

(66.20) Organizacion de Computadoras: TP 1

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1 Introduccion

Este trabajo practico, trata de mostrar la forma en que trabaja una cache ($N = 4$)WSA en modo WT/WA con politi de replazo FIFO.

2 Diseno y Implementacion

Para el diseno de este programa que intenta emular una cache ($N = 4$)WSA, decidimos basarnos en primitivas que representen los conceptos vistos en clase. A continuacion presentamos los structs correspondientes:

```
typedef struct nways_cache {  
    way (* ways)[NUM_OF_WAY  
    queue (* fifo)[NUM_OF_BLOCKS_PER_Y];  
  
} nways_cache;
```

```

typedef struct way {
    block (* blocks)[NUM_OF_BLOCKS_PER_WAY];
} way;

typedef struct block {
    bool has_data;
    unsigned int tag;
    unsigned char (* content)[BLOCKSIZE];
} block;

typedef struct main_memory {
    unsigned char (* content)[RAM_SIZE];
} main_memory;

```

3 Instrucciones de Compilacion

Ejecutar:

```
$ gcc artist_ant.c paint.s -o artist_ant
```

4 Instrucciones de compilacion y ejecucion

Ejecutar:

```

root@debmips:~/tp1$ make cache
root@debmips:~/tp1$ ./cache archivo.mem

```

5 Ejecucion de casos de prueba y resultados

```
# Prueba1
```

```
root@debmips:~/tp1$ ./cache prueba1.mem
```

```

[MISS] write_byte: Block bringed to cache and wrote (value: 'E') in cache
Wrote (value: 'E') in memory (address: 0x00000000)

```

```

[MISS] write_byte: Block bringed to cache and wrote (value: 'D') in cache (t
Wrote (value: 'D') in memory (address: 0x00000400)

```

```

[MISS] write_byte: Block bringed to cache and wrote (value: 'C') in cache (t
Wrote (value: 'C') in memory (address: 0x00000800)

```

```

[MISS] write_byte: Block bringed to cache and wrote (value: 'B') in cache (t
Wrote (value: 'B') in memory (address: 0x00001000)

```



```

Wrote (value: '') in memory (address: 0x00000001)

[HIT] write_byte: Wrote (value: '') in cache (tag: 0, set: 0, offset: 2)
Wrote (value: '') in memory (address: 0x00000002)

[HIT] write_byte: Wrote (value: '') in cache (tag: 0, set: 0, offset: 3)
Wrote (value: '') in memory (address: 0x00000003)

[HIT] write_byte: Wrote (value: '') in cache (tag: 0, set: 0, offset: 4)
Wrote (value: '') in memory (address: 0x00000004)

[HIT] read_byte: Read from cache (value: '', tag: 0, set: 0, offset: 0)

[HIT] read_byte: Read from cache (value: '', tag: 0, set: 0, offset: 1)

[HIT] read_byte: Read from cache (value: '', tag: 0, set: 0, offset: 2)

[HIT] read_byte: Read from cache (value: '', tag: 0, set: 0, offset: 3)

[HIT] read_byte: Read from cache (value: '', tag: 0, set: 0, offset: 4)

[MISS] read_byte: Read from memory (address: 0x00001000, value: '&') and blo

[MISS] read_byte: Read from memory (address: 0x00002000, value: '&') and blo

[HIT] read_byte: Read from cache (value: '', tag: 0, set: 0, offset: 0)

[HIT] read_byte: Read from cache (value: '', tag: 0, set: 0, offset: 1)

[HIT] read_byte: Read from cache (value: '', tag: 0, set: 0, offset: 2)

[HIT] read_byte: Read from cache (value: '', tag: 0, set: 0, offset: 3)

[HIT] read_byte: Read from cache (value: '', tag: 0, set: 0, offset: 4)

[MR: 0.18]

```

```

CACHE =====
          SET0:          SET1:          SET2:          SET3:
SET4:          SET5:          SET6:          SET7:

FIFO:    <W3,]          <W0,W1,W2,W3,]          <W0,W1,W2,W3,]
<W0,W1,W2,W3,]          <W0,W1,W2,W3,]          <W0,W1,W2,W3,]
<W0,W1,W2,W3,]          <W0,W1,W2,W3,]

          old: W3          old: W0          old: W0          old: W0

```


CACHE =====

6 Conclusiones

- La prueba 4 es la que mejor rendimiento tuvo, con un missrate de 0.18
- La prueba 1 es la de peor rendimiento tuvo, con un missrate de 0.78
- En promedio el missrate de la cache segun la pruebas corridas es de 0.48, lo que nos indica que aproximadamente la mitad de los accesos a cache terminan en hit, lo que a nuestro criterio es un muy buen resultado.