Code No. M0523

R07

Set No.1

IV B.Tech I Semester Supplementary Examinations, February, 2012 ADVANCED COMPUTER ARCHITECTURE

(Computer Science and Engineering)

Time: 3 hours Max. Marks: 80

- 1. a) What are the rapidly changing technologies that may shape the design of a computer?
 - b) What are the major factors that influence the cost of a computer and how these factors are changing over time?
 - c) Define Amdahl's law? How much speed can be enhanced by replacing the system with a new processor that is 100 times faster than the old. Assume the original processor is busy with computation 50% of the time and the remaining time is waiting for I/O devices.
- 2. a) What are the data addressing modes that are considered to be very popular? Explain Auto increment and Auto decrement addressing with examples.
 - b) Name four important features where the register indirect jumps are useful.
 - c) What is the impact of compiler technology on the computer architect's decisions?
- 3. What is the major hurdle of pipelining? How do they reduce the performance? What are the techniques to be used to improve the performance?
- 4. What are the five primary approaches, in use, for multiple issue processors? Give the primary characteristics that distinguish them.
- 5. a) What are the parameters used to describe the performance of cache? Explain.
 - b) Summarize the techniques used for cache optimizations and estimate the impact on the parameters that characterizes its performance.
- 6. a) What is multiprocessor cache coherence?
 - b) What are the limitations in symmetric shared multiprocessors?
 - c) Explain the basic synchronization mechanism for multi processors.
- 7. a) Give the different characteristics of transaction processing benchmarks for I/O systems.
 - b) Describe cluster architecture.
- 8. Write short notes on the following.
 - a) RAID and its performance
 - b) Practical issues in interconnection networks.

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Time: 3 hours

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Set No.2

IV B.Tech I Semester Supplementary Examinations, February, 2012 ADVANCED COMPUTER ARCHITECTURE

(Computer Science and Engineering)

Max. Marks: 80

- 1 a) What are the relative improvements in bandwidth and latency in technology milestones for microprocessors, memory, networks, and disks?
 - b) What is dependability? What are the factors that influence the system to be very dependable?
 - c) What are the parameters that dictate the processor performance? Explain.
- a) How instruction set architectures are classified? Give their relative merits and demerits?
 - b) How to encode the addressing modes with operations? What are the factors to be considered in decoding mechanism?
 - c) What are the guidelines that make the design of compiler to be easy and efficient?
- 3 a) What are control hazards? How advanced branch production reduces the branch costs?
 - b) What are limitations of instruction level parallelism?
 - c) What are the features of hardware based speculation to overcome the control dependences?
- 4 a) How VLIW approach improves the performance of pipelines?
 - b) Name three primary dynamic approaches, that are hardware based, for hazard detection to instruction level parallelism? Give their primary characteristics. How do you differentiate among them?
- 5 How use of virtual machine has gained popularity? How the processes are protected from each other through virtual machines?
- 6 a) Differentiate between centralized shared memory multiprocessors and distributed memory multiprocessors.
 - b) What is multi threading? How do you define thread level parallelism? How spin locks be implemented using coherence mechanism?

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Set No.2

- 7 a) How an I/O system is designed and evaluated?
 - b) Discuss performance issues related to I/O systems.
- 8 Write short notes on the following.
 - a) Hardware multithreading and its performance.
 - b) Role of compiler in encoding an instruction set.



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Time: 3 hours

R07

Set No.3

IV B.Tech I Semester Supplementary Examinations, February, 2012 ADVANCED COMPUTER ARCHITECTURE

(Computer Science and Engineering)

Max. Marks: 80

- 1. a) Describe the performance milestones of microprocessors, memory, networks and disks.
 - b) How the performance of a system can be measured and reported?
 - c) How speed up can be achieved by making an enhancement to a computer?
- 2. a) Explain the displacement addressing mode with an example and give its usefulness.
 - b) What are the major methods for evaluating branch conditions? Give three advantages and disadvantages.
 - c) What are the optimizations that can be performed by modern compilers?
- 3. a) What are data hazards that are noticed in instructing level parallelism? Explain dynamic scheduling for overcoming these hazards.
 - b) How high performance instruction delivery without hazards, is possible in instruction level parallelism?
- 4. a) Explain static branch prediction? What is the advantage of using this?
 - b) What are the relative merits and demerits of adapting software and hardware supports for improving the performance of pipelines?
- 5. a) What are the causes for high miss rates in cache organization? What are the six basic cache optimizations?
 - b) How architecture supports for protecting processes from each other via virtual memory?
- 6. a) Describe Flynn classification of parallel architectures.
 - b) What is multi threading? How does it improve the performance of multiprocessors?
 - c) What is cache coherence? Name the methods used to take care of coherence problems.

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Set No.3

- 7. a) Name any three I/O benchmarks along with their throughput metrics and time restrictions.
 - b) How the performance and reliability of I/O systems are improved with the use of RAID?
- 8. Write short notes on the following.
 - a) Message passing multiprocessors.
 - b) Quantities measures for performance of computers.



Code No. M0523

Time: 3 hours

R07

Set No.4

IV B.Tech I Semester Supplementary Examinations, February, 2012 ADVANCED COMPUTER ARCHITECTURE

(Computer Science and Engineering)

Max. Marks: 80

- 1. a) What are trends in power in the integrated circuits for exploration of better computing machines?
 - b) What are benchmarks? What is the role of benchmarks in measuring performance of computer systems?
 - c) What are the guidelines and principles that are useful in the design and analysis of computers?
- 2. a) What are the data addressing modes that are found to be very efficient for dealing control flow instruction? Explain.
 - b) How instructions are encoded into a binary representation? Does this representation has any bearing on the performance of the computer? What is the competing forces when encoding a instruction set?
- 3. a) What is a pipeline? What are data dependences and hazards? Explain
 - b) What are the key ideas of hardware based speculation? What is the purpose of using recorder buffers?
- 4. a) Differentiate between software verses hardware solutions for hazard detection.
 - b) How the hardware support improves the instruction level parallelism at compiler time?
- 5. Name ten advanced optimizations of cache performance and explain each of the techniques.
- 6. a) What are multiprocessors? How they are connected using an interconnection network?
 - b) Differentiate between instruction level parallelism and thread level parallelism.
 - c)What is synchronization? Why synchronization mechanism is needed for multiprocessor systems?
 - d) What are the possible messages sent among the processors to maintain coherence in multiprocessors?

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Set No.4

- 7. a) What is the general approach to design an I/O system?
 - b) What are the errors and types of failures that are usually noticed in I/O systems?
 - c) What are the practical issues in designing interconnection networks?
- 8. Write short notes on
 - a) Designing a cluster.
 - b) Amdahl's law and its limitations.

