

# CSC 230: Introduction to Computer Architecture (Spring 2019)

## Assignment 3

Due before 23:55pm, Mar 20, 2019

### Important Notes

There are 5 questions, and the total score is 90. Submit the answer for Questions 1 to 3 in PDF file, submit the "\*asm" source file for Question 4 and 5.

Questions 1-4 can be done by a group of two students, but Question 5 must be finished separately.

Prior to submitting your assignment, you should familiarize yourself with the [University Policy on Academic Integrity](#). We will use a plagiarism detection tool on all assignment submissions.

### Question 1

Suppose in a hypothetical computer, the main memory contains 8 blocks, denoted by alphabetic characters *A* - *H* according to the order of their addresses. The cache contains 4 lines, numbered as 0, 1, 2 and 3.

To design the cache mapping mechanism and cache replacement algorithm, we use a special program for test. The sequence of memory access (to the blocks) for this program is as:

*A D D C C B A B E F*  
*A A D D C F A C D D*  
*E H B B D B E C B B*  
*E D B B D G H D B C*

If this system use direct mapping, we know that blocks *A* and *E* in the main memory are mapped to line 0 in the cache, blocks *B* and *F* to line 1, blocks *C*

and  $G$  to line 2, and blocks  $D$  and  $H$  to line 3.

Follow the idea in Example 4.5.7, please using the following chart to analyze the cache usage (i.e, marking a cache replacement with the alphabetic block number, and marking a hit with '+'). Then, calculate the hit ratio if choose direct mapping [5].

	$A$	$D$	$D$	$C$	$C$	$B$	$A$	$B$	$E$	$F$	$A$	$A$	$D$	$D$	$C$	$F$	$A$	$C$	$D$	$D$
0																				
1																				
2																				
3																				

	$E$	$H$	$B$	$B$	$D$	$B$	$E$	$C$	$B$	$B$	$E$	$D$	$B$	$B$	$D$	$G$	$H$	$D$	$B$	$C$
0																				
1																				
2																				
3																				

## Question 2

For this same computer system, if choose associative mapping. Please construct the similar diagram as Question 1 to calculate the hit ratio for the following block replacement strategies.

- (1) LRU (Least Recent Used). [5]
- (2) First-in-first-out (FIFO). [5]
- (3) Least Frequently Used (LFU). [5]

## Question 3

Again, for the same computer system, if choose 2-way set associative mapping. Please construct the similar diagram as Question 1 and 2 to calculate the hit ratio for the following block replacement strategies: (1) LRU [5]; (2) FIFO [5]; (3) LFU [5].

- (4) What's the design decision after comparing the results of Question 1 to 3. [5]

## Question 4

Besides 1's complement and 2's complement, another way of representing signed values in binary is **signed magnitude**. In this representation, the MSB (most significant bit) is used to represent the sign (with 0 indicating a non-negative number and 1 indicating a negative number) and have the remaining bits correspond to an unsigned value (or magnitude). For example, we have:

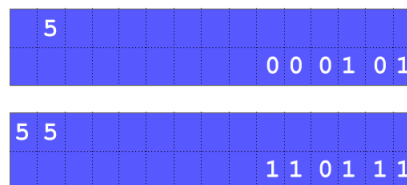
$$\begin{aligned}-5 &= (10000101)_2 \\ 5 &= (00000101)_2 \\ -100 &= (11100100)_2 \\ 100 &= (01100100)_2\end{aligned}$$

Please write a function to transform a signed value represented in signed magnitude into zero-ending string (of decimal integer) based on the template "q4.asm". Name your code as "**itoa.asm**" for submission. [20].

## Question 5

On the LCD Shield device, The LCD screen has two lines (numbered as 0 and 1), each with 16 columns (numbered from 0 to 15). To write message into the LCD for display, we need to include three driver files: *lcd\_function\_code.asm*, *lcd\_function\_defs.inc* and *LCDdefs.inc*<sup>1</sup>.

Continue with your code for Question 5 in Assignment 2, write a program to repeatedly update the content on LCD while illuminating LEDs randomly (according to the random number generated) with an interval as approximately 1 second. For example, the following picture shows the content of the LCD when the random number generated for controllign LEDs is 5 and 55, respectively.



Take the attached file "q5.asm" (as well as the LCD driver files) as a template, write the code for all the functions to implement this application. Name your code file as "**rlcd\_VNum.asm**" for submission where "VNum" stands for your V-number. [30]

<sup>1</sup>These driver files are a little different to the ones used in lab. They are adapted to suit for this question.