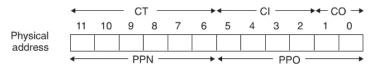


Set	Tag	PPN	Valid									
0	03	-	0	09	0D	1	00		0	07	02	1
1	03	2D	1	02	1-1	0	04	1-1	0	0A	_	0
2	02		0	80	1-1	0	06	1-	0	03	-	0
3	07		0	03	0D	1	0A	34	1	02		0

(a) TLB: 4 sets, 16 entries, 4-way set associative

VPN	PPN	Valid	VPN	PPN	Valid
00	28	1	08	13	1
01		0	09	17	1
02	33	1	OA	09	1
03	02	1	0B	-	0
04	Ţ	0	0C	1	0
05	16	1	0D	2D	1
06	1—1	0	0E	11	1
07	-	0	0F	0D	1

(b) Page table: Only the first 16 PTEs are shown



ldx	Tag	Valid	Blk 0	Blk 1	Blk 2	Blk 3
0	19	1	99	11	23	11
1	15	0		_	, -	-
2	1B	1	00	02	04	08
3	36	0	1	1	_	
4	32	1	43	6D	8F	09
5	0D	1	36	72	F0	1D
6	31	0	1 1	1 -	1	_
7	16	1	11	C2	DF	03
8	24	1	ЗА	00	51	89
9	2D	0	<u></u>	7	1-1	1-1
Α	2D	1	93	15	DA	3B
В	0B	0		1 —	-	-
С	12	0		¹ u —	1-	1-1
D	16	1	04	96	34	15
Ε	13	1	83	77	1B	D3
_	1/	0				

(c) Cache: 16 sets, 4-byte blocks, direct mapped

Name:			

Class work for Lecture 4/12/2017

Objective: Understand the virtual memory caching process

- The memory is byte addressable.
- Memory accesses are to 1-byte words (not 4-byte words).
- Virtual addresses are 14 bits wide (n = 14).
- Physical addresses are 12 bits wide (m = 12).
- The page size is 64 bytes (P = 64).
- The TLB is 4-way set associative with 16 total entries.
- The L1 d-cache is physically addressed and direct mapped, with a 4-byte line size and 16 total sets.

Show how the memory system on the left translates a virtual address into a physical address and accesses the cache. If there is a cache miss indicate an ? for byte returned

1. What byte is placed in register %rax by this command: mov (\$0x03d4), %rax

2.What byte is placed in register %rax by this command: mov (\$0x03d7), %rax

mov (\$0x03d4), %rax	mov (\$0x03d7), %rax					
Virtual address format	Virtual address format					
13 12 11 10 9 8 7 6 5 4 3 2 1 0	13 12 11 10 9 8 7 6 5 4 3 2 1 0					
Address translation	Address translation					
Parameter Value	Parameter Value					
VPN	VPN					
TLB index	TLB index					
TLB tag	TLB tag					
TLB hit? (Y/N)	TLB hit? (Y/N)					
Page fault? (Y/N)	Page fault? (Y/N)					
PPN	PPN					
Physical address format	Physical address format					
11 10 9 8 7 6 5 4 3 2 1 0	11 10 9 8 7 6 5 4 3 2 1 0					
Physical memory reference	Physical memory reference Parameter Value					
Parameter Value	Byte offset					
Byte offset	Cache index					
Cache index	Cache tag					
Cache tag	Cache hit? (Y/N)					
Cache hit? (Y/N)	Cache byte returned					
Cache byte returned						