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| | | OR | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 3 | a) | Differentiate FIFO (First-In-First-Out) and LRU (Least Recently Used) page replacement algorithms with an example. | CO2 | PO3 | 7 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | b) | Explain virtual to real page address translation in paged memory system and six fields in page map entry. | CO1 | PO2 | 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | c) | Explain the design considerations of the input-output interface in a computing system and discuss the contribution of Direct Memory Access (DMA) controllers in optimizing data transfer. | CO2 | PO3 | 7 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | UNIT - III | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 4 | a) | Explain basic linear pipelining with time space diagram. | CO2 | PO2 | 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | b) | For the given sequence of stages draw the reservation table and find the forbidden latency. Sa, Sc, Sa, Sb, Sc, Sb | CO2 | PO2 | 4 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | c) | Consider the following pipeline reservation table <table border="1"><tr><td>clock cycles</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr><tr><td>Stages</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td></tr><tr><td>S1</td><td>x</td><td></td><td></td><td></td><td></td><td>x</td><td></td><td>x</td></tr><tr><td>S2</td><td></td><td>x</td><td></td><td>x</td><td></td><td></td><td></td><td></td></tr><tr><td>S3</td><td></td><td></td><td>x</td><td></td><td>x</td><td></td><td>x</td><td></td></tr></table> (a) What are the forbidden latencies and permissible latencies? (b) Draw the state transition diagram. (c) List simple cycles and greedy cycles. (d) Determine the minimal average latency. | clock cycles | | | | | | | | | Stages | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | S1 | x | | | | | x | | x | S2 | | x | | x | | | | | S3 | | | x | | x | | x | | CO3 | PO4 | 10 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| clock cycles | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| Stages | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| S1 | x | | | | | x | | x | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| S2 | | x | | x | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| S3 | | | x | | x | | x | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | OR | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 5 | a) | Elaborate pipeline classification schemes with suitable examples. | CO3 | PO3 | 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | b) | Draw a 4-stage floating point adder for the given example and explain the stages involved. A= 0.912 *10 ² B= 0.8523*10 ³ | CO3 | PO3 | 10 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | c) | Find the latency cycle and average latency for the given reservation table. <table border="1"><tr><td></td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td><td>21</td></tr><tr><td>S1</td><td>X1</td><td>X2</td><td></td><td></td><td></td><td>X1</td><td>X2</td><td>X1</td><td>X2</td><td>X3</td><td>X4</td><td></td><td></td><td></td><td>X3</td><td>X4</td><td>X3</td><td>X4</td><td>X5</td><td>X6</td><td></td></tr><tr><td>S2</td><td></td><td>X1</td><td>X2</td><td>X1</td><td>X2</td><td></td><td></td><td></td><td></td><td>X3</td><td>X4</td><td>X3</td><td>X4</td><td></td><td></td><td></td><td></td><td></td><td>X5</td><td>.....</td><td></td></tr><tr><td>S3</td><td></td><td></td><td>X1</td><td>X2</td><td>X1</td><td></td><td>X1</td><td>X2</td><td></td><td></td><td></td><td>X3</td><td>X4</td><td>X3</td><td></td><td>X3</td><td></td><td></td><td></td><td></td><td></td></tr></table> | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | S1 | X1 | X2 | | | | X1 | X2 | X1 | X2 | X3 | X4 | | | | X3 | X4 | X3 | X4 | X5 | X6 | | S2 | | X1 | X2 | X1 | X2 | | | | | X3 | X4 | X3 | X4 | | | | | | X5 | | | S3 | | | X1 | X2 | X1 | | X1 | X2 | | | | X3 | X4 | X3 | | X3 | | | | | | CO3 | PO3 | 4 |
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| S1 | X1 | X2 | | | | X1 | X2 | X1 | X2 | X3 | X4 | | | | X3 | X4 | X3 | X4 | X5 | X6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| S2 | | X1 | X2 | X1 | X2 | | | | | X3 | X4 | X3 | X4 | | | | | | X5 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| S3 | | | X1 | X2 | X1 | | X1 | X2 | | | | X3 | X4 | X3 | | X3 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | | UNIT – IV | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| 6 | a) | How does parallelism differ in GPUs and CPUs. Identify the key factors that contribute to this distinction. | CO3 | PO5 | 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| | b) | Elucidate the memory hierarchy along with its characteristics to address the diverse requirements of GPU workloads. | CO3 | PO5 | 6 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

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| | | c) | With a neat sketch explain the concepts of threads, grids, and blocks in CUDA. Illustrate how computations are divided into threads to facilitate parallel processing. | CO3 | PO5 | 8 |
| | | | UNIT – V | | | |
| 7 | a) | | What are the key architectural components of CUDA, and how do they contribute to the parallel processing capabilities of GPUs? | CO3 | PO5 | 6 |
| | b) | | Write and explain a CUDA program to add two matrices considering multi-dimensional blockIdx, threadIdx and blockDim. | CO3 | PO5 | 7 |
| | c) | | Explain the steps to execute a CUDA program with a neat diagram. | CO3 | PO5 | 7 |
