HW #3 Computer Architecture
Due: 9/29/08 (M)

Chapter 6. Exercises: 9, 10, **and the following problems:**

Question A. On a 32-bit computer, suppose we have a 2 GB (2^{31} bytes) memory that is byte addressable, and a 1 MB (2^{20} bytes) cache with 32 (2^5) bytes per block.

a) How many total lines are in the cache?

b) If the cache is direct-mapped, how many cache lines could a specific memory block be mapped to?

c) If the cache is direct-mapped, what would be the format (number of tag bits, cache line bits, block offset bits) of the address? (Clearly indicate the number of bits in each)

d) If the cache is fully-associative, how many cache lines could a specific memory block be mapped to?

e) If the cache is fully-associative, what would be the format of the address?

f) If the cache is 4-way set associative, how many cache lines could a specific memory block be mapped to?

g) If the cache is 4-way set associative, how many sets would there be?

h) If the cache is 4-way set associative, what would be the format of the address?

Question B. Consider the following two sections of C code that both sum the elements of a 10,000 x 10,000 two-dimensional array M which contains floating points.

Code A	**Code B**

sum = 0.0;
for (r = 0; r < 10000; r++)
  for (c = 0; c < 10000; c++)
  sum = sum + M[r][c];
	sum = 0.0;
	for (c = 0; c < 10000; c++)
	  for (r = 0; r < 10000; r++)
	  sum = sum + M[r][c];

Explain why Code A takes 1.27 seconds while Code B takes 2.89 seconds. (Hint: C uses row-major ordering to store two-dimensional arrays, i.e., all of row 0 is stored in memory, followed by all of row 1, etc.)