

HW2

2.20 a) With Out = $120c$
With = $120 + 3(16)c = 168c$

b) Depends on other factors, if miss rate were lower & hit time is ~~the~~ the same or faster than yes, it would be.

2.21 a) 16 bytes

b) $Non = 16b/4c = 4b/c$

Merge = $8b/c = 8b/c$

Speedup = $8/4 = 2 \times \text{Speedup}$

c.) Misses hold the cache up with blocking but don't with non-blocking.