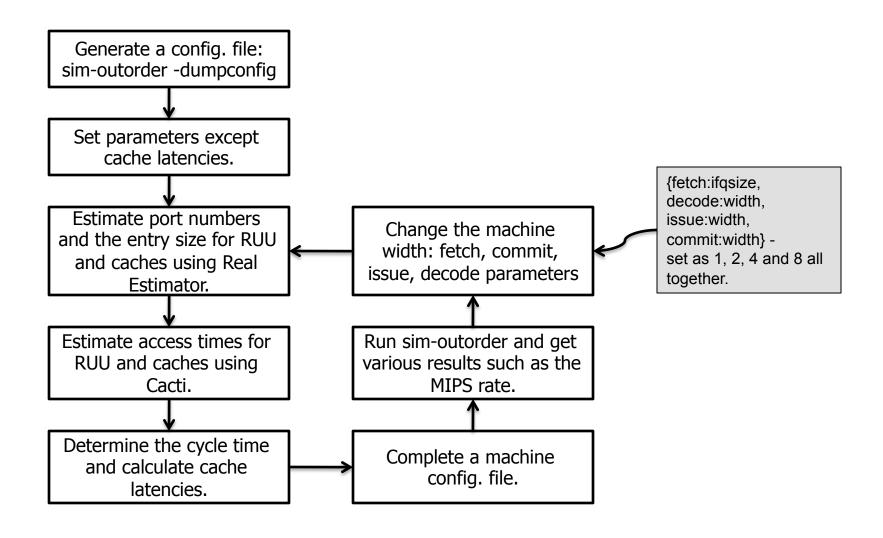
Project 2 – Simulation cycle







Project 1 – Cycle time & cache latency



- RUU access time = cycle time
 - Estimate RUU access time using Cacti.
 - Round up to the nearest thousandth.
 - ex) 0.1181 ns → 0.119 ns = cycle time
- Cache latency
 - Ceiling(cache access time / the cycle time)
 - Round up to the nearest integer.
 - ex) 1.0000000001 → 2 cycle latency

