

*On my honor, I/we have not given, nor received,
nor witnessed any unauthorized assistance on this work.*

Name/Signature: _____

Name/Signature: _____

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Name/Signature: _____

Question:	1	2	3	4	5	6	Total
Points:	20	16	16	20	12	16	100
Score:							

1. Topic: Paging Mechanics

Consider a system with a 64 byte virtual address space, 16 byte pages, and 128 bytes of physical memory. *Hint: this problem is walking your through the logical process of address translation. Do the parts in order! I recommend you keep your answers for parts of virtual and physical addresses (parts c-f) in binary representation.*

- (a) (2 points) How many bits are required to encode each of the 64 *virtual* addresses? How about the 128 *physical* addresses?

- (b) (2 points) How many pages are in the virtual address space? How many bits do we need to represent this number of pages?

- (c) (4 points) Show how to divide each of the following virtual addresses into a virtual page number (VPN) and offset:

Virtual Addr.	VPN	Offset
0x07		
0x0C		
0x15		
0x32		

- (d) (2 points) Each page table entry has the following format:

| 1 valid bit | 3 PFN bits |

Why are there 3 PFN bits?

- (e) (4 points) The page table has four entries. Indicate if an entry is valid or not and give the associated PFN for the virtual page.

PTE	Valid?	PFN
0xA		
0xF		
0x0		
0xC		

- (f) (6 points) Translate the following virtual addresses their corresponding physical addresses:

i. 0x7 _____

ii. 0xC _____

iii. 0x32 _____

iv. 0x24 _____

2. **Topic: More Paging** We have a system which has an 8K virtual address space, a page size of 1K, and 64K of physical memory.

Suppose we want to execute the following instruction, which is stored at *virtual* address 4096 (4K).

```
load 2048, r1
```

- (a) (2 points) List the virtual addresses generated when executing this instruction.

- (b) (2 points) Show how to divide the address into its virtual page number (VPN) and offset.

- (c) (2 points) How many bits are required to encode a physical address? _____

- (d) (2 points) Suppose the system is equipped with a **hardware managed** linear page table. The page table base register (PTBR) has the value 32,768 (32K, 0x8000) in it. Each page table entry is a single byte with with following format:

```
| 1 valid bit | 6 PFN bits | 1 write protected bit|
```

Why are there 6 PFN bits in each page table entry?

(e) (8 points) The contents of the page table are:

0x00
0x00
0xA8
0x00
0x8C
0x00
0x00
0x00

List ALL the **physical memory** addresses that are accessed when the instruction is executed. *Hint: remember that page table lookups also access physical memory!*

3. (16 points) **Topic: Page Table Structure**

A system has a simple, linear page table containing page table entries (PTEs). Specifically, this system has:

- virtual address space size is 32KB
- page size of 4KB
- physical memory size is 64KB

Here is a trace of the virtual addresses and the physical addresses they translate to (or don't translate to if there's an error).

Virtual	Physical
0x1063	0x2063
0x67b4	0x67b4
0x584a	0xe84a
0x4dfe	invalid
0x388a	invalid
0x1c6b	0x2c6b
0x50a9	0xe0a9
0x0bc6	invalid
0x2a9f	0x9a9f
0x742b	invalid
0x4b5e	invalid
0x5597	0xe597

Your job is to reconstruct the page table entries (as much as possible) from this trace. If it is not possible to reconstruct the PTE, you can mark it as “unknown.” The format of each PTE is a valid bit(0 or 1) followed by the PFN:

| Valid bit | PFN |

Page Table Entry	Valid Bit	PFN
0		
1		
2		
3		
4		
5		
6		
7		

4. Topic: TLB Mechanics

Assume we are using a system with a 32-bit virtual address space and the system uses paging. The virtual address is a 20-bit virtual page number (VPN) and a 12-bit offset.

The TLB has the following contents in each entry: a 20-bit VPN, a 20-bit PFN, and an 8-bit PID field. This TLB only has four entries, and they look like this:

VPN	PFN	PID
0x00000	0x00FFF	0x00
0x00000	0x00AAB	0x01
0x00010	0xF000A	0x00
0x010FF	0x00ABC	0x01

For each of the following virtual addresses, say whether we have a TLB hit or a TLB miss. If it is a hit, provide the resulting physical address (in hex).

- (a) (2 points) PID 00 generates the virtual address: 0x00000000 _____
- (b) (2 points) PID 01 generates the virtual address: 0x00000000 _____
- (c) (2 points) PID 00 generates the virtual address: 0xFF00FFAA _____
- (d) (2 points) PID 00 generates the virtual address: 0x0010FFAA _____
- (e) (2 points) PID 01 generates the virtual address: 0x0010FFAA _____
- (f) (2 points) PID 00 generates the virtual address: 0x000000FF _____
- (g) (2 points) PID 01 generates the virtual address: 0x00000FAB _____
- (h) (2 points) PID 00 generates the virtual address: 0x010FFFFFFF _____
- (i) (2 points) PID 02 generates the virtual address: 0x00000000 _____
- (j) (2 points) PID 00 generates the binary virtual address
0000000100001111111010100001111 _____

5. Topic: Tradeoffs in page sizing

Label each of the following statements as either True or False AND explain your reasoning.

- (a) (4 points) A smaller page size leads to smaller page tables.

- (b) (4 points) A smaller page size leads to more TLB misses.

- (c) (4 points) A smaller page size leads to fewer page faults.

6. Topic: Swapping and Caching basics

Here is a timeline of 10 virtual memory page references:

0 1 4 0 1 3 0 1 4 1

For each scenario below, determine whether each virtual page access in the sequence will lead to a hit (the page is found in the memory of the system) or miss (not found and must be retrieved from the disk swap space) given the cache size and replacement policy given.

All the pages begin on disk and no pages are in memory at the start of the trace above (and thus must be brought into memory).

(a) (4 points) Policy: FIFO, Cache size 3

0 1 4 0 1 3 0 1 4 1

(b) (4 points) Policy FIFO, Cache Size 5

0 1 4 0 1 3 0 1 4 1

(c) (4 points) Policy LRU, Cache Size 3

0 1 4 0 1 3 0 1 4 1

(d) (4 points) Policy: LRU, Cache Size 1000

0 1 4 0 1 3 0 1 4 1