

Week 44

A-Level Computer Science

Homework bundle for this week

本周作业合集

exercises.lol

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A-Level Computer Science

Name: _____ Score: _____

1. A RISC processor is characterised by:

- ☐ a small set of simple, fixed-length instructions
- ☐ many complex variable-length instructions
- ☐ no registers
- ☐ instructions that each take many cycles

2. SIMD means:

- ☐ one instruction operates on many data items at once
- ☐ many instructions on one data item
- ☐ one instruction on one data item
- ☐ no instructions at all

3. By the absorption law, $A + A \cdot B$ simplifies to _____.

4. In a half adder, the sum output S is produced by which gate?

- ☐ XOR
- ☐ AND
- ☐ OR
- ☐ NOT

5. In a RISC processor, the only instructions that access memory are load and _____.

6. A massively parallel computer uses:

- ☐ thousands of processors with their own memory, exchanging messages
- ☐ a single very fast core
- ☐ one processor and a huge disk
- ☐ no network

7. By De Morgan's law, $\overline{A \cdot B}$ equals:

- ☐ $\overline{A} + \overline{B}$
- ☐ $\overline{A} \cdot \overline{B}$

☐ $A + B$

☐ $A \cdot B$

8. In a half adder the carry output C is produced by which single gate?

9. Applying De Morgan's law to an expression involves which steps? Select **all** that apply.

☐ remove the bar over the whole expression

☐ swap AND for OR, or OR for AND

☐ negate each operand individually

☐ reverse the order of the operands

Tick every correct option.

10. A system VM (managed by a hypervisor) runs a whole guest operating system, whereas a process VM like the JVM just runs one program's portable bytecode.

☐ True ☐ False

1. a small set of simple, fixed-length instructions

RISC keeps instructions few, simple and fixed-length (usually 1 cycle); CISC has many complex variable-length ones.

2. one instruction operates on many data items at once

Single Instruction, Multiple Data — e.g. a GPU running the same operation on thousands of pixels.

3. A

If A is true the whole expression is true whatever B is, and if A is false both terms are false. B cannot affect the result.

4. XOR

$S = A \text{ XOR } B$ (1 when the inputs differ); the carry is $A \text{ AND } B$.

5. store

Everything else is register to register. That restriction is what makes instructions fixed-length, uniform in timing and easy to pipeline.

6. thousands of processors with their own memory, exchanging messages

Massively parallel systems (supercomputers) link thousands of processors with distributed memory over a fast network.

7. $\overline{A} + \overline{B}$

Negate the whole, swap AND→OR, negate each operand: $\overline{A \cdot B} = \overline{A} + \overline{B}$.

8. AND

C is 1 only when both inputs are 1, which is AND. The sum S is 1 when exactly one input is 1, which is XOR.

9. remove the bar over the whole expression; swap AND for OR, or OR for AND; negate each operand individually

Negate the whole, swap the operator, negate each part. Order is irrelevant, since AND and OR are commutative.

10. True

System VMs share one physical machine among several guest OSes; process VMs give "write once, run anywhere" for a single program.

15.1 Processors, Parallel Processing and Virtual Machines

Name: _____ Class: _____ Date: _____

Total: 17 marks

KEY WORDS risc 精简指令集 • cisc 复杂指令集 • virtual machine 虚拟机 • mimd 多指令多数据
• simd 单指令多数据

Objective

Build the skills to answer exam questions on **processors and parallelism** — RISC/CISC, pipelining, Flynn's taxonomy and virtual machines.

You must be able to:

- compare **RISC** and **CISC** processors
- explain **pipelining** and the role of **registers**
- describe **Flynn's taxonomy** and a **virtual machine**

1 Worked examples

Study these first. Each one shows the method for a question type used later — follow the steps and you can do the Practice and Exam-style questions yourself.

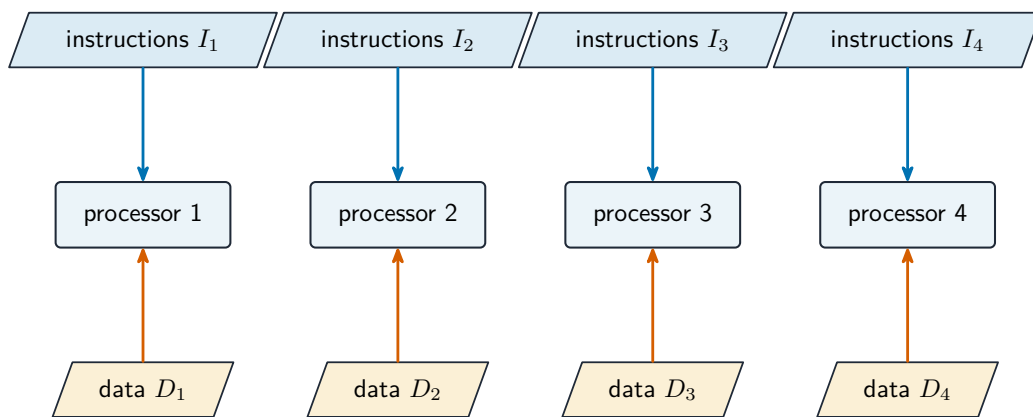
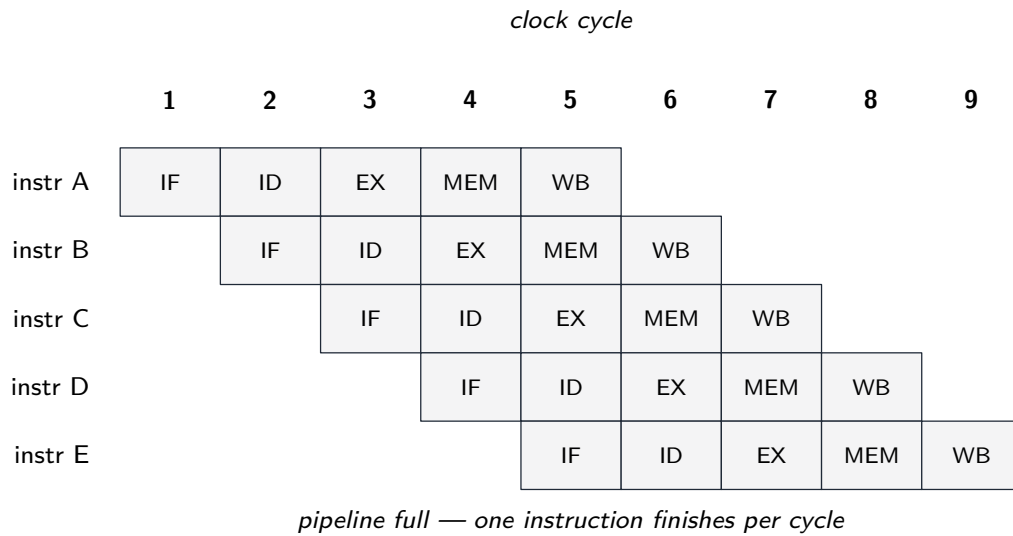
■ RISC vs CISC

Feature	CISC	RISC
Instruction set	many, complex	few, simple
Instruction length	variable	fixed
Memory access	many instructions	only load/store
Pipeline-friendly	harder	naturally

RISC keeps data in **many registers** (fast) and only **load/store** touch memory.

■ Pipelining

A **pipeline** overlaps the stages of consecutive instructions, like an assembly line, so once full, **one instruction completes per cycle**:



MIMD parallelism runs many instruction streams

RISC's **fixed-length, simple** instructions make each stage take equal time. A pipeline can **stall** on a **hazard** — a data hazard (a needed result isn't ready) or a control hazard (a branch).

■ Flynn's taxonomy and virtual machines

- **SISD** — one instruction, one data stream (single core).
- **SIMD** — one instruction on **many data items** (GPU).
- **MISD** — rare/theoretical.
- **MIMD** — many processors, different instructions and data (multi-core, clusters).

A **virtual machine** is **software** that behaves like a separate computer, running its own OS on top of a host — used for isolation, testing and running several OSes at once.

2 Practice

Now apply the methods above.

2.1 State **one** difference between a **RISC** and a **CISC** processor. [1]

2.2 State what **pipelining** does. [1]

2.3 State what **SIMD** stands for and give **one** example of SIMD hardware. [2]

2.4 State what a **virtual machine** is. [1]

3 Exam-style questions

3.1 Describe **two** features of a RISC processor that make it well-suited to **pipelining**. [2]

3.2 Explain how **pipelining** improves performance, and name **one** type of hazard that can stall it. [3]

3.3 State the **four** categories of **Flynn's taxonomy**. [2]

3.4 State **one** characteristic of a **massively parallel** computer. [1]

3.5 Identify **four** features of a **RISC** processor.

[4]

Solutions

Each answer shows the steps, then the **result**.

2.1

- any one: RISC has **few simple fixed-length** instructions, CISC has **many complex variable-length** ones; in RISC only load/store access memory

2.2

- it **overlaps the stages** of consecutive instructions so more than one is processed at once (one finishes per cycle when full)

2.3

- **Single Instruction, Multiple Data**
- example: a **GPU** / graphics card / CPU vector unit

2.4

- **software** that behaves like a separate (virtual) computer, running its own operating system on a host machine

3.1

- any two: **fixed-length** instructions (each stage takes equal time); **simple** instructions (each ~1 cycle); register-to-register operations (only load/store touch memory), so stages are predictable

3.2

- while one instruction is being executed, the **next is being decoded and another fetched**
- so instructions overlap and throughput rises to ~one per cycle
- a **data** hazard (or control/branch hazard) can stall it

3.3

- **SISD, SIMD, MISD, MIMD**

3.4

- any one: **thousands of processors**; each with its **own (distributed) memory**; they communicate by **message passing**; it is MIMD

3.5

- any **four**: a small set of **simple** instructions; **fixed-length** instructions; only **load/store** instructions access memory; **many general-purpose registers**; a **hardwired** control unit; designed for **pipelining** (about one instruction per cycle)

2 Reduced Instruction Set Computers (RISC) is a type of processor.

Identify **four** features of a RISC processor.

- 1
-
- 2
-
- 3
-
- 4
-

[4]

8 Complex Instruction Set Computer (CISC) is a type of processor.

Identify **four** features of a CISC processor.

- 1
-
- 2
-
- 3
-
- 4
-

[4]

11 Reduced Instruction Set Computers (RISC) and Complex Instruction Set Computers (CISC) are two types of processor.

(a) State **two** features of RISC processors.

[2]

(b) Outline the process of interrupt handling as it could be applied to RISC or CISC processors.

[3]

(c) Explain how pipelining affects interrupt handling for RISC processors.

[3]

9 (a) Outline **two** benefits and **two** limitations of a virtual machine.

Benefit 1

.....

.....

Benefit 2

.....

.....

Limitation 1

.....

.....

Limitation 2

.....

.....

[4]

(b) Explain the roles of the host operating system and the guest operating system as used in a computer system running a virtual machine.

.....

.....

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.....

.....

[3]

5 Describe the features of SISD and MIMD computer architectures.

SISD

.....

.....

.....

MIMD

.....

.....

.....

[4]

10 Describe the features of the SIMD and MISD computer architectures.

SIMD

.....

.....

.....

MISD

.....

.....

.....

[4]

15.2 Boolean Algebra and Logic Circuits

Name: _____ Class: _____ Date: _____

Total: 31 marks

KEY WORDS boolean 布尔 • karnaugh map 卡诺图 • truth table 真值表

• boolean algebra 布尔代数 • flip-flop 触发器

Objective

Build the skills to answer exam questions on **Boolean algebra and logic circuits** — simplification, Karnaugh maps, adders and flip-flops.

You must be able to:

- simplify **Boolean** expressions (De Morgan, absorption)
- use a **Karnaugh map** to simplify a truth table
- give the truth tables of a **half/full adder** and describe **SR/JK flip-flops**

1 Worked examples

Study these first. Each one shows the method for a question type used later — follow the steps and you can do the Practice and Exam-style questions yourself.

■ Boolean algebra

$+$ = OR, $\cdot$ = AND, overbar = NOT. Useful laws:

- **De Morgan:** $\overline{A + B} = \overline{A} \cdot \overline{B}$ and $\overline{A \cdot B} = \overline{A} + \overline{B}$
- **absorption:** $A + AB = A$
- $A + \overline{A} = 1$, so $Z = AB + A\overline{B} = A(B + \overline{B}) = A$.

Fewer terms $\rightarrow$ **fewer gates**.

■ Sum-of-products from a truth table

For **each row** where the output is 1, AND the inputs (a variable as itself if it is 1, or NOT it if 0); then OR these product terms together. If the 1s are at rows $\overline{A}BC$ and ABC :

$$Z = \overline{A}BC + ABC = AC(\overline{B} + B) = AC.$$

This is the **sum-of-products (SOP)** form; simplify it with Boolean algebra or a Karnaugh map.

■ Karnaugh map

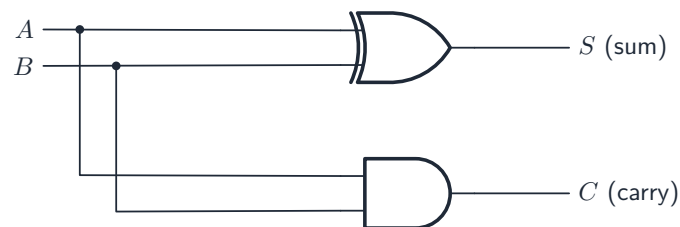
Place each truth-table 1 in the map (Gray-code order), then **group adjacent 1s** in blocks of 1, 2, 4 or 8. A larger group = a simpler term — variables that **change** within the group disappear:

		AB				
		00	01	11	10	
C	00	1	1	0	0	group of 4 $= \overline{A} \overline{C}$
	01	1	1	0	0	
	11	0	0	0	0	
	10	0	0	0	0	

A group of 2 drops 1 variable; a group of 4 drops **2**; a group of 8 drops 3.

■ Half adder and flip-flops

A **half adder** gives $S = A \oplus B$ and $C = A \cdot B$:



A **full adder** also adds a carry-in. A **flip-flop** stores **one bit**: an **SR** flip-flop sets/resets/holds ($S=1, R=1$ is invalid); a **JK** uses 1,1 to **toggle**, so it suits counters.

2 Practice

Now apply the methods above.

2.1 Simplify $A + AB$.

[1]

2.2 Use **De Morgan's law** to rewrite $\overline{A \cdot B}$. [1]

2.3 State the **sum** and **carry** outputs of a half adder as Boolean expressions. [2]

2.4 State what a **flip-flop** stores. [1]

3 Exam-style questions

3.1 Simplify $Z = AB + A\overline{B}$ using Boolean algebra. Show your steps. [2]

3.2 A K-map has four 1s forming a group where $A = 0$ and $C = 0$ throughout. Write the simplified term, and state how many variables a **group of 4** removes. [2]

3.3 Complete the truth table for a **half adder**. [3]

A	B	S	C
0	0		
0	1		
1	0		
1	1		

3.4 State **one** difference between an **SR** flip-flop and a **JK** flip-flop. [2]

3.5 A two-input logic circuit gives output 1 only on the rows $A=0, B=1$ and $A=1, B=1$. Write the Boolean expression as a **sum-of-products**, then **simplify** it. [3]

3.6 A logic circuit has three inputs A , B and C , and one output X , given by

$$X = \bar{A} \cdot B + A \cdot \bar{B} \cdot C + A \cdot B \cdot C$$

(a) **Complete** the truth table.

[4]

A	B	C	X
0	0	0	_____
0	0	1	_____
0	1	0	_____
0	1	1	_____
1	0	0	_____
1	0	1	_____
1	1	0	_____
1	1	1	_____

(b) **Complete** the Karnaugh map for X .

[2]

$AB \setminus C$	0	1
00	_____	_____
01	_____	_____
11	_____	_____
10	_____	_____

(c) **Draw** loops around the optimal groups on your map, and **write** the simplified sum-of-products expression.

[4]

(d) **Explain** why the row order of the map is 00, 01, 11, 10 and not 00, 01, 10, 11.

[2]

(e) **State** how many two-input gates the simplified expression needs, compared with the original. [2]

Solutions

Each answer shows the steps, then the **result**.

2.1

- $A + AB = A$ (absorption law)

2.2

- $\overline{A \cdot B} = \overline{A} + \overline{B}$

2.3

- $S = A \oplus B$ (A XOR B)
- $C = A \cdot B$ (A AND B)

2.4

- **one bit** (it is bistable — it remembers its state)

3.1

- $Z = AB + A\overline{B} = A(B + \overline{B})$
- $= A \cdot 1 = A$

3.2

- term = $\overline{A}\overline{C}$
- a group of 4 removes **2** variables

3.3

A	B	S	C
0	0	0	0
0	1	1	0
1	0	1	0
1	1	0	1

- S column = A XOR B; C column = A AND B; all four rows correct

3.4

- in an SR flip-flop the input S=1, R=1 is **invalid**
- a JK flip-flop uses J=1, K=1 to **toggle** (flip) the output — so JK suits counters

3.5

- SOP: $Z = \overline{A} \cdot B + A \cdot B$
- $= B(\overline{A} + A) = B \cdot 1 = B$

3.6

(a) $X = 0, 0, 1, 1, 0, 1, 0, 1$ for the eight rows in the order given

(b) reading the same values into the map: row 00 gives 0,0; row 01 gives 1,1; row 11 gives 0,1; row 10 gives 0,1

(c) two groups: the whole $AB = 01$ row, which is $\bar{A}B$

- and the vertical pair in the $C = 1$ column covering $AB = 11$ and $AB = 10$, which is AC
- so $X = \bar{A}B + AC$

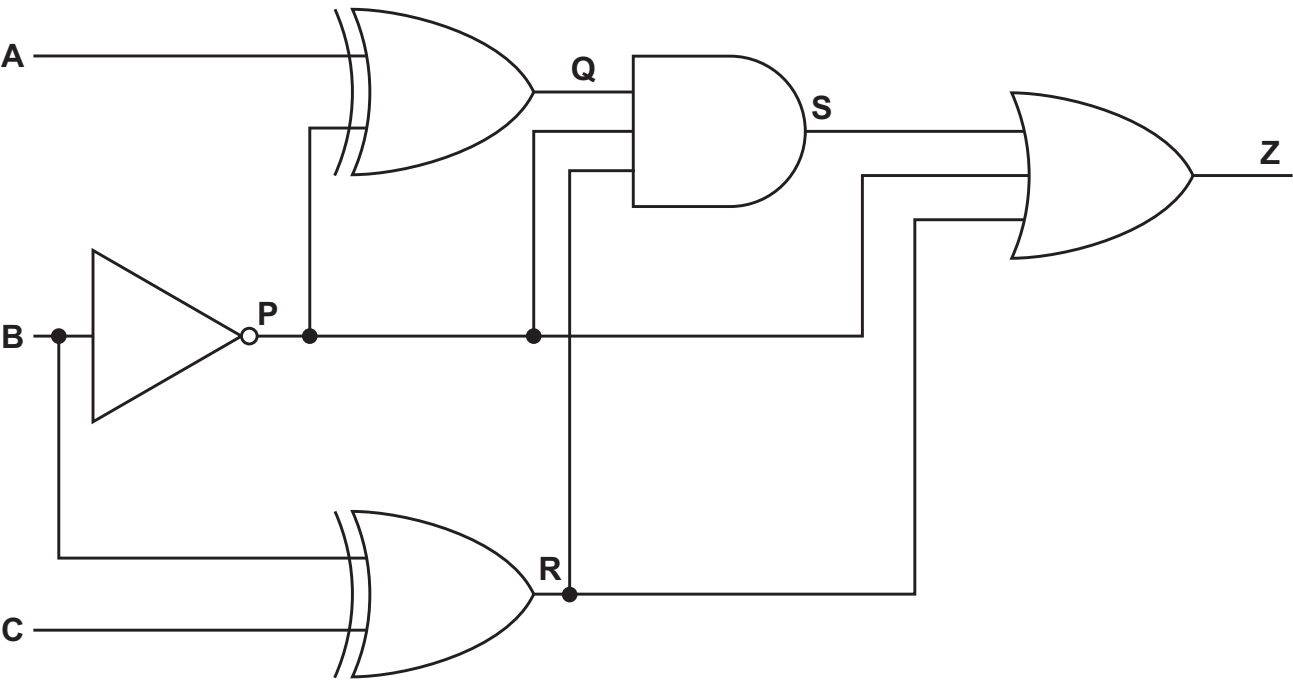
(d) consecutive rows must differ in **exactly one variable** — that is Gray-code order

- it is what makes an adjacent pair of 1s correspond to a term with one variable eliminated, so grouping works at all

(e) simplified: one NOT, two ANDs and one OR — **four** gates

- the original has three AND terms, two of them three-input, plus two NOTs and two ORs: at least **eight** two-input gates

6 (a) The diagram shows a logic circuit.



Complete the truth table for the given logic circuit.
Show your working.

			Working space				
A	B	C	P	Q	R	S	Z
0	0	0					
0	0	1					
0	1	0					
0	1	1					
1	0	0					
1	0	1					
1	1	0					
1	1	1					

[3]

(b) (i) Complete the Karnaugh map (K-map) for the Boolean expression:

$\overline{A}.\overline{B}.C + \overline{A}.B.C + A.\overline{B}.C + A.B.\overline{C}$

		BC			
		00	01	11	10
A	0				
	1				

[2]

(ii) Draw loop(s) around appropriate group(s) in the K-map to produce an optimal sum-of-products. [2]

(iii) Write the Boolean expression from your answer to part b(ii) as a simplified sum-of-products. Do **not** carry out any further simplification.

.....

..... [2]

6 (a) The Karnaugh map (K-map) represents a logic circuit with four inputs.

		AB			
CD		00	01	11	10
	00	0	0	0	0
	01	1	1	1	0
	11	0	1	1	1
	10	0	0	1	1

- (i) Draw loop(s) around appropriate group(s) in the K-map to produce an optimal sum-of-products. [3]
- (ii) Write the Boolean expression from your answer to part a(i) as a simplified sum-of-products. Do **not** carry out any further simplification.

.....

..... [2]

(b) Simplify the following expression using De Morgan’s laws and Boolean algebra.
Show all the stages in your simplification.

$$X = \overline{A+B+C} + \overline{\overline{B}+C}$$

.....

.....

.....

.....

.....

..... [3]

6 The truth table for a logic circuit is shown.

INPUT				OUTPUT
A	B	C	D	X
0	0	0	0	0
0	0	0	1	1
0	0	1	0	1
0	0	1	1	0
0	1	0	0	0
0	1	0	1	1
0	1	1	0	1
0	1	1	1	0
1	0	0	0	0
1	0	0	1	1
1	0	1	0	1
1	0	1	1	0
1	1	0	0	0
1	1	0	1	1
1	1	1	0	1
1	1	1	1	0

(a) Write the Boolean logic expression that corresponds to the given truth table as the sum-of-products.

X =
..... [3]

(b) Complete the Karnaugh map (K-map) for the given truth table.

		AB			
		00	01	11	10
CD	00				
	01				
	11				
	10				

[2]

(c) Draw loop(s) around appropriate group(s) in the K-map to produce an optimal sum-of-products. [2]

(d) Write the Boolean logic expression from your answer to part (c) as the simplified sum-of-products.

X =
..... [2]

7 The truth table for a logic circuit is shown.

INPUT				OUTPUT
A	B	C	D	T
0	0	0	0	0
0	0	0	1	1
0	0	1	0	0
0	0	1	1	1
0	1	0	0	0
0	1	0	1	0
0	1	1	0	0
0	1	1	1	0
1	0	0	0	0
1	0	0	1	1
1	0	1	0	0
1	0	1	1	1
1	1	0	0	0
1	1	0	1	1
1	1	1	0	0
1	1	1	1	1

(a) Write the Boolean logic expression that corresponds to the given truth table as the sum-of-products.

T =
..... [3]

(b) Complete the Karnaugh map (K-map) for the given truth table.

		AB			
		00	01	11	10
CD	00				
	01				
	11				
	10				

[2]

(c) Draw loop(s) around appropriate group(s) in the K-map to produce an optimal sum-of-products. [2]

(d) (i) Write the Boolean logic expression from your answer to part (c) as the simplified sum-of-products.

T = [2]

(ii) Use Boolean algebra to write your answer to part (d)(i) in its simplest form.

T = [1]