Computer Sciences Department University of Wisconsin-Madison CS/ECE 552 – Introduction to Computer Architecture In-Class Exercise (03/26)

Answers to all questions should be uploaded on Canvas.

- 1. [1 point] Consider a virtual memory system with the following parameters:
 - 64-bit virtual addresses
 - 47-bit physical addresses
 - 4KB pages
 - 16B cache blocks
 - Byte-addressing

How many bits are needed for the page offset, virtual page number, and physical page number?

Offset: 12 PPN: 35

VPN: 52

2. [1 point] For the system in problem 1, assume that the processor has a fully-associative TLB with a hit rate of 95% and a hit time of 1 cycle. How long do address translations take on average, assuming the miss penalty is 100 cycles? What is the speedup over the system without a TLB? Assume that all pages reside in memory and there are no page faults.

3. [4 points] Assume 8KB pages and a 3-way set-associative TLB with 48 entries in total and LRU replacement. Consider the following code segment running on the processor:

When each loop iteration executes, it reads A[i] first, then B[i] and finally writes to C[i]. Assume each array element is four bytes. The starting virtual addresses of arrays A, B and C are 0x10000, 0x20000 and 0x30000, respectively.

Assuming that initially none of the array pages are allocated in memory, report the following after all loop iterations have executed.

49125
27
49152
0

4. [4 points] Assume a system with 32-bit virtual addresses, total physical memory of 1GB, and page size of 64KB. Each page table entry (PTE) contains a virtual page number (VPN), physical page number (PPN) and one bit each for v/d/ref/read/w/x. Assume a 3-level forward page table. Here, the 16-bit VPN is divided into three fields: the most significant 4 bits are used to index the first-level page table, the next 4 bits are used to index the second-level page table, and the remaining 8 bits are used to index the third-level page table.

Assume a program has been running for a while, and it is accessing memory in the heap, stack and code segments as follows (assume all virtual addresses within the bounds shown are being accessed):

Code segment: 0x00000000 to 0x00001000 Stack segment: 0x10000000 to 0x100100F0 Heap segment: 0x20000000 to 0x320100A0

For the heap segment only, compute the following:

The heap segment occupies	22	total entries in the first level page table
The heap segment occupies	4	total entries in all second level page tables.
The heap segment occupies	6	total entries in all third level page tables.