$$
\begin{aligned}
& R_{1}(0,4) \\
& R 2(2,7)
\end{aligned}
$$

pos:

$$
\begin{aligned}
& \frac{111010,100000}{R^{2} \cdot y R^{2 . X} R 1 \cdot y R 1 . X} \\
& \begin{array}{l}
0000000011 \\
\times 1=p 05 \& 07
\end{array} \\
& y \mid=(\operatorname{pos} \& 070) \gg 3 \\
& 000 \underbrace{00011,1000}_{\begin{array}{l}
070 \\
0 \times 38 \\
56
\end{array}}
\end{aligned}
$$



$$
\frac{\text { Memory Access }}{\text { Random }} \text { Direct }
$$

RAM
static $\underset{(S R A M)}{\text { RAM }}$ flip flops
Dynamic RAM (DRAM) 清愫 -refresh

ROM

| $\frac{c h i p}{\text { ROM }}$ | $\frac{\text { rewrite }}{\text { no }}$ | $\frac{\text { write }}{\text { no }}$ |
| :---: | :---: | :---: |
| PROM | no | once |
| EPSOM | yes | yes |
| EEPROM | yes (but). yes |  |
| FLASH | yes (blok) yes |  |


cache hit
$\longrightarrow$ found the odder in the cache
cache miss
$\rightarrow$ get block from main memory (put in cache)
$\rightarrow$ access cache
write policies
$\frac{\text { write through }}{-w r i t e ~ v a l u e ~ t o ~ m a i n ~}$ - write vale to main
mem. when changed in
cache
write back

- when block is going to be replaced

Direct Mapped Cache
cache index $=$ mem. add \% cache lines


Memory Sire: $2^{32}$
Cache: 512 lines
Block size: 4 words ( 16 Bytes)



