1. Caching Benefits [20 points]

(a) What is the benefit of caching?

> Speeds up loading

→ Pounhous page bosts

→ reduces duto retrieval time

→ user less resources

For the following questions, assume that there are three level of caches. The L1 cache has 1 cycle access latency, L2 cache has 5 cycles access latency, L2 cache has 10 cycles access latency and the main memory has 50 cycles access latency.

Assume that the program you are running has 80% L1 cache hit rate, 80% L2 cache hit rate, and 80% L3 cache hit rate.

(b) How many cycles is required to process 1000 memory requests? (Hint: Please remember that accessing a higher lever cache require the processor to know that an access to an earlier level is a cache hit or a cache miss)

1000 represts = LI = 1000 cycles

80% ht rate = 800 hils

200 - 1000 = 21 <- Mayor > 005

soir hit rate = 160 with

40 rayuob > 63 = 40x10 cycles = 400 cyclus

80% hot rate = 32 hots

1000 + 1000 + 400 + 400

8 requests -> ORAM = 8 x 50 cm des = 400 - V800/ (c) Is it possible for a program to have a 100% cache hit rate assuming that this is the first time the program is ever launched and there is no prefetching?

No

Why? Explain your answer.

14 first time, so all requests are now therefore making it a miss.

(d) What is the purpose of a tag store?

Tag store stores all the tags associated with the memory address. Its purpose is to tallow whether the data being searched is in the cashe or not

2. Caching Basic [20 points]

(a) Assume a 32-bit byte-addressable process with a single level of cache. The cache is a 16-way set associavative cache with 16 cache sets. Each cache block is 32 bytes. What is the total cache size?

(b) Please feel free to explain your answer for all the questions below.

Given the 32-bit address and the same assumption, what is the **set ID** (set ID starts from 0) for each of the following addresses (in hexadecimal number)?

0xABADBEEF

0xbeeeeee

(c) What are the value of the **tag bits** for the following addresses (in hexadecimal number)? 0xFFFF0000

0x5678EFEF