Memory & Caches II

CSE 351 Winter 2021

Instructor:

Mark Wyse

Teaching Assistants:

Kyrie Dowling

Catherine Guevara

Ian Hsiao

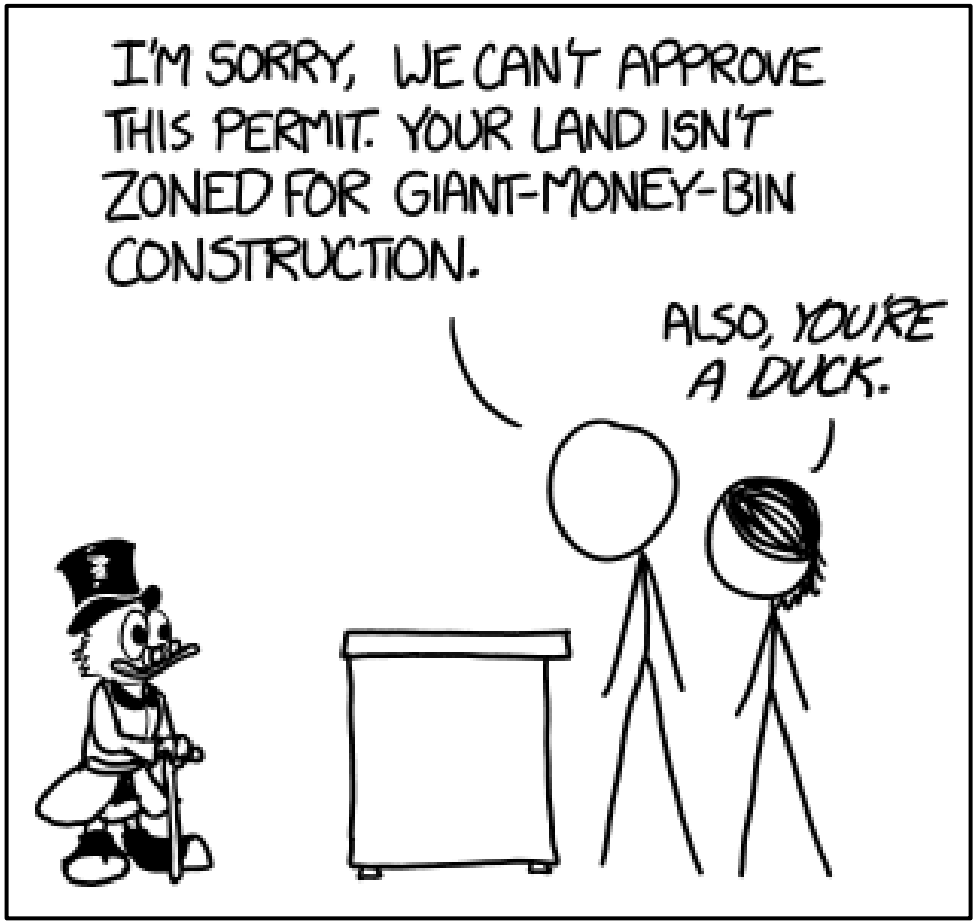
Jim Limprasert

Armin Magness

Allie Pfleger

Cosmo Wang

Ronald Widjaja



https://what-if.xkcd.com/111/

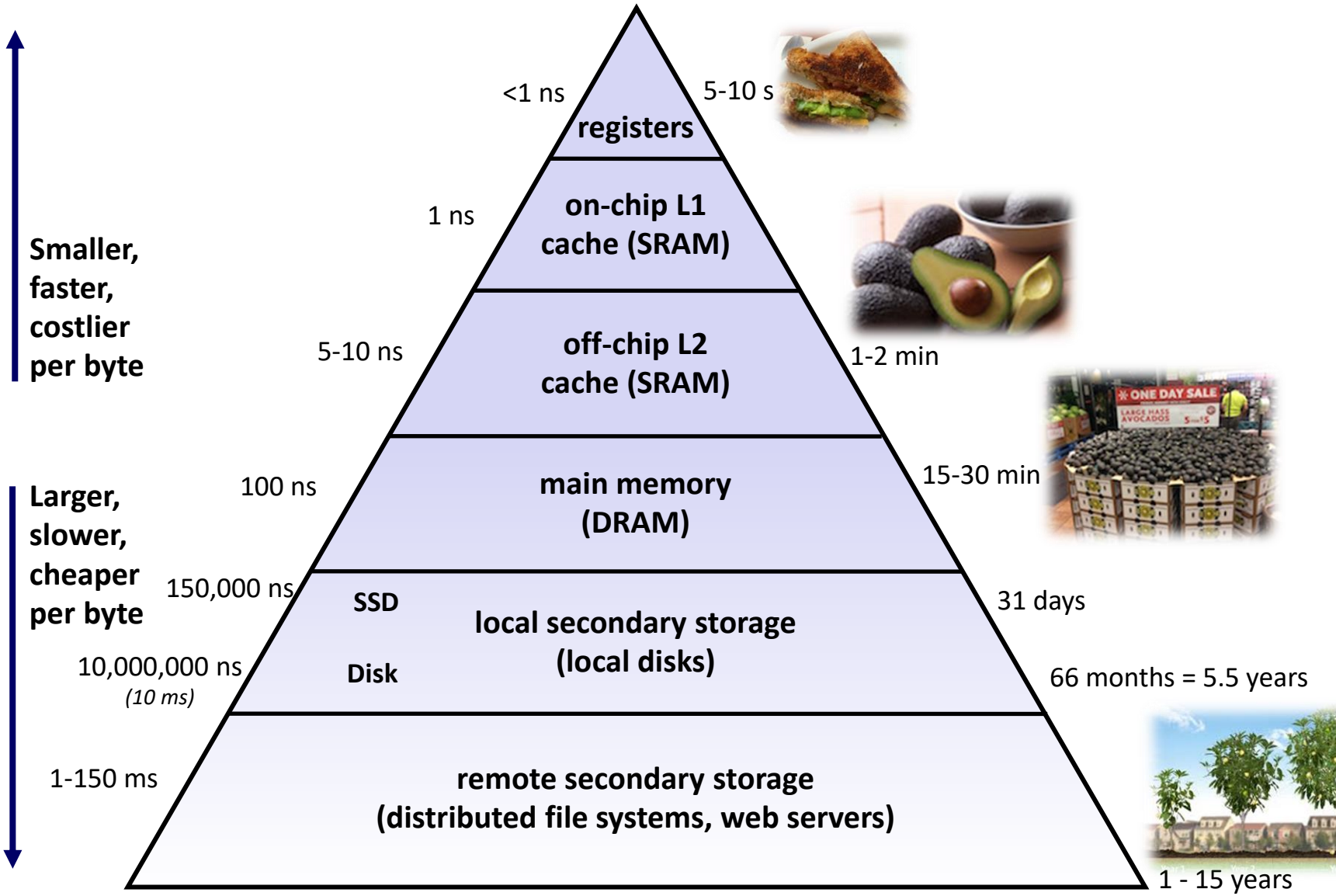
Administrivia

- No class on Monday! (2/15)
- Mid-quarter Survey due Friday (2/19)
- hw15 due Wednesday (2/17)
- hw16 due Monday (2/22)
  - Don't wait too long, this is a BIG hw
- Lab 3 due Monday (2/22)

Growth vs. Fixed Mindset

- Students can be thought of as having either a "growth" mindset or a "fixed" mindset (based on research by Prof. Carol Dweck)
  - "In a **fixed mindset** students believe their basic abilities, their intelligence, their talents, are just fixed traits. They have a certain amount and that's that, and then their goal becomes to look smart all the time and never look dumb."
  - "In a **growth mindset** students understand that their talents and abilities can be developed through effort, good teaching and persistence. They don't necessarily think everyone's the same or anyone can be Einstein, but they believe everyone can get smarter if they work at it."

An Example Memory Hierarchy

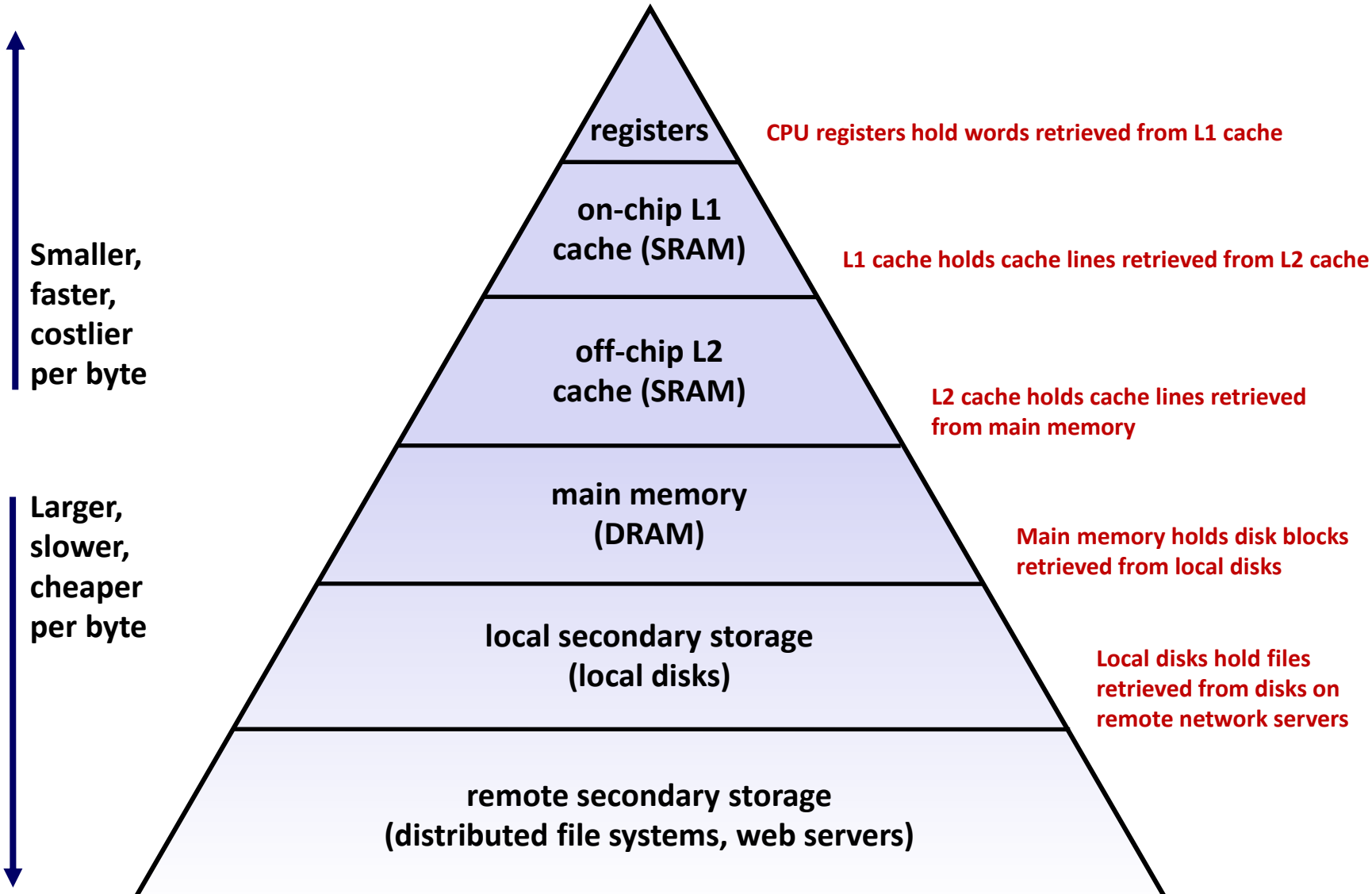


Memory Hierarchies

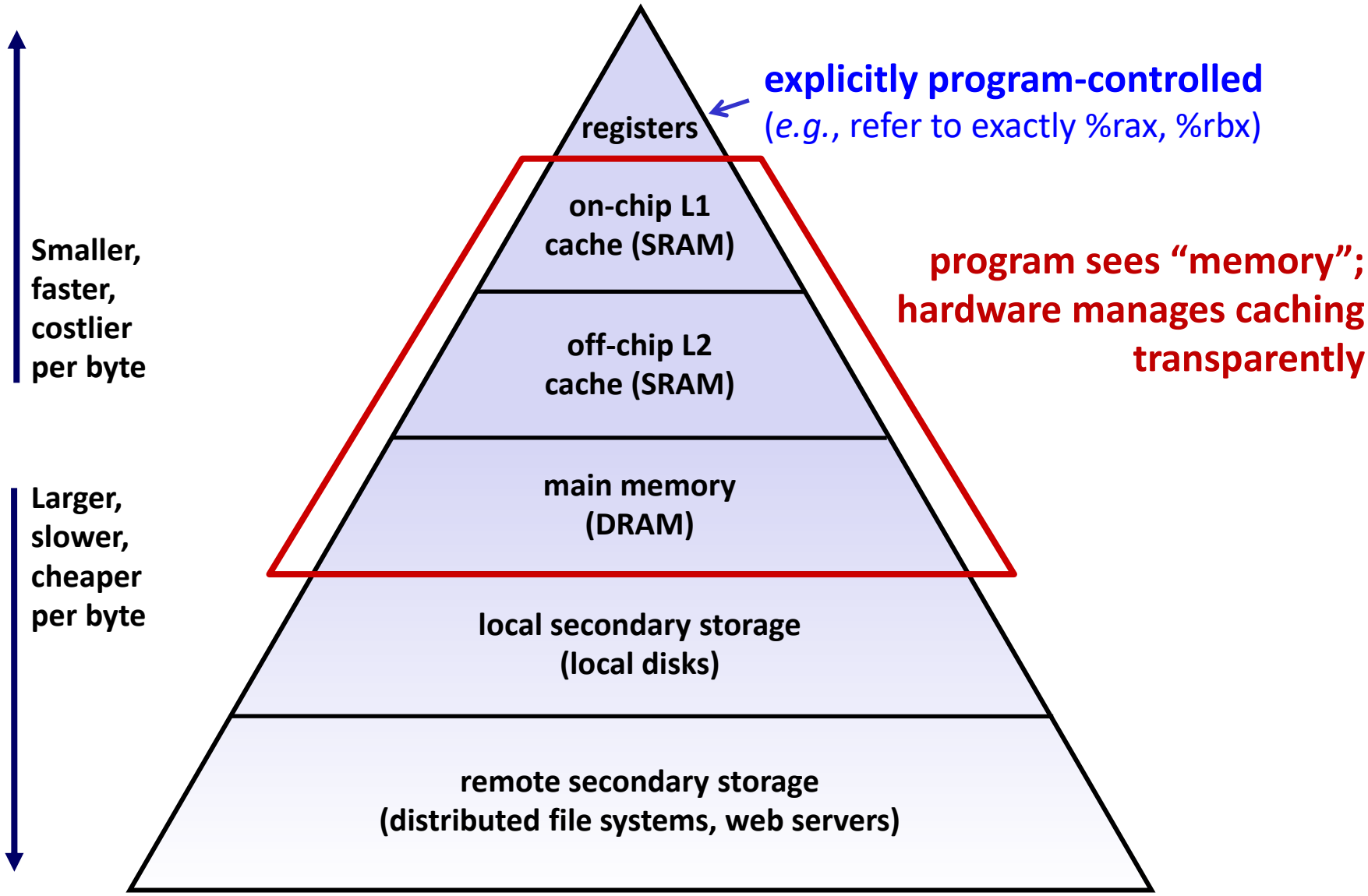
- Some fundamental and enduring properties of hardware and software systems:
  - Faster storage technologies almost always cost more per byte and have lower capacity
  - The gaps between memory technology speeds are widening
    - True for: registers ↔ cache, cache ↔ DRAM, DRAM ↔ disk, etc.
  - Well-written 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 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

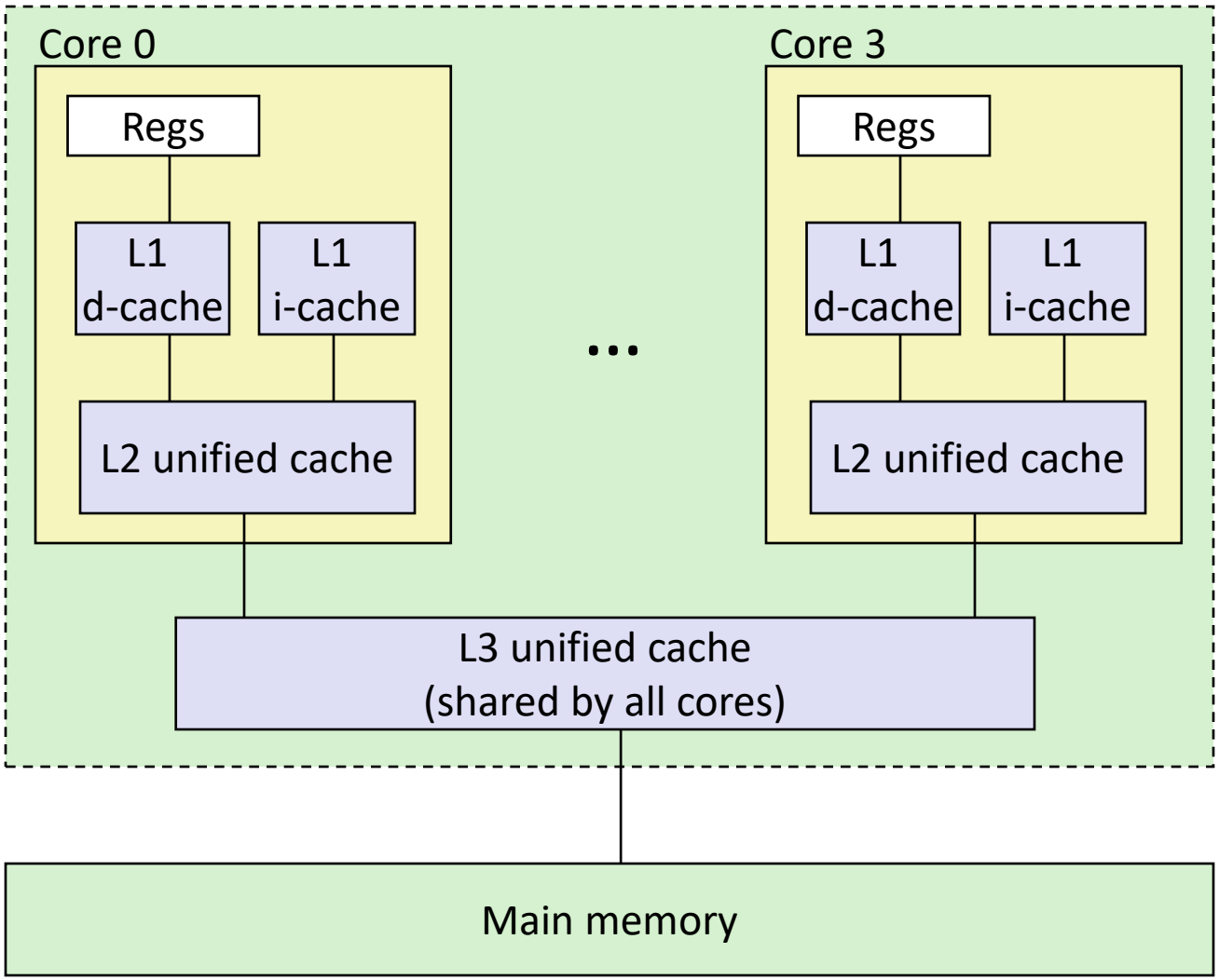
An Example Memory Hierarchy



An Example Memory Hierarchy



Intel Core i7 Cache Hierarchy



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

Making memory accesses fast!

- Cache basics
- Principle of locality
- Memory hierarchies
- **Cache organization**
  - **Direct-mapped (*sets*; index + tag)**
  - Associativity (ways)
  - Replacement policy
  - Handling writes
- Program optimizations that consider caches

Reading Review

- Terminology:
  - Memory hierarchy
  - Cache parameters: block size (K), cache size (C)
  - Addresses: block offset field (k bits wide)
  - Cache organization: direct-mapped cache, index field

- Questions from the Reading?

Review Questions

- We have a direct-mapped cache with the following parameters:
  - Block size of 8 bytes
  - Cache size of 4 KiB

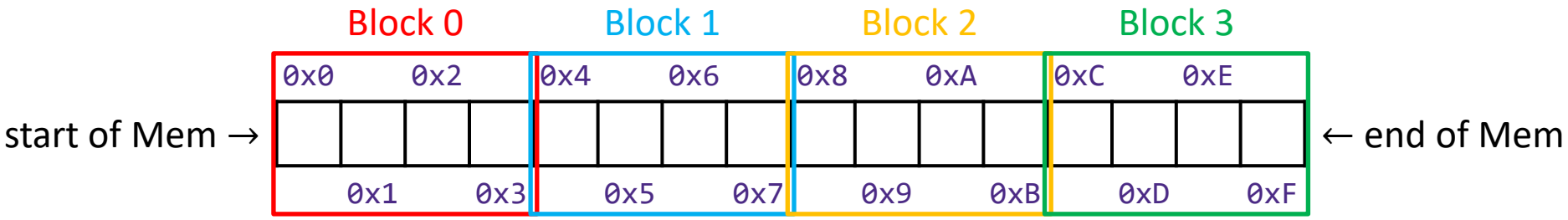
- How many blocks can the cache hold?
- How many bits wide is the block offset field?
- Which of the following addresses would fall under block number 3?

A. 0x3 **B. 0x1F** **C. 0x30** **D. 0x38**

Cache Organization (1)

Note: The textbook uses "B" for block size

- Block Size (K): unit of transfer between \$ and Mem
  - Given in bytes and always a power of 2 (*e.g.*, 64 B)
  - Blocks consist of adjacent bytes (differ in address by 1)
    - Spatial locality!
  - Small example ($K = 4$ B):



Cache Organization (1)

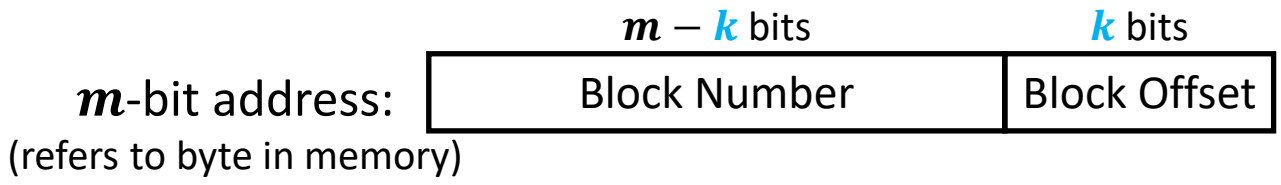
Note: The textbook uses "B" for block size

- Block Size (K): unit of transfer between $ and Mem
  - Given in bytes and always a power of 2 (*e.g.*, 64 B)
  - Blocks consist of adjacent bytes (differ in address by 1)
    - Spatial locality!

Cache Organization (1)

Note: The textbook uses "b" for offset bits

- Block Size (K): unit of transfer between $ and Mem
  - Given in bytes and always a power of 2 (*e.g.*, 64 B)
  - Blocks consist of adjacent bytes (differ in address by 1)
    - Spatial locality!
- Offset field
  - Low-order $\log_2(K) = \boldsymbol{k}$ bits of address tell you which byte within a block
    - (address) mod 2^n = n lowest bits of address
  - (address) modulo (# of bytes in a block)



Cache Organization (1)

Note: The textbook uses "b" for offset bits

- Block Size (K): unit of transfer between $ and Mem
  - Given in bytes and always a power of 2 (*e.g.*, 64 B)
  - Blocks consist of adjacent bytes (differ in address by 1)
    - Spatial locality!
- Example:
  - If we have 6-bit addresses and block size K = 4 B, which block and byte does `0x15` refer to?

Cache Organization (2)

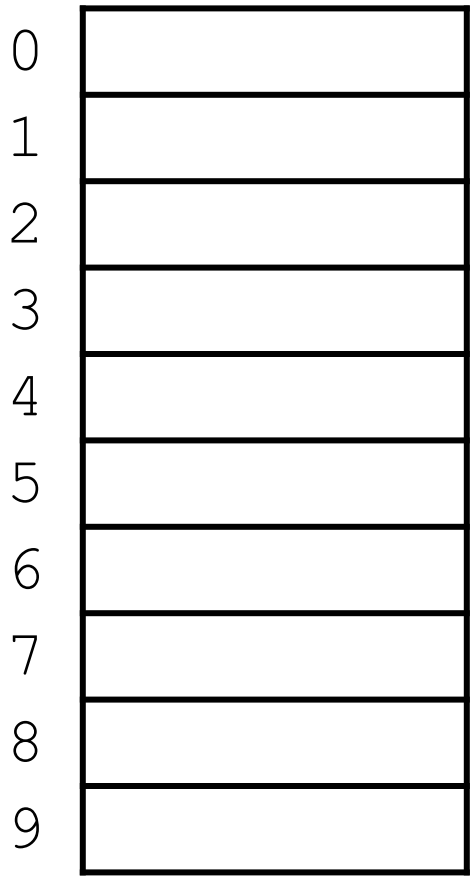
- Cache Size (C): amount of *data* the $ can store
  - Cache can only hold so much data (subset of next level)
  - Given in bytes (C) or number of blocks (C/K)
  - Example: C = 32 KiB = 512 blocks if using 64-B blocks
- Where should data go in the cache?
  - We need a mapping from memory addresses to specific locations in the cache to make checking the cache for an address **fast**
- What is a data structure that provides fast lookup?
  - Hash table!

Review: Hash Tables for Fast Lookup

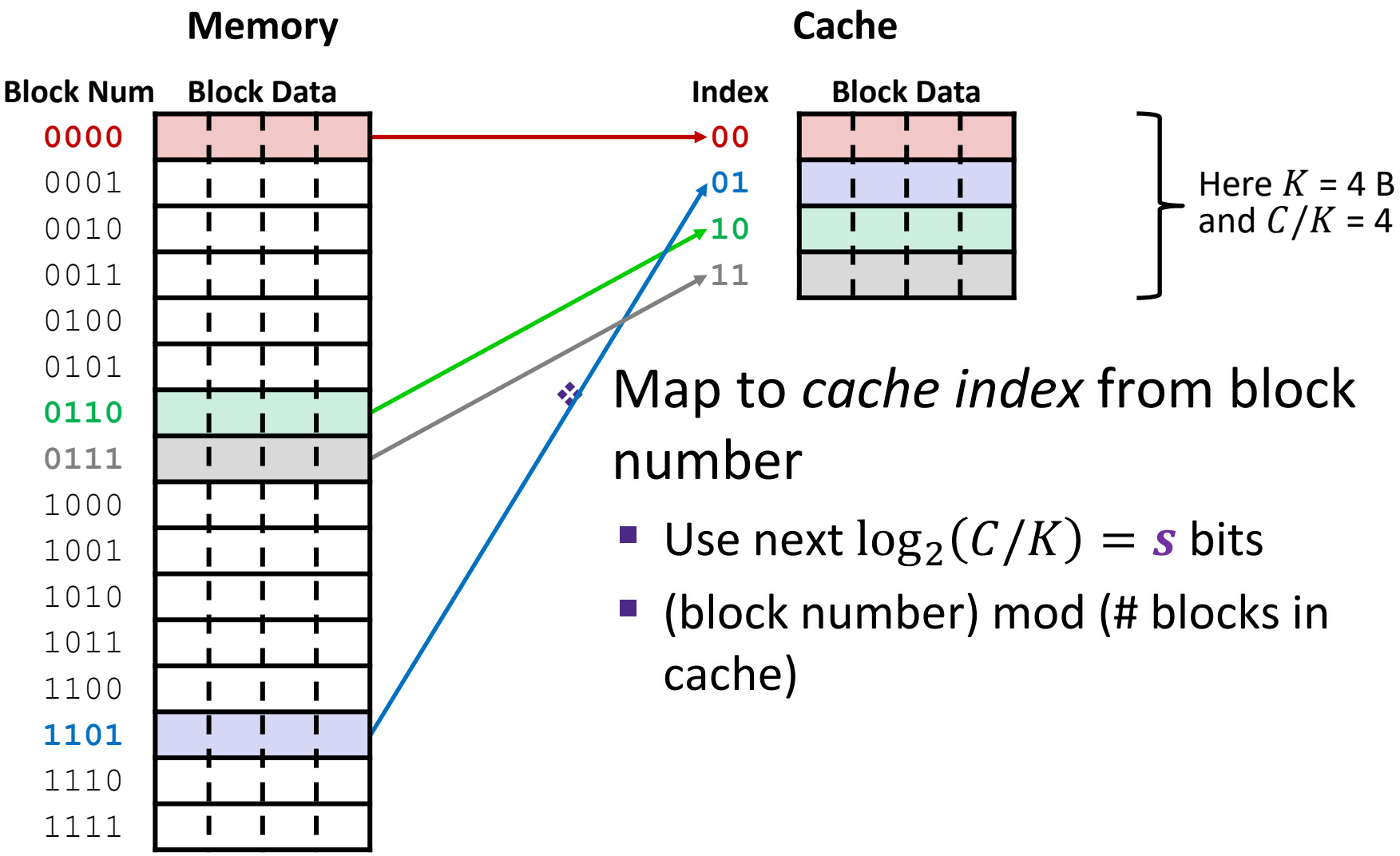
Insert:

5
27
34
102
119

Apply hash function to map data to "buckets"



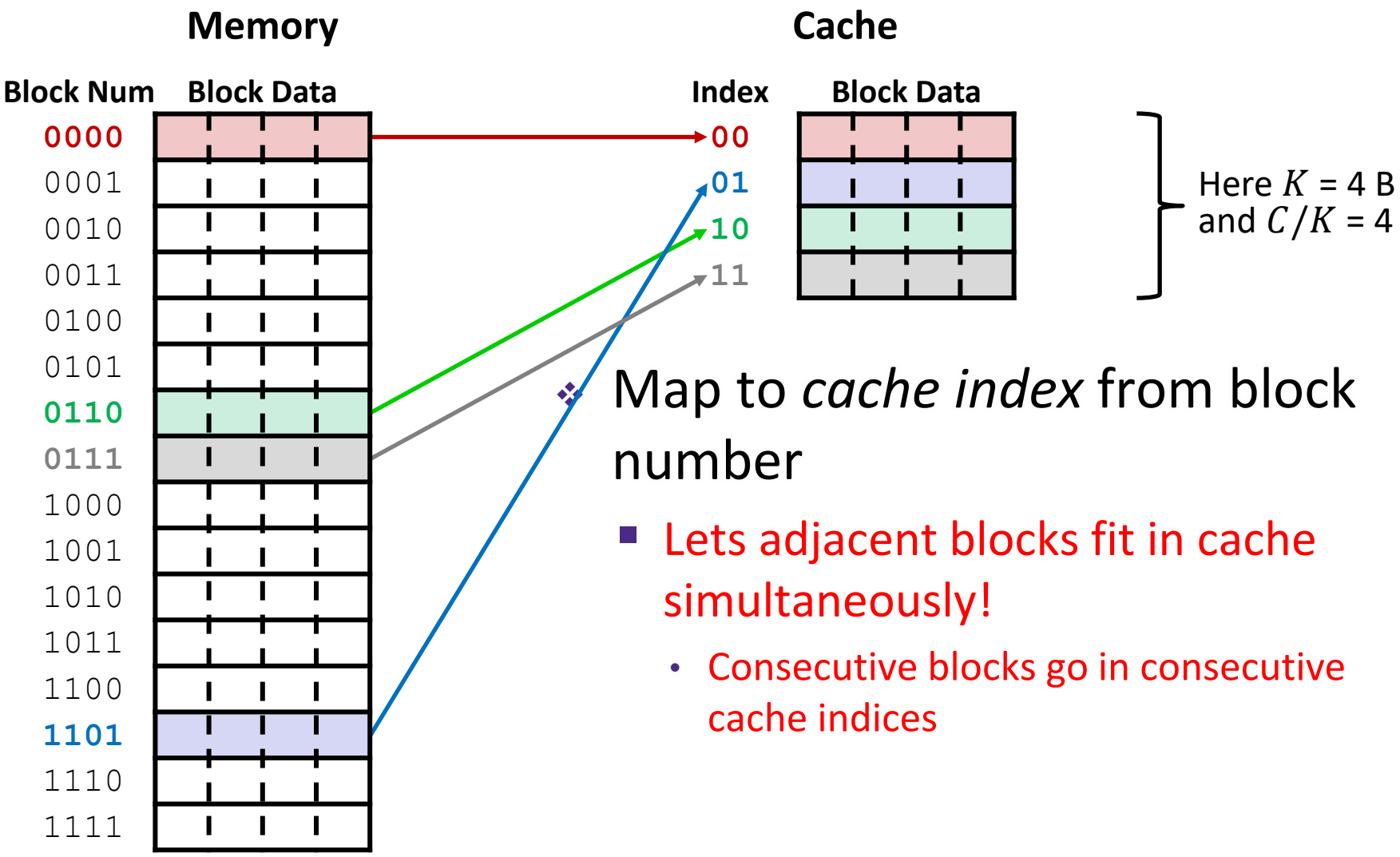
Place Data in Cache by Hashing Address



Map to *cache index* from block number

- Use next $\log_2(C/K) = \boldsymbol{s}$ bits
- (block number) mod (# blocks in cache)

Place Data in Cache by Hashing Address



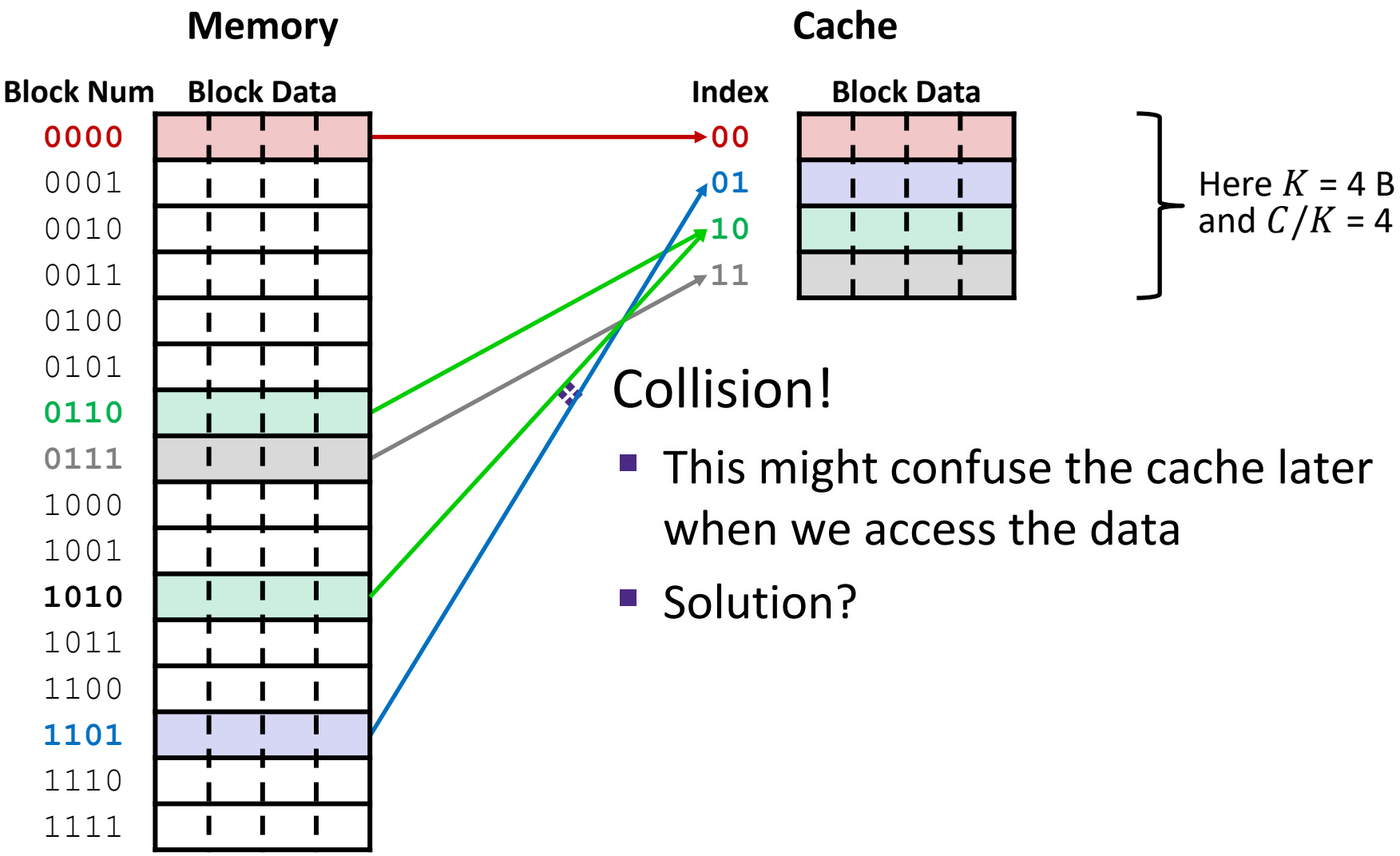
Map to *cache index* from block number

- Lets adjacent blocks fit in cache simultaneously!
  - Consecutive blocks go in consecutive cache indices

Polling Question

- 6-bit addresses, block size K = 4 B, and our cache holds S = 4 blocks.
- A request for address **0x2A** results in a cache miss. Which index does this block get loaded into and which 3 other addresses are loaded along with it?
  - Vote on Ed Lessons

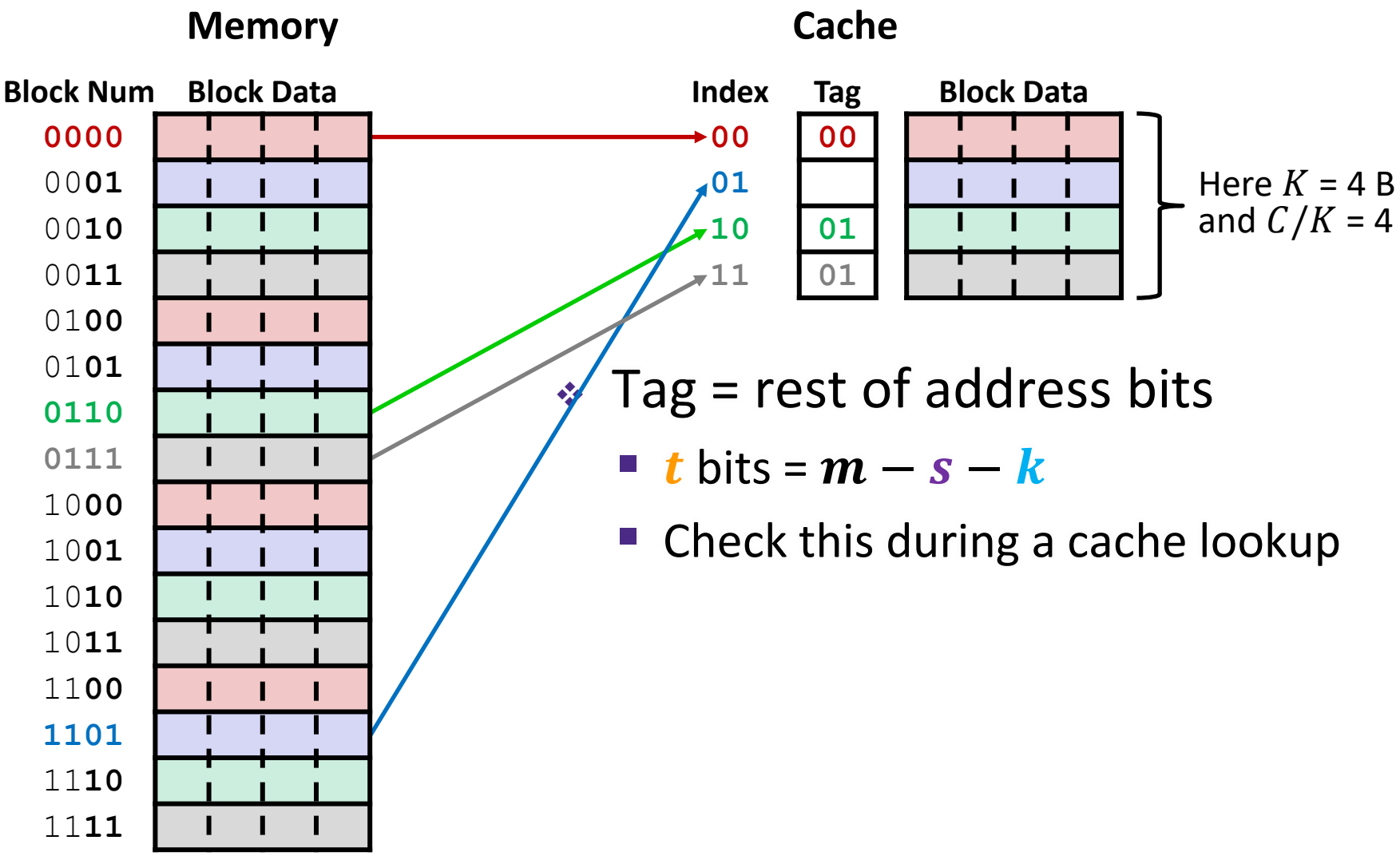
Place Data in Cache by Hashing Address



Collision!

- This might confuse the cache later when we access the data
- Solution?

Tags Differentiate Blocks in Same Index



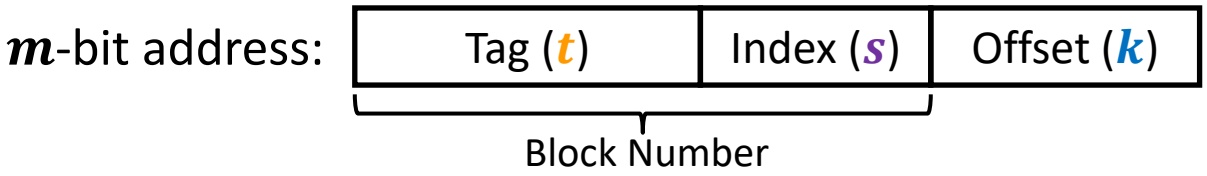
Tag = rest of address bits

- t bits = $m - s - k$
- Check this during a cache lookup

Checking for a Requested Address

- CPU sends address request for chunk of data
  - Address and requested data are not the same thing!
    - Analogy: your friend ≠ their phone number

- TIO address breakdown:



  - **Index** field tells you where to look in cache
  - **Tag** field lets you check that data is the block you want
  - **Offset** field selects specified start byte within block

  - **Note:** t and s sizes will change based on hash function

Cache Puzzle

- Based on the following behavior, which of the following block sizes is NOT possible for our cache?
  - Cache starts *empty*, also known as a *cold cache*
  - Access (addr: hit/miss) stream:
    - (14: miss), (15: hit), (16: miss)

A. 4 bytes

B. 8 bytes

C. 16 bytes

D. 32 bytes

E. We're lost…