Tölvutækni og Forritun Verkefni 2

Ragnar Björn Ingvarsson, rbi3

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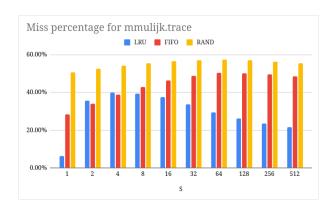
I Skrifa hermi fyrir skyndiminni

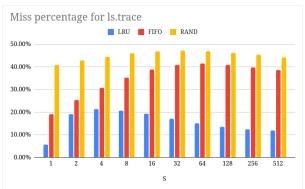
```
void initCache()
{
    cache = (cache_set_t*) malloc(S*sizeof(cache_set_t));
        for (int i = 0; i < S; i++) {
                cache[i] = (cache_line_t*) malloc(E*sizeof(cache_line_t));
        }
}
void freeCache()
        free(cache);
}
void accessData(mem_addr_t addr)
        long set = (addr >> b) & ((1ULL << s) - 1);</pre>
        long tag = addr >> (s+b);
        int has_hit = 0;
        int insert_place = -1;
        int lowest_value = policy_code == 1 ? cache[set][0].lru : cache[set][0].fifo;
        int lowest_index = 0;
        for (int i = 0; i < E; i++) {
                cache_line_t line = cache[set][i];
                if (policy_code == 1) {
                        if (lowest_value > line.lru) {
                                lowest_value = line.lru;
                                 lowest_index = i;
                } else if (policy_code == 2) {
                        if (lowest_value > line.fifo) {
                                lowest_value = line.fifo;
                                 lowest_index = i;
                        }
                }
                if (line.valid && line.tag == tag) {
                        line.lru = ++lru_counter;
                        hit_count++;
                        has_hit = 1;
                        cache[set][i] = line;
```

```
break;
                }
                if (!line.valid) {
                        insert_place = i;
                }
        }
        if (!has_hit) {
                miss_count++;
                if (insert_place == -1) {
                        insert_place = policy_code == 3 ? rand() % E : lowest_index;
                        eviction_count++;
                }
                cache_line_t line_to_be_added;
                line_to_be_added.tag = tag;
                line_to_be_added.fifo = fifo_counter++;
                line_to_be_added.lru = lru_counter++;
                line_to_be_added.valid = 1;
                cache[set][insert_place] = line_to_be_added;
        }
}
```

```
ragnar@gamer ~/school/tolfor/v2/verk2 ◆ ./csim -S 16 -B 64 -E 4 -p LRU -t traces/transpose.trace hits: 233 misses: 5 evictions: 0 miss ratio: 2.10% ragnar@gamer ~/school/tolfor/v2/verk2 ◆ ./csim -S 16 -B 64 -E 4 -p LRU -t traces/yi.trace hits: 6 misses: 3 evictions: 0 miss ratio: 33.33% ragnar@gamer ~/school/tolfor/v2/verk2 ◆ ./csim -S 16 -B 64 -E 4 -p LRU -t traces/yi2.trace hits: 16 misses: 1 evictions: 0 miss ratio: 5.88% ragnar@gamer ~/school/tolfor/v2/verk2 ◆ .
```

II Besta uppsetning á skyndiminni





Mynd 1: mmulijk.trace

Mynd 2: ls.trace

- II.i Hver er munurinn á bestu uppsetningu á milli rakningaskránna?
- II.ii Hvernig kemur uppsetning Intel Core i7 út í hermunum?