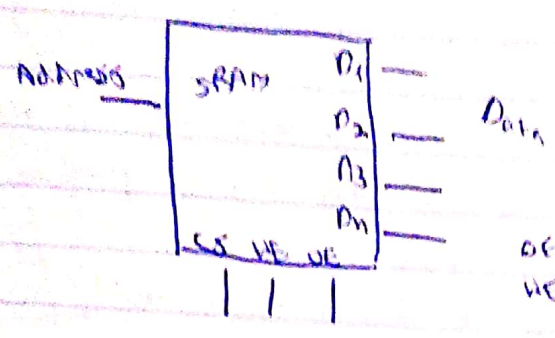


# Comp Arch hw #1

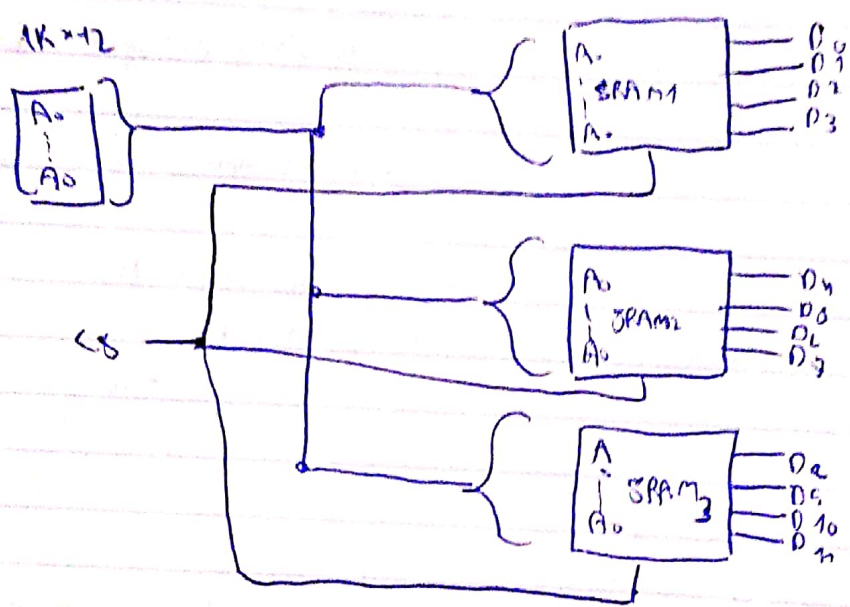
① Because there is 1K address, we need 10 bit for an address



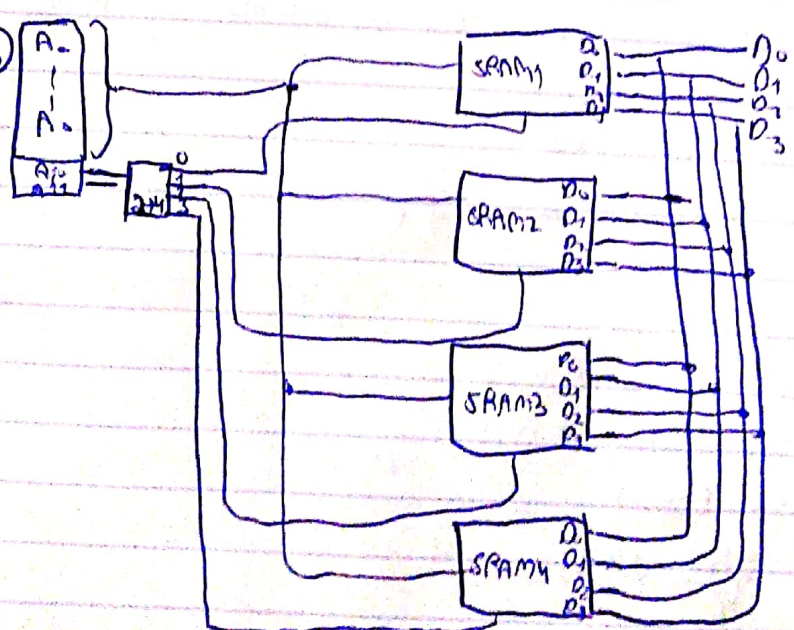
OE - Read  
WE - Write

CS=0 - Data is 0's  
CS=1 - Data is 1's

① 1K x 12



②



we didn't write OE & WE but they still exist



- ② Size:  
 Cache 1024  
 Main memory 16MB  
 Block 2 data  
 data 16 bits

1 way: because there is 2 data in each block, offset is one bit.

cache has  $2^{10}$  blocks  $\Rightarrow 2^{10}$  lines in cache, therefore the size of the set will be 10 blocks.

Tag is 24 (size of the address) less, meaning  $24 - 11 = 13$

Tag - 13bit, set - 10bit, offset - 1bit.

another way:

size of the offset here is also 1

cache has  $2^{10}$  blocks, and that's why there is  $2^9$  lines in cache  
 size of set = 9 bits

tag = bits that are left in the address

$$24 - 10 = 14$$

Tag - 14bit, set - 9bit, offset - 1bit

each block in cache:  $2 \times 16$  bits for 4.

tag 14 bits + valid bit + dirty bit = 48 bits

- ③ Block size: 8 bytes

main memory 256 bytes

cache 64 bytes

we can write about write back

Miss penalty = 4 clock cycles

wanna write to address 232

$$\frac{232}{8} = 29 \text{ getting rid of A.}$$

address size = 8 bits

each block 8 bytes so offset = 3

each way  $\frac{8}{16}$  blocks. 4 ways

set = 2 tag = 3

$$232_{10} = 11101000_2$$

29 is block number 29.  $(11101)_2$



