

Computer Sciences Department  
University of Wisconsin-Madison  
CS/ECE 552 – Introduction to Computer Architecture  
In-Class Exercise (04/02)

**Answers to all questions should be uploaded on Canvas.**

1. [5 points] Consider the **SECDED error correction code** described in the lecture video. The table below summarizes how to compute an 8-bit SECDED codeword ( $W_8W_7W_6W_5W_4W_3W_2W_1$ ) from 4-bit data ( $b_4b_3b_2b_1$ ). Note the 1-based indexing (i.e., least-significant bit is position 1).

8-Bit SECDED Codeword	
Bit	How to Compute
$W_1$	$b_1 \oplus b_2 \oplus b_4$
$W_2$	$b_1 \oplus b_3 \oplus b_4$
$W_3$	$b_1$
$W_4$	$b_2 \oplus b_3 \oplus b_4$
$W_5$	$b_2$
$W_6$	$b_3$
$W_7$	$b_4$
$W_8$	$W_1 \oplus W_2 \oplus W_3 \oplus W_4 \oplus W_5 \oplus W_6 \oplus W_7$

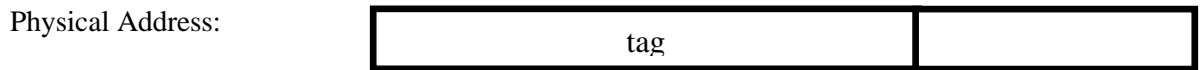
Consider a **32-bit MIPS instruction** in your program. When stored in memory, each 4-bit segment of the instruction is stored as an 8-bit SECDED codeword. After running the program for a long time, you observe the contents of memory and find the codewords to be as listed in the table below. **Some bits have flipped!** Fill in the table: for each 8-bit codeword, how many bits (if any) have flipped and what is the original (i.e., correct) 4-bit segment? The first three rows have been filled in for you.

<b>Instruction Bits</b>	<b>8-Bit SECDED Codeword</b> (in binary)	<b>How Many Bits Have Flipped?</b> (0, 1, 2)	<b>Correct 4 Bits of Instruction</b> (in binary)
Bits 3-0	11100001	0	1100
Bits 7-4	00010000	1	0000
Bits 11-8	01111000	0	1110
Bits 15-12	11111101	1	1111
Bits 19-16	11101100	1	1001
Bits 23-20	00110011	1	0010
Bits 27-24	11100110	1	1101
Bits 31-28	11010011	1	1010

What is the correct **32-bit MIPS assembly instruction**? N/A, if a 2-bit error is detected.

**Sb R9, R9, #0xED0C**

2. [5 points] Consider a processor with a virtually-indexed physically-tagged (VIPT) cache. You use the standard set indexing scheme on the virtual address, but the tag comes from the physical address as shown (assume the tag is the entire physical block address):



Unfortunately, VIPT caches may be prone to **synonyms**. Recall that synonyms are virtual addresses that map to the same physical address. If unhandled, a physical block may exist in the cache at more than one location, which leads to incorrect behavior (i.e., one instance of the block becomes stale if the other instance is modified). Depending on the page size and cache configuration, synonyms may or may not be a problem. Assuming the standard set indexing scheme above, for each of the configurations in the table below, **specify whether or not synonyms can cause a problem**.

	Page Size	VIPT Cache			Problem? (Y/N)?
		Capacity	Associativity	Block Size	
(a)	64KB	256KB	8-way	32B	<b>N</b>
(b)	<b>32KB</b>	256KB	8-way	32B	<b>y</b>
(c)	64KB	<b>1MB</b>	8-way	32B	<b>y</b>
(d)	64KB	256KB	<b>2-way</b>	32B	<b>y</b>
(e)	64KB	256KB	8-way	<b>8B</b>	<b>y</b>