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CS 152 Computer Architecture and Engineering Final Exam SOLUTIONS May 12, 2020 Professor Krste Asanovi Name:_____ SID:_____ I am taking CS152 / CS252 (circle one) 180 Minutes, 27 pages. Notes: • Not all questions are of equal difficulty, so look over the entire exam!

CS 152 Computer Architecture and Engineering Final Exam ...
Computer Architecture Final Exam Solutions CSE 30321 – Computer Architecture I – Fall

2010 Final Exam December 13, 2010 Test Guidelines: 1. Place your name on EACH page of the test in the space provided. 2. Answer every question in the space provided. If separate sheets are needed,

Computer Architecture Final Exam Solutions

Computer Architecture - Instructions 1. Write your name now. Name: Final Exam A simple (No wireless) calcu- 2. 3. 4. 5. 6. 8. Maximum score: 115. This exam is open book and open notes. lator is allowed. You should have 6 questions in 16 pages. Exam length: 2 hours. Read all the questions before you begin. Show all your work. Write clearly.

FINAL EXAM3 - Department of Electrical & Computer Engineering

EE321: Computer Architecture Final Exam Solution (1h30) 2017 – 2018 Notes : Answer briefly and clearly using the provided space. No extra sheet will be accepted. 1. Interrupts (5 pts) Consider a system with 3 I/O devices: D1, D2, and D3, with increasing priorities of 1 (low priority), 2 and 3 (high priority), respectively.

EE321: Computer Architecture Final Exam Solution (1h30 ...

CSE 30321 – Computer Architecture I – Fall 2010 Final Exam December 13, 2010 Test Guidelines: 1. Place your name on EACH page of the test in the space provided. 2. Answer every question in the space provided. If separate sheets are needed, make sure to include your name and clearly identify the problem being solved. 3. Read each question ...

CSE 30321 – Computer Architecture I – Fall 2010 Final Exam ...

Computer Architecture 1 Fall 2011 Final Exam Solutions, Uppsala University Page 3 of 8 MIPS&Assembly&[12points]& 5a. Write MIPS assembly for the algorithm below. [4 points] c = a + b + 4; do { c -= a; b++; } while (c > 3) a is in $t0, b is in $t1, c is in $s0. Clear comments are required for each line of code. Code Comments

Dark 1 HT2011 Exam Solutions - Uppsala University

Computer Architecture MCQ Question with Answer Computer Architecture MCQ with detailed explanation for interview, entrance and competitive exams. Explanation are given for understanding. Download Computer Architecture MCQ Question Answer PDF

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CSE 490/590 Computer Architecture Midterm Solution DIRECTIONS Time limit: 45 minutes (12pm - 12:45pm) There are 40 points plus 5 bonus points. This is a closed-book, no calculator, closed-notes exam. Each problem starts on a new page. Please use a pen, not a pencil. If you use a pencil, it won't be considered for regrading.

CSE 490/590 Computer Architecture Midterm Solution

EXAM 1 SOLUTIONS Assume we would like to use the exact same solution (history buffer) for executing a store instruction to memory. Why is this difficult to do? It is difficult to UNDO the effect of a store instruction. Another processor might read and use the value supplied by the store instruction before the store is undone.

EXAM 1 SOLUTIONS - Electrical and Computer Engineering

This means that the computer (CPU) will seem faster to the user with more RAM to keep more data and instructions close at hand for the CPU. Hardware D 19 Yes. Thumb Drives (a.k.a. USB keys) offer more storage and quicker data access in a smaller, more convenient package. Most PC makers have stopped including diskette drives as standard PC ...

Answers to Chapters 1,2,3,4,5,6,7,8,9 - End of Chapter ...

Title: Dark 1 HT2011 Exam Solutions Author: David Black-Schaffer Created Date: 1/6/2012 12:07:31 PM

Dark 1 HT2011 Exam Solutions - Uppsala University

Reading: Essentials of Computer Architecture Chapter 18. Question and Answer session, catch-up, review, or topic of your choice. Please email suggestions. Course review, prepare for final exam (a draft solutions). Assignment 5 Solutions; Assignment and Lab schedule on WebCT. Final exam (draft solutions), Monday, April 30, 2007, 19:00-21:00, SC 239.

CS 250: Computer Architecture

18-447 Intro to Computer Architecture, Spring 2012 Final Exam Instructor: Onur Mutlu Teaching Assistants: Chris Fallin, Lavanya Subramanian, Abeer Agrawal Date: May 10, 2012 Name: SOLUTIONS Problem I (190 Points) : Problem II (60 Points) : Problem III (60 Points) : Problem IV (30 Points) : Problem V (45 Points) : Problem VI (60 Points) :

Name: SOLUTIONS - Electrical and Computer Engineering
CMSC411 Fall 2009 Final Exam Solution 1. (28 pts) Architectures a. Give an example of an area of computer architecture where bandwidth has improved faster than latency. How has this gap affected performance? Memory, storage, networks, etc. b. Describe how speculation can improve performance where dynamic scheduling cannot.

CMSC411 Fall 2009 Final Exam Solution
EEL 4713 – Computer Architecture Final Exam Friday, May 5th, 2006 NAME: Please read each question carefully, to avoid any confusion. This exam should have a total of 14 pages printed double-sided (pages 13 and 14 are scratch space). Before you begin, make sure your copy contains all pages. The exam is closed book, closed notes. Each question ...

EEL 4713 – Computer Architecture Final Exam
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exams [Computer Architecture - Fall 2017]
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Advanced Computer Architecture Final Exam Solutions
Midterm 2 will be held in EHxxxx from 10:05am-12:05pm during the final exam slot on Monday, Dec. 16, 2019; Course Project Information. For the course project you will do a research-focused project. This may involve reimplementing an idea proposed in a paper we read in the class (or outside of class) or trying something new that you have come up ...

ECE/CS 752 Fall 2019
View full document Team Project 02 This is the Coursera Computer Architecture Course Final Exam Solution. To prepare for this assignment, the team must divide the viewing and analyzing of the Coursera's Princeton University Computer Architecture classes (weeks 3 to 11).

Computer Architecture MCQs: Multiple Choice Questions and Answers (Quiz & Practice Tests with Answer Key) PDF, Computer Architecture Worksheets & Quick Study Guide covers exam review worksheets to solve problems with 750 solved MCQs. "Computer Architecture MCQ" PDF with answers covers concepts, theory and analytical assessment tests. "Computer Architecture Quiz" PDF book helps to practice test questions from exam prep notes. Computer science study guide provides 750 verbal, quantitative, and analytical reasoning solved past question papers MCQs. Computer Architecture Multiple Choice Questions and Answers PDF

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Architecture MCQs Worksheet 16: Pipelining Performance MCQs Worksheet 17: Processor Datapath and Control MCQs Worksheet 18: Quantitative Design and Analysis MCQs Worksheet 19: Request Level and Data Level Parallelism MCQs Worksheet 20: Storage Systems MCQs Worksheet 21: Thread Level Parallelism MCQs Practice Assessing Computer Performance MCQ PDF with answers to solve MCQ test questions: Introduction to computer performance, CPU performance, and two spec benchmark test. Practice Computer Architecture and Organization MCQ PDF with answers to solve MCQ test questions: Encoding an instruction set, instruction set operations, and role of compilers. Practice Computer Arithmetic MCQ PDF with answers to solve MCQ test questions: Addition and subtraction, division calculations, floating point, ia-32 3-7 floating number, multiplication calculations, signed, and unsigned numbers. Practice Computer Language and Instructions MCQ PDF with answers to solve MCQ test questions: Computer instructions representations, 32 bits MIPS addressing, arrays and pointers, compiler optimization, computer architecture, computer code, computer hardware operands, computer hardware operations, computer hardware procedures, IA 32 instructions, logical instructions, logical operations, MIPS fields, program translation, sorting program. Practice Computer Memory Review MCQ PDF with answers to solve MCQ test questions: Memory hierarchy review, memory technology review, virtual memory, how virtual memory works, basic cache optimization methods, cache optimization techniques, caches performance, computer architecture, and six basic cache optimizations. Practice Computer Technology MCQ PDF with answers to solve MCQ test questions: Introduction to computer technology, and computer instructions and languages. Practice Data Level Parallelism and GPU Architecture MCQ PDF with answers to solve MCQ test questions:

Loop level parallelism detection, architectural design vectors, GPU architecture issues, GPU computing, graphics processing units, SIMD instruction set extensions, and vector architecture design. Practice Embedded Systems MCQ PDF with answers to solve MCQ test questions: Introduction to embedded systems, embedded multiprocessors, embedded applications, case study SANYO vpc-sx500 camera, and signal processing. Practice Exploiting Memory MCQ PDF with answers to solve MCQ test questions: Introduction of memory, virtual memory, memory hierarchies framework, caches and cache types, fallacies and pitfalls, measuring and improving cache performance, Pentium p4 and AMD Opteron memory. Practice Instruction Level Parallelism MCQ PDF with answers to solve MCQ test questions: Instruction level parallelism, ILP approaches and memory system, limitations of ILP, exploiting ILP using multiple issue, advanced branch prediction, advanced techniques and speculation, basic compiler techniques, dynamic scheduling algorithm, dynamic scheduling and data hazards, hardware based speculation, and intel core i7. Practice Instruction Set Principles MCQ PDF with answers to solve MCQ test questions: Instruction set architectures, instruction set operations, computer architecture, computer code, memory addresses, memory addressing, operands type, and size. Practice Interconnection Networks MCQ PDF with answers to solve MCQ test questions: Interconnect networks, introduction to interconnection networks, computer networking, network connectivity, network routing, arbitration and switching, network topologies, networking basics, and switch microarchitecture. Practice Memory Hierarchy Design MCQ PDF with answers to solve MCQ test questions: Introduction to memory hierarchy design, design of memory hierarchies, cache performance optimizations, memory technology and optimizations, and virtual machines

protection. Practice Networks, Storage and Peripherals MCQ PDF with answers to solve MCQ test questions: Introduction to networks, storage and peripherals, architecture and networks, disk storage and dependability, I/O performance, reliability measures, benchmarks, I/O system design, processor, memory, and I/O devices interface. Practice Pipelining in Computer Architecture MCQ PDF with answers to solve MCQ test questions: Introduction to pipelining, pipelining implementation, implementation issues of pipelining, pipelining crosscutting issues, pipelining basic, fallacies and pitfalls, major hurdle of pipelining, MIPS pipeline, multicycle, MIPS R4000 pipeline, and intermediate concepts. Practice Pipelining Performance MCQ PDF with answers to solve MCQ test questions: What is pipelining, computer organization, pipelined datapath, and pipelining data hazards. Practice Processor Datapath and Control MCQ PDF with answers to solve MCQ test questions: datapath design, computer architecture, computer code, computer organization, exceptions, fallacies and pitfalls, multicycle implementation, organization of Pentium implementations, and simple implementation scheme. Practice Quantitative Design and Analysis MCQ PDF with answers to solve MCQ test questions: Quantitative design and analysis, quantitative principles of computer design, computer types, cost trends and analysis, dependability, integrated circuits, power and energy, performance and price analysis, performance measurement, and what is computer architecture. Practice Request Level and Data Level Parallelism MCQ PDF with answers to solve MCQ test questions: Thread level parallelism, cloud computing, google warehouse scale, physical infrastructure and costs, programming models, and workloads. Practice Storage Systems MCQ PDF with answers to solve MCQ test questions: Introduction to storage systems, storage crosscutting issues, designing and evaluating an I/O system, I/O performance,

reliability measures and benchmarks, queuing theory, real faults, and failures. Practice Thread Level Parallelism MCQ PDF with answers to solve MCQ test questions: Thread level parallelism, shared memory architectures, GPU architecture issues, distributed shared memory and coherence, models of memory consistency, multicore processors and performance, symmetric shared memory multiprocessors, and synchronization basics.

Computer Architecture Multiple Choice Questions and Answers (MCQs): Computer architecture quiz questions and answers with practice tests for online exam prep and job interview prep. Computer architecture study guide with questions and answers about assessing computer performance, computer architecture and organization, computer arithmetic, computer language and instructions, computer memory review, computer technology, data level parallelism and GPU architecture, embedded systems, exploiting memory, instruction level parallelism, instruction set principles, interconnection networks, memory hierarchy design, networks, storage and peripherals, pipe-lining in computer architecture, pipe-lining performance, processor datapath and control, quantitative design and analysis, request level and data level parallelism, storage systems, thread level parallelism. Computer architecture trivia questions and answers to get prepare for career placement tests and job interview prep with answers key. Practice exam questions and

answers about computer science, composed from computer architecture textbooks on chapters: Assessing Computer Performance Practice Test: 13 MCQs Computer Architecture and Organization Practice Test: 19 MCQs Computer Arithmetic Practice Test: 33 MCQs Computer Language and Instructions Practice Test: 52 MCQs Computer Memory Review Practice Test: 66 MCQs Computer Technology Practice Test: 14 MCQs Data Level Parallelism and GPU Architecture Practice Test: 38 MCQs Embedded Systems Practice Test: 21 MCQs Exploiting Memory Practice Test: 29 MCQs Instruction Level Parallelism Practice Test: 52 MCQs Instruction Set Principles Practice Test: 30 MCQs Interconnection Networks Practice Test: 56 MCQs Memory Hierarchy Design Practice Test: 37 MCQs Networks, Storage and Peripherals Practice Test: 20 MCQs Pipelining in Computer Architecture Practice Test: 56 MCQs Pipelining Performance Practice Test: 15 MCQs Processor Datapath and Control Practice 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.

The Architecture of Computer Hardware, Systems Software and Networking is designed help students majoring in information technology (IT) and information systems (IS) understand the structure and operation of computers and computer-based devices. Requiring only basic computer skills, this accessible textbook introduces the basic principles of system architecture and explores current technological practices and trends using clear, easy-to-understand language. Throughout the text, numerous relatable examples, subject-specific illustrations, and in-depth case studies reinforce key learning points and show students how important concepts are applied in the real world. This fully-updated sixth edition features a wealth of new and revised content that reflects today's technological landscape. Organized into five parts, the book first explains the role of the computer in information systems and provides an overview of its components. Subsequent sections discuss the representation of data in the

computer, hardware architecture and operational concepts, the basics of computer networking, system software and operating systems, and various interconnected systems and components. Students are introduced to the material using ideas already familiar to them, allowing them to gradually build upon what they have learned without being overwhelmed and develop a deeper knowledge of computer architecture.

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With growing interest in computer security and the protection of the code and data which execute on commodity computers, the amount of hardware security features in today's processors has increased significantly over the recent years. No longer of just academic interest, security features inside processors have been embraced by industry as well, with a number of commercial secure processor architectures available today. This book aims to give readers insights into the principles behind the design of academic and commercial secure processor architectures. Secure processor architecture research is concerned with exploring and designing hardware features inside computer processors, features which can help protect confidentiality and integrity of the code and data executing on the processor. Unlike traditional processor architecture research that focuses on performance, efficiency, and energy as the first-order design objectives, secure processor architecture design has security as the first-order design objective (while still keeping the others as important design aspects that need to be considered). This book aims to present the different challenges of secure processor architecture design to graduate students interested in research on architecture and hardware security and computer architects working in industry interested in adding security features to their designs. It aims to educate readers about how the different challenges have been solved in the past and what are the best practices, i.e., the principles, for design of new

secure processor architectures. Based on the careful review of past work by many computer architects and security researchers, readers also will come to know the five basic principles needed for secure processor architecture design. The book also presents existing research challenges and potential new research directions. Finally, this book presents numerous design suggestions, as well as discusses pitfalls and fallacies that designers should avoid.

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