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Unit 8 - Week 7

Assignment Week 7

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1) A conditional jump is recognized at the fetch stage using *1 point*

- Branch Target Buffer
- Special Processing unit
- Software Prediction
- Operating System

Accepted Answers:
Branch Target Buffer

2) When should the Branch Target Buffer be flushed? *1 point*

- Never
- When there is a function call
- When there is a process switch
- All of the above

Accepted Answers:
When there is a process switch

3) You cannot maintain a very large Content Addressable Memory because of *1 point*

- Low efficiency
- Large cost for the CAM chip
- low memory access speed
- Area and Power

Accepted Answers:
Area and Power

4) A Trap is generated by the *1 point*

- the running process
- an external process

Week 11

Week 12

- Operating System
- Compiler

Accepted Answers:
the running process

5) A printf or malloc takes the process to what state? ***1 point***

- Running
- Ready
- Suspended
- Terminated

Accepted Answers:
Suspended

6) The characteristic of a static predictor is that ***1 point***

- The prediction is always taken
- The prediction is always not taken
- The prediction is always constant
- The prediction changes with each mis-prediction

Accepted Answers:
The prediction is always constant

7) for(i=0;i<100;i++) ***1 point***
{
Code;
}
The best static predictor for the above code will predict

- Always taken
- Always not taken
- No prediction
- None of the above

Accepted Answers:
Always not taken

8) When does a dynamic 1-bit predictor change its prediction? ***1 point***

- With every misprediction
- With two mispredictions
- When there is a page fault
- Never

Accepted Answers:
With every misprediction

9) At tournament predictor works by ***1 point***

- Choosing a random predictor
- changing the prediction for every mis-prediction
- choosing a predictor for every mis-prediction

- choosing a best predictor based on the previous predictions

Accepted Answers:
choosing a best predictor based on the previous predictions

10) There is no need to use a k-bit predictor ,k>2 because **1 point**

- k is inversely proportional to efficiency
- Efficiency of k-bit predictors,k>2 is worse than 2-bit predictor
- Efficiency of k-bit predictors,k>2 is unpredictable
- A 2-bit predictor is as good as any k-bit predictor

Accepted Answers:
A 2-bit predictor is as good as any k-bit predictor