

Chapter Exam

Chapter 5-Large and Fast: Exploiting Memory Hierarchy

2012/06/19

1. For a direct-mapped cache design with 32-bit address, the following bits of the address are used to access the cache.

| | Tag | Index | Offset |
|---|-------|-------|--------|
| a | 31-10 | 9-4 | 3-0 |
| b | 31-12 | 11-5 | 4-0 |

- (1) What is the cache line size (in words)? (10%)
 (2) How many entries does the cache have? (10%)
 (3) What is the ratio between total bits required for such a cache implementation over the data storage bits? (10%)
2. Caches are important to providing a high performance memory hierarchy to processors. Below is a list of 32-bit memory address references, given as word addresses

| | |
|----|----------------------------------------------------|
| a. | 1, 134, 212, 1, 135, 213, 162, 161, 2, 44, 41, 221 |
|----|----------------------------------------------------|

For each of these references, identify the binary address, the tag, and the index given a direct-mapped cache with 16 one-word blocks. Also list if each reference is a hit or a miss, assuming the cache is initially empty. Please fill the Tag, Index, and Hit/Miss result in the blank. (10%)

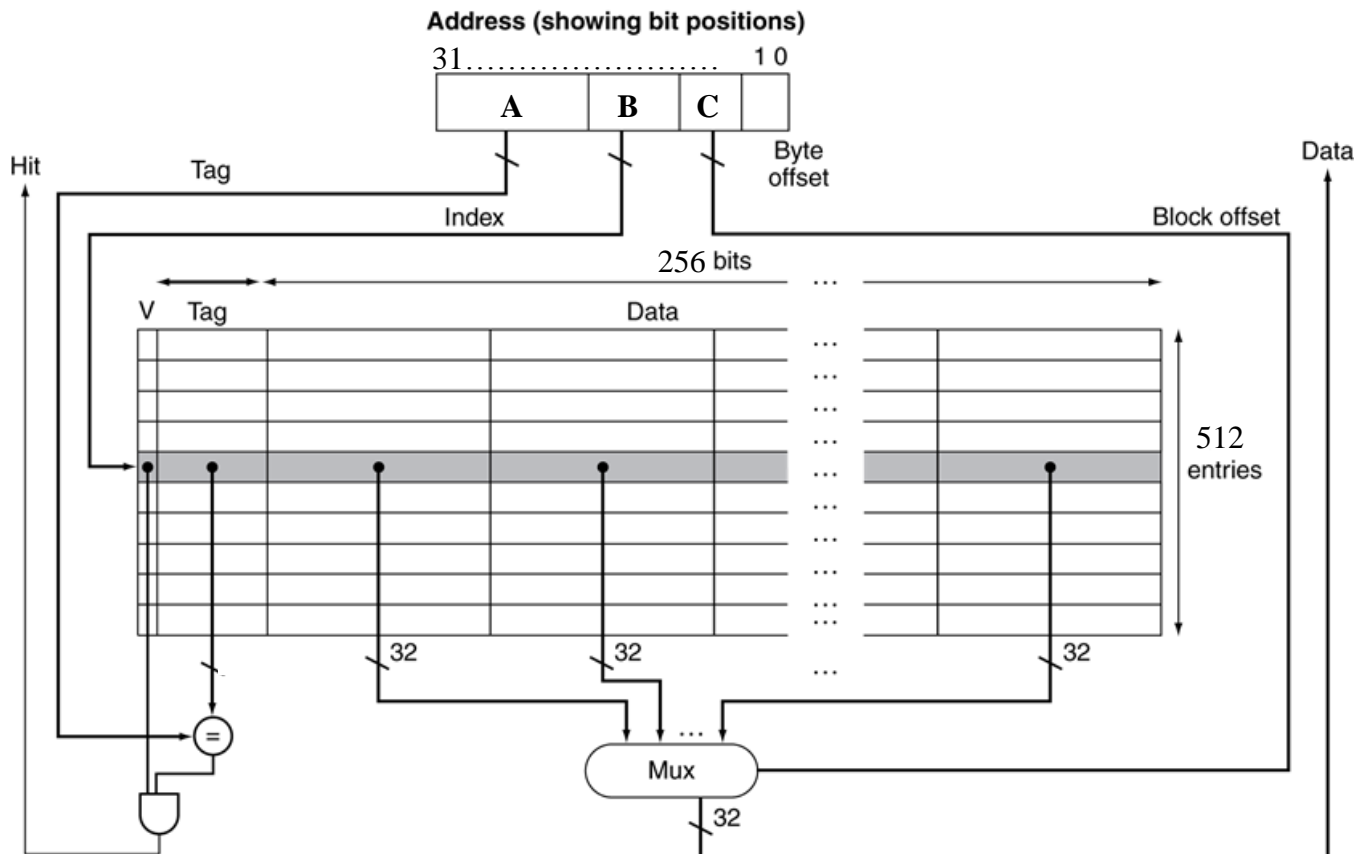
| Address | | Tag | Index | Hit/Miss |
|---------|----------|------|-------|----------|
| decimal | binary | | | |
| 1 | 1 | 0000 | 0001 | Miss |
| 134 | 10000110 | 1000 | 0110 | Miss |
| 212 | 11010100 | | | |
| 1 | 1 | | | |
| 135 | 10000111 | | | |
| 213 | 11010101 | | | |
| 162 | 10100010 | | | |
| 161 | 10100001 | | | |
| 2 | 10 | | | |
| 44 | 101100 | | | |
| 41 | 101001 | | | |
| 221 | 11011101 | | | |

3. Assume that main memory accesses take 70 ns and that memory accesses are 36% of all instructions. The following table shows data for L1 caches attached to each of two processors P1 and P2.

| | L1 size | L1 miss rate | L1 hit time |
|----|---------|--------------|-------------|
| P1 | 1KB | 11.4% | 0.62ns |
| P2 | 2KB | 8.0% | 0.66ns |

What is the AMAT for each of P1 and P2? (10%)

4. There is a Intrinsity FastMATH data cache in the Figure 1. It can store 256 bits data and has 512 entries. How many bits are Tag (A), Index (B), and Block offset (C) ? (10%)



5. Please explain the difference between write-through and write-back and their advantage and disadvantage. (20%)
6. (1) In virtual memory system, how many memory references are performed per load/store operation? Explain the purpose of these memory references. (10%)
- (2) What is the translation lookaside buffer (TLB) ? What is its purpose? (10%)

7. The textbook presents the following development issues in a specific sequence (from simple to complex), in order to show a typical research and development (R&D) process. Please fill in the sequence number for the corresponding issue (1 being the simplest and 5 being the most complex). (10%)

| Development Issue | Sequence (1...5) |
|------------------------------------|------------------|
| Translation Lookaside Buffer (TLB) | |
| Memory hierarchy | |
| Directed mapped cache | |
| Set associative cache | |
| Virtual memory | |