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WE14.1

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Video explanation of solution is provided below the problem.

Cache Benefits

5/5 points (ungraded)
After his geek hit single *I Hit the Line*, renegade singer Johnny Cache has decided he'd better actually learn how a cache works. He bought three Beta processors, identical except for their cache architectures:

- **Beta1** has a 64-line direct-mapped cache
- **Beta2** has a 2-way set associative cache, LRU, with a total of 64 lines
- **Beta3** has a 4-way set associative cache, LRU, with a total of 64 lines

Note that each cache has the same total capacity: 64 lines, each holding a single 32-bit **word** of data or instruction. All three machines use the same cache for data and instructions fetched from main memory.

Johnny has written a simple test program:

```
// Try a little cache benchmark
J = 0x1000           // where program lives
A = 0x2000           // data region 1
B = 0x3000           // data region 2
N = 16              // size of data regions (BYTES!)

.=J                 // start program here
P:  CMOVE(1000, R6)  // outer loop count
Q:  CMOVE(N, R0)     // Loop index I (array offset)
R:  SUBC(R0, 4, R0)  // I = I-1
    LD(R0, A, R1)    // read A[I]
    LD(R0, B, R2)    // read B[I]
    BNE(R0, R)
    SUBC(R6,1, R6)    // repeat many times
    BNE(R6, Q)
```

Johnny runs his program on each Beta, and finds that one Beta model outperforms the other two.

1. Which Beta gets the highest hit ratio on the above benchmark?

Beta3

 ✓
2. Johnny changes the value of **B** in his program to 0x2000 (same as A), and finds a substantial improvement in the hit rate attained by one of the Beta models (approaching 100%). Which model shows this marked improvement?

Beta2

 ✓
3. Finally, Johnny sets **J**, **A**, and **B** each to **0x0**, and sets **N** to **64**. What is the TOTAL number of cache misses that will occur executing this version of the program on each of the Beta models?

Total cache misses running on Beta1: 16

 ✓

Total cache misses running on Beta2: 16

 ✓

Total cache misses running on Beta3: 16

 ✓

Submit

Cache Benefits



Highest Hit Ratio



Calculator

• Three distinct regions of data

J: CMOVE A: A[0] B: B[0]
CMOVE A[1] B[1]
SUBC A[2] B[2]
LD A[3] B[3]
...

• 1st CMOVE at address 0x1000: cache index = 0

(Caption will be displayed when you start playing the video.)

▶ 0:00 / 0:00

▶ 1.0x

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