

SECTION-3

② Define memory access time.

The time required to access instruction and data in memory is rarely negligible in general purpose program - the sole example are programs that require lots the number crunching, CPU's and registers remain many many orders of magnitude faster than memory access time depends on the design of the memory hierarchy, the size of blocks at each level. Thus, typically, it's impossible to do more than estimate the parameters, so we don't always

Modify all the levels explicitly but use summary Parameters, as we will use in this section. Note that the Parameters below must be recomputed (or reestimated) as case may be) when any facet of the hierarchy and its

Hit time (HT): the time required to find and check the appropriate cache lines to determine whether or not the tag matches a valid tag in the cache.