Question 6: *Cache in While You Can* (17 points, 26 Minutes)

Consider a single 4KiB cache with 512B blocks and a write-back policy. Assume a 32-bit address space.

a) If the cache were direct-mapped, **(1 pt each)**

of ~~rows~~ sets? ____**8**_____ # of offset bits? ____**9**_____

$2^{12}/2^{9} = 8$. $\log_2(512) = 9$.

b) If the cache were 4-way set associative,

# of tag bits? ____**22**____ **(1 pt)** # of index bits? ____**1**_____ **(1 pt)** # of bits per cache ~~slot~~ line? ___**4120**____ **(2 pts)**

$8/4 = 2$, $\log_2(2) = 1$. $32 – 1 – 9 = 22$. $512*8 + 22 + 2 = 4120$. If tag wrong, 512*8 + wrong_tag + 2 accepted (if obvious algebraic mistake, **–1 pt**). 512*8 is data (blocks), 22 is tag, 2 is Valid + Dirty bits.

Consider an array of the following `location` structs:

```
typedef struct {
      ... // some undefined number of other struct members
      int visited;
      int danger;
} location;
location locs[NUM_LOCS];
```

Here's a piece of code that counts the number of places we've visited. Assume this gets executed somewhere in the middle of our program, that `count` is held in a register, and the size of the array is greater than 4 KiB.

```
for(int i = 0; i < NUM_LOCS; i++)
      if(locs[i].visited) count++;
```

c) What's the fewest possible number of bytes written to main memory? **(1 pt)** _____**0 B**_____

d) What's the greatest possible number of bytes written to main memory? **(1 pt)** ____**4 KiB**____

We're reading, not writing. What will be written back are dirty blocks already in the cache.

Now consider if we store the `visited` and `danger` information in individual arrays instead:

```
int visited[NUM_LOCS];
int danger[NUM_LOCS];
```

–0.5 pt if missing the word "locality."

e) This way, the cache can exploit better ___**spatial locality**___ for the above task. **(1 pt)**

We can expect a ______**lower**______ (higher or lower) miss rate **(1 pt)**

because of the change in the number of _____**compulsory**____(type of cache miss) misses. **(1 pt)**

(also accepted: **read**)

Consider the following code with `NUM_LOCS > 2^10`.

```
for(int i = 0; i < NUM_LOCS; i++)
      if(visited[i] && danger[i] > 5) count++;
```

Two memory accesses are made per iteration: one into `visited`, the other into `danger`. Assume that the cache has no valid blocks initially. **You are told that in the worst case, the cache has a miss rate of 100%.** Consider each of the following possible changes to the cache individually.

f) Mark each as **E**, if it eliminates the chances of this worst-case scenario miss rate, **R** if it reduces the chances, or **N** if it's not helpful. **(2 pts each)**

- More sets, same block size, same associativity __**R**__
- Double associativity, half block size, same total cache size __**E**__
- Everything stays the same but use a write-through policy instead __**N**__

Given that the worst case miss rate is 100% for blocks that hold more than 1 piece of array data, our cache *must* be direct-mapped. In addition, the worst case happens when the `visited` and `danger` arrays start in blocks that map to the same row AND have the same offset.

- With more sets/rows, we are increasing the size of the cache. If the cache size changes such that addresses of `visited[i]` and `danger[i]` no longer map to the same row, then we no longer have the worst case scenario. This is not guaranteed to happen, so the chances are reduced.
- Increasing associativity completely removes the ping-pong effect.
- A write-through policy does not change the behavior of the cache at all.

Question 3: Caches

a) Block size ~~B~~ K is 16 bytes, so $\log_2(16) = 4 =$ `O`. The 32 KiB cache (`C`) holds $2^{15}/2^{4} = 2^{11}$ blocks, so $\log_2(2^{11}) = 11 =$ `I`. Then we are given 32 address bits, so `T` = `A` - `I` - `O` = 32-11-4 = 17.

17:11:4 (1 pt)

b) Bits per ~~row~~ line for a direct-mapped cache is `V` + `D` + `T` + 8*~~B~~ K = 1+0+17+8*16 = 146 bits/~~row~~ line (1 pt)

In this case, D = 0 since we are using a write-through policy

c) Every access inside Loop 1 is a miss, since `OFFSET*sizeof(int)` is equal to the size of the cache.

Therefore, Hit rate for loop 1: 0% (1 pt)

Types of misses: Compulsory (0.5 pt)

Conflict (0.5 pt)

d) Notice that in the innermost loop, we call `rand` 4 times, but with the same arguments (a range of width 4). Since our array is aligned with a block boundary, every single iteration of the outer loop follows this pattern (where a, b, c, d are the 4 iterations of the inner loop that happen once every iteration of the outer loop):

a. Miss (loads the block into memory)
b. Hit
c. Hit
d. Hit

Thus, we have a hit rate of 75% (1 pt)

Types of Misses: conflict (1 pt)

(-0.5 pts if extra/incorrect Cs were given)

e) Modifying our cache to be 2-way set associative creates two “~~slots~~ lines” in the cache for each ~~index~~ set. This solves all of the conflicts we had in `Loop 1`, and thus both sets of 32 ints are located in the cache after the completion of Loop 1. This leads to a hit rate of 100% for loop 2. (3 pts)

f) Removing the line labeled ACCESS #2 is another way of removing all conflicts from our code. All values from A that are accessed in Loop 1 remain in the cache after Loop 1 completes, leading to a hit rate of 100% for loop 2. (3 pts)

g) We assume that the functionality of this program is to store 64 ints and then randomly print 4 per block from the first set of 32 ints. Thus, we may ignore all of the “junk” that is located between indices [32, 8191] in A. Since we don’t care about these values, we can reduce `OFFSET` to 32. This entirely eliminates the “junk” in between the values we care about. All of the counts are now stored in [0, 31] and all of the (count + count)s are stored in [32, 63]. Now the size of our array is far less than that of the cache, and thus the entire array will fit into the cache at once. Therefore, shrinking `OFFSET` ***to*** 32 will increase our Loop 2 hit rate to 100%, which is the maximum possible value. Since the wording could be interpreted in two different ways, points were also given for “shrinking `OFFSET` ***by*** 32,” which achieves the same goal.

(3 pts)

M2) Cache Money, y'all (10 pts)

The key to this problem was analyzing the memory access pattern of `SwapLeft`. For every index `i`, `SwapLeft` performed (in order) a read from `A`, read from `B`, write to `A`, then write to `B`. So that's 4 memory accesses per byte (since data is type `uint8_t`) in strictly alternating fashion.

a) Best-case scenario for a direct-mapped cache is no conflict misses (i.e. `A[i]` and `B[i]` map to different rows). Since we access bytes in memory sequentially (`i++`), for every cache block for `A` or `B`, we get an initial miss then hit on the block boundary, followed by 2 hits for the rest of the bytes in the block (`a-1` bytes if block size is `a`). So in total this leaves us with a best ratio of `2*(a-1)+1:1` = `H:1`. Solving, we get `2a-1=H`, so `a=(H+1)/2`. (2 pts)

   1 pt if answered `H+1`.

b) Worst-case scenario is that `A` and `B` live at addresses that conflict (i.e. `A[i]` and `B[i]` *always* map to the same cache row). Because we alternate accesses between the arrays, we always conflict in the cache and we never get a hit, so the worst ratio is 0:<any non-zero number>. (1 pt)

c) For swapping, we *must* read and write from both A and B. To improve the worst case cache performance, we need to guarantee that we access one of the arrays consecutively. The two solutions are: read A, read B, write B, then write A and read B, read A, write A, then write B. Both of these involved using both temporary variables given to you (`tmpA`, `tmpB`). (1 pt)

d) Same worst case scenario as part (b) with conflicting addresses of `A[i]` and `B[i]`. But our new access pattern for `SwapRight` generates MMHM on the cache block boundary, followed by HMHM for the remaining `a-1` bytes of the block. Notice the compulsory miss on the first byte that actually becomes a hit in the remaining bytes because of the last write from the previous byte. This means our ratio for a full cache block is `1+2*(a-1):3+2(a-1)`, which simplified to `2a-1:2a+1`. (2 pts)

e) Moving to 2-way set associative, `SwapLeft` only accesses two arrays, so even if `A[i]` and `B[i]` map to the same set, they can both co-exist in the cache. With LRU, the read from `B` cannot kick out the block of `A`, regardless of whether the cache is empty or full, so we end up with the same cache performance as part (a), where we had `2*(a-1)+1:1` = `2a-1:1`. (2 pts)

   1 pt if answered `a-1:1`

   1 pt if answered `2a:1`

   MRU works essentially the same as direct-mapped once the cache is full (the LRU block in each set will remain there until the cache gets flushed). This leads us back to our worst-case scenario from part (b), which is 0:<any non-zero number>. (2 pts)

d) 3 points. Ash Ketchum has six slots in his party, each of which can hold a single Pokémon. Additionally, Ash has access to a PC (personal computer) which holds the rest of the Pokémon he owns. Essentially, his party acts as a "cache" for accesses to the PC (the "memory").

i. Each slot in Ash's party can hold any Pokémon. What kind of cache is this analogous to? (Circle one)

Set-associative   Write-back   [✓ **Fully Associative**]   Direct Mapped   Write-through

+1 point for circling the correct type.

ii. Ash's party exploits __**temporal**___ locality but not __**spatial**____ locality.
+0.5 points for correctly-filled "temporal locality" blank.
+0.5 points for correctly-filled "spatial locality" blank.

Explain in one sentence (the answer below is more than one sentence for clarity):

The party has "one-unit" slots and thus does not exhibit spatial locality; we don't pull any extra pokemon into the party when we make a request for a pokemon (effective block size of one). On the other hand, a fully associative cache will likely use some kind of LRU scheme, which takes advantage of temporal locality.

+0.5 points for identifying that fully-associative cache often holds recently-used elements.
+0.5 points for stating that the block size of one doesn't exploit spatial locality.

Question 4: Caches (11 pts)

We have a 64 KiB address space and two possible data caches. Both are 1 KiB, direct-mapped caches with random replacement and write-back policies. **Cache X** uses 64 B blocks and **Cache Y** uses 256 B blocks.

a) Calculate the TIO address breakdown for **Cache X**: [1.5 pts]

Tag	Index	Offset
6	4	6

b) During some part of a running program, **Cache Y**'s management bits are as shown below. Four options for the next two memory accesses are given (R = read, W = write). Circle the option that results in data from the cache being *written to memory*. [2 pts]

Line ~~**Slot**~~	**Valid**	**Dirty**	**Tag**
00	0	0	1000 01
01	1	1	0101 01
10	1	0	1110 00
11	0	0	0000 11

(1) R 0x4C00, W 0x5C00
(R then W into ~~slot~~ line 00)

(2) W 0x5500, W 0x7A00
(W into dirty slot 01 – tag matches, W into ~~slot~~ line 10)

(3) W 0x2300, R 0x0F00
(W into ~~slot~~ line 11, then kick dirty block out)

(4) R 0x3000, R 0x3000
(2 reads into non-dirty ~~slot~~ line 00)

c) The code snippet below loops through a character array. Give the value of LEAP that results in a Hit Rate of 15/16 for **Cache Y**. [4 pts]

```
#define ARRAY_SIZE 8192
char string[ARRAY_SIZE];              // &string = 0x8000
for(i = 0; i < ARRAY_SIZE; i += LEAP)
     string[i] |= 0x20;               // to lower
```

32

Access pattern is R then W for each address. To get a hit rate of 15/16, need to access exactly 8 addresses per block (compulsory miss on first R, then followed by all hits). Since block size for Cache Y is 256 B and char size is 1 B (256 array elements per block), we need our LEAP to be 256/8 = 32.

d) For the loop shown in part (c), let LEAP = 64. Circle ONE of the following changes that increases the hit rate of **Cache X**: [2 pts]

Increase Block Size	Increase Cache Size	Add a L2$	Increase LEAP
(hit rate ↑)	(no change to hit rate)	(miss penalty ↓)	(hit rate ↓)

e) For the following cache access parameters, calculate the AMAT. ~~All miss and hit rates are local to that cache level.~~ Please simplify and include units. [1.5 pts]

L1$ Hit Time	L1$ **Miss** Rate	~~L2$ Hit Time~~	~~L2$ **Hit** Rate~~	MEM Hit Time
2 ns	40%	~~20 ns~~	~~95%~~	400 ns

~~AMAT = 2 + 0.4 * (20 + 0.05*400)~~ AMAT = 2 + 0.4 * 400

~~18 ns~~ 162 ns

Question 8: Caches (10 pts)

We are using a 20-bit byte addressed machine. We have two options for caches: **Cache A** is fully associative and **Cache B** is 4-way set associative. Both caches have a capacity of 16 KiB and 16 B blocks.

a) Calculate the TIO address breakdown for **Cache A**: [1 pt]

Tag	Index	Offset
16	0	4

b) Below is the initial state of **one set** (four ~~slots~~ lines) in **Cache B**. Each slot holds 2 LRU bits, with `0b00` being the most recently used and `0b11` being the least recently used. Circle ONE option below for two memory accesses that result in the final LRU bits shown and ***only one block replacement***. [2 pt]

			Initial		**Final**
	~~Slot~~ Line	**Tag**	**LRU bits**		**LRU bits**
Index	0	0110 1010	00		10
1001 1110	1	0000 0001	10	→	00
	2	0101 0101	01		11
	3	1010 1100	11		01

(1) 0x019D0, 0xAD9D0

(2) 0xAC9E0, 0x129E0

(3) 0xAD9D0, 0x019D0

(4) 0x129E0, 0xAC9E0

c) For the code given below, calculate the hit rate for **Cache B** assuming that it starts cold. [3 pt]

```
#define ARRAY_SIZE 8192
int int_arr[ARRAY_SIZE];                    // &int_arr = 0x80000
for (int i = 0; i < ARRAY_SIZE / 2; i++) {
     int_arr[i] *= int_arr[i + ARRAY_SIZE / 2];
}
```

Access pattern is R `i`, R `i+ARRAY_SIZE/2`, W `i`. Array index jump is 4096*4 = 2^{14} B away, so maps into same set same set (`I+O=12<14`). N=4, so both blocks can fit in cache at once. Indices are not revisited and each block holds 16 B / 4 B = 4 indices, so first index is MMH, other 3 are HHH, so HR = 10/12 = 5/6.

5/6

d) For each of the proposed changes below, write **U** for "increase", **N** for "no change", or **D** for "decrease" to indicate the effect on the hit rate of **Cache B** for the loop shown in part (c): [2 pt]

Direct-mapped __D__

Increase cache size __N__

Double ARRAY_SIZE __N__

Random block replacement __D__

e) Calculate the AMAT for ~~a multi-level cache given~~ the following values. Don't forget units! [2 pt]

HT = Hit Time, MR = Miss Rate, ~~GMR = Global Miss Rate~~

L1$ HT	L1$ MR	~~L2$ HT~~	~~GMR~~	MEM HT
4 ns	20%	~~25 ns~~	~~5%~~	500 ns

~~$HT_1 + MR_1*HT_2 + GMR*HT_{MEM} = 4 + 5 + 25$~~ AMAT = 4 + 0.2*500

104 ns ~~34 ns~~