1. (10 pts) **We're going to play Final (exam) Jeopardy!** Associate the following answers with the appropriate question. (You are given the "answers": Pick the "question" that goes best with each "answer".) The first one has been done for you.

"Answers:"

z. Anywhere but here. **v**

1a. A type of memory that uses capacitors to store data.

1b. A technique in which the occurance of one event on a bus follows and depends only on the occurance of a previous event.

1c. A structure that holds recent mappings of virtual to physical addresses.

1d. To guarantee that some part of the Page table will remain resident in Memory.

1e. Memory that goes away when the power is turned off.

1f. What happens when a page is referenced but not in memory.

1g. A technique used in CD-ROM Drives to increase storage density.

1h. To maximize the efficient use of an expensive system.

1i. To make Memory appear to cost as much as the cheapest element and perform as well as the fastest element.

1j. An unscheduled subroutine call.

"Questions:"

a) What is synchronous timing?
b) What is asynchronous timing?
c) What is a circuit that exhibits purely sequential behavior?
d) What is the Data Bus?
e) What is a Parity error?
f) What is a Register?
g) What is a Cache?
h) What is DMA?
i) What is an Address Translation Lookaside Buffer (or TLB)?
j) What is an interrupt?
k) What is the goal of the Memory Heirarchy?
l) What is a Page?
m) What's the point to using a Base Page Table?
n) What is Volatile memory?
o) What is a Page Fault?
p) What is Non-Volatile memory?
q) What is polling?
r) What is Constant Linear Velocity?
s) What is Constant Angular Velocity?
t) What is the goal of multiprogramming?
u) What is Dynamic RAM?
v) Where would I rather be right now than where I am?

2. (6) In the ALU you designed in the homework, how did you differentiate between an operation being an "add" and an operation being a "subtract"? In other words, what bit/bits were set/cleared in order to indicate that the values were to be added instead of subtracted? Why did this work so well?

3. (6) A computer has a cache, main memory, and a disk. If a reference to the cache is a hit, it takes 10 ns to retrieve the data. If a reference misses in the cache, it takes 70 ns to fetch the item from memory and put it in the cache, at which point the request is reissued to the cache. If the required item is not in main memory, it takes 10 ms to fetch the word from the disk, followed by 75 ns to copy the word to the cache, and then the reference is reissued to the cache. The cache hit ratio is .90 and the main memory hit ratio is .70. Write down the equation you would use to calculate the average time in nanoseconds to access a data item on this system.

4. (5) Explain the principle of Locality and why it is important.

5. (5) Caches can be either Virtually Addressed or Physically Addressed. Explain the difference, and give one advantage and one disadvantage to using Physically addressed caches.

6. (5) Describe DMA and outline what problems be considered when using DMA in a system with a cache.

7. (5) Explain the difference between serial and parallel I/O, and when one is preferred over the other.

8. (6) Given a logical 23-bit address and a 512K-byte physical memory for a byte-addressable machine,

How big is the physical address space? 512K (2^19)

How big is the virtual address space? 2^23

8 frames

Assuming 64K-byte pages, how many page frames are there? How many pages? 128 pages

Assuming 2K-byte pages, how many page frames are there? How many pages?

256 (2^8) frames 4K (2^12)

9. (12 pts) Here is a 12-bit Error Correction code format (same one used in class):

$$d_8 \quad d_7 \quad d_6 \quad d_5 \quad C_4 \quad d_4 \quad d_3 \quad d_2 \quad C_3 \quad d_1 \quad C_2 \quad C_1$$

a. Given the *data* bit pattern

0 0 1 1 0 1 1 0

in a machine using the above ECC code, what bit pattern gets sent to memory? (No credit will be given without work being shown.)

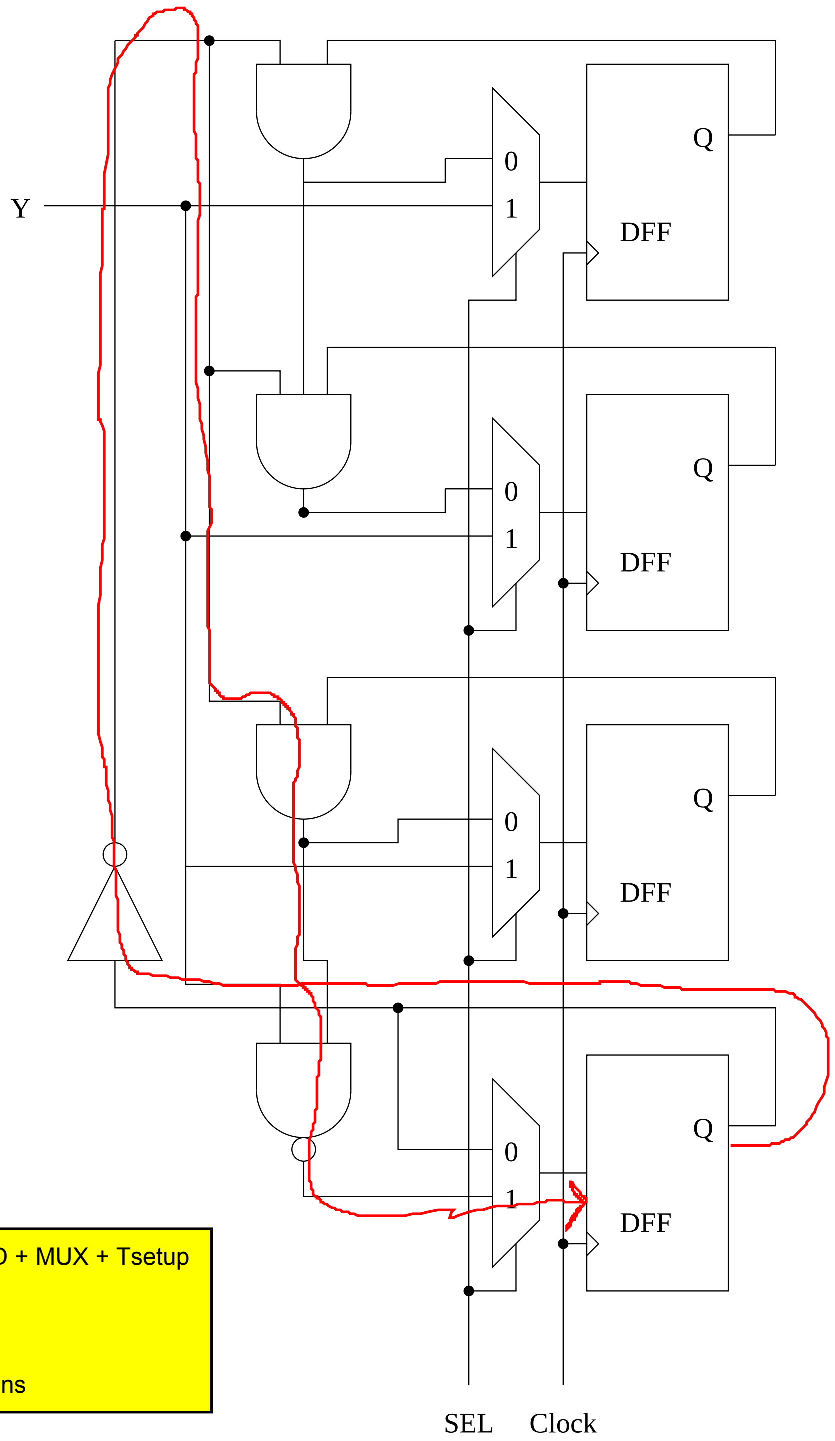
b. In this same machine, the following bit pattern is retrieved from memory:

0 0 1 0 1 0 0 0 1 0 0 1

Assuming the above Error Correction code format, identify and correct any errors that may have occurred during transmission or storage. (No credit will be given without work being shown.)

10. (10 pts) What is the maximum clock frequency possible for the following circuit? (In other words, what is the maximum clock frequency that will still guarantee correct behavior?) Use the following delay values, and assume all input signals become valid at time 0:

AND: 3ns NAND: 4ns NOT: 2ns MUX: 8ns Tprop: 9ns Tsetup: 2ns Thold: 1ns

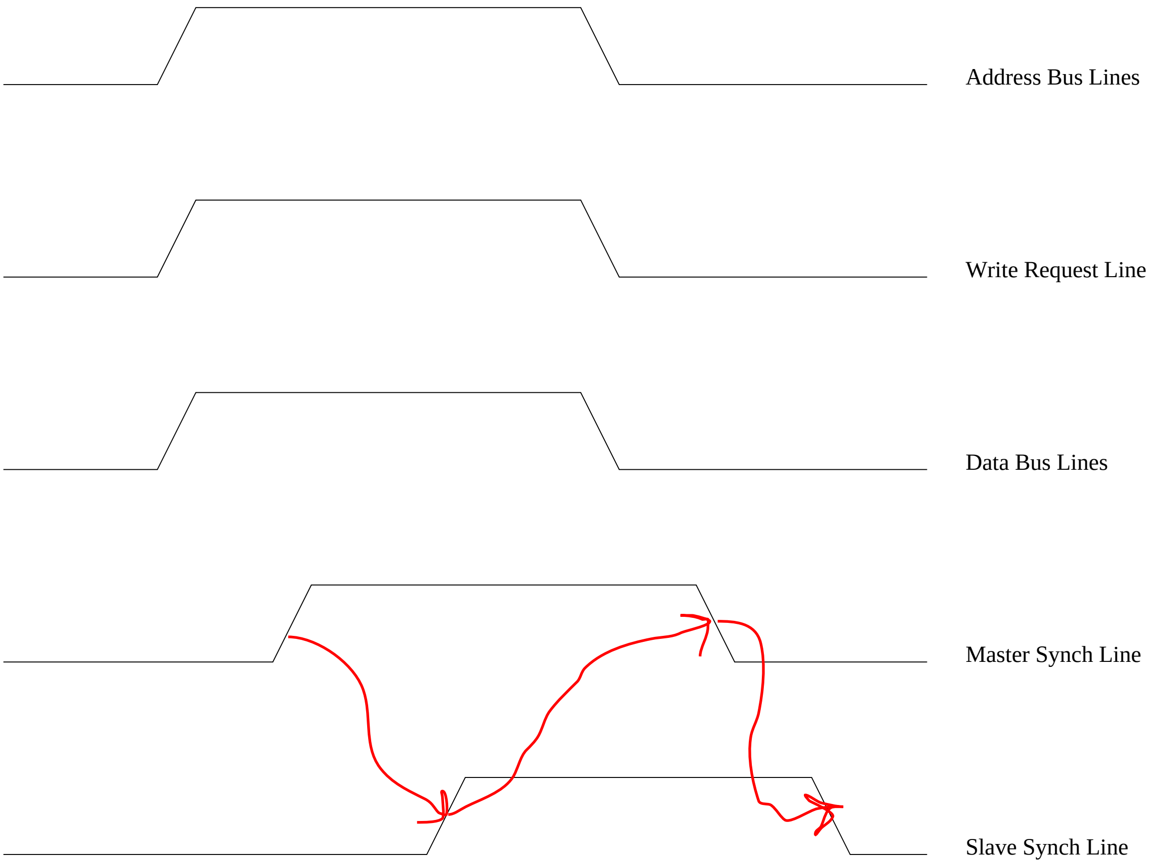


Tprop + NOT + AND + NAND + MUX + Tsetup

9 + 2 + 3 + 4 + 8 + 2 = 28

Frequency = 1/time ... = 1/28ns

11. (5 pts) Add arrows to the following diagram to indicate which signal transitions **cause** other transitions to occur.

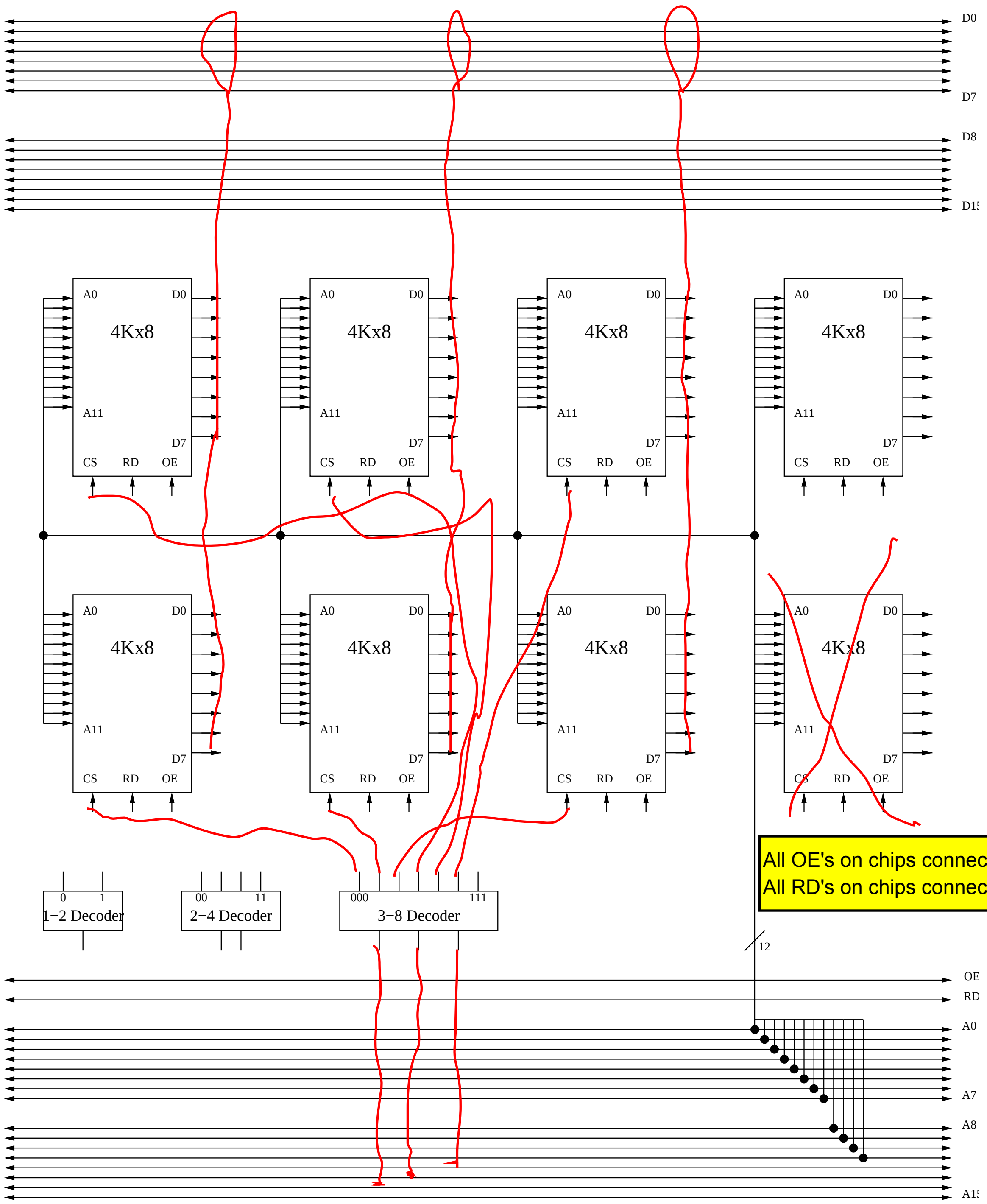


Now explain in words (briefly) what the arrows you have added are doing. (What is the sequence of events in words?)

The Data is ready to be written;
OK, I have read it from the data lines
Thanks
You are welcome!

12. (10 pts) Add the connections to the following diagram necessary to create a 24Kx8 memory. (This might be done in a machine with memory-mapped I/O, for example.) Not all of the hardware shown is required to perform this task.

CS - Chip Select
OE - Output Enable
RD - Read (Read/Write, technically)



All OE's on chips connected to OE lines
All RD's on chips connected to RD lines

13. (15) Moon Nanosystems features the "Crater", a byte-addressable computer with a 32-bit word size and 256 bytes of memory. In this machine accessing main memory takes 5 clock cycles (in addition to the time necessary to do a cache lookup), and the bus between main memory and the processor is 8-bits wide. In order to improve performance, they are considering adding a 32-byte physically addressed Direct-Mapped cache with a line size of 1 word and an access time of 1 cycle. Given the following address reference sequence (in Hex):

0x35,0x36,0x38,0xC3,0x3A

a) Write down how you are partitioning each address (which bits are the Tag, offset, etc.)

3 bit tag; 3 bit entry #; 2 bit offset

b) In the table below, fill in the proposed Cache's Tag values after each memory reference has been processed. If it is a hit, mark the entry number to indicate this, and if it is a miss enter what the new tag should be. (X indicates the entry is invalid). There may be more Tag Array entries than you need.

Tag Array	Contents of Tag Array after processing address (Time ->)					
Entry Number	Initial Contents	0x35 (001|101|01)	0x36 (001|101|10)	0x38 (001|110|00)	0xC3 (110|000|11)	0x3A (001|110|10)
0	X					
1	X					
2	X					
3	X					
4	X					
5	X					
6	X					
7	X					
8	X					
9	X					
10	X					
11	X					
12	X					
13	X					
14	X					
15	X					

What is the Average Memory access time for this sequence of references?

Now fill in the contents of the Data array after processing the given address reference. Write down only the ones that change.

Data Array	Data Array Contents after processing address
Entry Number	0x35
0	
1	
2	
3	
4	
5	22 67 67 72
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	

Memory Contents at Hex Address **XY**																
Most Significant Digit (**X**)	Least Significant Digit (**Y**)															
	0	1	2	3	4	5	6	7	8	9	a	b	c	d	e	f
0	23	20	6d	61	74	74	27	73	20	67	76	69	65	77	20	73
1	68	65	6c	6c	20	73	63	72	69	70	74	0a	73	65	74	20
2	67	66	69	6c	65	20	3d	20	24	31	0a	09	65	63	68	6f
3	20	2d	6e	20	22	67	67	72	61	70	68	20	24	67	66	69
4	6c	65	2e	2e	2e	22	20	0a	09	65	63	68	6f	20	22	2e
5	73	70	20	32	22	20	3e	21	20	2f	74	6d	70	2f	74	65
6	6d	70	24	24	2e	6e	72	0a	09	65	63	68	6f	20	22	2e
7	70	6f	20	2b	30	2e	35	69	22	20	3e	3e	20	2f	74	6d
8	23	7b	92	08	22	41	85	32	69	73	11	35	97	54	31	48
9	88	73	48	72	98	21	42	85	62	65	90	84	31	56	55	83
a	43	64	84	36	59	3c	8a	95	3b	8f	0e	41	7a	40	2b	3c
b	4c	d4	c7	82	a0	38	f9	c6	29	a3	d0	9c	7d	41	2b	75
c	54	69	9c	3b	b0	2a	d9	3e	45	72	6e	f0	f9	3f	a0	0a
d	60	89	43	d8	c0	e7	49	76	59	21	2c	c8	a8	f2	87	43
e	76	8f	2e	a9	ff	38	ae	65	dd	cf	21	84	ce	e4	34	51
f	8a	65	30	2f	c9	3a	58	72	3e	a0	4f	38	96	47	21	80

14. (15) Moon decided to experiment with using a smaller, 24-byte 3-way Set Associative Cache (instead of the Direct-mapped Cache) with a line size of 1 word. Remember, the Crater is a byte-addressable machine with a 32-bit word size, an 8-bit bus between processor and memory, and a Main Memory access time of 5 cycles (in addition to the time necessary to to a cache lookup). The Cache access time is still 1 cycle. Given the same address reference sequence (in Hex) as before:

0x35,0x36,0x38,0xC3,0x3A

a) Write down how you are partitioning each address (which bits are the Tag, offset, etc.)

tag = 5 bits; set # = 1 bit; offset = 2 bits

b) In the table below, fill in the proposed Cache's Tag values after each memory reference has been processed. If it is a hit, put an "H" in the tag field, and if it is a miss write down what the new tag should be. Use an LRU replacement scheme, and after each address is processed be sure to indicate the age of the references. There may be more entries than you need. MRU = Most Recently Used, LRU = Least Recently Used.

Tag Array				Contents of Tag Array after processing address (Time ->)									
Set #	Entry #	Initial contents		0x35 (00110101)		0x36 (00110110)		0x38 (00111000)		0xC3 (11000011)		0x3A (00111010)	
		Age	Tag	Age	Tag	Age	Tag	Age	Tag	Age	Tag	Age	Tag
0	0	MRU	01100										
	1	LRU	01110										
	2		11000										
1	0		00100										
	1	MRU	00001										
	2	LRU	01101										
2	0	LRU	00100										
	1		01001										
	2	MRU	00110										
3	0	LRU	10010										
	1		100101										
	2	MRU	10110										

What is the Average Memory access time for this sequence of references?

15. (9 pts) The following tables contain some of the information about a segmented, paged virtual memory system and certain select memory locations. Total physical memory size is 16K bytes, and the page size is 1024 bytes. All numbers in this table are in Hex unless otherwise noted.

Segment Table

Entry Number	Presence Bit	Page Table
0	1	5
1	0	0
2	1	0
3	1	7
4	1	2
5	1	2
6	1	2
7	1	2

Page Table 0

Entry Number	Present? (1=Yes)	Disk Addr	Frame Number
0	1	1234123	0x4
1	0	0893748	0x7
2	1	2489567	0x1
3	1	9623873	0x5
4	1	B0F6BD3	0x2
5	0	32829AA	0x1
6	1	56D87AC	0x0
7	1	10A876D	0x6

Page Table 2

Entry Number	Present? (1=Yes)	Disk Addr	Frame Number
0	1	1234123	0x1
1	0	0893748	0x3
2	1	2489567	0x5
3	1	9623873	0x7
4	1	BC56BD3	0x9
5	0	832759E	0x2
6	1	46B37AC	0x4
7	1	810476D	0x6

Memory

Address	Contents
0x00A4	0x76
0x01A4	0x73
0x02A4	0x32
0x03A4	0x46
0x14A4	0x30
0x2AA4	0x29
0x05A4	0xa9
0x09A4	0x74
0x1AA4	0x05
0x3CA4	0x23
0x0DA4	0xE3
0x17A4	0xAE
0x26A4	0x92

Page Table 5

Entry Number	Present? (1=Yes)	Disk Addr	Frame Number
0	1	1234123	0x2
1	0	0893748	0x3
2	0	2489567	0x4
3	1	9623873	0x4
4	1	AE76BD3	0x6
5	0	328759A	0x7
6	1	11D87BE	0x1
7	1	91C875D	0x2

Page Table 7

Entry Number	Present? (1=Yes)	Disk Addr	Frame Number
0	1	1234123	0x5
1	0	0893748	0x6
2	1	2489567	0x1
3	1	9623873	0x2
4	1	AE76BD3	0x4
5	0	328759A	0x2
6	1	56D87AC	0x5
7	1	10A876D	0x6

For each of the following convert the virtual address into a physical address (if possible) and write down the value of the memory location corresponding to the address. If it is not possible to do so, explain why.

0xB2A4 (**1 0 1** | **1 0 0** | **1 0 1 0 1 0 0 1 0 0** in binary).

Frame 9, mem contents = 0x92

0x5EA4 (**0 1 0** | **1 1 1** | **1 0 1 0 1 0 0 1 0 0** in binary).

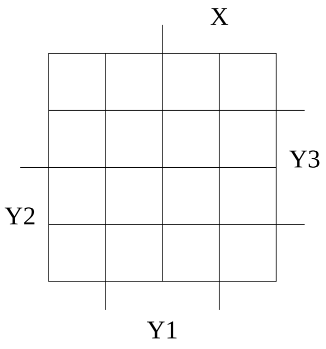
Frame 6, mem contents = 0x05

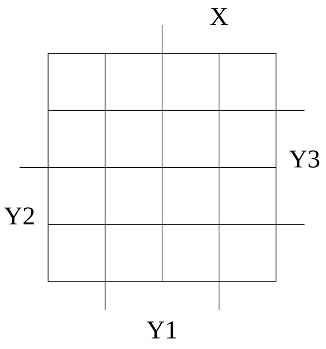
0x28A4 (**0 0 1** | **0 1 0** | **0 0 1 0 1 0 0 1 0 0** in binary).

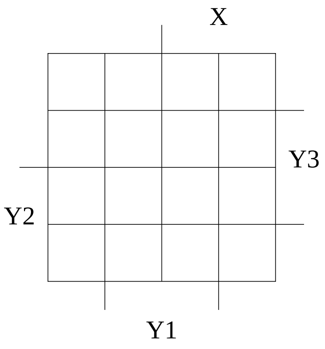
Segmentation fault, core dumped.

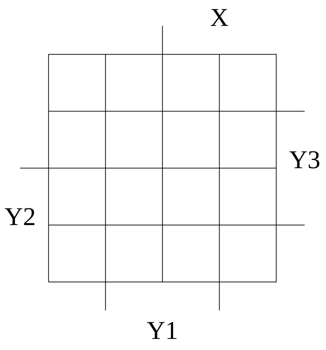
16. (16) Given the following table, draw the Karnaugh maps for Y1’, Y2’, and Y3’ and Z in terms of X, Y1, Y2 and Y3, and then write **minimum** boolean equations for each.

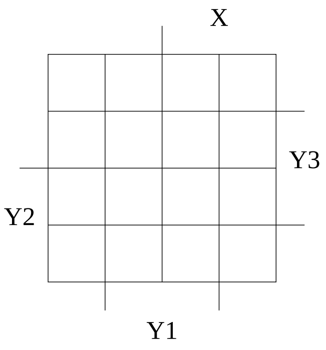
Present	Next State		Output	
State	X=0	X=1	X=0	X=1
(Y1 Y2 Y3)	(Y1’ Y2’ Y3’)	(Y1’ Y2’ Y3’)		
000	111	011	0	0
001	101	001	0	0
011	100	000	0	1
100	001	001	0	0
101	001	001	1	1
110	100	000	0	1
111	100	000	1	1

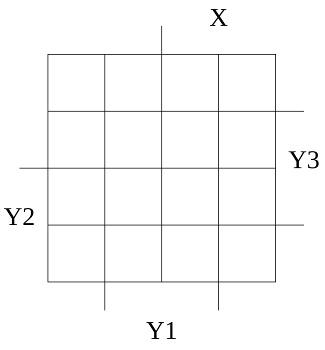






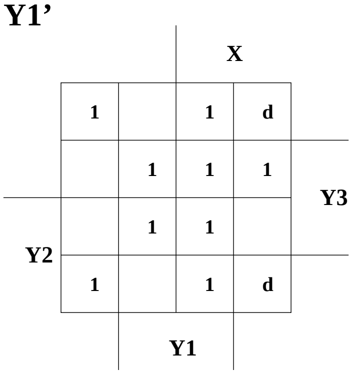






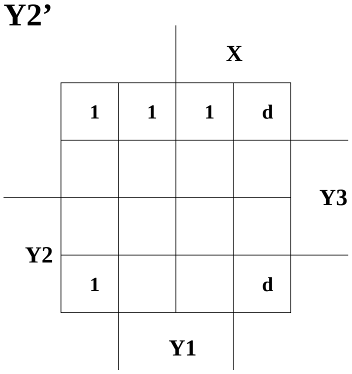
17. (10 pts) Given the following Karnaugh maps, implement the sequential machine using a JK FF for Y1, an SR FF for Y2, and a T FF for Y3. You do not need to draw the gates, but you do need to write down the **minimized** input equations for each of the inputs of each of the Flip Flops in the circuit.

Y1’



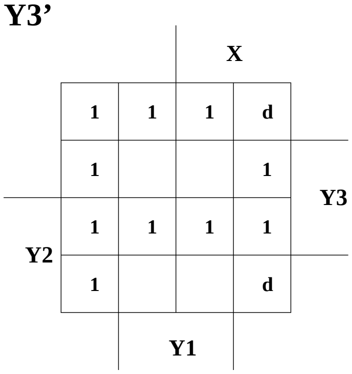
1		1	d
	1	1	1
	1	1	
1		1	d

Y2’



1	1	1	d
1			d

Y3’



1	1	1	d
1			1
1	1	1	1
1			d