

Ans-1

Given,

RAM = 64 KB ; Block Size = 4 bytes

cache size = 128 B

∴ Total Number of lines =  $\frac{128}{4} = 32$

Total Number of set =  $\frac{32}{2} = 16$

Memory Address	Block, $\rightarrow$	Set No $S = \text{Index}_{16}$	Hit/ Miss	Line no	Consequence
3	0	0	Miss	1	Block-0 move to line-1 of set-0
5	1	1	Miss	1	Block-1 move to line-1 of set-1
10	2	2	Miss	1	Block-2 move to line-1 of set-2
65	16	0	Miss	2	Block-2 move to line-2 of set-0
66	16	0	Hit	2	Read from cache
129	32	0	Miss	1	Block-32 replace Block-0 in line-1 of set-0
130	32	0	Hit	1	Read from cache
69	17	1	Miss	2	Block-17 move to line-2 of set-1
7	1	1	Hit	1	Read from cache
133	33	1	Miss	2	Block-33 replace Block-17 in line-2 of set-1
72	18	2	Miss	2	Block-18 move to line-2 of set-2.
74	18	2	Hit	2	Read from cache
75	18	2	Hit	2	Read from cache



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Memory Address	Block	Set no S=J mod 16	Hit/miss	Line no	consequence
11	2	2	Hit	1	Read from cache
137	34	2	Miss	2	Block-34 replace Block-18 in line-2 of set-2
1024	256	0	Miss	2	Block-256 replace Block-16 in line-2 of set-0

∴ Hit ratio =  $\frac{6}{16} \times 100$

Number of block replaced = 4

point to be noted here we use LRU algorithm as replacement algorithm to replace block in line of cache.

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Ans: 2

a

In the above problem ; if we use 4 way - set associative mapping then there would shows some merits and demerits as given below.

Demerits: (I) ~~In~~ If we increase the value of  $K$  then the line number in every set will increase so that will take more time to ~~match~~ match the tag of memory with tag of ~~of~~ cache.

(II) There will be lower set number then before. so for a large number of instruction it will be problem.

Merits: (I) As there have more lines in every set so we have to use less replacement in the cache.

(II) Hit ration will be greater than before as we can store more instruction in sets with less replacement.

Average access time :

~~As~~ As the hit ratio is greater than average access time will be lower.

means hit ratio  $\propto \frac{1}{\text{Average Access time}}$

As 4-way has more hit ratio than before so it will less average access time than 2-way.

$\therefore$  Average access time of 2-way

Average access time of 4-way.

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merits : (i) As there is no restriction to access cache in full associative mapping initially, so the more instruction can store at cache.

(ii) Cache will be use more than before.



(iii) Hit ratio will be greater than before.

Demerits:

- (i) It will take more time to check the tag of RAM with tag of each than before.
- (ii) We can't decide earlier where a ~~memory~~ instruction will be stored in cache.

Average Access time:

As mentioned in part a,

$$\text{hit ratio} \propto \frac{1}{\text{Average Access time}}$$

In full associative mapping hit ratio will be greater than before for the given problem.

So Average access time will much lower than before for instruction/data for the given problem.

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here,

Data bit = 8 bits

Parity bit = 4 bits

Bits Position	12	11	10	9	8	7	6	5	4	3	2	1
Position Number	1100	1011	1010	1001	1000	0111	0110	0101	0100	0011	0010	0001
Data & check bit	D <sub>8</sub>	D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	C <sub>4</sub>	D <sub>1</sub>	C <sub>2</sub>	C <sub>1</sub>
Word read out	1	0	0	0	1	0	1	1	1	1	0	1

Data Read: 10000111

Error code Read: 1101

Generating Error code:

$$C_1 = D_1 \oplus D_2 \oplus D_4 \oplus D_5 \oplus D_7$$

$$= 1 \oplus 1 \oplus 0 \oplus 0 \oplus 0 = 0$$

$$C_2 = D_1 \oplus D_3 \oplus D_4 \oplus D_6 \oplus D_7$$

$$= 1 \oplus 1 \oplus 0 \oplus 0 \oplus 0 = 0$$

$$C_3 = D_2 \oplus D_3 \oplus D_4 \oplus D_8 = 1 \oplus 1 \oplus 0 \oplus 1 = 1$$

$$C_8 = D_5 \oplus D_6 \oplus D_7 \oplus D_8 = 0 \oplus 0 \oplus 0 \oplus 1 = 1$$



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### XOR of Error codes

Enzyme is in 1st position

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$$\begin{aligned}
 c_1 &= D_1 \oplus D_2 \oplus D_4 \oplus D_5 \oplus D_7 \oplus D_8 = 1 \\
 0 &= 0 \oplus 0 \oplus 0 \oplus 0 \oplus 0 \oplus 0 = 0 \\
 c_2 &= D_1 \oplus D_3 \oplus D_4 \oplus D_6 \oplus D_7 \oplus D_8 = 0 \\
 0 &= 0 \oplus 0 \oplus 0 \oplus 0 \oplus 0 \oplus 0 = 0 \\
 1 &= 1 \oplus 0 \oplus 1 \oplus 1 \oplus 1 \oplus 1 \oplus 1 = 0 \\
 0 &= 0 \oplus 0 \oplus 0 \oplus 0 \oplus 0 \oplus 0 \oplus 0 = 0 \\
 1 &= 1 \oplus 0 \oplus 0 \oplus 0 \oplus 0 \oplus 0 \oplus 0 = 0
 \end{aligned}$$

Ans: 4

a

Given,  $-0.0000125$

Now,  $(0.0000125)_{10} = (0.0000000000000000001101)_2$

So the Normalized form is,

$$1.101 \times 2^{-17}$$

here,

Exponent  $= -17 + 127 = (110)_{10} = (01101110)_2$

Significant  $= 1.101 (1010000 \dots)_2$

Sign bit = 1 as the decimal number is negative.

IEEE-32 bit format:

Sign	Exponent	Significance
1	01101110	101000000000000000000000
1 bit	8 bit	23 bit



(b)

Given,

Sign bit = 1 so the number is negative

$$\text{Exponent with bias} = (00001110)_2 = (14)_{10}$$

$$\therefore \text{actual Exponent} = 14 - 127 = -113$$

$$\text{Significant} = (100010010001000\cdots)_2$$

$$= \cancel{(1.593920)}_{10}$$

$$= (1.07080078125)_{10}$$

$\therefore$  The decimal form,

$$= 1.07080078125 \times 2^{-113}$$

$$= -1.031143645 \times 10^{-34}$$

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