

1.)

[A]

$$\text{Latency} = 1 \text{ cycle} \quad \text{Miss Rate} = 0.03$$

$$\begin{aligned} \text{Access Time} &= (1 - \text{Miss Rate}) \times (\text{Hit Time}) + (\text{Miss Rate}) \times (\text{Miss Time}) \\ &= (0.97)(1) + 0.03(110) = 4.27 \text{ cycles} \end{aligned}$$

[B]

$$\text{Latency} = 110 \text{ cycles}$$

$$\text{Hit Rate} = \frac{\text{Cache Size}}{\text{Array Size}} = \frac{64 \text{ Kb}}{1000 \text{ Mb}} = 0.000064$$

$$\text{Access Time} = 0.000064(1) + (0.999936)(110) = 109.993 \text{ cycles}$$

2.)

Memory Access Excluded CPI = 1.35 Instructions = 20% load, 10% store, 70% access

L1 I-cache: 2% miss rate, 32 byte blocks, miss penalty 15 ns + 1 cycle

L2 D-cache: 5% miss rate, 16 byte blocks, miss penalty 15 ns + 1 cycle

[A]

$$\text{Access Time} = 15 \text{ ns}$$

$$\text{Miss Time [L1 in L2]} = 15 + 32(3.75)\left(\frac{1}{16}\right) = 2.5 \text{ ns}$$

$$\text{Miss Time [Memory]} = 60 + \frac{64}{16}(7.5) = 90 \text{ ns}$$

$$\begin{aligned} \text{Avg. Memory Access Time} &= \text{L2 access time} + \text{memory access time} + \text{L2 wb access time} \\ &= 0.02(22.5) + 0.02(0.2)(90) + 0.02(0.5)(90) = 0.99 \text{ ns} \end{aligned}$$

[B]

$$\text{Read Miss Time [L1 in L2]} = 15 + 3.75 = 18.75 \text{ ns}$$

$$\text{Miss Time [L2 in Memory]} = 90 \text{ ns}$$

$$\begin{aligned} \text{Avg. Memory Access Time [Read]} &= 0.02(18.75) + 0.02(0.2)(90) + 0.02(0.2)(0.5)(90) \\ &= 0.92 \text{ ns} \end{aligned}$$

[C]

$$\text{Write Time [L1 to L2]} = 15 + 3.75 = 18.75 \text{ ns}$$

$$\text{Miss Time [L2 in Memory]} = 90 \text{ ns}$$

$$\begin{aligned} \text{Avg. Memory Access Time [Write]} &= 0.05(18.75) + 0.05(0.2)(90) + 0.05(0.2)(0.5)(90) \\ &= 2.29 \text{ ns} \end{aligned}$$

3.)

[A]

4 entry cache $\rightarrow n\%4$

Instruction	Memory	Cache
Fld f0, 0(x0)	Load M[0]; <i>Miss</i>	4, 1, -, -, -, -, -
Fld f2, 0(x2)	Load M[16]; <i>Miss</i>	4, 1, 7, 9, -, -, -, -
Fsd f2, 0(x2)	Store M[16]; <i>Hit</i>	4, 1, 28, 9, -, -, -, -
Fld f2, 0(x2)	Load M[24]; <i>Hit</i>	4, 1, 28, 9, -, -, -, -
Fsd f2, 0(x2)	Store M[24]; <i>Hit</i>	4, 1, 28, 36, -, -, -, -
Fld f2, 0(x2)	Load M[32]; <i>Miss</i>	4, 1, 28, 36, 5, 3, -, -
Fsd f2, 0(x2)	Store M[32]; <i>Hit</i>	4, 1, 28, 36, 20, 3, -, -
Fld f2, 0(x2)	Load M[40]; <i>Hit</i>	4, 1, 28, 36, 20, 3, -, -
Fsd f2, 0(x2)	Store M[40]; <i>Hit</i>	4, 1, 28, 36, 20, 12, -, -
Fld f2, 0(x2)	Load M[48]; <i>Miss</i>	4, 1, 28, 36, 20, 12, 1, 2
Fsd f2, 0(x2)	Store M[48]; <i>Hit</i>	4, 1, 28, 36, 20, 12, 4, 2
Fld f2, 0(x2)	Load M[56]; <i>Hit</i>	4, 1, 28, 36, 20, 12, 4, 2
Fsd f2, 0(x2)	Store M[56]; <i>Hit</i>	4, 1, 28, 36, 20, 12, 4, 8
Fld f2, 0(x2)	Load M[64]; <i>Miss</i>	6, 8, 28, 36, 20, 12, 4, 8
Fsd f2, 0(x2)	Store M[64]; <i>Hit</i>	24, 8, 28, 36, 20, 12, 4, 8
Fld f2, 0(x2)	Load M[72]; <i>Hit</i>	24, 8, 28, 36, 20, 12, 4, 8
Fsd f2, 0(x2)	Store M[72]; <i>Hit</i>	24, 32, 28, 36, 20, 12, 4, 8
Fld f2, 0(x2)	Load M[80]; <i>Miss</i>	24, 32, 7, 3, 20, 12, 4, 8
Fsd f2, 0(x2)	Store M[80]; <i>Hit</i>	24, 32, 28, 3, 20, 12, 4, 8

[B]

2-way $\rightarrow n\%2$

Instruction	Memory	Cache
Fld f0, 0(x0)	Load M[0]; <i>Miss</i>	4, 1, -, -, -, -, -
Fld f2, 0(x2)	Load M[16]; <i>Miss</i>	4, 1, -, -, 7, 9, -, -
Fsd f2, 0(x2)	Store M[16]; <i>Hit</i>	4, 1, -, -, 28, 9, -, -
Fld f2, 0(x2)	Load M[24]; <i>Hit</i>	4, 1, -, -, 28, 9, -, -
Fsd f2, 0(x2)	Store M[24]; <i>Hit</i>	4, 1, -, -, 28, 36, -, -
Fld f2, 0(x2)	Load M[32]; <i>Miss</i>	4, 1, 5, 3, 28, 36, -, -
Fsd f2, 0(x2)	Store M[32]; <i>Hit</i>	4, 1, 20, 3, 28, 36, -, -
Fld f2, 0(x2)	Load M[40]; <i>Hit</i>	4, 1, 20, 3, 28, 36, -, -
Fsd f2, 0(x2)	Store M[40]; <i>Hit</i>	4, 1, 20, 12, 28, 36, -, -
Fld f2, 0(x2)	Load M[48]; <i>Miss</i>	4, 1, 20, 12, 28, 36, 1, 2
Fsd f2, 0(x2)	Store M[48]; <i>Hit</i>	4, 1, 20, 12, 28, 36, 4, 2
Fld f2, 0(x2)	Load M[56]; <i>Hit</i>	4, 1, 20, 12, 28, 36, 4, 2
Fsd f2, 0(x2)	Store M[56]; <i>Hit</i>	4, 1, 20, 12, 28, 36, 4, 8
Fld f2, 0(x2)	Load M[64]; <i>Miss</i>	6, 8, 20, 12, 28, 36, 4, 8
Fsd f2, 0(x2)	Store M[64]; <i>Hit</i>	24, 8, 20, 12, 28, 36, 4, 8
Fld f2, 0(x2)	Load M[72]; <i>Hit</i>	24, 8, 20, 12, 28, 36, 4, 8
Fsd f2, 0(x2)	Store M[72]; <i>Hit</i>	24, 32, 20, 12, 28, 36, 4, 8
Fld f2, 0(x2)	Load M[80]; <i>Miss</i>	24, 32, 20, 12, 7, 3, 4, 8
Fsd f2, 0(x2)	Store M[80]; <i>Hit</i>	24, 32, 20, 12, 28, 3, 4, 8

4.)

$AMAT = Hit\ Time + Miss\ Rate \times Miss\ Penalty$

$AMAT [Data] = 1 + 0.06 \times 16 = 1.96\ cycles$

$AMAT [Instruction] = 1 + 0.05 \times 16 = 1.8\ cycles$

$Avg.\ AMAT = \frac{1.96+1.8}{2} = 1.88\ cycles$

5.)

[A]

Cache Block	Set	Memory Blocks residing in Cache Blocks
0	0	M0, M8, M16, M24
1	1	M1, M9, M17, M25
2	2	M2, M10, M18, M26
3	3	M3, M11, M19, M27
4	4	M4, M12, M20, M28
5	5	M5, M13, M21, M29
6	6	M6, M14, M22, M30
7	7	M7, M15, M23, M31

[B]

2-way $\rightarrow n\%2$

Cache Block	Set	Memory Blocks residing in Cache Blocks
0	0	M0, M2, M4,... M30
1	1	M1, M3, M5,... M31
2	0	M0, M2, M4,... M30
3	1	M1, M3, M5,... M31
4	0	M0, M2, M4,... M30
5	1	M1, M3, M5,... M31
6	0	M0, M2, M4,... M30
7	1	M1, M3, M5,... M31

6.)

$$\text{Cache Miss CPI} = 1 + 0.2(0.02) \times 25 \text{ cycles} = 1.1 \text{ cycles}$$

$$\text{Speedup} = \frac{1.1}{1} = 1.1 \text{ times faster}$$

7.)

Critical Word First → 10 cycles

Without Critical Word = $10 + (32 - 1)$ → 41 cycles

Speedup = $\frac{41}{10} = 4.1$ times faster