

**B.Sc. (Pass Course) 1st Semester Examination,
February-2022**

COMPUTER SCIENCE

Paper-1.2

Computer Architecture (2012-13)

Time allowed : 3 hours]

[Maximum marks : 40

Note : Attempt five questions in all, selecting one question from each unit. Question No. 1 is compulsory.

1. Write short note on the following :

निम्नलिखित पर संक्षिप्त टिप्पणी लिखिए :

(a) ~~Simplifying logic circuits ... sum of product.~~

तर्क सर्किट को सरल बनाना उत्पाद का योग।

(b) Multiplexers

मल्टीप्लेक्सर्स

(c) JK and D flip-flop with truth table

सत्य तालिका के साथ JK और D फ्लिप-फ्लॉप

(d) Micro-instructions

माइक्रो-निर्देश

Computer Architecture Exam Paper

Larry A. Paul



Computer Architecture Exam Paper:

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Test 21 MCQs Quantitative Design and Analysis Practice Test 49 MCQs Request Level and Data Level Parallelism Practice Test 32 MCQs Storage Systems Practice Test 43 MCQs Thread Level Parallelism Practice Test 37 MCQs Computer architecture interview questions and answers on 32 bits MIPS addressing addition and subtraction advanced branch prediction advanced techniques and speculation architectural design vectors architecture and networks arrays and pointers basic cache optimization methods basic compiler techniques cache optimization techniques cache performance optimizations caches and cache types caches performance case study sanyo vpc sx500 camera Computer architecture test questions and answers on cloud computing compiler optimization computer architecture computer architecture memory hierarchy computer code computer hardware operands computer hardware operations computer hardware procedures computer instructions and languages computer instructions representations computer networking computer organization computer systems virtual memory computer types cost trends and analysis Computer architecture exam questions and answers on CPU performance datapath design dependability design of memory hierarchies designing and evaluating an i o system disk storage and dependability distributed shared memory and coherence division calculations dynamic scheduling algorithm dynamic scheduling and data hazards embedded multiprocessors encoding an instruction set exceptions exploiting ilp using multiple issue fallacies and pitfalls floating point google warehouse scale GPU architecture issues Computer architecture objective questions and answers on GPU computing graphics processing units hardware based speculation how virtual memory works i o performance

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