

Question 1 (15 points): A processor operates with 16-bit addresses. The L1 data cache is two-way set associative with 16-byte blocks. The entire cache is depicted in the table below.

1. (5 points) What is the data capacity of this cache expressed in bytes?

From the table, there are 8 sets in the cache, each set has two blocks and each block contains 16 bytes, therefore the capacity of the cache is $8 \times 2 \times 16 = 256$ bytes.

```

1 QuickSum:
2     lw      t1, 0(a0)
3     add     t2, t1, a1
4     mv      t4, zero
5 nexItem:
6     lw      t3, 0(t1)
7     add     t4, t4, t3
8     addi    t1, t1, 4
9     ble     t1, t2, nexItem
10    sw      t4, 256(a0)
11    jalr    zero, ra, 0

```

Figure 1: Assembly code for QuickSum.

2. (5 points) Assume that before the execution of the function QuickSum, shown in Figure 1:

- all valid bits are zero and all LRU bits are zero
- `a0` = 0x0000A850
- `a1` = 0x00000020
- The word 0x0000B3B0 is at the memory address 0xA850

List the memory address of all the accesses, executed by QuickSum, that go into the data cache. State if each access results in a hit or a miss in the data cache.

```

1010 1000 0101 0000 = 0xA850    miss

1011 0110 1011 0000 = 0xB3B0    miss
1011 0110 1011 0100 = 0xB3B4    hit
1011 0110 1011 1000 = 0xB3B8    hit
1011 0110 1011 1100 = 0xB3BC    hit
1011 0110 1100 0000 = 0xB3C0    miss
1011 0110 1100 0100 = 0xB3C4    hit
1011 0110 1100 1000 = 0xB3C8    hit
1011 0110 1100 1100 = 0xB3CC    hit
1011 0110 1101 0000 = 0xB3D0    miss
1010 1001 0101 0000 = 0xA950    miss

```

3. (5 points) In the table below, indicate the value of the valid, dirty, and Tag fields after the function `QuickSum` is executed. You can leave the Data fields blank. You can also leave the dirty bit and the Tag field blank if nothing is written in these fields for a given block during the execution of this function. You must indicate the value of the valid bit for every block and the value of the LRU bit for every set in the cache.

Index	V	D	Tag	Data	LRU	V	D	Tag	Data
0	0				0	0			
1	0				0	0			
2	0				0	0			
3	1	0	0xB3_1		0	0			
4	1	0	0xB3_1		0	0			
5	1	1	0xA9_0		0	1	0	0xB3_1	
6	0				1	0			
7	1				1	0			