Caches I

CSE 351 Spring 2017

Instructor:

Ruth Anderson

Teaching Assistants:

Dylan Johnson

Kevin Bi

Linxing Preston Jiang

Cody Ohlsen

Yufang Sun

Joshua Curtis

Administrivia

❖ Homework 3, due next Friday (5/5)

❖ Midterm, Monday (5/8)

❖ Lab 3, due Thursday (5/11)

Roadmap

C:

```
car *c = malloc(sizeof(car));
c->miles = 100;
c->gals = 17;
float mpg = get_mpg(c);
free(c);
```

Java:

```
Car c = new Car();
c.setMiles(100);
c.setGals(17);
float mpg =
      c.getMPG();
```
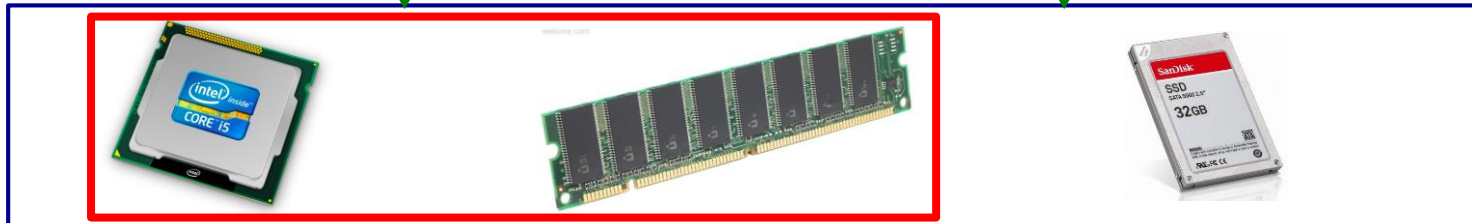
Memory & data
Integers & floats
x86 assembly
Procedures & stacks
Executables
Arrays & structs
Memory & caches
Processes
Virtual memory
Memory allocation
Java vs. C

Assembly
language:

```
get_mpg:
    pushq    %rbp
    movq     %rsp, %rbp
    ...
    popq     %rbp
    ret
```

OS:

Machine
code:

```
0111010000011000
100011010000010000000010
1000100111000010
110000011111101000011111
```
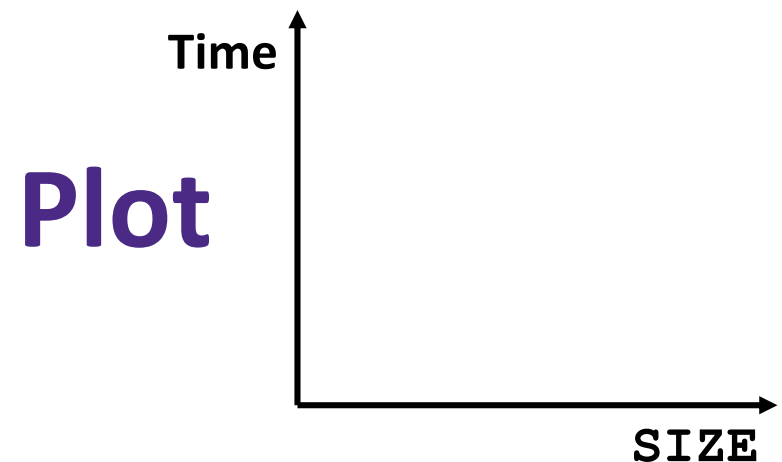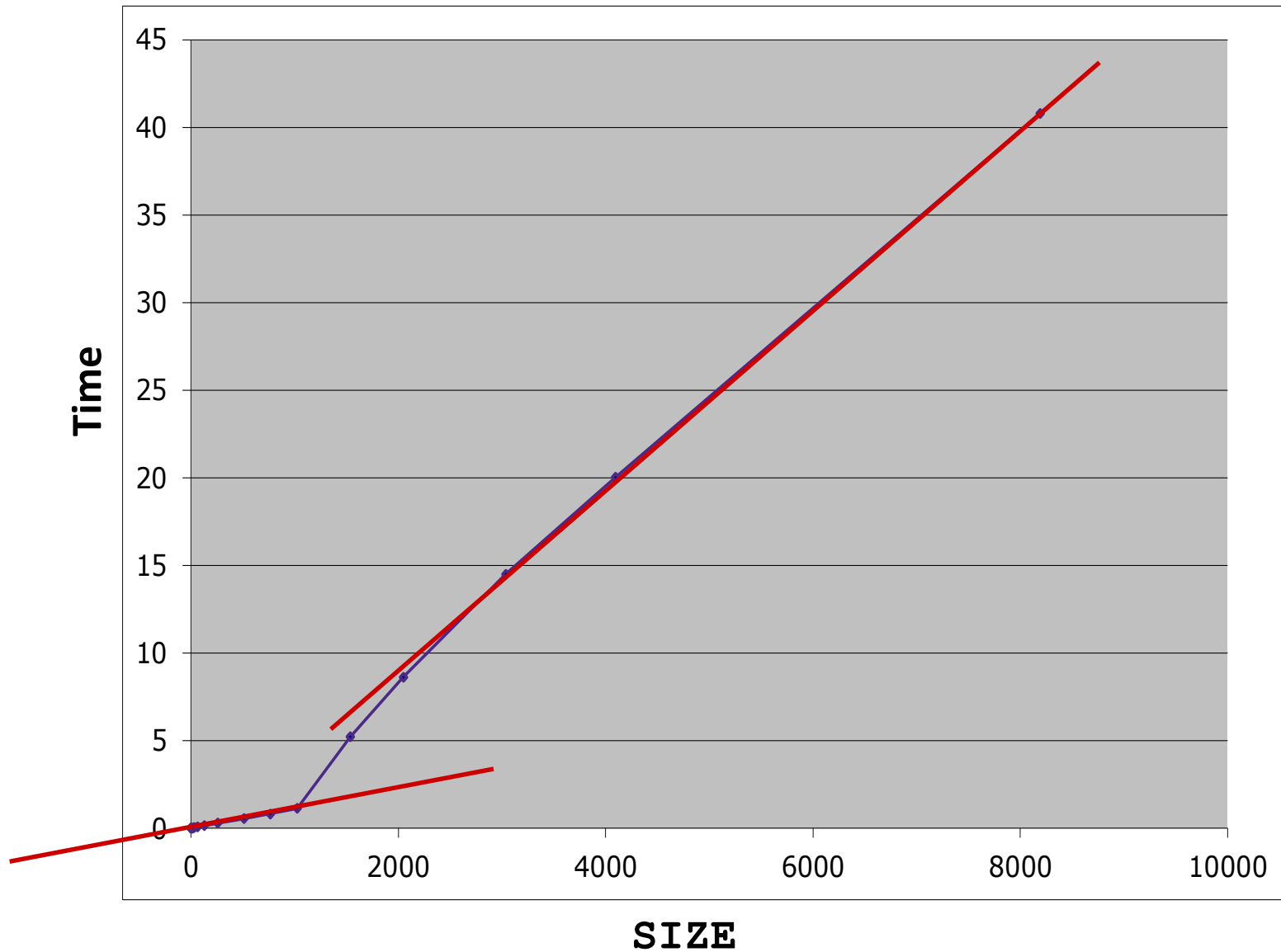
Computer
system:

How does execution time grow with SIZE?

```
int array[SIZE];
int sum = 0;

for (int i = 0; i < 200000; i++) {
  for (int j = 0; j < SIZE; j++) {
    sum += array[j];
  }
}
```

Time

Plot

SIZE

Actual Data
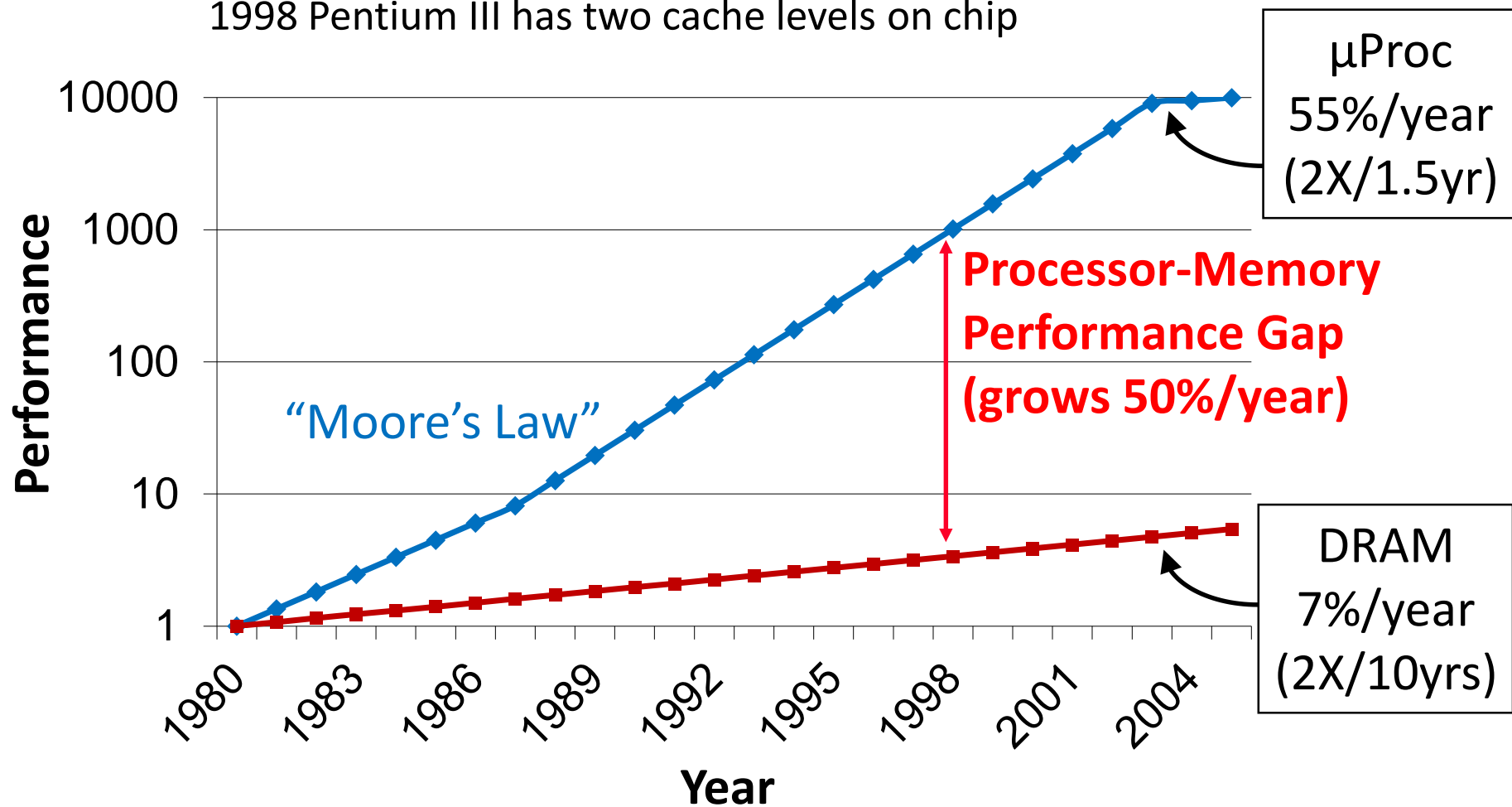
Making memory accesses fast!

❖ **Cache basics**

❖ **Principle of locality**

❖ **Memory hierarchies**

❖ Cache organization

❖ Program optimizations that consider caches

Processor-Memory Gap

1989 first Intel CPU with cache on chip
1998 Pentium III has two cache levels on chip

Problem: Processor-Memory Bottleneck

Processor performance doubled about every 18 months

Bus latency / bandwidth evolved much slower

CPU | Reg

Main Memory
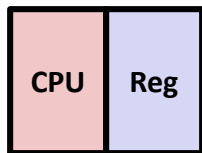
Core 2 Duo:
Can process at least
256 Bytes/cycle

Core 2 Duo:
Bandwidth
2 Bytes/cycle
Latency
100-200 cycles (30-60ns)

Problem: lots of waiting on memory

cycle: single machine step (fixed-time)

Problem: Processor-Memory Bottleneck

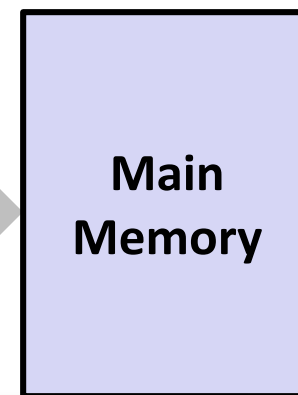**Processor performance doubled about every 18 months**

Bus latency / bandwidth evolved much slower

CPU | Reg

Cache

Main Memory
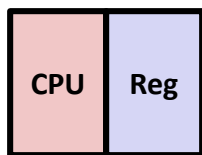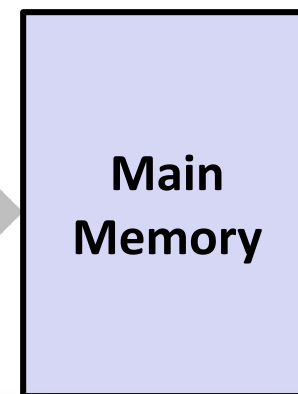
Core 2 Duo:
Can process at least
256 Bytes/cycle

Core 2 Duo:
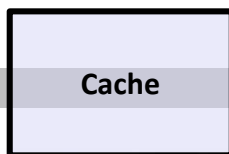**Bandwidth**
2 Bytes/cycle
Latency
100-200 cycles (30-60ns)

Solution: caches

cycle: single machine step (fixed-time)

Cache 💰

❖ <u>Pronunciation</u>: "cash"
  ▪ We abbreviate this as "$"

❖ <u>English</u>: A hidden storage space for provisions, weapons, and/or treasures

❖ <u>Computer</u>: Memory with short access time used for the storage of frequently or recently used instructions (i-cache/I$) or data (d-cache/D$)
  ▪ *More generally:* Used to optimize data transfers between any system elements with different characteristics (network interface cache, I/O cache, etc.)
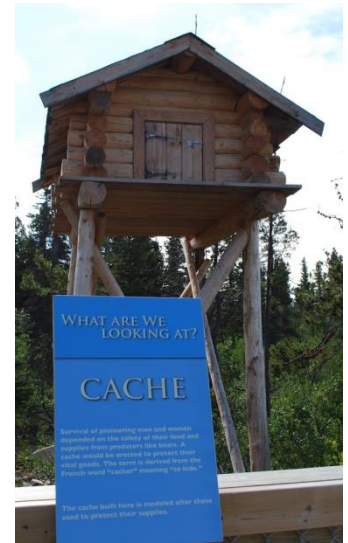
General Cache Mechanics

Cache

7	9	14	3

- Smaller, faster, more expensive memory.
- Caches a subset of the blocks (a.k.a. *lines*)

Data is copied in block-sized transfer units

Memory

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

- Larger, slower, cheaper memory.
- Viewed as partitioned into "blocks" or "lines"

General Cache Concepts: **Hit**

Request: 14

Cache

7	9	14	3

Memory

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Data in block b is needed

Block b is in cache:
Hit!

Data is returned to CPU

General Cache Concepts: **Miss**

Request: 12

Cache

| 7 | 12 | 14 | 3 |

12

Request: 12

Memory

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Data in block b is needed

Block b is not in cache:
Miss!

Block b is fetched from memory

Block b is stored in cache
- Placement policy: determines where b goes
- Replacement policy: determines which block gets evicted (victim)

Data is returned to CPU

Why Caches Work

❖ Locality: Programs tend to use data and instructions with addresses near or equal to those they have used recently

Why Caches Work

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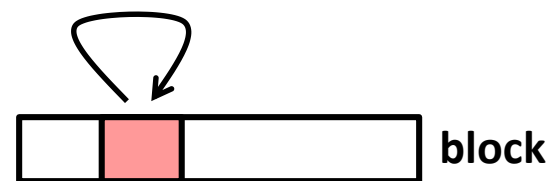
❖ *Temporal* locality:
  ■ Recently referenced items are *likely*
    to be referenced again in the near future

block

Why Caches Work

❖ Locality: Programs tend to use data and instructions with addresses near or equal to those they have used recently

❖ *Temporal* locality:

block

■ Recently referenced items are *likely* to be referenced again in the near future

❖ *Spatial* locality:

block
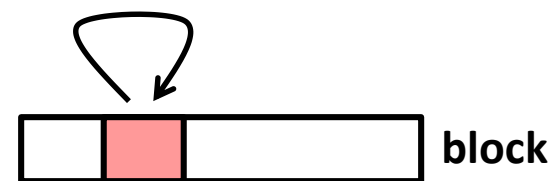
■ Items with nearby addresses *tend* to be referenced close together in time
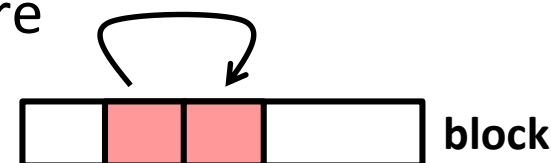
❖ How do caches take advantage of this?

Example: Any Locality?

```
sum = 0;
for (i = 0; i < n; i++)
{
  sum += a[i];
}
return sum;
```

❖ **Data:**
  ▪ Temporal:
  ▪ Spatial:

❖ **Instructions:**
  ▪ Temporal:
  ▪ Spatial:

Example: Any Locality?

```
sum = 0;
for (i = 0; i < n; i++)
{
  sum += a[i];
}
return sum;
```

❖ **Data:**
- ▪ <u>Temporal</u>:   `sum` referenced in each iteration
- ▪ <u>Spatial</u>:   array `a[]` accessed in stride-1 pattern

❖ **Instructions:**
- ▪ <u>Temporal</u>:   cycle through loop repeatedly
- ▪ <u>Spatial</u>:   reference instructions in sequence

Locality Example #1

```
int sum_array_rows(int a[M][N])
{
    int i, j, sum = 0;

    for (i = 0; i < M; i++)
        for (j = 0; j < N; j++)
            sum += a[i][j];

    return sum;
}
```

Locality Example #1

```
int sum_array_rows(int a[M][N])
{
    int i, j, sum = 0;

    for (i = 0; i < M; i++)
        for (j = 0; j < N; j++)
            sum += a[i][j];

    return sum;
}
```

M = 3, N=4

a[0][0]	a[0][1]	a[0][2]	a[0][3]
a[1][0]	a[1][1]	a[1][2]	a[1][3]
a[2][0]	a[2][1]	a[2][2]	a[2][3]

Access Pattern:
stride = ?

1) a[0][0]
2) a[0][1]
3) a[0][2]
4) a[0][3]
5) a[1][0]
6) a[1][1]
7) a[1][2]
8) a[1][3]
9) a[2][0]
10) a[2][1]
11) a[2][2]
12) a[2][3]

Layout in Memory

a[0][0]	a[0][1]	a[0][2]	a[0][3]	a[1][0]	a[1][1]	a[1][2]	a[1][3]	a[2][0]	a[2][1]	a[2][2]	a[2][3]

76   92   108

Note: 76 is just one possible starting address of array a

Locality Example #2

```
int sum_array_cols(int a[M][N])
{
    int i, j, sum = 0;

    for (j = 0; j < N; j++)
        for (i = 0; i < M; i++)
            sum += a[i][j];

    return sum;
}
```
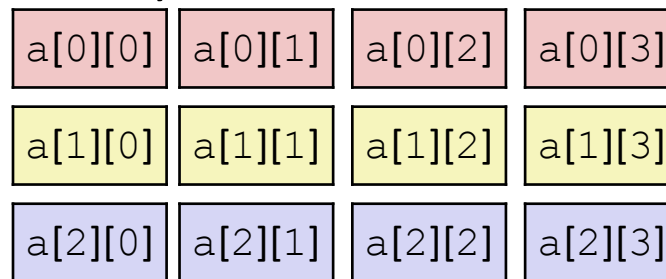
Locality Example #2

```
int sum_array_cols(int a[M][N])
{
    int i, j, sum = 0;

    for (j = 0; j < N; j++)
        for (i = 0; i < M; i++)
            sum += a[i][j];

    return sum;
}
```
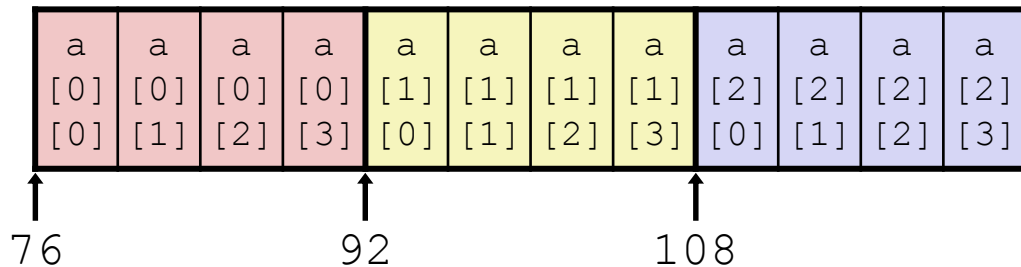
M = 3, N=4

a[0][0]	a[0][1]	a[0][2]	a[0][3]
a[1][0]	a[1][1]	a[1][2]	a[1][3]
a[2][0]	a[2][1]	a[2][2]	a[2][3]
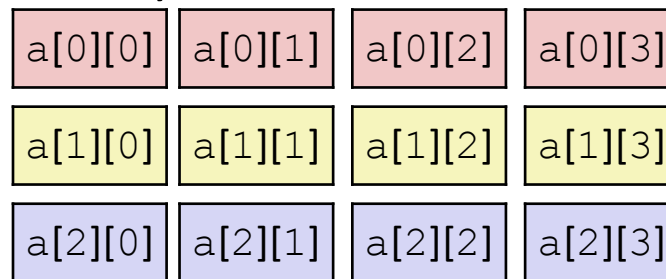
Access Pattern:
stride = ?

1) a[0][0]
2) a[1][0]
3) a[2][0]
4) a[0][1]
5) a[1][1]
6) a[2][1]
7) a[0][2]
8) a[1][2]
9) a[2][2]
10) a[0][3]
11) a[1][3]
12) a[2][3]

Layout in Memory
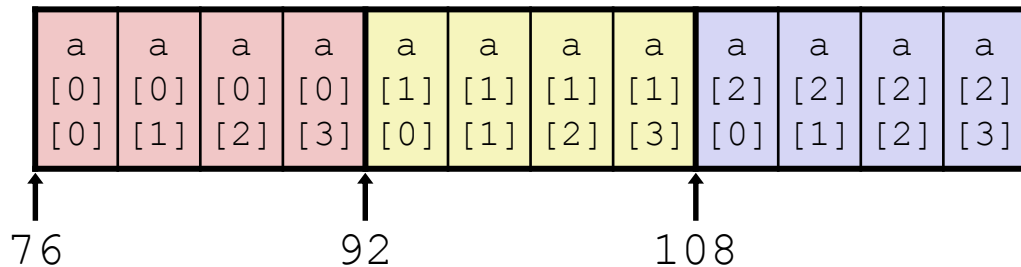
| a [0] [0] | a [0] [1] | a [0] [2] | a [0] [3] | a [1] [0] | a [1] [1] | a [1] [2] | a [1] [3] | a [2] [0] | a [2] [1] | a [2] [2] | a [2] [3] |

76   92   108

22

Locality Example #3

```
int sum_array_3D(int a[M][N][L])
{
    int i, j, k, sum = 0;

    for (i = 0; i < N; i++)
        for (j = 0; j < L; j++)
            for (k = 0; k < M; k++)
                sum += a[k][i][j];

    return sum;
}
```

❖ What is wrong with this code?

❖ How can it be fixed?

Locality Example #3

```
int sum_array_3D(int a[M][N][L])
{
    int i, j, k, sum = 0;

    for (i = 0; i < N; i++)
        for (j = 0; j < L; j++)
            for (k = 0; k < M; k++)
                sum += a[k][i][j];

    return sum;
}
```
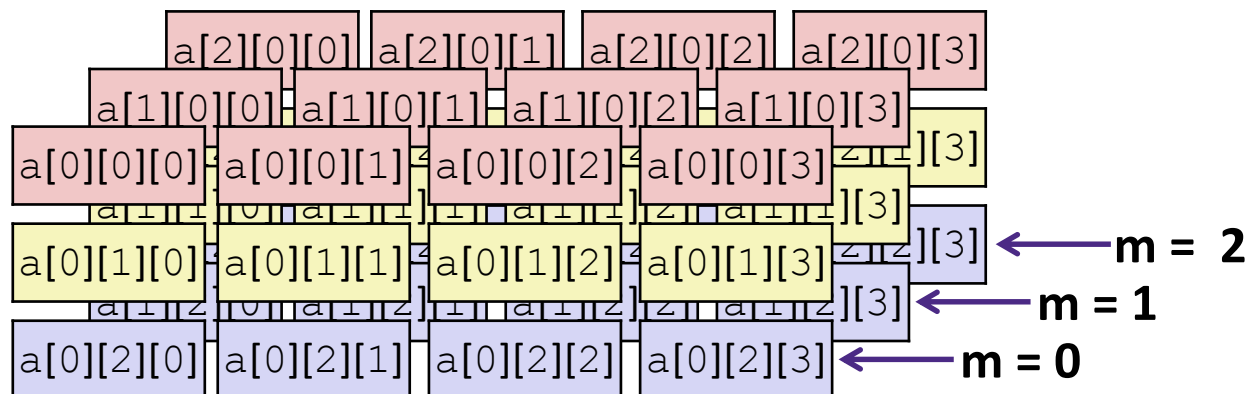
❖ What is wrong with this code?

❖ How can it be fixed?

Layout in Memory (M = ?, N = 3, L = 4)

| a[0][0][0] | a[0][0][1] | a[0][0][2] | a[0][0][3] | a[0][1][0] | a[0][1][1] | a[0][1][2] | a[0][1][3] | a[0][2][0] | a[0][2][1] | a[0][2][2] | a[0][2][3] | a[1][0][0] | a[1][0][1] | a[1][0][2] | a[1][0][3] | a[1][1][0] | a[1][1][1] | a[1][1][2] | a[1][1][3] | a[1][2][0] | a[1][2][1] | a[1][2][2] | a[1][2][3] |

76   92   108   124   140   156   172

. . .
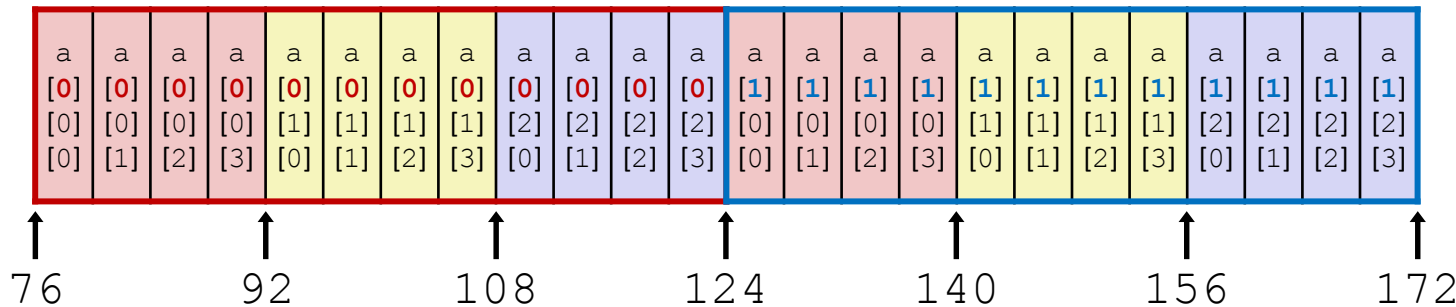
Cache Performance Metrics

❖ Huge difference between a cache hit and a cache miss

  ▪ Could be 100x speed difference between accessing cache and main memory (measured in *clock cycles*)

❖ Miss Rate (MR)

  ▪ Fraction of memory references not found in cache (misses / accesses) = 1 - Hit Rate

❖ Hit Time (HT)

  ▪ Time to deliver a block in the cache to the processor

    • Includes time to determine whether the block is in the cache

❖ Miss Penalty (MP)

  ▪ Additional time required because of a miss

Cache Performance

AMAT = HR*HT + MR(HT + MP)
= HT(HR+MR) + MR*MP
= HT(1) + MR*MP

❖ Two things hurt the performance of a cache:
  ▪ Miss rate and miss penalty

❖ *Average Memory Access Time* (AMAT): average time to access memory considering both hits and misses

    AMAT = Hit time + Miss rate × Miss penalty

    (abbreviated AMAT = HT + MR × MP)

❖ 99% hit rate twice as good as 97% hit rate!
  ▪ Assume HT of 1 clock cycle and MP of 100 clock cycles
  ▪ 97%: AMAT =
  ▪ 99%: AMAT =

Question

ps= pico second = 10^{-12}

❖ **Processor specs:** 200 ps clock, MP of 50 clock cycles, MR of 0.02 misses/instruction, and HT of 1 clock cycle

   AMAT =

❖ Which improvement would be best for AMAT?
   ▪

   A. **190 ps clock**

   B. **Miss penalty of 40 clock cycles**

   C. **MR of 0.015 misses/instruction**

Can we have more than one cache?

❖ Why would we want to do that?
  ▪ Avoid going to memory!

❖ Typical performance numbers:
  ▪ Miss Rate
    • L1 MR = 3-10%
    • L2 MR = Quite small (*e.g.* < 1%), depending on parameters, etc.
  ▪ Hit Time
    • L1 HT = 4 clock cycles
    • L2 HT = 10 clock cycles
  ▪ Miss Penalty
    • P = 50-200 cycles for missing in L2 & going to main memory
    • Trend: increasing!

Memory Hierarchies

❖ Some fundamental and enduring properties of hardware and software systems:

- Faster storage technologies almost always cost more per byte and have lower capacity

- The gaps between memory technology speeds are widening
  - True for: registers ↔ cache, cache ↔ DRAM, DRAM ↔ disk, etc.

- Well-written programs tend to exhibit good locality

❖ These properties complement each other beautifully

- They suggest an approach for organizing memory and storage systems known as a <u>memory hierarchy</u>

An Example Memory Hierarchy

Smaller, faster, costlier per byte

Larger, slower, cheaper per byte

<1 ns   **registers**   5-10 s

1 ns   **on-chip L1 cache (SRAM)**

5-10 ns   **off-chip L2 cache (SRAM)**   1-2 min

100 ns   **main memory (DRAM)**   15-30 min

150,000 ns   **SSD**   **local secondary storage (local disks)**   31 days

10,000,000 ns *(10 ms)*   **Disk**   66 months = 5.5 years

1-150 ms   **remote secondary storage (distributed file systems, web servers)**   1 - 15 years

An Example Memory Hierarchy

Smaller, faster, costlier per byte

Larger, slower, cheaper per byte

registers

on-chip L1 cache (SRAM)

off-chip L2 cache (SRAM)

main memory (DRAM)

local secondary storage (local disks)

remote secondary storage (distributed file systems, web servers)

CPU registers hold words retrieved from L1 cache

L1 cache holds cache lines retrieved from L2 cache

L2 cache holds cache lines retrieved from main memory

Main memory holds disk blocks retrieved from local disks

Local disks hold files retrieved from disks on remote network servers

An Example Memory Hierarchy

Smaller, faster, costlier per byte

Larger, slower, cheaper per byte

registers

explicitly program-controlled (e.g. refer to exactly %rax, %rbx)

on-chip L1 cache (SRAM)

program sees "memory"; hardware manages caching transparently

off-chip L2 cache (SRAM)

main memory (DRAM)

local secondary storage (local disks)

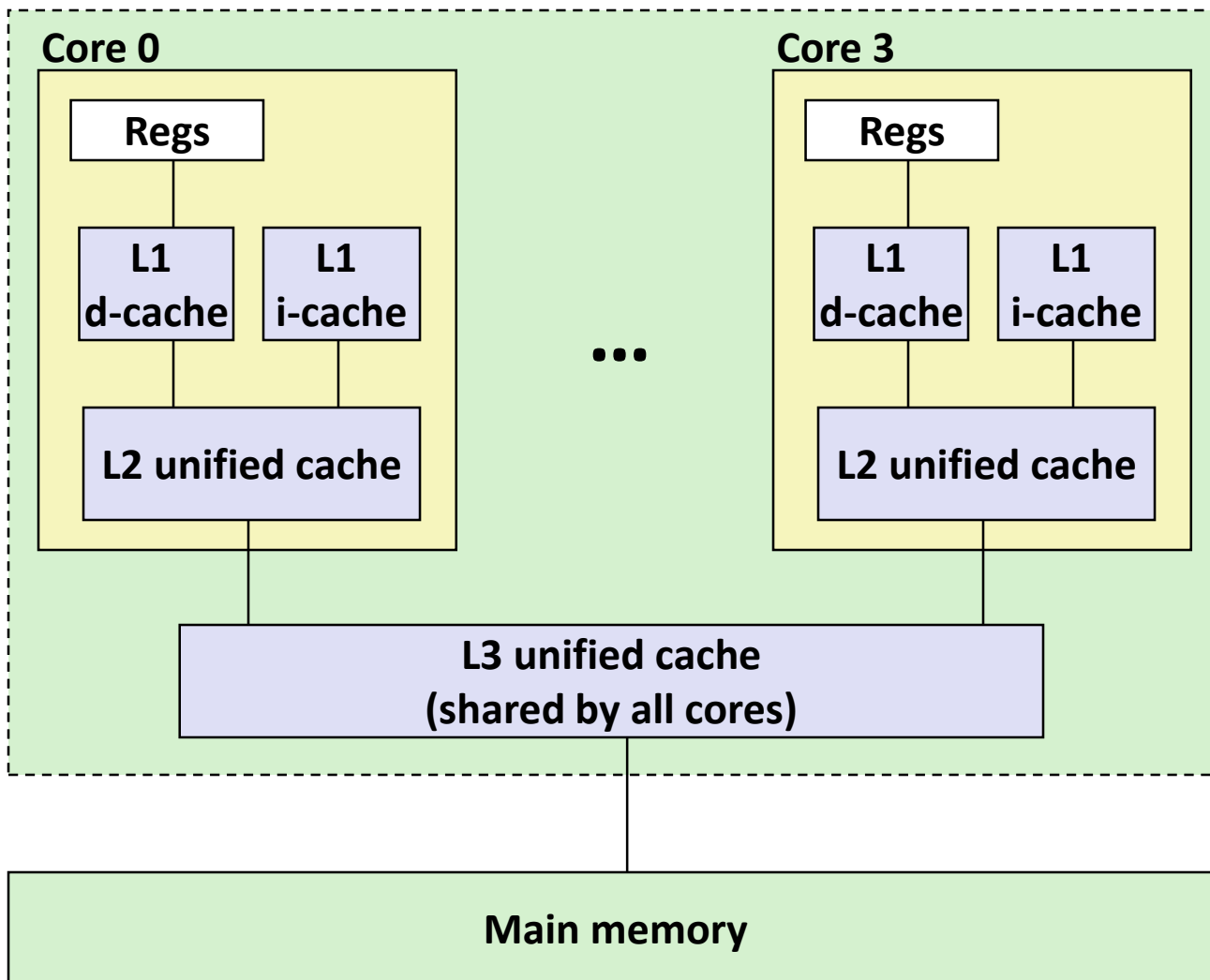**remote secondary storage (distributed file systems, web servers)**

Memory Hierarchies

❖ Fundamental idea of a memory hierarchy:
  ▪ For each level k, the faster, smaller device at level k serves as a cache for the larger, slower device at level k+1

❖ Why do memory hierarchies work?
  ▪ Because of locality, programs tend to access the data at level k more often than they access the data at level k+1
  ▪ Thus, the storage at level k+1 can be slower, and thus larger and cheaper per bit

❖ *Big Idea:* The memory hierarchy creates a large pool of storage that costs as much as the cheap storage near the bottom, but that serves data to programs at the rate of the fast storage near the top

Intel Core i7 Cache Hierarchy

Processor package

Core 0

Regs

L1 d-cache | L1 i-cache

L2 unified cache

Core 3

Regs

L1 d-cache | L1 i-cache

L2 unified cache

...

L3 unified cache (shared by all cores)

Main memory

Block size:
64 bytes for all caches

L1 i-cache and d-cache:
32 KiB, 8-way,
Access: 4 cycles

L2 unified cache:
256 KiB, 8-way,
Access: 11 cycles

L3 unified cache:
8 MiB, 16-way,
Access: 30-40 cycles

Summary

❖ Memory Hierarchy

▪ Successively higher levels contain "most used" data from lower levels

▪ Exploits *temporal and spatial locality*

▪ Caches are intermediate storage levels used to optimize data transfers between any system elements with different characteristics

❖ Cache Performance

▪ Ideal case: found in cache (hit)

▪ Bad case: not found in cache (miss), search in next level

▪ Average Memory Access Time (AMAT) = HT + MR × MP

  • Hurt by Miss Rate and Miss Penalty