

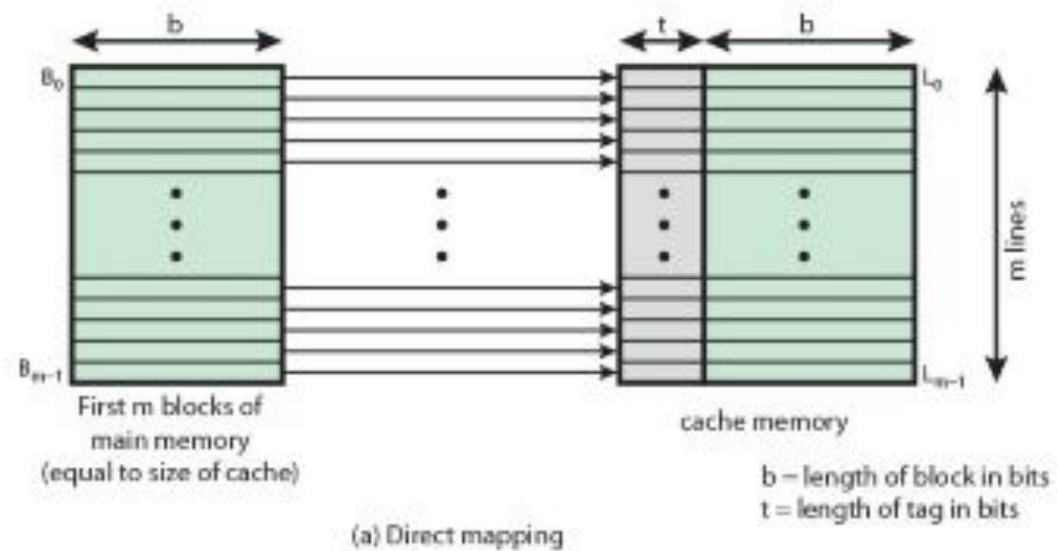
Post Lab 10

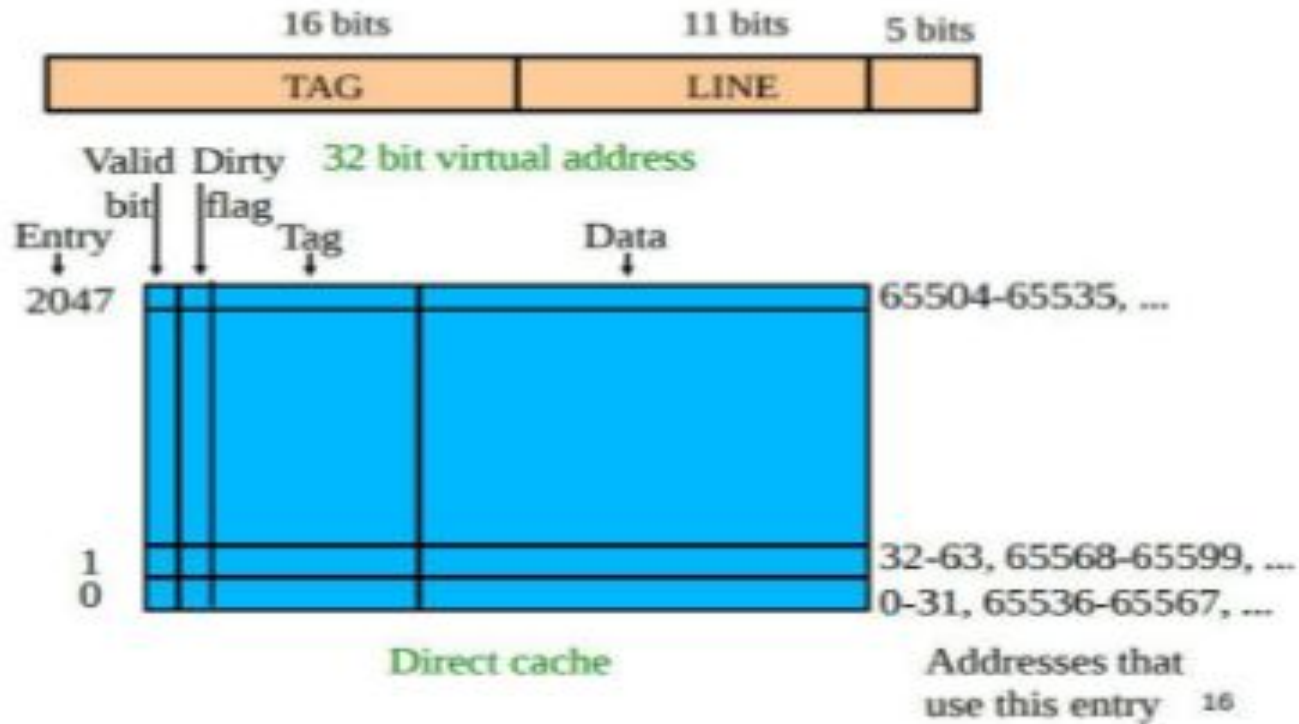
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(1) Direct mapped cache: The following code fragment simulates a direct-mapped cache with 8 lines of 1 word

Compile and execute the direct-mapped cache simulator given above. Put appropriate comments for the code sections and report the final number of hits, accesses and hit rate output by the cod





The detail operation of **direct mapping** technique is as follows: The main memory address is divided into three fields. The field size depends on the memory capacity and the block size of **cache**. In this example, the lower 5 bits of address is used to identify a word within a block.

1.c

x

2.c

3.c

t.txt

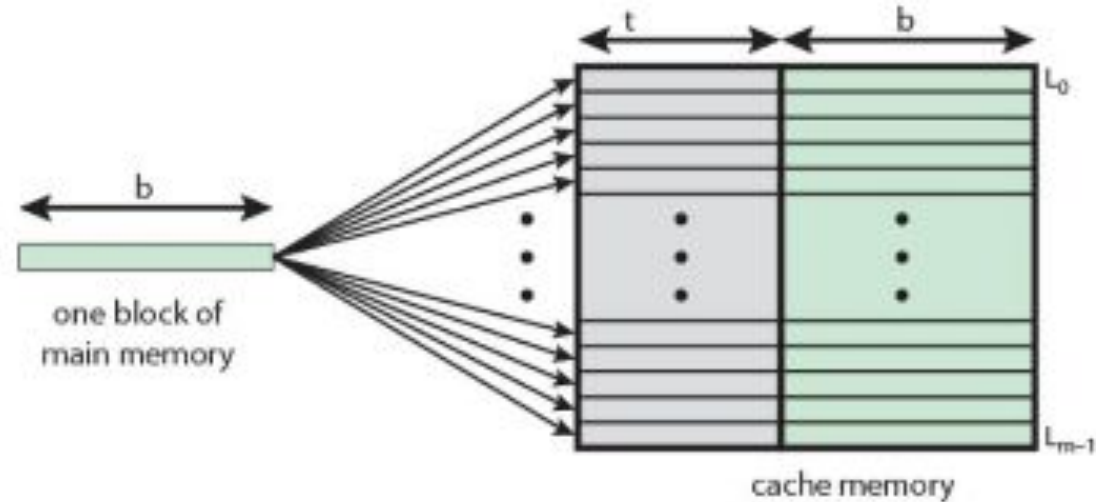
trace.txt

```
1  #include <stdio.h>
2  int tag[8];
3  int main( )
4  {
5      int addr;
6      int i, j, t;
7      int hits, accesses;
8      FILE *fp;
9      fp = fopen("trace.txt", "r");
10     hits = 0;
11     accesses = 0;
12     while (fscanf(fp, "%x", &addr) > 0) {
13         /* simulate a direct-mapped cache with 8 words */
14         accesses += 1;
15         printf("%3d: 0x%08x ", accesses, addr);
16         i = (addr >> 2) & 7;
17         t = addr | 0x1f;
18         if (tag[i] == t) {
19             hits += 1;
20             printf("Hit%d ", i);
21         } else {
22             /* allocate entry */
```

```
1.c x 2.c 3.c t.txt trace.txt
15 printf("%3d: 0x%08x ", accesses, addr);
16 i = (addr >> 2) & 7;
17 t = addr | 0x1f;
18 if (tag[i] == t) {
19     hits += 1;
20     printf("Hit%d ", i);
21 } else {
22     /* allocate entry */
23     printf("Miss ");
24     tag[i] = t;
25
26 }
27 for (i = 0; i < 8; i++)
28     printf("0x%08x ", tag[i]);
29 printf("\n");
30 }
31
32 printf("Hits=%d,Accesses=%d,Hitratio=%f\n",hits,accesses,((float)hits)/accesses);
33 fclose(fp);
34 }
35
36
```


(2) Fully Associative Cache: The following code fragment simulates a fully associative cache with 8 lines each of 1 word, with least recently used (LRU) cache replacement algorithm. The 'mru' in the code fragment represents most recently used.

Compile and execute the fully associative cache simulator given above. Put appropriate comments for the code sections and report the final number of hits, accesses and hit rate output by the code.



fully associative cache

A cache where data from any address can be stored in any cache location. The whole address must be used as the tag. All tags must be compared simultaneously (associatively) with the requested address and if one matches then its associated data is accessed. This requires an associative memory to hold the tags which makes this form of cache more expensive. It does however solve the problem of contention for cache locations since a block need only be flushed when the whole cache is full and then the block to flush can be selected in a more efficient way.


```
1  #include <stdio.h>
2      int tag[8];
3      int mru[8] = {7,6,5,4,3,2,1,0};
4      void mruUpdate(int index) {
5          int i;
6          for (i = 0; i < 8; i++)
7      if (mru[i] == index)
8      break;
9          while (i > 0) {
10 mru[i] = mru[i-1];
11 i--;    }
12         mru[0] = index;    }
13     int main( ){
14     int addr;
15     int i, j, t;
16     int hits, accesses;
17     FILE *fp;
18     fp = fopen("trace.txt", "r");
19     hits = 0;
20     accesses = 0;
21     while (fscanf(fp, "%x", &addr) > 0) {
22         accesses += 1;
```

```

22     accesses += 1;
23     printf("%3d: 0x%08x ", accesses, addr);
24     for (i = 0; i < 8; i++) {
25         if (tag[i] == addr) {
26             hits += 1;
27             printf("Hit%d ", i);
28             mruUpdate(i);
29             break;
30         }
31     }
32     if (i == 8) {
33         printf("Miss ");
34         i = mru[7];
35         tag[i] = addr;
36         mruUpdate(i);
37     }
38     for (i = 0; i < 8; i++)
39         printf("0x%08x ", tag[i]);
40     for (i = 0; i < 8; i++)
41         printf("%d ", mru[i]);
42     printf("\n");

```

```
26         hits += 1;
27         printf("Hit%d ", i);
28         mruUpdate(i);
29         break;
30     }
31 }
32 if (i == 8) {
33     printf("Miss ");
34     i = mru[7];
35     tag[i] = addr;
36     mruUpdate(i);
37 }
38 for (i = 0; i < 8; i++)
39     printf("0x%08x ", tag[i]);
40 for (i = 0; i < 8; i++)
41     printf("%d ", mru[i]);
42 printf("\n");
43 }
44
45 printf("Hits=%d,Accesses=%d,Hitratio=%f\n",hits,accesses, ((float)hits)/accesses);
46 fclose(fp); }
47
```


(3) Two Way Set Associative Cache: Use the following code fragment as a basis for implementing a 2-way set associative cache with LRU replacement

Where the 8 tags are stored as a 2 by 4 entry array, where the first array index selects between the lines in the 2-way set and the second index selects one of 4 lines. The second array, `mru[]`, tracks the most recently used of the two lines in each set. Finish the supplied program for simulating a 2-way set associative cache with LRU replacement using the trace in the "trace.txt" file. Compile and execute it. Put appropriate comments for the code sections and report the final number of hits, accesses and hit rate output by the code. How will you approach for a 4 way set associative cache?

```
1  #include<stdio.h>
2
3  int tag[2][4];
4  int mru[4] = {1,1,1,1};
5
6  void mruUpdate(int i,int j){
7
8      mru[i] = j;
9
10 }
11
12
13 int main(){
14
15     int addr,i,j,t;
16     int hits, accesses;
17     FILE *fp;
18
19     fp = fopen("trace.txt","r");
20     hits = 0;
21     accesses = 0;
22
```



```
22
23 while(fscanf(fp,"%x",&addr) > 0){
24
25     accesses += 1;
26     printf("%3d: 0x%08x ", accesses, addr);
27
28     i = (addr >> 2) & 3; // get block number or column index
29
30     //printf("%d\n",i);
31
32     for(j=0;j<2;j++){
33
34         if(tag[j][i] == addr){
35
36             hits += 1;
37             printf("Hit%d ",i);
38             //mru Update
39             mru[i] = j;
40             break;
41         }
42     }
43 }
```

```
45     if (j == 2){
46
47
48         printf("Miss ");
49         int least_index;
50
51         if(mru[i] == 1)
52             least_index = 0;
53
54         else
55             least_index = 1;
56
57         tag[least_index][i] = addr;
58
59         // mru update
60         mru[i] = least_index;
61
62     }
63
64
65     for(int n=0;n<2;n++){
```

```
66         for(int m=0;m<4;m++){
67             printf("0x%08x ", tag[n][m]);
68         }
69     }
70 }
71
72 printf("  ");
73
74 for(int n=0;n<4;n++)
75     printf("%d ",mru[n]);
76
77 printf("\n");
78
79 }
80
81 printf("Hits = %d, Accesses = %d, Hit ratio = %f\n", hits, accesses, ((float)hits)/accesses);
82
83 fclose(fp);
84
85
86 }
87
```
