SNS COLLEGE OF ENGINEERING

Computer organisation and Architecture

UNIT-2 ARITHMETIC OPERATIONS

1. State the principle of operation of a carry look-ahead adder.

2. What are the main features of Booth's algorithm?
3. How can we speed up the multiplication process?(CSE Nov/Dec 2003)
4. What is bit pair recoding? Give an example.
5. What is the advantage of using Booth algorithm?
6. Write the algorithm for restoring division.
7. Write the algorithm for non restoring division.
8. When can you say that a number is normalized?
9. Explain about the special values in floating point numbers.
10. Write the Add/subtract rule for floating point numbers.
11. Write the multiply rule for floating point numbers.
12. What is the purpose of guard bits used in floating point arithmetic
13. What are the ways to truncate the guard bits?
14. Define carry save addition(CSA) process.
15. What are generate and propagate function?
16. What is floating point numbers?
17. In floating point numbers when so you say that an underflow or overflow has occurred?
18. What are the difficulties faced when we use floating point arithmetic?
19.In conforming to the IEEE standard mention any four situations under which a processor sets
20. Why floating point number is more difficult to represent and process than integer?
21.Give the booth's recoding and bit-pair recoding of the computer.
22.Draw the full adder circuit and give the truth table