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6.12

In general, if the high-order s bits of an address are used as the set index, contiguous chunks of memory blocks are mapped to the same cache set.

A. How many blocks are in each of these contiguous array chunks?

2^t blocks are in each of these contiguous array chunks, tag has t bits.

B. Consider the following code that runs on a system with a cache of the form

$(S, E, B, m) = (512, 1, 32, 32)$:

```
int array[4096];
```

```
for (i = 0; i < 4096; i++)
```

```
sum += array[i];
```

What is the maximum number of array blocks that are stored in the cache at any point in time?

$S=512$, so $s=9$, $B=32$, so $b=5$, $t=m-(b+s)=32-14=18$.

$2^{18} = 262144$ blocks are in each of these contiguous array chunks. So, the whole array is only mapped into Set 0. At most, 1 array blocks that are stored in the cache at any point in time.

6.24 ♦

Estimate the average time (in ms) to access a sector on the following disk:

Parameter	Value
Rotational rate	12,000 RPM
$T_{\text{avg seek}}$	3 ms
Average# sectors/track	500

$$T_{\text{avg rotation}} = 1/2 * 1/12000\text{RPM} * 60\text{s}/1\text{min} * 1000\text{ms}/\text{s} = 2.5\text{ms}$$

$$T_{\text{avg transfer}} = 1/12000\text{RPM} * 1/500\text{sectors/track} * 60 \text{ s}/1\text{min} * 1000\text{ms}/\text{s} = 0.01\text{ms}$$

$$T_{\text{access}} = T_{\text{avg seek}} + T_{\text{avg rotation}} + T_{\text{avg transfer}} = 3\text{ms} + 2.5\text{ms} + 0.01\text{ms} = 5.51\text{ms}$$

6.35 ♦♦

Consider the following matrix transpose routine:

```

1  typedef int array[4][4];
2
3  void transpose2(array dst, array src)
4  {
5      int i, j;
6
7      for (i = 0; i < 4; i++) {
8          for (j = 0; j < 4; j++) {
9              dst[i][j] = src[j][i];
10         }
11     }
12 }
```

Assume this code runs on a machine with the following properties:

- . sizeof(int) == 4.
 - . The src array starts at address 0 and the dst array starts at address 64 (decimal).
 - . There is a single L1 data cache that is direct-mapped, write-through, writeallocate, with a block size of 16 bytes.
 - . The cache has a total size of 32 data bytes and the cache is initially empty.
 - . Accesses to the src and dst arrays are the only sources of read and write misses, respectively.
- A. For each row and col, indicate whether the access to src[row][col] and dst[row][col] is a hit (h) or a miss (m). For example, reading src[0][0] is a miss and writing dst[0][0] is also a miss.

	src array			
	Col 0	Col 1	Col 2	Col 3
Row 0	m	m	m	m
Row 1	m	m	m	m
Row 2	m	m	m	m
Row 3	m	m	h	m

	dst array			
	Col 0	Col 1	Col 2	Col 3
Row 0	m	h	m	h
Row 1	m	m	h	m
Row 2	m	h	m	H
Row 3	m	m	h	m

6.36 ♦♦

Repeat Problem 6.35 for a cache with a total size of 128 data bytes.

	src array			
	Col 0	Col 1	Col 2	Col 3
Row 0	M	H	H	H
Row 1	M	H	H	H
Row 2	M	H	H	H
Row 3	M	H	H	H

	dst array			
	Col 0	Col 1	Col 2	Col 3
Row 0	M	H	H	H
Row 1	M	H	H	H
Row 2	M	H	H	H
Row 3	M	H	H	H