

1. The previous statement is true because spatial locality refers to items with nearby addresses being referenced close together in time.



2. The previous statement is true because temporal locality says that an accessed word will be accessed again in the near future and this is due to the presence of loops.



3. 1024B cache, 32-bit address, 4B block, 1 line per set

a) # of cache sets =  $1024/4 = 256 \therefore 256$  cache sets

b)  $2^8 = 256$  so there are 8 index bits

c) Block size = 4 so each line contains 4 bytes  $\therefore$  we take the first 2 bits as  $2^2 = 4$ .  
So # of block offset bits = 2

d)  $32 - 8 - 2 = 22 \therefore 22$  tag bits

4. 1024B cache, 32-bit address, 8B block, 4 lines per set

a) # of cache sets =  $1024/(8 \cdot 4) = 32 \therefore 32$  cache sets

b)  $2^5 = 32$  so there are 5 index bits

c) Block size = 8 so we take first 3 bits as  $2^3 = 8 \therefore$  # of block offset bits = 3

d)  $32 - 5 - 3 = 24 \therefore 24$  tag bits

5. 1024B cache, 32-bit address, 32B blocks, 32 lines per set

a) # of cache sets =  $1024/(32 \cdot 32) = 1 \therefore 1$  cache set (fully associative cache)

b) no index bit since only 1 cache block and  $2^0 = 1 \therefore 0$  index bits

c) Block size = 32 so we take first 5 bits as  $2^5 = 32 \therefore$  # of block offset bits = 5

d)  $32 - 0 - 5 = 27 \therefore 27$  tag bits

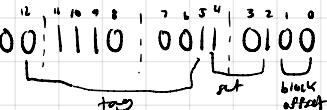
6.

a)  $B_0 - B_1$ , since block size is 4 and  $2^2 = 4$ .

b) since 8 sets,  $2^3 = 8$  so next 3 bits which are  $B_2 - B_4$

c) tag bits are left which are  $B_5 - B_{12}$

7. Binary value = 0000|1110|0011|0100  
 a) 0x0  
 b)  $101_2 = 0x5$   
 c)  $01110001_2 = 0x71$   
 d) Y  
 e) 0x0B



8. Binary value = 0000|1101|1101|0101

- a) 0x1  
 b)  $101_2 = 0x5$   
 c)  $0110|110_2 = 0x6E$   
 d) N  
 e) M

9. Binary Value = 000111100100

a) 0x0

b)  $001_2 = 0x1$

c)  $1111111_2 = 0xFF$

d) N

e) "M"

10. Tag = 0x32 = 00110010<sub>2</sub>

Set = 011<sub>2</sub>

Possible block offsets: 00<sub>2</sub>, 01<sub>2</sub>, 10<sub>2</sub>, 11<sub>2</sub>

∴ Memory addresses that will hit in set 3 are:

00110010 01100<sub>2</sub> = 0x064C

00110010 01101<sub>2</sub> = 0x064D

00110010 01110<sub>2</sub> = 0x064E

00110010 01111<sub>2</sub> = 0x064F

11. AMAT = hit time + miss rate × miss penalty

if 88% hit rate, then 12% miss rate

So...

AMAT = 3 nanoseconds + 0.12 × 29

= 6.48 nanoseconds

∴ the average read access time in nano seconds is 6.48