1. 2+(0.05)150=9.5 cycles
2. 1+(0.7)(0.2)20=3.8 cycles
3. Log2(64)=6 bits for offset, log2(32\*1024/64)= 9 bits for set index. Then the rest, 49 bits, is the tag
4. Log2(16)=4 bits for offset, log2(64\*1024/(16\*4))=10 bits for set index. Then the rest, 10 bits, is the tag.
5. #include <math.h>

#include <stdio.h>

void calculateBlocks(int cache\_size, int address\_length, int block\_size, int associativity){

int offset=log2(block\_size);

int set\_index=log2(cache\_size/associativity/block\_size);

int tag\_size = address\_length-offset-set\_index;

printf("offset:%d",offset);

printf("set\_index:%d",offset);

printf("tag\_size:%d",offset);

}