

0907432 Computer Design (Spring 2010)

Quiz 2B

رقم الشعبة:

رقم التسجيل:

الاسم:

Instructions: Time 15 minutes. Closed books and notes. No calculators. Please answer all problems in the space provided. **No questions are allowed.**

<Good Luck>

Q1. Calculate the average time to read a 4-KB sector for the disk with the following characteristics:

Average seek time	RPM	Disk Transfer Rate	Controller Transfer Rate
9 ms	7200	30 Mbytes/s	500 MBits/s

$$\begin{aligned}\text{Average read time} &= \text{seek time} + \text{rotational delay} + \text{transfer time} \\ &= 9 \text{ ms} + 0.5 * (60/7200) + 4\text{KB}/30\text{MB/s} \\ &= 9 \text{ ms} + 0.5 * (1/120) * 1000 \text{ ms} + 4/30 \text{ ms} \\ &= 9 \text{ ms} + 500/120 \text{ ms} + 4/30 \text{ ms} \\ &= 9 \text{ ms} + 12.5/3 \text{ ms} + 2/15 \text{ ms} \\ &= 9 \text{ ms} + 4.17 \text{ ms} + 0.13 \text{ ms} \\ &= 13.2 \text{ ms}\end{aligned}$$

Q2. Chip multiprocessor on-chip L2 cache design has interesting tradeoffs. The following tables show the miss rates and hit latencies for two benchmarks with private versus shared L2 cache designs. Assume L1 cache misses once every 32 instructions.

	Private	Shared
Benchmark A misses-per-instruction	0.30%	0.12%
Benchmark B misses-per-instruction	0.06%	0.03%

Hit Latencies:

Private Cache	Shared Cache	Memory
8 cycles	20 cycles	120 cycles

What cache design is better for each of these benchmarks? Use data to support your conclusions.

For private cache, use:

private miss rate \times memory hit latency + (1 – private miss rate) \times private cache hit latency

For shared cache, use:

shared miss rate \times memory hit latency + (1 – shared miss rate) \times shared cache hit latency

Benchmark A private: $0.003 \times 120 + 0.997 \times 8 = 0.36 + 7.976 = 8.336$

Benchmark B private: $0.0006 \times 120 + 0.9994 \times 8 = 0.072 + 7.9952 = 8.0672$

Benchmark A shared: $0.0012 \times 120 + 0.9988 \times 20 = 0.144 + 19.976 = 20.12$

Benchmark B shared: $0.0003 \times 120 + 0.9997 \times 20 = 0.036 + 19.994 = 20.03$

For both benchmarks, private cache design is better.