(7x4)

## 3.

- a) What are various three types of dependencies? Describe each briefly with an example.
- b) I/O bus standard defines how to connect computer system and device. What is the mechanism for the same?

- 4.
- a) What are the various techniques for reducing cache miss penalty?
- b) Why do we need virtual memory among many processes? Explain briefly.

(12+6)

## 5.

- a) In program parallelism, what are different issues of parallelism?
- b) What do you mean by wormhole routing? Where do we need it? Explain.
- c) In vector processing, how do we handle the situation when vector length of the program is not exactly 64?

(6+6+6)

## 6.

- a) How vector processor instructions have helped to improve parallelism? What are the primary components of instruction format of a typical vector processor?
- b) What is pipeline bubble? Explain with an example.

(12+6)

- 7.
- a) Write down on O(n<sup>2</sup>) algorithm for SIMD matrix multiplication. Establish the correctness of the complexity.
- b) Describe the procedure of mapping DGs and SFGs to systolic arrays.

(10+8)