SHEET Number 1

Solve the following problems.

- 1. Suppose a computer using direct mapped cache has 2²⁰ bytes of byte-addressable main memory, and a cache of 32 blocks, where each cache block contains 16 bytes.
 - (a) How many blocks of main memory are there?
 - (b) What is the format of a memory address as seen by the cache, i.e., what are the sizes of the tag, block, and offset fields?
 - (c) To which cache block will the memory address 0x0DB63 map?
- 2. Suppose a computer using direct mapped cache has 2³² bytes of byte-addressable main memory, and a cache of 1024 blocks, where each cache block contains 32 bytes.
 - a) How many blocks of main memory are there?
 - b) What is the format of a memory address as seen by the cache, i.e., what are the sizes of the tag, block, and offset fields?
 - c) To which cache block will the memory address 0x000063FA map?
- 3. Suppose a computer using direct mapped cache has 2³² bytes of byte-addressable main memory and a cache size of 512 bytes, and each cache block contains 64 bytes.
 - a) How many blocks of main memory are there?
 - b) What is the format of a memory address as seen by cache, i.e., what are the sizes of the tag, block, and offset fields?
 - c) To which cache block will the memory address 0x13A4498A map?
- 4. Suppose a computer using fully associative cache has 2¹⁶ bytes of byte-addressable main memory and a cache of 64 blocks, where each cache block contains 32 bytes.
 - (a) How many blocks of main memory are there?
 - **b)** What is the format of a memory address as seen by the cache, i.e., what are the sizes of the tag and offset fields?
 - c) To which cache block will the memory address 0xF8C9 map?
- 5. Suppose a computer using fully associative cache has 2²⁴ bytes of byte-addressable main memory and a cache of 128 blocks, where each cache block contains 64 bytes.
 - a) How many blocks of main memory are there?
 - b) What is the format of a memory address as seen by the cache, i.e., what are the sizes of the tag and offset fields?
 - c) To which cache block will the memory address 0x01D872 map?

- 6. Suppose a computer using fully associative cache has 2²⁴ bytes of byte-addressable main memory and a cache of 128 blocks, where each block contains 64 bytes.
 - a) How many blocks of main memory are there?
 - b) What is the format of a memory address as seen by the cache, i.e., what are the sizes of the tag and offset fields?
 - c) To which cache block will the memory address 0x01D872 map?
- 7. Assume a system's memory has 128M bytes. Blocks are 64 bytes in length and the cache consists of 32K blocks. Show the format for a main memory address assuming a 2-way set associative cache mapping scheme and byte addressing. Be sure to include the fields as well as their sizes.
- 8. A 2-way set-associative cache consists of four sets. Main memory contains 2K blocks of eight bytes each and byte addressing is used.
 - a) Show the main memory address format that allows us to map addresses from main memory to cache. Be sure to include the fields as well as their sizes.
 - b) Compute the hit ratio for a program that loops 3 times from addresses 0x8 to 0x33 in main memory. You may leave the hit ratio in terms of a fraction.
- 9. Suppose a byte-addressable computer using set associative cache has 2¹⁶ bytes of main memory and a cache of 32 blocks, and each cache block contains 8 bytes.
 - a) If this cache is 2-way set associative, what is the format of a memory address as seen by the cache, that is, what are the sizes of the tag, set, and offset fields?
 - b) If this cache is 4-way set associative, what is the format of a memory address as seen by the cache?
- 10. Suppose a byte-addressable computer using set associative cache has 2²¹ byes of main memory and a cache of 64 blocks, where each cache block contains 4 bytes.
 - a) If this cache is 2-way set associative, what is the format of a memory address as seen by the cache, that is, what are the sizes of the tag, set, and offset fields?
 - b) If this cache is 4-way set associative, what is the format of a memory address as seen by the cache?