Which one of the following is high in cost and performance

* Registers are high in cost and performance than SSD,L1 cache,L2 cache.
* Cache hit When a program needs a particular object and found cache memory
* The total cache memory size is calculated based on the total number of C = S \* E \* B
* Sets, Lines, Blocks
* Generally, the cache size will be defined by C = S \* E \* B data bytes
* 1 line per set will be there in a Direct mapped cache
* The tag bits are calculated based on The size of the address, the total number of sets and blocks
* For each cache, determine the number of cache sets (S), tag bits (t), set index bits (s), and block offset bits (b). Where m = 32, C = 1024, B = 8 and E = 4 B = 8 ,b= 2 ^ 3 = 32, 24, 5, 3
* For each cache, determine the number of cache sets (S), tag bits (t), set index bits (s), and block offset bits (b). Where m = 32, C = 1024, B = 4 and E = 1 = S = 256 ,s = 2 ^ 8 = 8 256, 22, 8, 2
* Least recently line used in the set should be replaced if a particular set in a cache is full.
* The first line that has a valid bit 0 line would be updated, If the particular cache set is not full and a miss occurs