## **Tutorial 07**

1. If we call function f() in a loop:

```
for (int i = 0; i < 100; i++) {
  f();
```

What is the largest number of stack frame for function f() on the stack at any point in time?

1 Stack, stack frame for f()

2. Sketch the stack frames for the following code when the execution reaches the point indicated. Pay attention to the relationship between the various variables i . Also, find out what is the value of i in main() at the end of execution.

1.

2.

3.

$$f() I = 22$$

$$Main() I = 0$$

4.

$$g() I = 33$$

$$f() I = 33$$

## #include <iostream> using namespace std;

```
void h(int& i)
{
    i = 33; // point α
}

void g(int* i)
{
    *i = 22;
    h(*i);
}

void f(int i)
{
    i = 11;
    g(&i);
}

int main()
{
    int i = 0;
    f(i);
}
```

```
Void h(0x696969)
                                    10. Input 0x969696 to h()
i = 33
                                    11. Update i pointer to 33
Void g(*&i) = g(11)
                                    6. input 0x696969 to g()
i = \frac{22}{1}
                                    7. Update i pointer to 22
i = 33
                                    9. Pass ref of i pointer to h()
                                    12. i is now 33
h(22)
Void f(0)
                                    3. input 0 to f()
i = <del>11</del>
                                    4. i is now 11 in f()
g(\&i) = g(0x696969)
                                    5. Pass ref of i into q()
                                    8. i is now 22
i = \frac{22}{1}
i = 33
                                    13. i is now 33
i = 0
                                    1. Initialization
f(i)
                                    2. Pass f(0)
```

i in main() is still 0 after execution. Function f() neither return an i value nor update i via pointers.

## 3. Suppose we access the memory block in the following sequence:

Blocks: 6, 1, 1, 7, 6, 2, 3, 0, 2, 4, 5, 3, 5, 4, 0, 7

Given a cache that can hold 4 memory blocks, i.e. the cache indices are 0, 1, 2 and 3, attempt the following:

## (a) If the cache is fully associative and we replace the "oldest" block when needed, calculate the number of cache hits.

Replace older block

6	
1	
1	
7	
6	
2	
3	
0	
2	
4	
5	
3	
6 1 7 6 2 3 0 2 4 5 3 5 4 0 7	
4	
0	
7	

Olde	r	Ν	lewer	
6				Miss
6	1			Miss
6	1			Hit
6	1	7		Miss
6	1	7		Hit
6	1	7	2	Miss
3	1	7	2	Miss
3	0	7	2	Miss
3	0	7	2	Hit
3	0	4	2	Miss
3	0	4	5	Miss
3	0	4	5	Hit
3	0	4	5	Hit
3	0	4	5	Hit
3	0	4	5	Hit
7	0	4	5	Miss

LRA

6	
1	
1	
7	
6	
2	
1 7 6 2 3 0 2 4 5	
0	
2	
4	
5	
3	
3 5 4 0 7	
4	
0	
7	

Oldei	r	Ν	lewer	
6				Miss
6	1			Miss
6	1			Hit
6	1	7		Miss
1	7	6		Hit
1	7	6	2	Miss
7	6	2	3	Miss
6	2	3	0	Miss
6	3	0	2	Hit
3	0	2	4	Miss
0	2	4	5	Miss
2	4	5	3	Miss
2	4	3	5	Hit
2	3	5	4	Hit
3	5	4	0	Miss
5	4	0	7	Miss

(b) If the main memory has an access speed of 50 ns, and the cache takes only 5 ns, what is the average access time for the above accesses?

7 hits, 9 misses. So,  
Average Access Time = 
$$(43.75\% \times 5) + (56.25\% \times 50)$$
  
=  $2.1875 + 28.125$   
=  $30.3 ns$ 

(c) Repeat (a) and (b) by using a direct mapped cache.

(a) In DM cache

		0	1	2	3
	_	0 <i>0/4</i>	1/5	2/6	3 <i>3/7</i>
6				2 2/6 6	
1			1	6	
1			1	6	
7			1	6	7
1 7 6 2 3			1	6	7 7 7 3
2			1	2	7
3			1	2	3
0		0	1	2	3
0 2 4		0	1	2	3 3
4		4	1	2 2 2	3
5 3		4 4 4	5	2	3
3		4	<b>5</b> 5	2	3
5		4	5	2	3
4		4	5	2	3
0		0	5	2	3
7		0	5	2	7
	-				

6 % 4 = 2	Miss
1 % 4 = 1	Miss
1 % 4 = 1	Hit
7 % 4 = 3	Miss
6 % 4 = 2	Hit
2 % 4 = 2	Miss
3 % 4 = 3	Miss
0 % 4 = 4	Miss
2 % 4 = 2	Hit
4 % 4 = 0	Miss
5 % 4 = 1	Miss
3 % 4 = 3	Hit
5 % 4 = 1	Hit
4 % 4 = 0	Hit
0 % 4 = 4	Miss
7 % 4 = 3	Miss

6 hits, 10 misses. So,  
Average Access Time = 
$$(37.50\% \times 5) + (62.50\% \times 50)$$
  
=  $1.875 + 31.25$   
=  $33.13 ns$ 

4. (a) Given a main memory access speed of 100 ns, and a cache of 10 ns access speed, what is the cache hit rate to give an average access time of 20 ns?

Average Access Time = 
$$(x \times 10) + ((1-x) \times 100)$$
  
 $20 = 10x + 100 - 100x$   
 $90x = 80$   
 $x = 0.889 = 88.9\%$ 

- (b) Expand the same idea for 2 level caches:
- i. Main memory has access speed of 100ns.
- ii. Memory block is loaded into a L2 (level 2) cache of access speed 20 ns.
- iii. Memory block from L2 cache is loaded into L1 cache of access speed 10 ns. Suppose
- ${\sf L1}$  cache hit rate is 80% and  ${\sf L2}$  cache hit rate is 90%, what is the average access time of this setup?

Average Access Time 
$$= L1 \text{ hit time} \times L1 \text{ hit rate} + (L2 \text{ hit time} \times L2 \text{ hit rate} + L2 \text{ miss penalty} \times L2 \text{ miss rate}) \times L1 \text{ miss rate}$$
$$= 10 \times 80\% + (20 \times 90\% + 100 \times 10\%) \times 20\%$$
$$= 8 + (18 + 10) \times 20\%$$
$$= 13.6 \text{ ns}$$