

1.

$$\begin{aligned}
 8M &= 2^3 * 20^{20} \\
 &= 2^{23} \text{ words} \\
 64K &= 2^6 * 2^{10} \\
 &= 2^{16} \text{ words}
 \end{aligned}$$

a)

$$\begin{aligned}
 \text{block size} &= 32 = 2^5 \text{ words} \\
 \text{frames in cache} &= \frac{2^{16}}{2^5} \\
 &= 2^{11} = 11 \text{ bits for block frame \#}
 \end{aligned}$$

23 bits		
TAG	BlockFrame #	Offset
7 bits	11 bits	5 bits

b)

23 bits	
TAG	Offset
$23 - m$ bits	m bits

c)

$$\begin{aligned}
 \text{number of BF's} &= \frac{2^{16}}{2^6} \\
 &= 2^{10} \\
 \text{number of sets} &= \frac{\text{number of BF's}}{\text{set size}} \\
 &= \frac{2^{10}}{2^2} \\
 &= 2^8
 \end{aligned}$$

23 bits		
TAG	Set #	Offset
9 bits	8 bits	6 bits

2.

$$\begin{aligned}
 \text{BF's in cache} &= 8 \\
 &= 2^3 \\
 \text{BF offset} &= 16 \\
 &= 2^4 \\
 \text{address size} &= 2^4 * 2^6 \\
 &= 2^{10}
 \end{aligned}$$

a)

10 bits		
TAG	BF #	Offset
$10 - 3 - 4 = 3$ bits	3 bits	4 bits

b)

0x37A = 1101111010 since we have tag 110 in frame 7 we know that this word will be in cache because the block 110111 is in cache.

c)

0x22C = 1000101100 since we have tag 100 in frame 2 we know that this word will be in cache because the block 100010 is in cache.

c)

0x1B9 = 0110111001 since we have tag 010 in frame 3 we know that this word will not be in cache because the block 011011 is not in cache.

3.

$$\begin{aligned}
 \text{number of BF's} &= 8 \\
 &= 2^3 \\
 \text{number of sets} &= \frac{\text{number of BF's}}{\text{set size}} \\
 &= \frac{2^3}{2^1} \\
 &= 2^2
 \end{aligned}$$

a)

10 bits		
TAG	Set #	Offset
$10 - 2 - 4 = 4$ bits	2 bits	4 bits

b)

0x37A = 1101111010 since we have tag 1101 in a set 3 spot we know that this word will be in cache because the block 110111 is in cache.

c)

0x22C = 1000101100 since we have tag 1000 in a set 2 spot we know that this word will be in cache because the block 100010 is in cache.

c)

0x1B9 = 0110111001 since we have tag 0110 in a set 3 spot we know that this word will be in cache because the block 011011 is in cache.

4.

$$1M = 2^{20} \text{ words/address size} \quad 4K = 2^2 * 2^{10} = 2^{12} \text{ words/cache size} \quad \text{BF's in cache} = \frac{2^{12}}{2^4} = 2^8$$

a)

20 bits			0x949DA = 10010100100111011010
TAG	BF #	Offset	
20 - 8 - 4 = 8 bits	8 bits	4 bits	

cache frame = 10011101 = 157
tag = 10010100 = 148

b)

$$\text{number of sets} = 64 = 2^6$$

20 bits			0x949DA = 10010100100111011010
TAG	Set #	Offset	
20 - 6 - 4 = 10 bits	6 bits	4 bits	

cache tag = 10 bits
tag = 1001010010 = 252₈

c)

$$\text{TAG} = 20 - 4 \text{ bits} = 16 \text{ bits} \quad \text{TAG} = 0x949D$$

5.

$$\begin{aligned}\text{Main Mem Words/ address bits} &= 2^5 * 2^{10} = 2^{15} \\ \text{BF's in cache} &= \frac{2^2 * 2^{10} \text{ words}}{2^3 \text{ block size}} \\ &= 2^9\end{aligned}$$

a)

2^9 comparators are needed because there are 2^9 block frames in cache

b)

the size of the tag field is $15 - 3 = 12$ because the address is 15 bits long and the offset for a block size of 8 is 3.

c)

1 comparator would be needed and the tag size would be $15 - 3 - 9 = 3$ since 9 of the bits will be used to notate block frame number

6.

$$\begin{aligned}\text{Main Mem words} &= 2^3 * 2^{10} * 2^3 \\ &= 2^{16}\end{aligned}$$

a)

the number of bits in a main memory address is 16 because there are 2^{16} words in main memory

b)

$0xCA49 = 1100101001001001$ so the 3 bit offset would be 001.

c)

since there are 512 BF's in cache there must be 10 bits that specify BF # $16 - 10 - 3 = 3$ so the tag is 3 bits so the block frame number is $0101001001 = 329$ there should be 1 hardware comparator and it should be width 3 because the tag is 3 bits.

d)

if there are 512 BF's and 4 frames per set there are 128 sets in cache. so there should be 6 bits in the set number, $16 - 6 - 3 = 7$ so the tag is 7 bits. the set number would be $001001 = 9$. there would need to be 4 comparators, since the set size is 4, and the width should be 7 since the tag is 7 bits.