HIT OR MISS? 67: (O7 MMOD IX)/64 = 1 R3
HISETS BOOK SETT OFFSET 3 Miss; cold 125: (125 MOD 1K) / 64= 1 Remainder 61 MIT: way 0 18: (18 MOD IK)/64 = 0 R18 Miss; cold HIT; way o 10: (10 MOD IK) 164 = 0 RIO MIT, way I 64K+67: (64K+67 MOD 1K)/64= 1 R3 Alss; cold CONFLICT MISS; CAPACITY 28K+67: (128K+67 MOD IK)/64 = 1 R3 BOTH Ways full FIRST 3 blocks that map to set 2? 5et 0: LO:63], [64K: 64K+63], [128K: 128+63] Se+ 1: [64: 127] Se+ 2: [128:191], [64K+128, 64K+191], [128K+128, 128K+191] FIRST 3 blocks that map to set 7? 1110 : pinary: 0111 set: 000 ... 0111 A) tag of oth block that maps to set 7: 000 ... 000 tag of 1st block: 000 ... 001 3) c) tag of 2nd block: 000 ... 010 (2) tag + set: 1. e. B) 000.0001000...0111 = 1031 A) 7+4 WOCK -7 [384:447] B) 10315+ 610CK c) 3079 +h block

- · 64 bit address
  - · 128 Kb cache (capacity)
  - · 2 way associative
- · 64 B blocks

| 48 bits<br>TAG | 10    | 6 51+5 | 64 BIT | ADDRESS |
|----------------|-------|--------|--------|---------|
|                | INDEX | BLOCK  |        |         |

BLOCK OFFSET: blocks 64B so 109264=6

Ly 6bits to identify byte within block

SET INDEX: 2-way assoc. -7 each set contains 2 cache blocks, so a set contains 64 + 64 = 128B.

- 128 KB in entire cache so 128 KB/128B= 1 K sets
- 3 # sets: 2K $2K = 2^{10}$ , so 10 bits to identify set field

TAG: 64 bit machine } 64-10-6 = 48 bits 6 bit offset

| ī    | FRAMED | FRAMEI |
|------|--------|--------|
| ero  | £0:633 | [64K:  |
| er 1 |        |        |
| er 2 |        |        |

1 K Sets 2 FRAMES/WAYS