

1 Discussion Pre-Check

1.1 True or False: In RISC-V, the opcode field of an instruction determines its type (R-Type, S-Type, etc.).

1.2 Convert the following RISC-V registers into their binary representation:

s0:

sp:

x9:

t4:

1.3 True or False: In RISC-V, the instruction `li x5 0x44331416` will always be encoded in 32 bits when translated into binary.

1.4 True or False: We can use a branch instruction to move the PC by one byte.

2 Instruction Translation

Recall that every instruction in RISC-V can be represented as a 32-bit binary value, which encodes the type of instruction, as well as any registers/immediates included in the instruction. To convert a RISC-V instruction to binary, and vice-versa, you can use the steps below. The 61C reference sheet will be very useful for conversions!

RISC-V \Rightarrow Binary

- (a) Identify the instruction type (R, I, I*, S, B, U, or J)
- (b) Find the corresponding instruction format
- (c) Convert the registers and immediate value, if applicable, into binary
- (d) Arrange the binary bits according to the instruction format, including the opcode bits (and possibly funct3/funct7 bits)

Binary \Rightarrow RISC-V

- (a) Identify the instruction using the opcode (and possibly funct3/funct7) bits
- (b) Divide the binary representation into sections based on the instruction format
- (c) Translate the registers + immediate value
- (d) Put the final instruction together based on instruction type/format

Below is an example of a series of RISC-V instructions with their corresponding binary translations.

example.S	example.bin
<pre>main: addi sp,sp,-4 sw ra,0(sp) addi s0,sp,4 mv a0,a5 call printf ...</pre>	<pre>... 11111111110000010000000100010011 00000000000100010010000000100011 00000000010000010000010000010011 000000000000000000000010100010011 00000000010001000000000011101111 ...</pre>

3 AMAT (Average Memory Access Time)

Recall that AMAT stands for Average Memory Access Time. This is a way to measure the performance of a cache system. The formula for AMAT is:

$$\text{AMAT} = (\text{Hit Time}) + (\text{Miss Rate}) * (\text{Miss Penalty})$$

In a multi-level memory hierarchies (e.g. multi-level caches), we can separate miss rates into two types that we consider for each level.

- **Global:** Calculated as the number of accesses that missed at that level divided by the total number of accesses **to the memory system**.
- **Local:** Calculated as the number of accesses that missed at that level divided by the total number of accesses **to that memory level**.