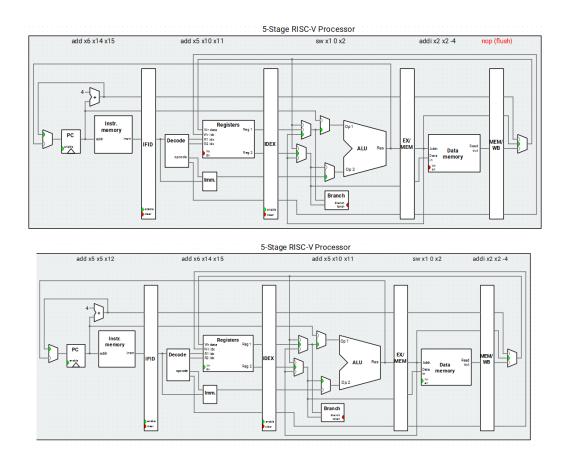
### Programming Assignment #4 Cache Simulation

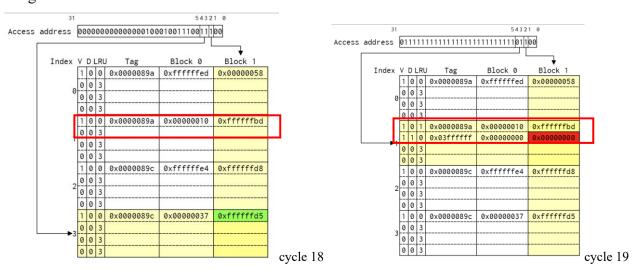
Calculate the nearest centroid of a set of points on 2D integer grid

### 108011235 電機 23 陳昭維

# 1. Insertion at an index with at least one way occupied

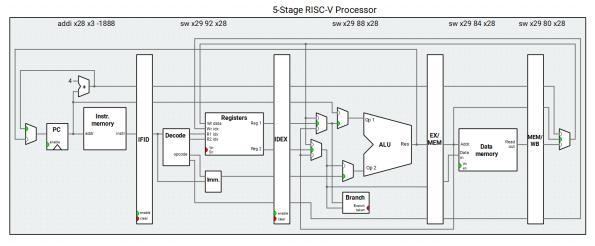


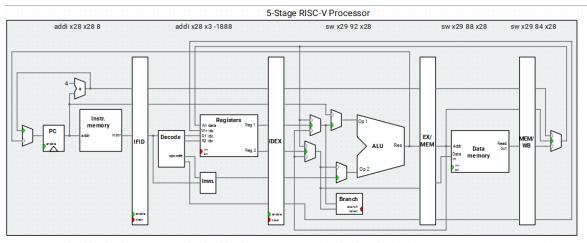
The insertion of cache with at least one way occupied after the sw  $x1\ 0\ x2$  instruction in EX stage pass to MEM stage.



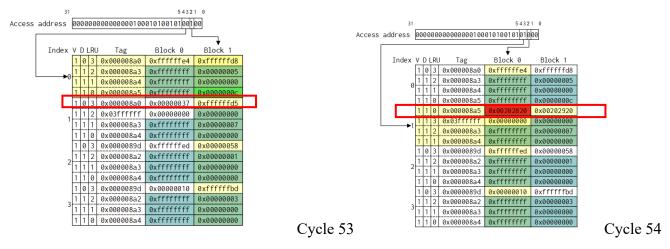
When in cycle 18, all set has at least 1 way (way 0) occupied, and after the store word instruction, the set indexed by 01 has to be inserted data to another way where the tag 0x03ffffff is different from 0x0000089a . Also, the LRU of the  $1^{st}$  way (way 0) becomes 1 and the LRU of the  $2^{nd}$  way (way 1) becomes 0, indicating that the  $2^{nd}$  way (way 1) is the recent used way.

## 2. Replacement





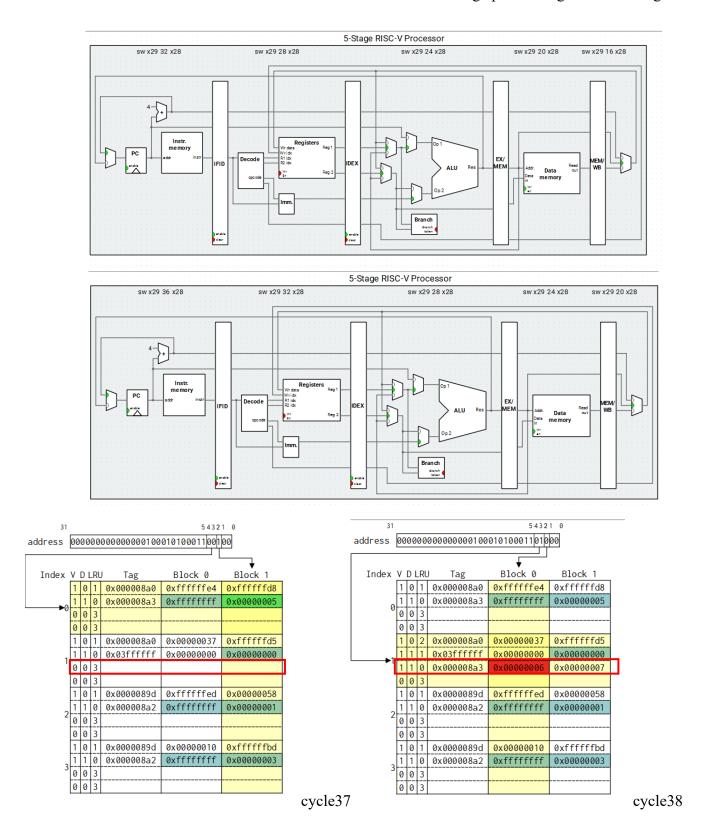
The replacement of block with 4 way (way 0~3) occupied after the sw x29 88 x28 instruction in EX stage pass through to MEM stage.



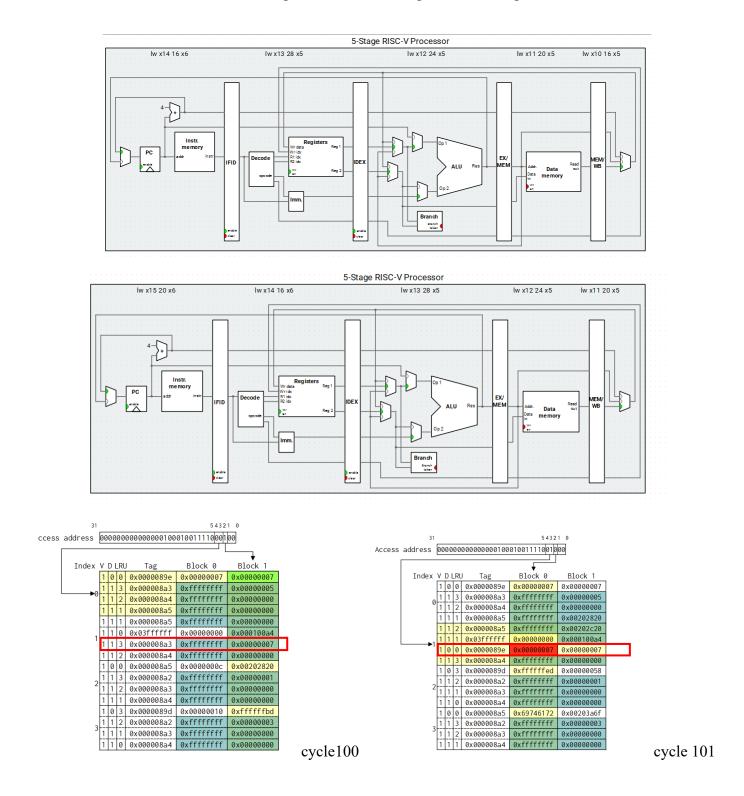
The replacement of block occurs at cycle 54 when the 4 way of the 2<sup>nd</sup> set (set 1) are already occupied, but new tag 0x000008a5 occurs, so that there is block replacement where the 1<sup>st</sup> way (way 0) (whose LRU bit was 3) of the 2<sup>nd</sup> set (set 1) is replaced and the LRU becomes 0, indicating that the 1<sup>st</sup> way (way 0) is the most recently used, the LRU bit of other 3 way then are all incremented by 1.

#### 3. Write Back

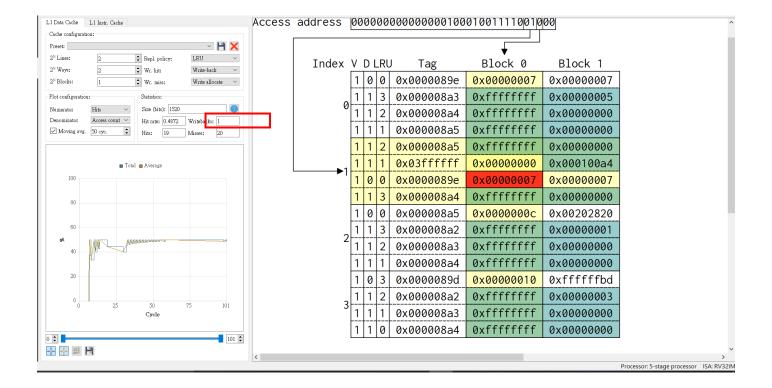
The write of the block is after the sw x29 24 x28 instruction in EX stage pass through to MEM stage.



I can see that the 3<sup>rd</sup> way (way 2) of the 2<sup>nd</sup> set (set 1) is inserted data by a store instruction at cycle 38, thus the dirty bit becomes 1. And the LRU becomes 0 indicating that it is the most recent used way.



After the load instruction goes to the MEM stage at cycle 101, the instruction makes the 3<sup>rd</sup> way (way 2) of the 2<sup>nd</sup> set (set 1) be replaced and then the previous data in the cache with dirty bit on was written back and we can observe that the dirty bit becomes 0 again since the load instruction doesn't need write back. And the LRU bit of the 3<sup>rd</sup> way (way 2) becomes 0 indicating that it is the most recent used way.



#### **Simulation result**

In previous homework, only one trial of finding centroid is performed, this time I performed 5 times and include some unrelated function to observe the block replace and writeback, such as storing value to array after every centroid is found.

```
Console

(4,-14) / (7,8) / (5,6) / (4,9) / (3,3) /
```