

1.**a)**

$$16 * 8 / 64 = 2$$

So 2 integers can be stored.

b)

$A[i][j]$ repeatedly referenced exhibit temporal locality.

c)

i and j exhibit spatial locality.

2.**a)**

| References | Binary word Address | Tag | Index | Offset | Hit/Miss |
|------------|---------------------|-----|-------|--------|----------|
| 0x03 | 00000011 | 0 | 0 | 3 | Miss |
| 0xB4 | 10110100 | 1 | 6 | 4 | Miss |
| 0x2B | 00101011 | 0 | 5 | 3 | Miss |
| 0x02 | 00000010 | 0 | 0 | 2 | Hit |
| 0xBF | 10111111 | 1 | 7 | 7 | Miss |
| 0x58 | 01011000 | 0 | 11 | 0 | Miss |
| 0xBE | 10111110 | 1 | 7 | 6 | Hit |
| 0x0E | 00001110 | 0 | 1 | 6 | Miss |
| 0xB5 | 10110101 | 1 | 6 | 5 | Hit |
| 0X2C | 00101100 | 0 | 5 | 4 | Hit |
| 0xBA | 10111010 | 1 | 7 | 2 | Hit |
| 0xFD | 11111101 | 1 | 15 | 5 | Miss |

b)

| References | Binary word Address | Tag | Index | Offset | Hit/Miss |
|------------|---------------------|-----|-------|--------|----------|
| 0x03 | 00000011 | 0 | 0 | 3 | Miss |
| 0xB4 | 10110100 | 1 | 3 | 4 | Miss |
| 0x2B | 00101011 | 0 | 2 | 11 | Miss |
| 0x02 | 00000010 | 0 | 0 | 2 | Hit |
| 0xBF | 10111111 | 1 | 3 | 15 | Hit |
| 0x58 | 01011000 | 0 | 5 | 8 | Miss |
| 0xBE | 10111110 | 1 | 3 | 14 | Hit |
| 0x0E | 00001110 | 0 | 0 | 14 | Hit |
| 0xB5 | 10110101 | 1 | 3 | 5 | Hit |
| 0X2C | 00101100 | 0 | 2 | 12 | Hit |
| 0xBA | 10111010 | 1 | 3 | 10 | Hit |
| 0xFD | 11111101 | 1 | 7 | 13 | Miss |

c)

C-2 Provides the best performance. C-1 have lots of compulsory misses and C-3 have lots of conflict misses.

3.**a)**

The storage array's controller organizes its cache into "blocks," which are chunks of memory that can be 4, 8, 16, or 32 KiBs in size. All volumes on the storage system share the same cache space; therefore, the volumes can have only one cache block size.

b)

The cache have 32 blocks.

c)

The ratio between these two are about 8.

d)

| Address | Index | Offset | Hit/Miss | Replace | Final Value |
|---------|-------|--------|----------|---------|-------------|
| 0x00 | 00000 | 00000 | Miss | No | No |
| 0x04 | 00000 | 00000 | Miss | No | No |
| 0x10 | 00000 | 00000 | Miss | No | No |
| 0x84 | 00000 | 00000 | Miss | No | No |
| 0xE8 | 00100 | 00101 | Hit | Yes | Yes |
| 0xA0 | 00111 | 10101 | Miss | No | No |
| 0x400 | 00101 | 00101 | Miss | No | No |
| 0X1E | 00100 | 00101 | Miss | No | No |
| 0x8C | 00000 | 10101 | Hit | No | No |
| 0xC1C | 00000 | 00000 | Hit | Yes | Yes |
| 0xB4 | 00100 | 00000 | Miss | Yes | Yes |
| 0X884 | 00101 | 00000 | Miss | Yes | Yes |

e)

The hit ratio is 33.33%.

f)

<00100, 0010, mem[2176]>

<00101, 0000, mem[160]>

<00000, 0011, mem[3072]>

<00111, 0000, mem[224]>

4.**a)**

P1: $1/0.66\text{ns} = 1.515\text{ GHz}$

P2: $1/0.9\text{ns} = 1.111\text{ GHz}$

b)

AMAT = Hit Rate * Hit time + Miss Rate * Miss Time

P1 = 6.21ns

P2 = 5.06ns

c)

Miss Cycles = IC * Memory Access Freq * Miss Rate * Main Memory Access / L1 Hit Time

Total Cycles = IC + Miss Cycles

CPI = Total Cycles / Instruction Count

For P1, $P1 = IC * 2.7 \text{ ns}$

For P2, $P2 = IC * 3.2 \text{ ns}$

So P1 is faster.

5.**a)**

It has 8 sets, 3 ways, 2 word blocks.

tag width: 58 bits

data fields 64 bits

b)

| Address | Binary word Address | Tag | Index | Offset | Hit/Miss |
|---------|---------------------|-----|-------|--------|----------|
| 0x03 | 00000011 | 0 | 0 | 3 | Miss |
| 0xB4 | 10110100 | 2 | 6 | 4 | Miss |
| 0x2B | 00101011 | 0 | 5 | 3 | Miss |
| 0x02 | 00000010 | 2 | 7 | 6 | Miss |
| 0xBE | 10111110 | 1 | 3 | 0 | Miss |
| 0x58 | 01011000 | 2 | 7 | 7 | Hit |
| 0xBF | 10111111 | 0 | 1 | 6 | Miss |
| 0x0E | 00001110 | 0 | 3 | 7 | Miss |
| 0x1F | 00011111 | 2 | 6 | 5 | Hit |
| 0xB5 | 10110101 | 2 | 7 | 7 | Hit |
| 0xBF | 10111111 | 2 | 7 | 2 | Hit |
| 0xBA | 10111010 | 0 | 5 | 6 | Hit |
| 0x2E | 00101110 | 3 | 5 | 6 | Hit |
| 0xCE | 11001110 | 3 | 1 | 6 | Miss |

c)

| Address | Binary word Address | Tag | Index | Offset | Hit/Miss |
|---------|---------------------|-----|-------|--------|----------|
| 0x03 | 00000011 | 0 | 0 | 3 | Miss |
| 0xB4 | 10110100 | 5 | 5 | 0 | Miss |
| 0x2B | 00101011 | 1 | 2 | 3 | Miss |
| 0x02 | 00000010 | 5 | 7 | 2 | Miss |
| 0xBE | 10111110 | 2 | 6 | 0 | Miss |
| 0x58 | 01011000 | 5 | 7 | 3 | Hit |
| 0xBF | 10111111 | 0 | 3 | 2 | Miss |
| 0x0E | 00001110 | 0 | 7 | 3 | Miss |
| 0x1F | 00011111 | 5 | 5 | 1 | Hit |
| 0xB5 | 10110101 | 5 | 6 | 3 | Hit |
| 0xBF | 10111111 | 5 | 2 | 2 | Miss |
| 0xBA | 10111010 | 1 | 3 | 2 | Miss |
| 0x2E | 00101110 | 1 | 3 | 2 | Miss |
| 0xCE | 11001110 | 6 | 3 | 2 | Miss |

6.

The maximum possible page number is,

$$\frac{2^{36}}{2^{13}} = 2^{23}$$

7.

| Address | Result(H/M/PF) |
|---------|----------------|
| 0x123D | M |
| 0x08B3 | H |
| 0x365C | H |
| 0x871B | H |
| 0xBEE6 | PF |
| 0x3140 | H |
| 0xC049 | PF |

TLB content:

| Valid | Tag | Physical Page Number | Time Since Last Access |
|-------|-----|----------------------|------------------------|
| 1 | 1 | 13 | 3 |
| 1 | 7 | 4 | 1 |
| 1 | 3 | 6 | 2 |
| 1 | 2 | 14 | 4 |

Page Table:

| Index | Valid | Physical Page Number |
|-------|-------|----------------------|
| 0 | 1 | 5 |
| 1 | 1 | 13 |
| 2 | 1 | 14 |
| 3 | 1 | 6 |
| 4 | 1 | 9 |
| 5 | 1 | 11 |
| 6 | 0 | Disk |
| 7 | 1 | 4 |
| 8 | 0 | Disk |
| 9 | 0 | Dist |
| 10 | 1 | 3 |
| 11 | 1 | 12 |