
Problem 1

1-a 2-c 3-d 4-c 5-a 6-b 7-c 8-(b or d) 9-c 10-d

The correct answer for 8 was initially listed as d) temporal locality, but the correct answer is actually spatial locality. While it's true that blocking in things like matmult primarily exploits temporal locality, blocking is effective for transpose because it exploits spatial locality by effectively using the entries in each cache line; there is no reuse.

Problem 2

| Expression | 4b decimal | 4b binary | 6b decimal | 6b binary |
|----------------|------------|-----------|------------|-----------|
| -8 | -8 | 1000 | -8 | 11 1000 |
| -TMin | -8 | 1000 | -32 | 10 0000 |
| x >> 1 | -3 | 1101 | -3 | 11 1101 |
| (-x ^ -1) >> 2 | -2 | 1110 | -2 | 11 1110 |

Problem 3

| | A | B | |
|------|----------|----------|---|
| One | 0 011 00 | 0 01 000 | Exact in both formats |
| 1/2 | 0 010 00 | 0 00 100 | Exact in both formats, norm in A, denorm in B |
| 11/8 | 0 011 10 | 0 01 011 | Format A round to even, format B exact |

Problem 4

```
unsigned transform(unsigned n)
{
    int b, m;

    for(m = 0; n != 0; n >>= 1) { // (or) for(m = 0; n > 0; n = n/2)
        b = n & 1; // (or) b = n % 2;

        if(b == 0) {
            continue;
        }

        m = 2*m + 1; // (or) m = m + m + 1; (or) m = m<<1 + 1;
    }

    return m;
}
```

Alternate solution:

```
unsigned transform(unsigned n)
{
    int b, m;

    for(m = 0; n != 0;) {
        b = !(n & 1); // (or) b = (n % 2) - 1;

        if(b == 0) {
            m = 2*m + 1;
        }

        n = n >> 1;
    }
}
```

```
        return m;
    }

*****
Problem 5
*****
Part 1.
a X X X X X X b b b b b b b
c c c c d d d X e e e e e e e
f f f f f f f f
```

```
Part 2.
f f f f f f f b b b b b b b
e e e e e e e c c c c d d d a
```

```
or

a d d d c c c b b b b b b b
e e e e e e e f f f f f f f
```

```
*****
Problem 6
*****
A: phd
B: bachelors
C: masters
```

```
*****
Problem 7
*****
int result = 4;

switch(a) {
    case 0:
    case 1:
        c = c - 5;
    case 2:
        result = 4 * c; //or result *= c
        break;
    case 5:
        result = 86547; //or 0x15213
        break;
    case 3:
        c = 2;
    case 7:
        b = b & c;
    default:
        result += b; // or result = b + 4
}

return result;
}
```

Problem 8

Stack addresss

The diagram starts with the arguments for foo()

| | | |
|------------|-----------------------|----------------------------|
| 0xffffd850 | 5 | |
| 0xffffd84c | 4 | |
| 0xffffd848 | 3 | |
| 0xffffd844 | caller ra: 0x080483c9 | |
| 0xffffd840 | old ebp: ffffd858 | <- Part B: %ebp=0xffffd840 |
| 0xffffd83c | 3 | |
| 0xffffd838 | 4 | |

```
+-----+
0xffffd834| foo ra: 0x08048397 | <- Part C: esp=0xffffd834
+-----+
0xffffd830| old ebp: 0xffffd840 | ok to omit, not part of the stack anymore
+-----+
0xffffd82c| |
+-----+
0xffffd824| |
+-----+
}
```

Problem 9

A. TTSSBBB

B.
Set:Tag:hit/miss
0:1:M
6:2:M
0:1:H
7:3:M
6:2:H
2:2:M
2:3:M
6:2:H
4:1:M
0:0:M

C. Final state: 0 X 3 X 1 X 2 3 (c)