

Q1. A CPU generates 32-bit virtual address of 128 page. Find the minimum size of the TLB tag?

virtual memory would not be very effective if every memory address had to be translated by looking up the associated physical page in memory.

The solution is to catch the recent translations in a Translation Lookaside Buffer (TLB).

Size of a page = 4KB =  $2^{12}$  means 12 offset bits CPU generated 32-bit virtual address.

Total number of bits needed to address a page frame =  $32 - 12 = 20$

If there are 'n' cache lines in a set, the cache placement is called n-way set associative. Since TLB is 4 way set associative and can hold total 128 ( $2^7$ ) page table entries, no. of sets in cache =  $2^7 / 4 = 2^5$ .

So, 5 bits are needed to address a set, and 15 (20-5) bits are needed for tag.

Q2. A computer uses 46-bit virtual address, 32-bit physical address. Each entry of TLB stores 64 bytes. What is the minimum number of sets in the processor cache of this computer.

Sol. 1 MB 16-way set associative virtually indexed physically tagged cache (VIPT).

The cache block size is 64 bytes.

No of blocks in  $2^{20}/2^6 = 2^{14}$ .

No of sets is  $2^{14}/2^4 = 2^{10}$ .

VA (46)

tag (30), set (10), block offset (6)

In VIPT if the no. of bits of page offset = (set + block offset) then only one page color sufficient. but we need 8 colors because the number bits where the cache set index and physical page number overlapped is 3 so  $2^3 (8)$  page color is required.

Q3 A processor uses 36-bit physical addresses and 32 bit virtual addresses, with a page table structure where the virtual address is used as follows:



The number of bits in each level page tables are respectively.

At first we have physical address of  $2^{36}$ , and page size is  $2^{12}$ . Hence  $2^{24}$  should be the number of pages, and you figured that right.

Since given 3 bits for 3rd level page table, i.e.  $2^3$  and then 4 bytes per entry, so  $2^{11}$ . Now  $2^{36}/2^{11}$  would give  $2^{25}$ , hence 25 bit (25 bit at second level table).

Now again given 9 bits for second level page table, so the same logic applies again.  $2^{12} / 2^{11}$ . Which again is  $2^1$ . (25 bits at first level table).

hence the answer must be 25, 25, 24.

Q4 The memory access time is 1 nanosecond. . . . . What is the avg memory access time in executing the sequence of instructions?

Sol

Read operation:

$$T_1 = 1 \text{ ns} \quad , \quad T_2 = 5 \text{ ns} \quad \text{and} \quad H_1 = 0.9$$

$$\text{Read instructions} = 100 + 60 = 160$$

Write operation

$$T_1 = 2 \text{ ns} \quad , \quad T_2 = 10 \text{ ns} \quad \text{and} \quad H_1 = 0.9$$

$$\text{Write instructions} = 40$$

Formula

$$T_{\text{avg}} = H_1 T_1 + (1 - H_1) T_2$$

Calculation

Read operation:

$$T_{\text{avg}} = 1 \times 0.9 + (1 - 0.9) \times 5$$

$$\therefore T_{\text{avg}} = 1.4$$

Write operation

$$T_{\text{avg}} = 2 \times 0.9 + (1 - 0.9) \times 10$$

$$\therefore T_{\text{avg}} = 2.8 \text{ ns}$$

$$\text{Average access time} = \frac{1.4 \times 160 + 2.8 \times 40}{160 + 40} = \frac{360}{200}$$

$$\therefore \text{Tavg} = 1.8$$

$$\text{Average access time} = \frac{360}{200} = 1.8 \text{ ns}$$

Q5

Sol

The possibilities are

TLB Hit \* Cache Hit +

TLB Hit \* Cache Miss +

TLB Miss \* Cache Hit +

TLB Miss \* Cache Miss

$$= 0.96 \times 0.9 \times 2 + 0.96 \times 0.1 \times 12 + 0.04 \times 0.9 \times 22 + 0.04 \times 0.1 \times 32$$

$$= 3.8$$

approx ; 4