

- (b) The results are shown in the following two tables; the first table corresponds to direct mapping and the second two-way set-associative mapping. In each table, an arrow connecting the same block numbers indicates that the corresponding access takes more than one cycle due to read/write misses or bus contention. In any case, at most 3 cycles are required to complete an access in the case of a read/write miss coupled with bus contention. The subscript associated with a block indicates the state of that block (*R* for read-only, and *W* for read-write.)

P1	cycle	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
	block trace	0 → 0	0	0	1 → 1	1	4 → 4	3 → 3	3	5 → 5	5	5	5	5	5	5	5	5
	frame 0	—	0 <sub>R</sub>	0 <sub>W</sub>	0 <sub>W</sub>	0 <sub>W</sub>	0 <sub>R</sub>	0 <sub>R</sub>	—	4 <sub>R</sub>	4 <sub>R</sub>	4 <sub>R</sub>	4 <sub>R</sub>	4 <sub>R</sub>	4 <sub>R</sub>	4 <sub>R</sub>	4 <sub>R</sub>	4 <sub>R</sub>
	frame 1	—	—	—	—	—	1 <sub>W</sub>	1 <sub>W</sub>	1 <sub>W</sub>	1 <sub>W</sub>	1 <sub>W</sub>	1 <sub>W</sub>	1 <sub>W</sub>	—	—	5 <sub>R</sub>	5 <sub>W</sub>	5 <sub>W</sub>
	frame 2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
	frame 3	—	—	—	—	—	—	—	—	—	—	—	3 <sub>R</sub>	3 <sub>R</sub>	3 <sub>R</sub>	3 <sub>R</sub>	3 <sub>R</sub>	3 <sub>R</sub>
	cache miss	*				*			*		*			*				
	bus in use	*		*		*			*		*			*	*		*	
P2	block trace	2 → 2	2	0 → 0	0	7 → 7	5 → 5	5	5	7	7	0						
	frame 0	—	—	—	—	—	0 <sub>R</sub>	0 <sub>R</sub>	0 <sub>R</sub>	0 <sub>R</sub>	0 <sub>R</sub>	0 <sub>R</sub>	0 <sub>R</sub>	0 <sub>R</sub>	0 <sub>R</sub>	0 <sub>R</sub>	0 <sub>R</sub>	0 <sub>R</sub>
	frame 1	—	—	—	—	—	—	—	—	—	—	5 <sub>R</sub>	5 <sub>R</sub>	5 <sub>R</sub>	5 <sub>R</sub>	5 <sub>R</sub>	—	—
	frame 2	—	—	2 <sub>R</sub>	2 <sub>W</sub>	2 <sub>W</sub>	2 <sub>W</sub>	2 <sub>W</sub>	2 <sub>W</sub>	2 <sub>W</sub>	2 <sub>W</sub>	2 <sub>W</sub>	2 <sub>W</sub>	2 <sub>W</sub>	2 <sub>W</sub>	2 <sub>W</sub>	2 <sub>W</sub>	2 <sub>W</sub>
	frame 3	—	—	—	—	—	—	—	—	7 <sub>W</sub>	7 <sub>W</sub>	7 <sub>W</sub>	7 <sub>W</sub>	7 <sub>W</sub>	7 <sub>W</sub>	7 <sub>W</sub>	7 <sub>W</sub>	7 <sub>W</sub>
	cache miss	*				*			*		*							
	bus in use		*		*		*			*		*					*	
P1	cycle	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
	block trace	0 → 0	0	0	1 → 1	1	4 → 4	3 → 3	3	5 → 5	5	5	5	5	5	5	5	5
	frame 0	—	0 <sub>R</sub>	0 <sub>W</sub>	0 <sub>W</sub>	0 <sub>W</sub>	0 <sub>R</sub>	0 <sub>R</sub>	0 <sub>R</sub>	0 <sub>R</sub>	0 <sub>R</sub>	0 <sub>R</sub>	0 <sub>R</sub>	0 <sub>R</sub>	0 <sub>R</sub>	0 <sub>R</sub>	0 <sub>R</sub>	0 <sub>R</sub>
	frame 1	—	—	—	—	—	—	—	—	4 <sub>R</sub>	4 <sub>R</sub>	4 <sub>R</sub>	4 <sub>R</sub>	4 <sub>R</sub>	4 <sub>R</sub>	4 <sub>R</sub>	4 <sub>R</sub>	4 <sub>R</sub>
	frame 2	—	—	—	—	—	1 <sub>W</sub>	1 <sub>W</sub>	1 <sub>W</sub>	1 <sub>W</sub>	1 <sub>W</sub>	1 <sub>W</sub>	1 <sub>W</sub>	—	—	5 <sub>R</sub>	5 <sub>W</sub>	5 <sub>W</sub>
	frame 3	—	—	—	—	—	—	—	—	—	—	—	3 <sub>R</sub>	3 <sub>R</sub>	3 <sub>R</sub>	3 <sub>R</sub>	3 <sub>R</sub>	3 <sub>R</sub>
	cache miss	*				*			*		*			*				
	bus in use	*		*		*			*		*			*	*		*	
P2	block trace	2 → 2	2	0 → 0	0	7 → 7	5 → 5	5	5	7	7	0						
	frame 0	—	—	2 <sub>R</sub>	2 <sub>W</sub>	2 <sub>W</sub>	2 <sub>W</sub>	2 <sub>W</sub>	2 <sub>W</sub>	2 <sub>W</sub>	2 <sub>W</sub>	2 <sub>W</sub>	2 <sub>W</sub>	2 <sub>W</sub>	2 <sub>W</sub>	2 <sub>W</sub>	2 <sub>W</sub>	2 <sub>W</sub>
	frame 1	—	—	—	—	—	0 <sub>R</sub>	0 <sub>R</sub>	0 <sub>R</sub>	0 <sub>R</sub>	0 <sub>R</sub>	0 <sub>R</sub>	0 <sub>R</sub>	0 <sub>R</sub>	0 <sub>R</sub>	0 <sub>R</sub>	0 <sub>R</sub>	0 <sub>R</sub>
	frame 2	—	—	—	—	—	—	—	—	7 <sub>W</sub>	7 <sub>W</sub>	7 <sub>W</sub>	7 <sub>W</sub>	7 <sub>W</sub>	7 <sub>W</sub>	7 <sub>W</sub>	7 <sub>W</sub>	7 <sub>W</sub>
	frame 3	—	—	—	—	—	—	—	—	—	—	—	5 <sub>R</sub>	5 <sub>R</sub>	5 <sub>R</sub>	5 <sub>R</sub>	—	—
	cache miss	*				*			*		*							
	bus in use		*		*		*			*		*				*		

For the given page reference patterns, the hit ratio is 6/11 for P1 and 7/11 for P2 with either cache organization. The major difference is the contents of block frames in the caches due to different ways of mapping between memory and cache. As can be seen, a memory block can possibly reside in more cache block frames with the set-associative organization, which generally improves hit ratio.