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Note : Remove "Table of Content" before including in CP Book

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Each Course Plan shall be printed and made into a book with cover page Blooms Level in all sections match with A.2, only if you plan to teach / learn at higher levels

15cs72C : Advanced computer Architecture

A. COURSE INFORMATION

1. Course Overview

Degree:	BE	Program:	CS&E
Year / Semester :	7	Academic Year:	2018-19
Course Title:	Advanced Computer Architecture	Course Code:	15CS72
Credit / L-T-P:	4/4-0-0	SEE Duration:	180 Minutes
Total Contact Hours:	52	SEE Marks:	80Marks
CIA Marks:	20	Assignment	1 / Module
Course Plan Author:	ASHA H R	Sign	Dt:30/7/2018
Checked By:		Sign	Dt:

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2. Course Content

Мо	Module Content	Teachin	Module	Bloom
du		g Hours	Concepts	S
le		griours	Concepts	Level
1	Theory of Parallelism: Parallel Computer Models, The State of Computing, Multiprocessors and Multi-computer, Multivector and SIMD Computers ,PRAM and VLSI Models, Program and Network Properties ,Conditions of Parallelism, Program Partitioning and Scheduling, Program Flow Mechanisms, System Interconnect Architectures, Principles of Scalable Performance, Performance Metrics and Measures, Parallel Processing Applications, Speedup Performance Laws, Scalability Analysis and Approaches.	10	Parallel Computer Models performance of Parallel Model	L2, L3
2	Processors and Memory Hierarchy, Advanced Processor Technology, Super scalar and Vector Processors, Memory Hierarchy Technology, Virtual Memory Technology.	10	Processors and Memory Organization Processors and Memory Design	L2 ,L4
3	Bus, Cache, and Shared Memory ,Bus Systems ,Cache Memory Organizations ,Shared Memory Organizations ,Sequential and Weak Consistency Models ,Pipelining and Super scalar Techniques ,Linear Pipeline Processors ,Nonlinear Pipeline Processors ,Instruction Pipeline Design ,Arithmetic Pipeline Design	10	Bus and Cache Organization Bus and Cache Design	L2 ,L4
4	Multiprocessors and Multicomputers ,Multiprocessor System Interconnects, Cache Coherence and Synchronization Mechanisms, Three Generations of Multicomputers ,Message-Passing Mechanisms ,Multivector and SIMD Computers ,Vector Processing Principles ,Multivector Multiprocessors ,Compound Vector Processing ,SIMD Computer Organizations. Scalable, Multi- threaded, and Data flow Architectures, Latency-Hiding Techniques, Principles of Multithreading, Fine-Grain Multicomputers, Scalable and Multithreaded Architectures, Data flow and Hybrid Architectures	10	Parallel Computer Architecture s Scalable Computer Architecture s	L3,L4
5	Software for parallel programming: Parallel Models, Languages, and Compiler ,Parallel Programming Models, Parallel Languages and Compilers ,Dependence Analysis of Data Arrays ,Parallel Program Development and Environments, Synchronization and Multiprocessing Modes. Instruction and System Level Parallelism, Instruction Level Parallelism ,Computer Architecture, Contents, Basic Design Issues ,Problem Definition ,Model of a Typical Processor ,Compiler-detected Instruction Level Parallelism ,Operand Forwarding ,Reorder Buffer, Register Renaming ,Tomasulo's Algorithm ,Branch Prediction, Limitations in Exploiting Instruction Level Parallelism ,Thread	10	Partitioning Parallel Programs for Multiprocess ors Scheduling Parallel Programs for Multiprocess ors	L2,L3
	Level Parallelism.			

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3. Course Material

M	Details	Available
od		
ule		
1	Text books	
	Kai Hwang and Naresh Jotwani, Advanced Computer Architecture (SIE): Parallelism, Scalability, Programmability, McGraw Hill Education 3/e. 2015	In Lib
2	Reference books	
	John L. Hennessy and David A. Patterson, Computer Architecture: A quantitative approach, 5th edition, Morgan Kaufmann Elseveir, 2013	In dept
3	Others (Web, Video, Simulation, Notes etc.)	
	https://www.mhhe.com/hwang/aca3	Available

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4. Course Prerequisites

S	Cours	Course Name	Module / Topic / Description			Se	Remarks	Bloo
N	е					m		ms
0	Code							Level
1	17CS3	Computer	1.Knowledge	of	Processor	3	Conducted Seminars	L2,L3
	4	Organization	performance					
	-	-	3.Concepts	of	Memory	-		L2,L3
			Organization		-			
			5.Concepts of I	Multipi	rocessors			

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B. OBE PARAMETERS

1. Course Outcomes

	0.0	-	<u> </u>			
#	COs	Teac h. Hour s	Concept	Instr Metho d	Assessm ent Method	Blooms' Level
15cs72 CO1	Understands the Parallel Computer Models	5	Parallel Computer Models	Demon strate	Slip Test	L2 Understan d
CO2	Calculate the Performance of Parallel Model	5	Performa nce of Parallel Computer	Proble m solving	illustrate	L3 Apply
CO3	Understands the Organization of Processors and Memory	5	Organizati on of Processor s and Memory	Demon strate	Q&A	L2 Understan d
CO4	Design of Processors and Memory	06	Processor s and Memory Design	Examin e	Differenti ate	L4 Analyse
CO5	Understands the Organization of Bus and Cache	05	Organizati on of Bus and Cache	Demon strate	Think- Pair - Share	L2 Understan d
CO6	Analyzes the design of superscalar pipelining	05	Superscal ar pipelining	Analyz e	Question s	L4 Analyse
C07	Design the different types of computer	06	Design of Computer	Practic e in Multipl e Contex ts	Self- evaluatio n	L3 Apply
CO8	Analyses the Scalable Architecture	04	Scalable Architectu re	Discus sion	Student Presentat ion	L4 Analyse
CO9	Understands the Parallel Models,Languages and compilers	06	Language s and compilers	Demon strate	Think- Pair - Share	L2 Understan d
CO10	Develops the parallel programming environments	05	parallel program ming	Develo p	Self- evaluatio n	L3 Apply
-	Total	52	-	-	-	-

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2. Course Applications

S	Application Area	CO	Leve
Ν			l
0			
1	Numeric weather forecasting	CO1	L3
2	Oceanography and Astro physics	CO2	L4
З	Socio economics	CO3	L3
4	Fine Element analysis	CO4	L4
5	Artificial Intelligence and Exploration	CO5	L3
6	Genetic Engineering	CO6	L4
7	Weapons Research and Defense	CO7	L3,
			L5
8	Remote Sensing Applications	CO8	L3
9	Medical applications	CO9	L3
10	Energy Resource Exploration	CO10	L3

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3. Articulation Matrix

(CO – PO MAPPING)

-	Course Outcomes				Pro				utc								
#	COs	P 0 1	P 0 2	P C 3		P O 5	P 0 6	P 0 7	P 0 8	P 0 9	P 0 1 0	P 0 11	PO 12	PS O1	PS O2	Teach. Hours	Level
15CS7 2.1	Understands the Parallel Computer Models		1	1	1							1	1	1	1	5	L2
15CS7 22	Calculate the Performance of Parallel Model	2	2	2		2				2	2	2			2	5	L3
15CS7 2.3	Understands the Organization of Processors and Memory	1	1	1				1					1	1		5	L2
15CS7 2.4	Design of Processors and Memory	2	2	2	2	2						2	2		2	06	L4
15CS7 2.5	Understands the Organization of Bus and Cache	1	1		1			1			1		1	1		05	L2
15CS7 2.6	Analyzes the design of superscalar pipelining	2	2	2	2					2	2		2		2	05	L4
15CS7 2.7	Design the different types of computer	2	2	2	2							2	2		2	06	L3
	Analyses the Scalable Architecture	2	2		2					2	2		2			04	L4
9	Understands the Parallel Models,Languages and compilers	1	1	1	1								1	1		06	L2
15CS72.1 0	Develops the parallel programming environments	2	2	2	2							2	2		2	05	L3
	levelAVG	1.7	1.6	1. 6		2		1		3	1.8	1.8	1.6	0.8	1.8		

Hours avg

5.2

Note: Mention the mapping strength as 1, 2, or 3

4. Mapping J Mappir		Justification	Mapping
со	РО		Level
Dept Prepared by		Checked by	Approved

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CO1		he students will analyze the basic concepts of different	parallel L	_2
	C	omputer architecture		

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CO1	PO3	Designed different flow mechanism for partitioning of program	parallel L	3
CO1	PO4	The knowledge of basic concepts of processes will he students to apply the same to formulate solutions for engine problems		3
CO1	PO7			
CO1	PO11			
CO1	PO12	Study of Parallel Computer architecture is required if student	s want	
CO2	PO1	to work in system as well as companies. The knowledge of basic formulate solutions for engineration problems are applied to calculate the Performance of		2
	PO2	Models Analyze how parallel processing has become frontier challe super computer application	enge in	
CO2	PO3			
CO2	PO5		L	4
CO2	PO9			
CO2	PO10			
CO2	PO11			
CO2	POg	Functions effectively as an individual and as member of teal is necessary to analyze workload, resources of parallel co effective analysis		3
CO3	PO1	Students should have the knowledge of different process memory architecture and how is the representation of RIS CICS processors		2
CO3	PO12			
CO3	PO2	Students should analyze how data is sent to different archi and how we perform different operations and how the sto data is done		4
CO3	PO3			
CO3	PO4			
CO3	PO7			
CO4	PO2	Analyze the different architecture of processor and n architecture	nemory L	4
CO4	PO1			
CO4	PO4			
CO4	PO3	Develop efficient processor and memory architecture wh translate sequential programs to machine language and some instruction level parallelism		6
CO4	PO11	Conduct some investigation of page faults, hits ratios and n replacement in RISC , CICS , Supercomputers and in architectures		4
CO4	P12			
CO5	PO1	Apply the knowledge of buses, system interfaces ar connections to various function boards in multiprocessor sys		3
CO5	PO	Analyze the Bus addressing, timing protocols and interrupt	L	Δ
CO6	PO2	Analyze the speedup,efficiency and throughput of c pipelining processors		
CO5	PO7			
CO5	PO10			
CO5	PO12			
CO6	PO10			
CO6	PO3	Design the state transition diagrams for pipeline	L	6
CO6	PO9	Conduct pipelining operations as team work using hardware board		
Dept				

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CO6	PO2			
CO6	PO4			
CO6	PO12			
CO7	PO1	Apply the knowledge of modern tools ,multiprocessor multicomputers	rs and	L3
C07	PO2	Analyze how multiprocessor systems interconnected multistage network and input output levels	are	L4
CO7	PO3	Students will design multicast routing algorithms		L6
CO7	PO4			
C07	PO12			
CO7	PO11			
CO8	PO1	Apply the knowledge of multiprocessor and multicomputers	5	L3
CO8	PO2	Analyze the multi-threading issues and solutions		L4
CO8	PO9	Team work is needed to analyses the network memory str and data flow in computers	ructure	L4
CO8	PO4			
CO8	PO10			
CO8	PO12			
CO9	PO1	Students should have the knowledge of parallel prog Models and compilers	U	L2
CO9	PO4	Different geometric view of SIV,ZIV tests are conducted for p compilers and analyses different matrix	barallel	L4
CO9	PO2			
CO9	PO3			
CO9	PO4			
CO9	PO12			
CO9	PO10		**	1.4
CO10 CO10	PO2 PO3	Analyze different dependences and different protocol monito Design different tools and hardware platforms for com models		L4 L4
CO10	PO1	models		
CO10	PO4			
CO10	PO11			
CO10	PO12			
CO10	PO7	Simulation is used to measure the effects of scheduling weat	her	L5

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Note: Write justification for each CO-PO mapping.

5. Curricular Gap and Content

SNo	Gap Topic	Actions Planned	Schedule Planned	Resources Person	PO Mapping
1					
2					
3					
4					
5					

Note: Write Gap topics from A.4 and add others also.

6. Content Beyond Syllabus

SNo	Gap Topic	Actions Planned	Schedule Planned	Resources Person	PO Mapping
1					
2					
3 4					
5					
6					
7 8					
9					
10					

Note: Anything not covered above is included here.

C. COURSE ASSESSMENT

1. Course C	Coverage				
Mod ule #	Title	Teaching Hours Cl4	No. of question in Exam A-1 CIA-2 CIA-3 Asg Extra SEE Asg	CO	Levels

100	go SKIT	Te	eaching	Proce	ess				Rev No.:	1.0	
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Copyright	©2017. cAAS. All rights reserved										
1 Pa	arallel Computer Mo	odels	11	2	-	-	1	1	2	CO1,	L2,
										CO2	L3
2 Ha	ardware Technologi	es:	10	2	-	-	1	1	2	CO3,	L2, L4
										CO4	
3 Bu	us, Cache, and Share	ed Memory	10	-	2	-	1	1	2	CO5,	L2, L4
•		,								CO6	
4 Pa	arallel and Scalable	Architectures	11	-	2	-	1	1	2	CO7,	L3,L4
										C08	
5 So	oftware for parallel	programming:	10	-	-	4	1	1	2	CO9,	L2,
Mo	odels									CO10	L3
-	Total		52	4	4	4	5	5	10	-	-

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2. Continuous Internal Assessment (CIA)

Evaluation	Weightage in Marks	CO	Levels
CIA Exam – 1	15	CO1, CO2, CO3, CO4	L2, L3,L2,L4
CIA Exam – 2	15	CO5, CO6, CO7, C08	L2, L4, L3, L4
CIA Exam – 3	15	CO9, CO10	L2, L3
Assignment - 1	05	CO1, CO2, CO3, CO4	L2, L3,L2,L4
Assignment - 2	05	CO5, CO6, CO7, CO8	L2, L4, L3, L4
Assignment - 3	05	CO9, CO10	L2, L3
Seminar - 1	-	-	-
Seminar - 2	-	-	-
Seminar - 3	-	-	-
Other Activities – define – Slip test Final CIA Marks	20	-	-

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D1. TEACHING PLAN - 1

Module - 1

Modul	C - T		
Title:	Parallel Computer Models	Appr Time:	16 Hrs
а	Course Outcomes	-	Blooms
- 1	Understands the concept of Parallel Computer Models	- CO1	Level
2	Calculate the Performance of Parallel Model	CO2	L3
b	Course Schedule	-	_
Class No	o Module Content Covered	CO	Level
1	Introduction to Parallel Computer Models	C01	L2
2	Classes of computers	C01	L2
3	Defining Computer Architectures	C01	L2
4	Trends in Technology	C01	L2
5	Trends in Power Integrated Circuits	C01	L2
6	Multivector and SIMD Computers	C01	L2
7	PRAM and VLSI Models	C01	L2
8	Program Partitioning and Scheduling	CO2	L3
9	Program Flow Mechanisms	CO2	L3
10	Principles of Scalable Performance	CO2	L3
11	System Interconnect Architectures	CO2	L3
12	Performance Metrics and Measures	CO2	L3
13	Parallel Processing Applications	CO2	L3
14	Speedup Performance Laws	CO2	L3
15	Scalability Analysis and Approaches	CO2	L3
с	Application Areas	со	Level
1	Numeric weather prediction	CO1	L2
2	Oceanography and Astrophysics	CO2	L3
d	Review Questions	-	-
1	Explain Computer Architectures ?	CO1	L2
2	Explain Five generations of Electronic Computers ?	CO1	L2
3	Explain SIMD and Multi vector Computers ?	CO2	L2
4	Explain Program Flow Mechanism ?	CO2	L3
5	Find the number of dies per 300mm water for a die that is 1.5 cm on a side	CO2	L3
е	Experiences	-	-
1			

- 1 2 3 4
- 5

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Module – 2

Modul			
Title:	Divide and Conquer	Appr Time:	10 Hrs
a	Course Outcomes	-	Blooms
-	The student should be able to:	-	Level
1	Organize and design the Processors	CO3	L2
2	Organize and design the Memory	CO4	L4
b	Course Schedule	-	-
Class N	o Module Content Covered	со	Level
17	Hardware Technologies,,,,	CO3	L2
18	Processors and Memory Hierarchy	CO3	L2
19	Super scalar and Vector Processors	CO3	L2
20	Advanced Processor Technology	CO3	L2
21	Memory Hierarchy Technology	CO3	L2
22	Virtual Memory Technology.	CO4	L4
23	Cache performance	CO4	L4
24	Six basic cache Optimizations	CO4	L4
25	Protection and examples of Virtual Memory	CO4	L4 L4
с	Application Areas	со	Level
1	Use in smart phones	CO3	L2
2	Used in Database system Implementation	CO4	L4
d	Review Questions	_	-
12	What are the different hardware technologies ?	CO3	L2
13	Explain Memory Hierarchy with neat diagram ?	CO3	L2
14	Explain different advanced technologies and Superscalar operation ?	CO3	L2
15	Explain Vector Processors & Virtual Memory Technology?	CO4	L4
16	Explain Scalar Processor with neat diagram ?	CO4	L4
е	Experiences	-	-
1			

- 1 2 3 4 5

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E1. CIA EXAM – 1

a. M	ode	l Questior	n Paper - 1							
		15CS72	15CS72 Sem: 7 Marks: 30 Time: 75 mi Idvanced computer Architecture							
Cours - 1	e: - a	Note: Ans Define the ii) Learning iii) Respon	wer any 3 c following t g curve se time		ach carry e	qual marks. nitecture		Marks 15	CO 1	Level L2
	b	instruction	ndahl's law. N	Derive an e uction and c		or CPU clock	as a functio	n of	CO1	L2
	С	Find the d	lie yield for	dies that a		a side and 1	LOCM ON A S	ide,	CO2	L3
	d			isures of de	pendability.				CO2	L3
2	а	Explain h following : i) Virtual m ii) Virtual n	hemory	rotection of	f processe:	s is accomp	olished via	the 15	CO1	L2
	b	What do y discuss h	ou unders/	d consisten		stently? Expla allow read			CO1	L2
3	a b	Assume a • 10 disks e • 1 SCSI co • 1 Power s • 1 Fan, 200 • 1 SCSI ca Using the distributed	disk subsy each rated ontroller, 50 supply, 200 0, 000 — ho ible, 1,000,0 simplifying d and that	at 1.000,000 0,000 - hou ,000 , - hou our MTTF. 000 — hour. g assumptic	ne following) hr MTTF r MTTF r MTTF ons that the	ocessor. components e lifetimes ar of the systen	e exponenti	-	CO4 CO4	L4 L4
4	а		·	nory hierarcl		-		15	CO3	L2
·	b		e different			prove memo	ry performa		CO3	L2

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b. Assignment -1

Note: A distinct assignment to be assigned to each student.

NOLE. A UISLINCE as	signment to be assi	gheu to each sti	Juent.				
	1	Model Assignme	ent Questions				
Crs Code: 15CS72 Sem: 7 Marks: 5 / 10 Time:						ninute	S
	ed computer Archit						
Note: Each studer	nt to answer 2-3 assi	gnments. Each a	assignment c	arries equal I	mark.		
USN		Assignment De	scription		Marks	со	Level
SN		-	-				
0							
1	Explain the State o	f Computing ?			5	CO1	L2
2	Explain the Evolution	Explain the Evolution of Computer Architecture ?					L3
3	Explain Two NUMA	A models of Mult	iprocessor sy	ystem ?		CO2	L3
4	Explain System Inte	erconnect Archi	ectures ?		5	CO1	L2
5	Explain Static and I	Dynamic Conneo	ction Networl	ks?	5	CO2	L2
6	Briefly explain Adv	anced Processo	r Technology	/?	10	CO1	L3
7	Explain Intel i860 p	rocessor archite	ecture ?		10	CO1	L3
8	Explain Vector and				10	CO2	L3
9	Define the characte	eristics of Symbo	olic Processir	ng ?	10	CO2	L2
10	Explain Memory Hi	erarchy ?			10	CO2	L3

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D2. TEACHING PLAN - 2

Module	9 - 3		
Title:	Divide and Conquer	Appr	16 Hrs
a - 1 2	<i>Course Outcomes</i> The student should be able to: Understand the Organization of Bus and Cache Design the bus and Cache	Time: - - CO5 CO6	Blooms Level L2 L4
b Class No 1	<i>Course Schedule</i> • Module Content Covered Bus, Cache, and Shared Memory ,,Shared Memory Organizations ,Sequential and ,,Linear Pipeline Processors ,Nonlinear Pipeline Processors ,Instruction Pipeline Design ,Arithmetic Pipeline Design	CO 5	Level L2
2 3 4 5 6 7 8 9 10 11	Bus, Cache, and Shared Memory ,Bus Systems Bus Systems ,Cache Memory Organizations Pipelining and Super scalar Techniques Weak Consistency Models Cache Memory Organizations ,, Shared Memory Organizations Sequential and Weak Consistency Models ,, Pipelining and Super scalar Techniques Linear Pipeline Processors ,Nonlinear Pipeline Processors , Instruction Pipeline Design ,Arithmetic Pipeline Design	CO5 CO5 CO5 CO6 CO6 CO6 CO6 CO6 CO6	L2 L2 L2 L4 L4 L4 L4 L4 L4
c 1 2	Application Areas Use to find performance of processors Used in Memory Organization	CO 5 CO6	Level L2 L4
d 1	Review Questions What is Shared Memory organization explain ?	- CO5	- L2
2 3 4 5	Explain ,Cache Memory Organizations? Compare Sequential and Weak Consistency Models? Write a short note on Pipelining and Superscalar Techniques? Explain Arithmetic Pipeline Design with diagram ?	CO5 CO6 CO6 CO6	L2 L4 L4 L4
е	Experiences	-	-

- 1 2 3 4 5

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Module – 4

modul	✓ 4		
Title:	Divide and Conquer	Appr Time:	16 Hrs
a	Course Outcomes	-	Blooms
1	Used to analyze Multiprocessors and Multicomputers ,Multiprocessor	-	Level
	System		
2	Used to design Scalable Architectures	CO7	L3
b	Course Schedule	CO8	L4
Class No	Module Content Covered	СО	Level
1	Parallel Multiprocessors and Multicomputers ,Multiprocessor System	CO7	L3
2	Cache Coherence and Synchronization Mechanisms	CO7	L3
3	Three Generations of Multicomputers	CO7	L3
4	Message-Passing Mechanisms	CO7	L3
5	Multivector and SIMD Computers	CO7	L3
6	Vector Processing Principles	CO7	L3
7	Multivector Multiprocessors	CO7	L3
8	Compound Vector Processing	CO7	L4
9	SIMD Computer Organizations. Scalable	CO8	L4
10	Multi-threaded, and Data flow Architectures	CO8	L4
11	Principles of Multithreading	CO8	L4
12	Fine Grain Multicomputers	CO8	L4
13	Scalable and Multithreaded Architectures	CO8	L4

c 1 2	Application Areas Use to determine different Platformas Used in networks	CO 7 CO8	Level L3 L4
d 1 2 3 4 5	Review Questions Difference between Multiprocessors and Multi computers ? What is Cache Coherence and explain ? What is Compound Vector Processing and explain ? Explain Multithreaded, and Dataflow Architectures ? Explain different Multithreading techniques ?	CO7 CO7 CO8 CO7 CO8	- L3 L4 L3 L4
е	Experiences	-	-

Experiences		

- 1 2 3
- 4 5

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E2. CIA EXAM – 2

a. Model Question Paper - 2

		15CS72	Sem:	7	Marks:	30	Time:	75	minute	S	
Cours			computer A								
- 1		Which are	ver any 2 qu the major ce? Explain a	categories	of advar		ks. mizations of	cache	Marks 15	CO 5	Level L3
	b		AM memory			basic organ	nization.			CO5	L3
2	а	Explain the	basic VLIW	/ approach 1	for exploit	ing ILP, us	ing multiple i	ssues.	15	CO6	L4
		.What are	anch target the issues ir naming appr	nvolved in i			peculation? E	Explair	1	CO6 CO6	L4 L4
3		technique	used in F	RISC proce	ssors. W	hat are	t of delayed I its limitation able example	s anc		CO7	L3
	b		at is branch nch penaltie		iscuss the	different	techniques u	ised to)	C07	L3
	С	Consider a cycle and cycles for these oper Suppose t adds 0.2ns	non-pipelin that it uses memory op ations are 40 hat due to of overhea	ed process 4 cycles fo perations. As 0%, 20% and clock skew od to the clo	or ALU op ssume tha 1 40% resp 7 and set ock. Ignor	erations a at the rela ectively. up, pipeli ing any la	that it has ins and branches ative frequence ning the pro atency impac achieved fro	and g cies of cessoi t, how	5 f /	CO7	L3
4	а	Explain the	steps to un	roll the cod	e and sche	edule.			15	CO8	L4
	b	Clearly stat	te, how to				orediction me			CO8	L4

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Note: A distinct assignment to be assigned to each student.

	alstinet us	Significant to	be assigned							
			Mode	el Assignmei	nt Questions	5				
Crs Code:	•	Sem:	7	Marks:	5 / 10	Time:	90) – 120 r	ninute	S
Course:	Course: Advanced computer Architecture									
Note: Eac	Note: Each student to answer 2-3 assignments. Each assignment carries equal mark.									
SNo	USN		Assi	gnment De	scription			Marks	со	Level
1		Explain the	e Hierarchica	al Bus syster	n ?			5	CO8	L4
		Explain the	e Cache Cohe	erence and	Synchonizat	ion Mec	hanism			
2		Explain thr	ee generatic	n of Multico	mputers?			5	CO7	L3
3		Explain th	ne Vector	and Scalar	performan	nce of	various		CO7	L3
		Supercom	puters ?							
4		What is Cra	ay/MPP syst	em ? Explai	n			5	CO7	L3
5		Explain Sh	ared Virtual I	Memory?				10	CO8	L4
6		Explain the	Multidimen	sional Archi	tectures ?			10	CO8	L4
7		What is MI	T J-machine	? Explain				10	CO8	L4
				·						
8		Explain Ins	truction Set .	Architecture	?			10	CO8	L4
9			ra Multiproce					10	CO7	L3
10			e Data Flow A					10	CO7	L3
11										0

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D3. TEACHING PLAN - 3

Module – 5

aCourse Outcomes-Bloom-The student should be able to:-Level1Understands Instruction Level ParallelismCOgL22Analysis of Data ArraysCO10L3bCourse ScheduleCO2L2Class No Module Content CoveredCO2L21Parallel Models, Languages, and CompilerCO2L22Dependence Analysis of Data ArraysCO2L23Parallel Program Development and EnvironmentsCO2L24Synchronization and Multiprocessing Modes.CO2L25Instruction Level ParallelismCO3L26Instruction Level ParallelismCO3L27Computer Architecture ,Contents,Basic Design IssuesCO3L28Problem DefinitionCO10L39Model of a Typical ProcessorCO10L310Operand ForwardingCO10L311Operand ForwardingCO10L312Reorder Buffer, Register RenamingCO10L313Tomasulo's Algorithm Branch PredictionLimitations in Exploiting Instruction Level Parallelism14Limitations in Exploiting Instruction Level ParallelismCO10L315Thread Level Parallelism.CO10L314Limitations in Exploiting Instruction Level ParallelismCo10L315Thread Level Parallelism.CO10L316Thread Level Parallelism.CO10L3 <th></th>	
1Understands Instruction Level ParallelismCOgL22Analysis of Data ArraysCO10L3bCourse ScheduleCOLevelClass No Module Content CoveredCOLevel1Parallel Models, Languages, and CompilerCOgL22Dependence Analysis of Data ArraysCOgL23Parallel Program Development and EnvironmentsCOgL24Synchronization and Multiprocessing Modes.COgL25Instruction and System Level ParallelismCOgL26Instruction Level ParallelismCOgL27Computer Architecture ,Contents,Basic Design IssuesCOgL28Problem DefinitionCO10L39Model of a Typical ProcessorCO10L310Operand ForwardingCO10L312Reorder Buffer, Register RenamingCO10L313Tomasulo's Algorithm Branch PredictionLimitations in Exploiting Instruction Level Parallelism14Limitations in Exploiting Instruction Level ParallelismCo10L3	s
2Analysis of Data ArraysCO10L3bCourse ScheduleCOLevelClass No Module Content CoveredCOLevel1Parallel Models, Languages, and CompilerCO9L22Dependence Analysis of Data ArraysCO9L23Parallel Program Development and EnvironmentsCO9L24Synchronization and Multiprocessing Modes.CO9L25Instruction and System Level ParallelismCO9L26Instruction Level ParallelismCO9L27Computer Architecture ,Contents,Basic Design IssuesCO9L28Problem DefinitionCO10L39Model of a Typical ProcessorCO10L310Compiler-detected Instruction Level ParallelismCO10L311Operand ForwardingCO10L312Reorder Buffer, Register RenamingCO10L313Tomasulo's Algorithm Branch PredictionLimitations in Exploiting Instruction Level Parallelism15Thread Level Parallelism.Co10L3	
bCourse ScheduleClass No Module Content CoveredCOLevel1Parallel Models, Languages, and CompilerCO9L22Dependence Analysis of Data ArraysCO9L23Parallel Program Development and EnvironmentsCO9L24Synchronization and Multiprocessing Modes.CO9L25Instruction and System Level ParallelismCO9L26Instruction Level ParallelismCO9L27Computer Architecture ,Contents,Basic Design IssuesCO9L28Problem DefinitionCO10L39Model of a Typical ProcessorCO10L310Compiler-detected Instruction Level ParallelismCO10L311Operand ForwardingCO10L312Reorder Buffer, Register RenamingCO10L313Tomasulo's Algorithm Branch PredictionLimitations in Exploiting Instruction Level Parallelism15Thread Level Parallelism.Forwardlelism	
Class No Module Content CoveredCOLevel1Parallel Models, Languages, and CompilerCOgL22Dependence Analysis of Data ArraysCOgL23Parallel Program Development and EnvironmentsCOgL24Synchronization and Multiprocessing Modes.COgL25Instruction and System Level ParallelismCOgL26Instruction Level ParallelismCOgL27Computer Architecture ,Contents,Basic Design IssuesCOgL28Problem DefinitionCO10L39Model of a Typical ProcessorCO10L310Compiler-detected Instruction Level ParallelismCO10L311Operand ForwardingCO10L312Reorder Buffer, Register RenamingCO10L313Tomasulo's Algorithm Branch PredictionLimitations in Exploiting Instruction Level Parallelism15Thread Level Parallelism.Limitations in Exploiting Instruction Level Parallelism	
1Parallel Models, Languages, and CompilerCO9L22Dependence Analysis of Data ArraysCO9L23Parallel Program Development and EnvironmentsCO9L24Synchronization and Multiprocessing Modes.CO9L25Instruction and System Level ParallelismCO9L26Instruction Level ParallelismCO9L27Computer Architecture ,Contents,Basic Design IssuesCO9L28Problem DefinitionCO10L39Model of a Typical ProcessorCO10L310Compiler-detected Instruction Level ParallelismCO10L311Operand ForwardingCO10L312Reorder Buffer, Register RenamingCO10L313Tomasulo's Algorithm Branch PredictionLimitations in Exploiting Instruction Level Parallelism14Limitations in Exploiting Instruction Level ParallelismLimitations in Exploiting Instruction Level Parallelism15Thread Level Parallelism.Limitations in Exploiting Instruction Level Parallelism	
2Dependence Analysis of Data ArraysCO9L23Parallel Program Development and EnvironmentsCO9L24Synchronization and Multiprocessing Modes.CO9L25Instruction and System Level ParallelismCO9L26Instruction Level ParallelismCO9L27Computer Architecture ,Contents,Basic Design IssuesCO9L28Problem DefinitionCO10L39Model of a Typical ProcessorCO10L310Compiler-detected Instruction Level ParallelismCO10L311Operand ForwardingCO10L312Reorder Buffer, Register RenamingCO10L313Tomasulo's Algorithm Branch PredictionLimitations in Exploiting Instruction Level Parallelism15Thread Level Parallelism.Limitations in Exploiting Instruction Level Parallelism	
4Synchronization and Multiprocessing Modes.CO9L25Instruction and System Level ParallelismCO9L26Instruction Level ParallelismCO9L27Computer Architecture ,Contents,Basic Design IssuesCO9L28Problem DefinitionCO10L39Model of a Typical ProcessorCO10L310Compiler-detected Instruction Level ParallelismCO10L311Operand ForwardingCO10L312Reorder Buffer, Register RenamingCO10L313Tomasulo's Algorithm Branch PredictionLimitations in Exploiting Instruction Level Parallelism15Thread Level Parallelism.Forwardlelism	
4Synchronization and Multiprocessing Modes.CO9L25Instruction and System Level ParallelismCO9L26Instruction Level ParallelismCO9L27Computer Architecture ,Contents,Basic Design IssuesCO9L28Problem DefinitionCO10L39Model of a Typical ProcessorCO10L310Compiler-detected Instruction Level ParallelismCO10L311Operand ForwardingCO10L312Reorder Buffer, Register RenamingCO10L313Tomasulo's Algorithm Branch PredictionLimitations in Exploiting Instruction Level ParallelismForwarding15Thread Level Parallelism.Thread Level Parallelism.State Parallelism	
5Instruction and System Level ParallelismCOgL26Instruction Level ParallelismCOgL27Computer Architecture ,Contents,Basic Design IssuesCOgL28Problem DefinitionCO10L39Model of a Typical ProcessorCO10L310Compiler-detected Instruction Level ParallelismCO10L311Operand ForwardingCO10L312Reorder Buffer, Register RenamingCO10L313Tomasulo's Algorithm Branch PredictionLimitations in Exploiting Instruction Level ParallelismS15Thread Level Parallelism.Thread Level Parallelism.Limitations	
6Instruction Level ParallelismCO9L27Computer Architecture ,Contents,Basic Design IssuesCO9L28Problem DefinitionCO10L39Model of a Typical ProcessorCO10L310Compiler-detected Instruction Level ParallelismCO10L311Operand ForwardingCO10L312Reorder Buffer, Register RenamingCO10L313Tomasulo's Algorithm Branch PredictionLimitations in Exploiting Instruction Level ParallelismForward Level Parallelism15Thread Level Parallelism.Co10L3	
8Problem DefinitionCO10L39Model of a Typical ProcessorCO10L310Compiler-detected Instruction Level ParallelismCO10L311Operand ForwardingCO10L312Reorder Buffer, Register RenamingCO10L313Tomasulo's Algorithm Branch PredictionLimitations in Exploiting Instruction Level ParallelismForward Level Parallelism15Thread Level Parallelism.Co10L3	
9Model of a Typical ProcessorCO10L310Compiler-detected Instruction Level ParallelismCO10L311Operand ForwardingCO10L312Reorder Buffer, Register RenamingCO10L313Tomasulo's Algorithm Branch PredictionLimitations in Exploiting Instruction Level ParallelismForward Level Parallelism15Thread Level Parallelism.Co10L3	
10Compiler-detected Instruction Level ParallelismCO10L311Operand ForwardingCO10L312Reorder Buffer, Register RenamingCO10L313Tomasulo's Algorithm Branch PredictionLimitations in Exploiting Instruction Level ParallelismForward Level Parallelism15Thread Level Parallelism.CO10L3	
11Operand ForwardingCO10L312Reorder Buffer, Register Renaming13Tomasulo's Algorithm Branch Prediction1413Tomasulo's Algorithm Branch Prediction14Limitations in Exploiting Instruction Level Parallelism15Thread Level Parallelism.	
 Reorder Buffer, Register Renaming Tomasulo's Algorithm Branch Prediction Limitations in Exploiting Instruction Level Parallelism Thread Level Parallelism. 	
 13 Tomasulo's Algorithm Branch Prediction 14 Limitations in Exploiting Instruction Level Parallelism 15 Thread Level Parallelism. 	
 Limitations in Exploiting Instruction Level Parallelism Thread Level Parallelism. 	
15 Thread Level Parallelism.	
c Application Areas CO Level	
1 Use to find performance of algorithm CO10 L3	
2 Used in Searching and sorting CO9 L2	
d Review Questions	
1 Explain different Languages, and Compilers for parallel programming ? CO9 L2	
2 Explain Parallel Program Development and Environments? CO9 L2	
3 Explain Instruction and System Level Parallelism ? CO10 L3	
4 Write a short note on Register Renaming ,Tomasulo's Algorithm? CO10 L3	
5 How to Exploit Instruction Level Parallelism and Thread Level Parallelism? CO10 L3	
e Experiences	

- 1 2 3 4 5

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E3. CIA EXAM – 3

a. Model Question Paper - 3

		: 15CS72	Sem:	7	Marks:	30	Time:	75 minute	es	
Cour: - 1	-	Note: Ans What mak	kes pipelini detail, the	questions, ng hard to	each carry e implement?	•	ks. exception behav	Marks 15 vior	CO 9 CO9 CO9	Level L2 L2
2	а		ne architect		4 intel proce	ssor and	also prediction a	and 15	CO9	L2
	b	useful in		g the par	allelism amo		ling techniques ctions by creat		CO9	L2
	С	multiproc	lirectory b essor syste n the state f	em		e for a c	listributed mem	ory	CO9	L2
3	а	With a r translation	•	ım. explair	n the transla	ition buff	er of fast addro	ess 15	CO 10	L3
	b			organizatior	n of 64M bit D	RAM.			CO 10	L3
4	а	What is ir code frag		evel parall	elism? Explai	n control	dependence us	ing 15	CO 10	L3
	b			ture of sup	perscalar com	puters			CO 10	L3

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b. Assignment – 3

Note: A distinct assignment to be assigned to each student.

		2	Mode	l Assignm	nent Questions				
Crs Code	e: 15CS72	Sem:	7	Marks:	5 / 10	Time:	90 - 120	minute	S
Course:	Advance	ed compute	er Architectur	e					
Note: Ea	ch student	to answer a	2-3 assignme	ents. Each	assignment ca	arries equal m	ark.		
SNo	USN		Assi	gnment C	Description		Marks	СО	Level
1		What is p	oison bit ?	Explain	the methods	for preservir	ng 10	CO9	L2
		exception	behavior?						
2		How is mu	Iti threading	used to e	xploit thread le	evel parallelis	m 10	CO9	L2
		within a pr	ocessor?						
		Multi threa	iding – defini [:]	tion					
		Fine graine	ed multi threa	ading					
		Coarse gra	ained multi th	ireading					
		Simultane	ous multi thre	eading					
3		Explain di	rectory base	ed cache	coherence for	or a distribute	ed 10	CO10	L3
		memory m	nultiprocesso	or system					
		along with	the state tra	nsition dia	agram.				
4		Explain De	pendence A	nalysis of	Data Arrays ?		10	CO10	L3
5		Explain Pa	rallel Langua	iges and (Compilers?		10	CO10	L3
			-						

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F. EXAM PREPARATION

1. University Model Question Paper

Cou	rse: Code:	15CS72 Sem: 7 Marks: 80 Time Answer all FIVE full questions. All questions carry equal marks.	e: M	1 1arks	May /2 180 mir CO I	nutes L evel
1	а	What do you mean by instruction set Architecture (ISA)? Briefly exp the various dimensions of ISA addressed during defining the compu architecture.			CO1	L2
-	b a	Explain Five generations of Electronic Computers ? Explain the main measures of dependability.		16 / 20	CO2	L3
	b	Write note on the performance equation of processor.			002	
2	а	Explain the Multidimensional Architectures ?		16 / 20	Co3	L2
	b	Explain in detail the hardware support for preserving exception behavi during speculation	iour		Co3	L2
	С	What is Cray/MPP system ? Explain			C04	L4
-	а	What is MIT J-machine ? Explain		16 / 20	C04	L4
	b	Explain Shared Virtual Memory ?			C04	L4
3	a	Indicate the distinguish features of the following techniques employed improve cache behavior. i) Compulsory misses ii) Capacity misses (iii) Conflict misses (05 Marks) c. In brief, discuss the four memory hierarchy questions for virtual mem		16 / 20	CO5	
_	b c d a	snooping with respect to cache — coherence protocol. With a neat diagram, explain the hypothetical memory hierarchy		16 /	CO5	
	b	Explain the Data Flow Architectures ?		20	CO7	L3
4	а	Explain the Multidimensional Architectures ?		16 / 20	CO7	L3
	b	What is MIT J-machine ? Explain		20		
-	а	What is prefetching in SVM ? how it is done ?		16 / 20	CO8	L4
	b	Explain Latency problems for remote loads and local loads ?		-	CO8	L4
5	а	What is poison bit ? Explain the methods for preserving except behavior?	tion	16 / 20	CO9	L2
	b	Explain directory based cache coherence for a distributed mem multiprocessor system along with the state transition diagram.	iory		CO10	L3

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а	What do you i	mean by forward and backward approach of problem	C010 L3		
	solving in Dynar	nic programming?			

solving in Dynamic programming?b Analyze precisely the computing time and space requirements of thisCO10 L3 new version of Prim's algorithm using adjacency lists.

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2. SEE Important Questions

Cou	rse:	Advanced computer ArchitectureMor15CS72Sem:7Marks:80Time		Year I		2018 Inutes
	Note	Answer all FIVE full questions. All questions carry equal marks. Important Question		_ Marks	-	
ule						
1	1	Explain different classess of Computer . Illustrate the seven dimensions an ISA	s of	16 / 20		2015
	2 3	Explain different trends in Integrated Circuits Give a brief explanation about trends in power in integrated circuits a cost	and			2004 2014
	4	How response time, execution time and throughput are interrelated weach other	vith			2007
	5	Find the die yield for dies that are 1.5 cm on a side and 1.0 cm on a s assuming a defect density of 0.4 per cm2 and a is 4.	ide			2015
		Define Amdahl's law. Derive an expression for cpu clock as a function instruction count. Clocks per instruction and clock cycle time.	ו of			
2	1	Explain how the protection of processes is accompolisbed via following: i) Virtual memory ii) Virtual machines.	the	16 / 20		2005
	2	Explain the process of protecting via virtual Memory				2015
	3 4	Explain hardware support for exposing parallelism for VLIW & EPIC Explain in detail the hardware support for preserving exception behave	vior			2017 2006
	5	during speculation Write short notes on : i) The Itanium 2 processor ii) IA -64 register model				2004
3	1	Explain AMD opteron Memory Hierarchy		16 / 20		2006
	2	Explain in detail, Branch —Target buffers				2015
	3	snooping with respect to cache — coherence protocol.				2007
	4	Explain in detail, the architecture support for protecting processes free each other via virtual memory	om			2014
	5	Explain the six basic cache optimization techniques.				2017
4	1	Explain the different taxonomy of parallel architecture.		16 / 20		2014
	2	With neat diagram explain the basic structure of a central' sha memory and distributed shared memory multiprocessor	red			2014/ 17
	3	With a neat diagram, explain the basic structure of a centralized share memory and distributed memory multiprocessor.	red			2006
	4	Suppose you want to achieve a speedup of 80 with 100 processors. W fraction of the original computation can be sequential?	hat			2017
	5	Explain basic schemes for enforcing coherence.				2017
5	1	Explain the basic Compiler techniques for exploring Instruction-Le Parallelism		16 / 20		2009
	2	Explain exploiting ILP using dynamic scheduling multiple issue a	and			2015
	3	speculation. Enlist the pipeline hazards. Also explain them.				2007

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4 W	'ith an aid of	a neat functional diagram, discuss the classic 5-stage	2018			

4	With an aid of a neat functional diagram, discuss the classic 5-stage	2018
	pipeline for a Risc processor, that highlight how an instruction flows	
	through the data path.	

5 Explain the design issues of parallel Computer

2005