# **Relevant Formulae: Caches**

#### **Nomenclature Note**

Ratio == Rate

### **Cache Information**

- Blocksize = 2<sup># Bits in Offset</sup>
- # Rows = 2<sup># Bits in Index</sup>
- # Entries = Cache Size (without metadata) / Blocksize
- # Bits in Address = # Bits in Tag + # Bits in Index + # Bits in Offset
- Cache Size (without metadata) = # Rows Associativity Blocksize in bits
- Cache Size (with metadata) = # Rows Associativity (Blocksize in bits + Valid Bit + # Bits in Tag)
- Hit Ratio = # Hits / (# Hits + # Misses)
- Miss Ratio = 1 Hit Ratio
- Average Memory Access Time = Hit Time + Miss Ratio \* Miss Penalty

#### For Access

- BlockID = Address // Blocksize
- Row = BlockID % # Rows
- Tag = BlockID // # Rows

#### Cache Access

- Hit = Same Row; Same Block
- Miss = Block empty
- Miss & Evict = Same Row; Different Block

# **Relevant Formulae: Virtual Memory**

# Information

- Page Size = 2# Bits in offset
- Offset = Address % Page Size
- Virtual Memory Size = 2<sup># Bits in Virtual Address</sup>
- Physical Memory Size = 2<sup># Bits in Physical Address</sup>
- # Virtual Pages = Virtual Memory Size / Page Size
- # Physical Pages = Physical Memory Size / Page Size

#### **For Access**

- Virtual Page Number = Address // Page Size
- Physical Page Number = Look up from the page table
- Physical Address = PPN Page Size + Offset
- # Bits in PPN = Physical Address Size Offset
- # Entries = # Virtual Pages
- Page Table Entry Size = Valid Bit + Dirty Bit + Protect Bit + # Bits in PPN
- Page Table Size = # Entries Page Table Entry Size

# **Useful Conversions**

- 1 Byte = 8 bits
- 1 MB = 2<sup>20</sup> Bytes
- 1 GB = 2<sup>30</sup> Bytes