

1f. Which locality of cache would make the above program get more hits?

1g. Without implementing locality, would set associative cache affect hit rate in the program above? Why or why not?

		Busy?	Tag	Data		Memory
2	L.d \$f5, 8(\$f1)	\$f1		1004	1000	1.9
	L.d \$f2, 0(\$f1)	\$f2		-13	1004	2.6
	add.d \$f3, \$f2, \$f2	\$f3		26	1008	5.3
	daddui \$f4, \$0, #4.8	\$f4		12.2	100C	0.6
	mul.d \$f3, \$f2, \$f3	\$f5		-3.8	1010	3.7
	add.d \$f2, \$f5, \$f3					

3 Assume you have a cache of size 1kB using direct mapped cache and byte addressing. Block size is 4 bytes long. Main memory has a size of 16kB. Calculate the number of tag bits, index bits, and offset bits and mark their position on the bitstring below. Remove any unused 0's in your address

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4 Given an instruction breakdown of $LW/SW=25\%$, $ALU=70\%$, and $Branch=5\%$ where a LW/SW takes 6 cycles, ALU takes 2 cycles, and $Branch$ takes 3 cycles, calculate average CPI. What is the new average CPI if there is an instruction fetch miss rate of 5% with a penalty of 5 cycles, an $L1$ cache miss rate of 50% with penalty 10 cycles and $L2$ cache miss rate of 25% with a penalty of 40 cycles.

Ins type	CPI	%
LW/sw)	6	25%
ALU	2	70%
Branch	3	5%