

OPCode Examples:

Calculate the following parameters for this hypothetical computer system with the given features:

- a) Octal Notation (**Binary - 1 bit, Octal - 3 bits, Hexa - 4 bits**)
- b) IR = OPCode + Memory Address (PC - program counter)
- c) IR = 12 bits
- d) PC = 3 Octal Digits
- e) Memory Word Size = IR

1) Number of different OP Codes?

IR = OPCode + Memory Address

12 bits = OPCode + 3 Octal Digits * 3 bits

12 bits = OPCode + 9 bits, OPCode bits = 3 bits.

$2^{(OPCode\ bits)} = 2^3 = \underline{8\ different\ OP\ Codes}$

2) Memory size in bits?

different Memory Address * Memory Word Size = Memory size in bits

3 Octal Digits * 3 bits = 9 bits - (number of bits in memory address)

$2^{(Memory\ Address\ bits)} = 2^9 = 512\ different\ Memory\ Address$

$512 * 12 = \underline{6144\ memory\ size\ bits}$

3) Memory range?

Octal notation (000-111) -> (0-7) For e.g. Hexa notation (0000-1111) -> (0-F)

Memorize: Binary (0-1), Octal (0-7), Hexa (0-F)

PC = 3 Octal Digits = 3 of (0-7)

Memory Range = 000-777

4) Total Data range?

Data Range = OPCode Range + Memory Range

OPCode = 3 bits

OPCode Digits = OPCode bits / 3 (bits in Octal notation) = 3 bits / 3 = 1 Octal Digit

OPCode Range = 0-7

Memory Range = 000-777

Data Range = 0000-7777

Calculate the following parameters for this hypothetical computer system with the given features:

- a) Binary Notation (1 bit, 0-1) **Hexa Notation (4 bits)**
- b) IR = OPCode + Memory Address
- c) 2 OPCode Digits
- d) PC (Memory Address) = 3 bits
- e) Memory Word Size = IR

1) Number of different OPCode?

different OPCode = $2^{(\text{OPCode bits})}$
2 OPCode digits * 1 bit = 2 OPCode bits
different OPCode = $2^2 = 4$ different OPCode

2 OPCode digits * 4 bits = 8 OPCode bits
different OPCode = $2^8 = 256$ different OPCode

2) Memory size in bits?

different Memory Address * Memory Word Size = Memory size in bits
different Memory Address = 2^3 bits of Memory Address = 8 # different Memory Address
IR = OPCode + Memory Address
IR = 2 bits + 3 bits = 5 bits = Memory Word Size
 $8 * 5 \text{ bits (IR)} = 40$ Memory size in bits

3) Memory range?

3 bits in Memory Address / 1 (1 bit per Binary Digit) = 3 Binary Digits
Binary Digit (0-1), 3 Binary Digits - 3 of (0-1)
Memory Range: 000-111

4) Total data range?

Data Range = OPCode Range + Memory Range
OPCode Range = 2 of (0-1) = 00-11
Memory Range = 000-111
Data Range = 00-11 + 000-111 = 00000-11111

Forking Examples:

Ex 1:

Make a multiprocessing code that runs the following outputs:

```
I am the parent process
I am the child process 0
I am a grand-child process from child process 0
I am the child process 1
I am a grand-child process from child process 1
I am a grand-child process from child process 1
I am the child process 2
I am a grand-child process from child process 2
I am the child process 3
```

Use `_exit(0)` to terminate/halt child processes, and use `wait(nullptr)/wait(NULL)` to ensure correct outputs.

DO NOT USE THE FUNCTION `sleep(n)` such that n is an integer representing how many seconds a system is required to wait for. THIS IS CONSIDERED CHEATING.

Ex 2:

I am the parent process

I am the child process 0

I am the child process 1

I am a grand-child process from child process 1

I am the child process 2

I am a grand-child process from child process 2

I am a grand-child process from child process 2

I am the child process 3

I am a grand-child process from child process 3

I am a grand-child process from child process 3

I am a grand-child process from child process 3

Average Access Time Examples:

Ex 1:

L1 Memory Access Time = 50 ms

L2 Memory Access Time = 400 ms

Miss Ratio = 20% (0.2)

Hit Ratio = $1 - 20\% = 0.8$

Average Access Time = ?

Hit Ratio * L1 + Miss Ratio * (L1 + L2) = Avg. Access Time

$(0.8 * 50\text{ms}) + 0.2 * (50\text{ms} + 400\text{ms}) = \text{Avg. Access Time}$

Ex 2:

L1 Memory Access Time = 50 ms

Hit Ratio = 85%

Miss Ratio = $1 - 85\% = 0.15$

Average Access Time = 117.5 ms

L2 Memory Access Time = ?

Hit Ratio * L1 + Miss Ratio * (L1 + L2) = Avg. Access Time

$0.85 * 50\text{ms} + 0.15 * (50\text{ms} + L2) = 117.5 \text{ ms}$

$42.5\text{ms} + 7.5\text{ms} + 0.15(L2) = 117.5\text{ms}$

$50\text{ms} + 0.15(L2) = 117.5\text{ms}$

$0.15(L2) = 67.5$

$L2 = \underline{450\text{ms}}$

Formula: Hit Ratio * L1 + Miss Ratio * (L1 + L2) = Avg. Access Time

Hit Ratio + Miss Ratio = 1 (100%)

Calculate the following parameters for this hypothetical computer system with the given features:

- a) Hex Notation
- b) $IR = \text{OPCode} + \text{Memory Address}$
- c) $IR = 24 \text{ bits}$
- d) $PC = 5 \text{ Hex Digits}$
- e) $\text{Memory Word Size} = IR$

1) Number of different OPCODEs?

2) Memory size in bits?

3) Memory range?

4) Total data range?