



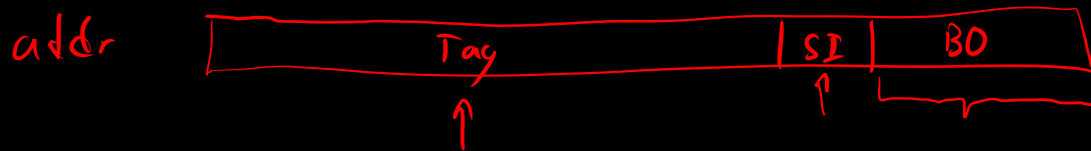
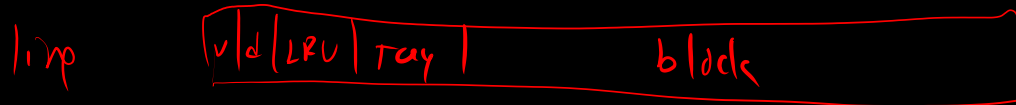
$C(R(H(x)), x)$



$H(x)$



cache
last addr in a line



Bytes
block

$\frac{32\text{KB}}{\text{Cache}}$

$\frac{\text{Cache}}{2^8 \text{ sets}}$

$\frac{2^{15}}{2^8}$

$\frac{\text{Byte}}{\text{set}} \frac{\text{set}}{\text{line}}$

$\frac{2^{15}}{2^9} = 2^6$

$\frac{\text{Byte}}{\text{block}}$

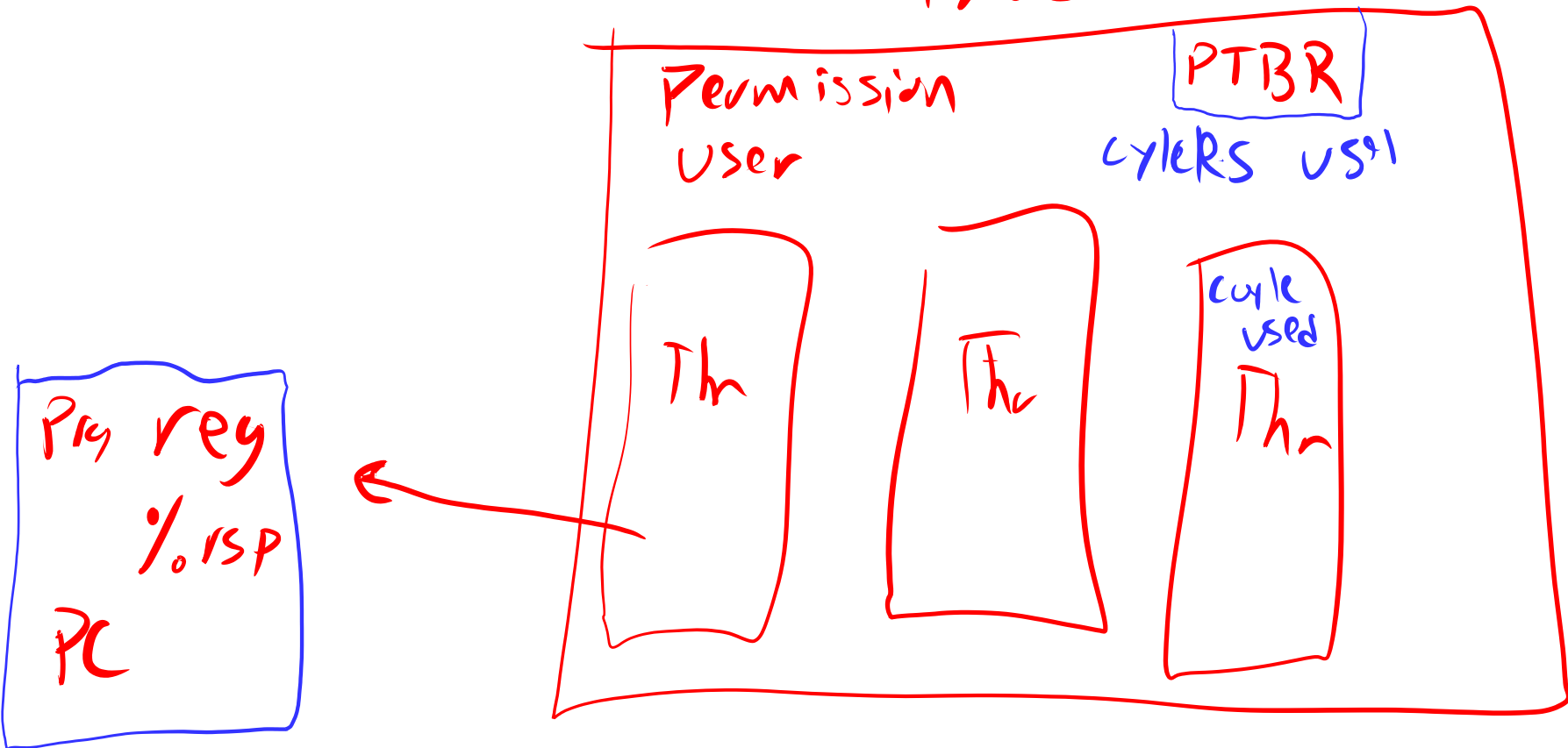
0x10000

0x1003F

Process

Thread

Process

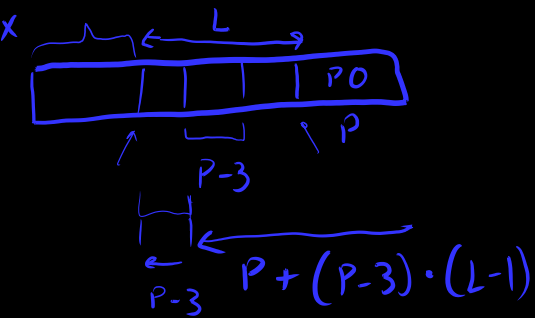


$$\text{Page} = 2^P \text{ bytes}$$

$$\text{PTE} = 8 \text{ bytes}$$

$$\frac{\text{PTE}}{\text{Page}} = \frac{2^3}{2^P} = 2^{P-3}$$

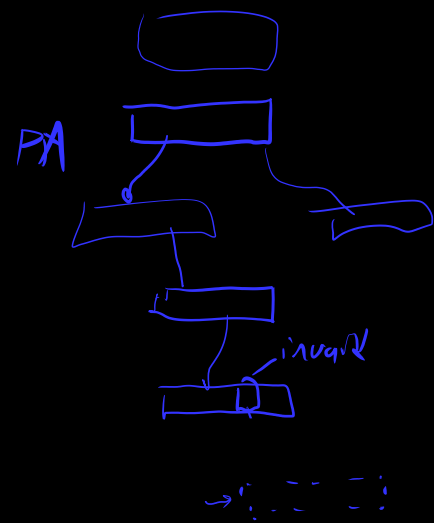
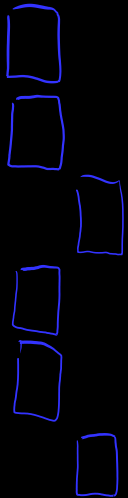
$$\boxed{} \log_2(8) = 3$$



$$\sim ((\sim 0) \ll (P-3)) \quad \begin{array}{l} 10000 \\ 01111 \end{array}$$

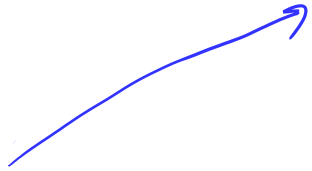
$$\left(x \gg \overbrace{(P + (P-3) \cdot (L-1))}^{\text{shift}} \right) \& \overbrace{\left((1 \ll (P-3)) - 1 \right)}^{\text{mask}}$$

TLB
cach
VA → PA



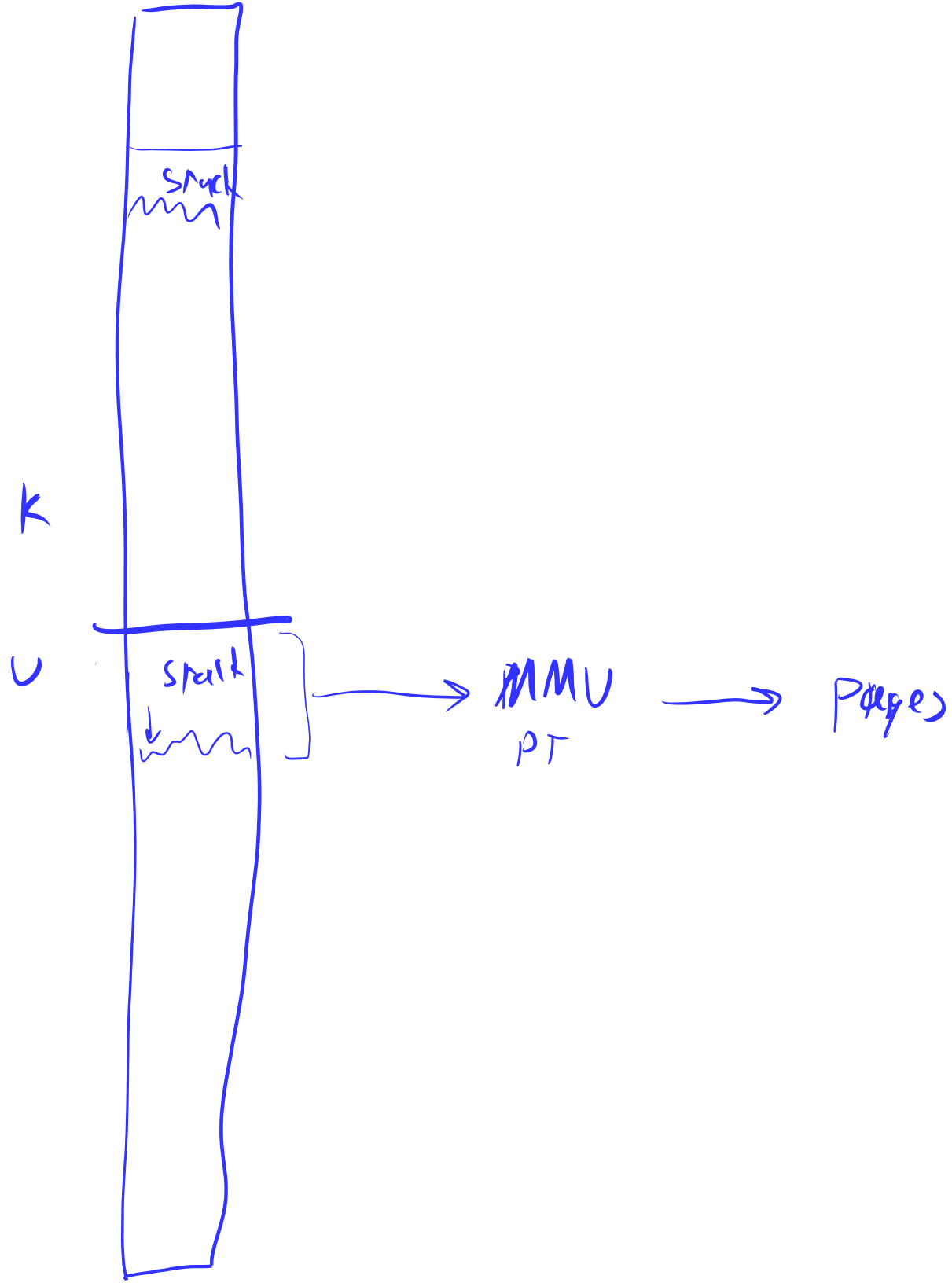
Segfaults

HW
Page fault



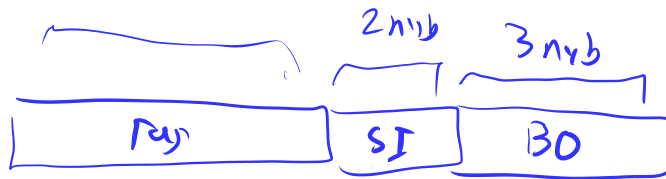
kernel
handler

- check Segments
 - allowed? → map a physical page
edit PT
return - re-run code that faulted
- not allowed → generate a signal
 - check for sig handler
 - if \exists , call it
 - otherwise, abort process



Cache Misses

- cold — first access
- conflict — (Direct-mapped) — 2 addr w/ same tag use close together
- Capacity — (Fully-associative) — we've used more lines since last access than our cache holds



0x100000 — cold
0x200000 — cache
0x100000 — conflict

Amdahl's law



$$\text{Work} = \text{serial} + \frac{\text{parallelizable}}{\text{Threads}} + \text{overhead}^{\text{Parallelizing}}$$