

Memory & Caches III

CSE 351 Winter 2022

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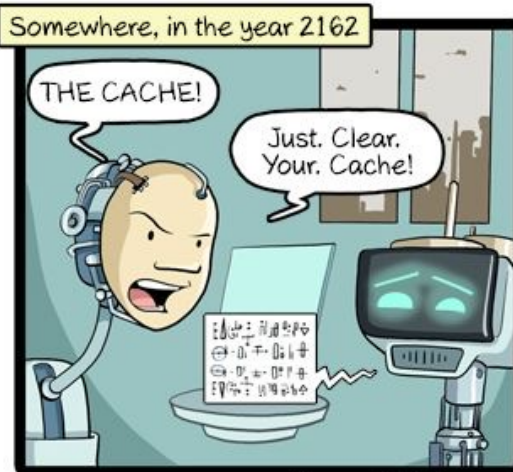
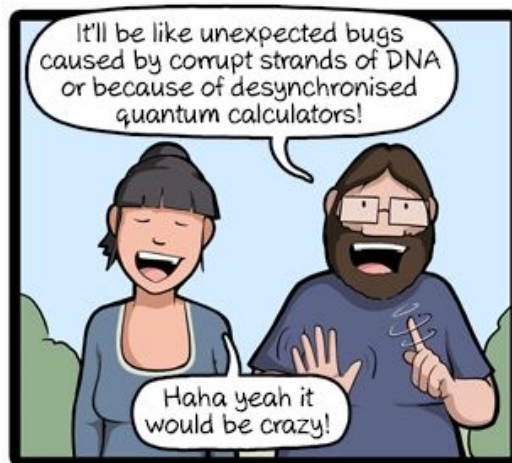
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Relevant Course Information

- ❖ Lab 3 due Wednesday
- ❖ Lab 4 released Wednesday, due 2/28
 - Can do Part 1 after today; will need Lecture 18 to do Part 2
- ❖ hw19 due Friday (2/18)
 - Covers the major cache mechanics – BIG homework
- ❖ hw20 due Wednesday (2/23)
 - Preparation for Lab 4
- ❖ Other Logistical Things
 - Sam is out of town Friday – Mara will lecture!
 - Presidents' Day next Monday – no class! (do something fun!)

Making memory accesses fast!

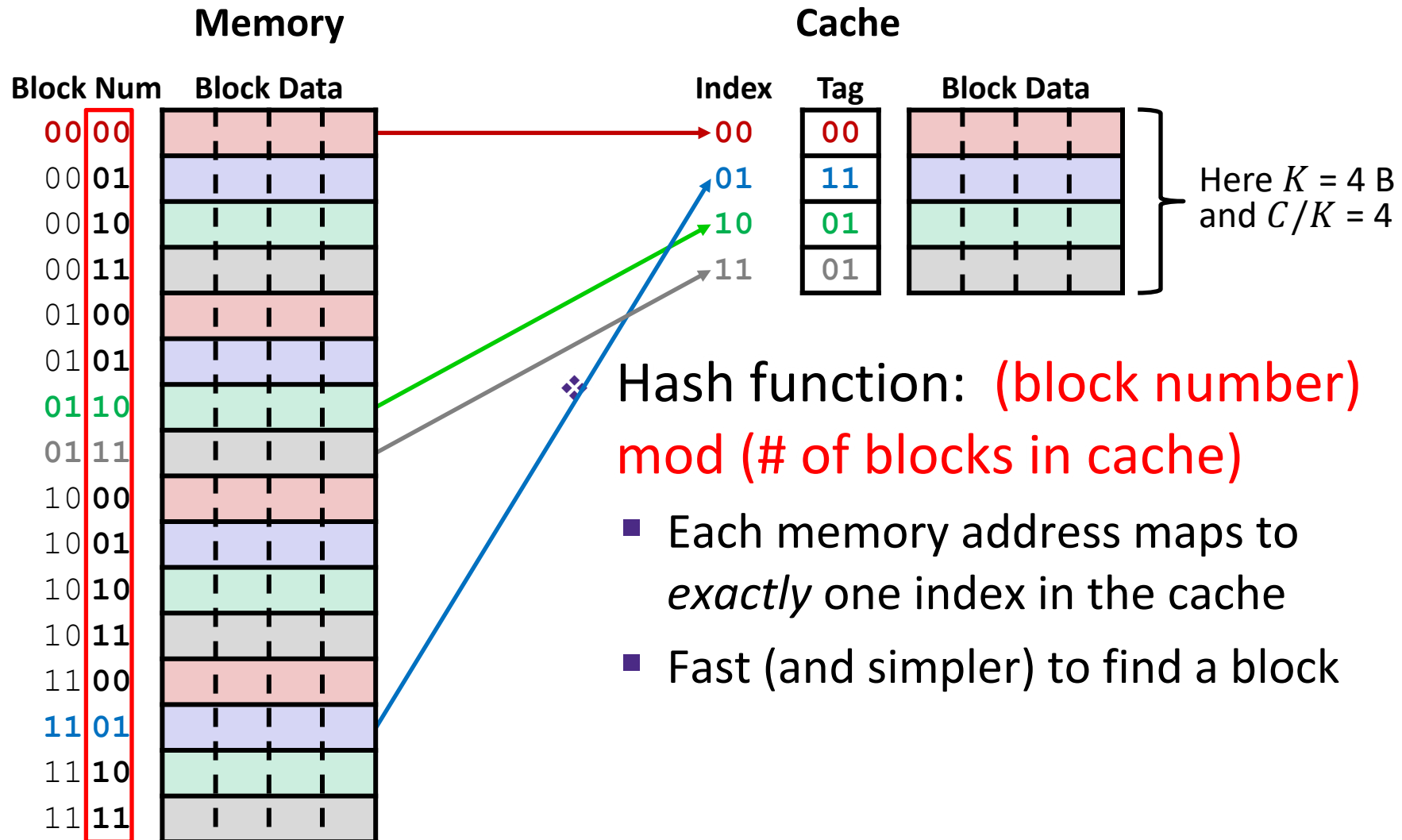
- ❖ Cache basics
- ❖ Principle of locality
- ❖ Memory hierarchies
- ❖ Cache organization
 - Direct-mapped (*sets*; index + tag)
 - **Associativity (*ways*)**
 - **Replacement policy**
 - Handling writes
- ❖ Program optimizations that consider caches

Reading Review

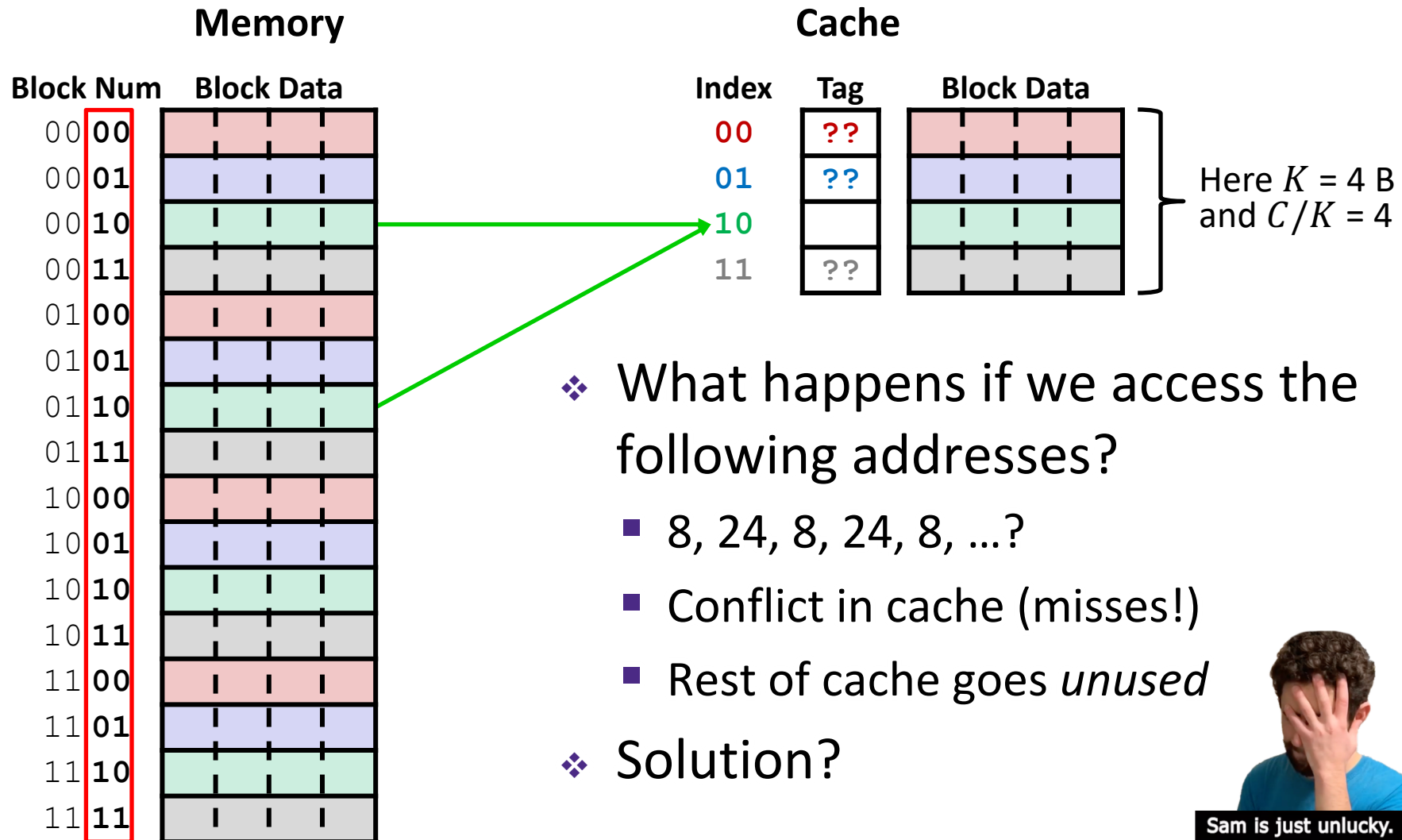
- ❖ Terminology:
 - Associativity: sets, fully-associative cache
 - Replacement policies: least recently used (LRU)
 - Cache line: cache block + management bits (valid, tag)
 - Cache misses: compulsory, conflict, capacity

- ❖ Questions from the Reading?

Review: Direct-Mapped Cache



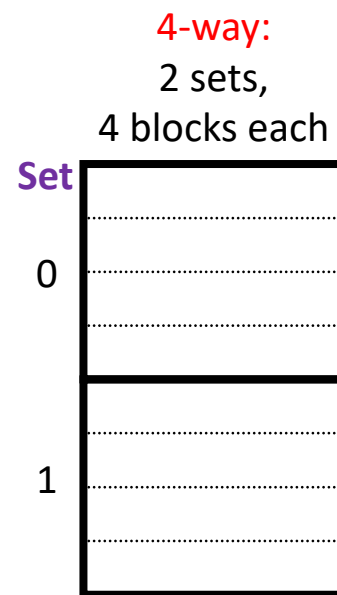
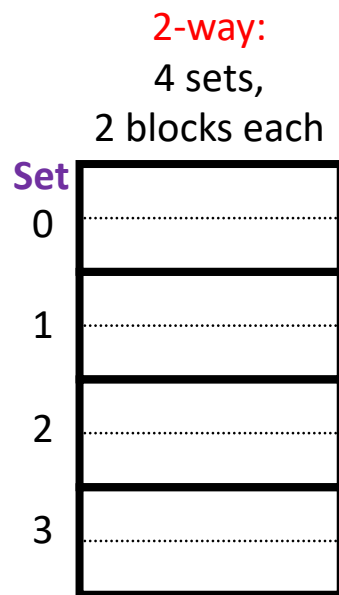
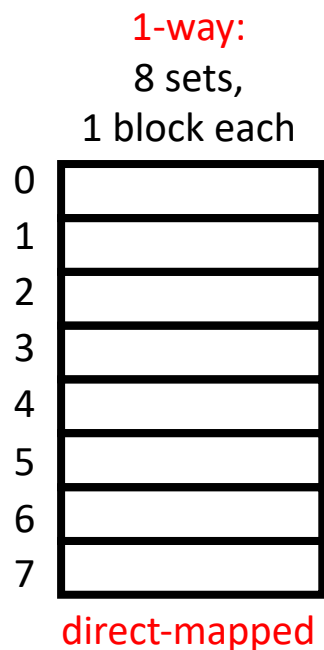
Direct-Mapped: A Problem!



Sam is just unlucky.

Associativity: A Solution!

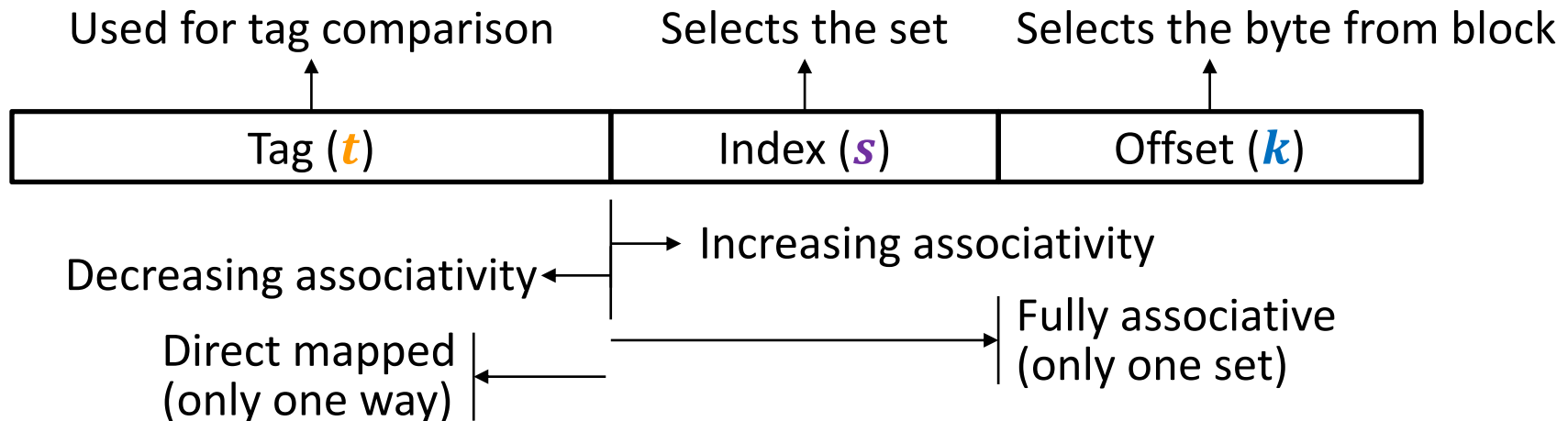
- ❖ What if we could store data in any place in the cache?
 - More complicated hardware = more power consumed, slower
- ❖ So we *combine* the two ideas:
 - Each address maps to exactly one **set**
 - Each set can store block in more than one **way**



Cache Organization (3)

Note: The textbook uses “b” for offset bits

- ❖ **Associativity (E)**: number of ways to store in each set
 - Such a cache is called an “ E -way set associative cache”
 - We now index into cache *sets*, of which there are $S = C/K/E$
 - Use lowest $\log_2(C/K/E) = s$ bits of block address
 - Direct-mapped: $E = 1$, so $s = \log_2(C/K)$ as we saw previously
 - Fully associative: $E = C/K$, so $s = 0$ bits



Example Placement

block size K :	16 B
Capacity C/K :	8 blocks
Address m :	16 bits

❖ Where would data from address 0×1833 be placed?

■ Binary: 0b 0001 1000 0011 0011

$t = m - s - k$ $s = \log_2(C/K/E)$ $k = \log_2(K)$

m -bit address:

Tag (t)	Index (s)	Offset (k)
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$s = ?$
Direct-mapped

Set	Tag	Data
0		
1		
2		
3		
4		
5		
6		
7		

$s = ?$
2-way set associative

Set	Tag	Data
0		
1		
2		
3		

$s = ?$
4-way set associative

Set	Tag	Data
0		
1		

Block Placement and Replacement

- ❖ Any empty block in the correct set may be used to store block
 - **Valid bit** for each cache block indicates if valid (1) or mystery (0) data
- ❖ If there are no empty blocks, which one should we replace?
 - No choice for direct-mapped caches (easy!)
 - Caches typically use something close to ***least recently used (LRU)*** (hardware usually implements “*not most recently used*”)

Direct-mapped

Set	V	Tag	Data
0			
1			
2			
3			
4			
5			
6			
7			

2-way set associative

Set	V	Tag	Data
0			
1			
2			
3			

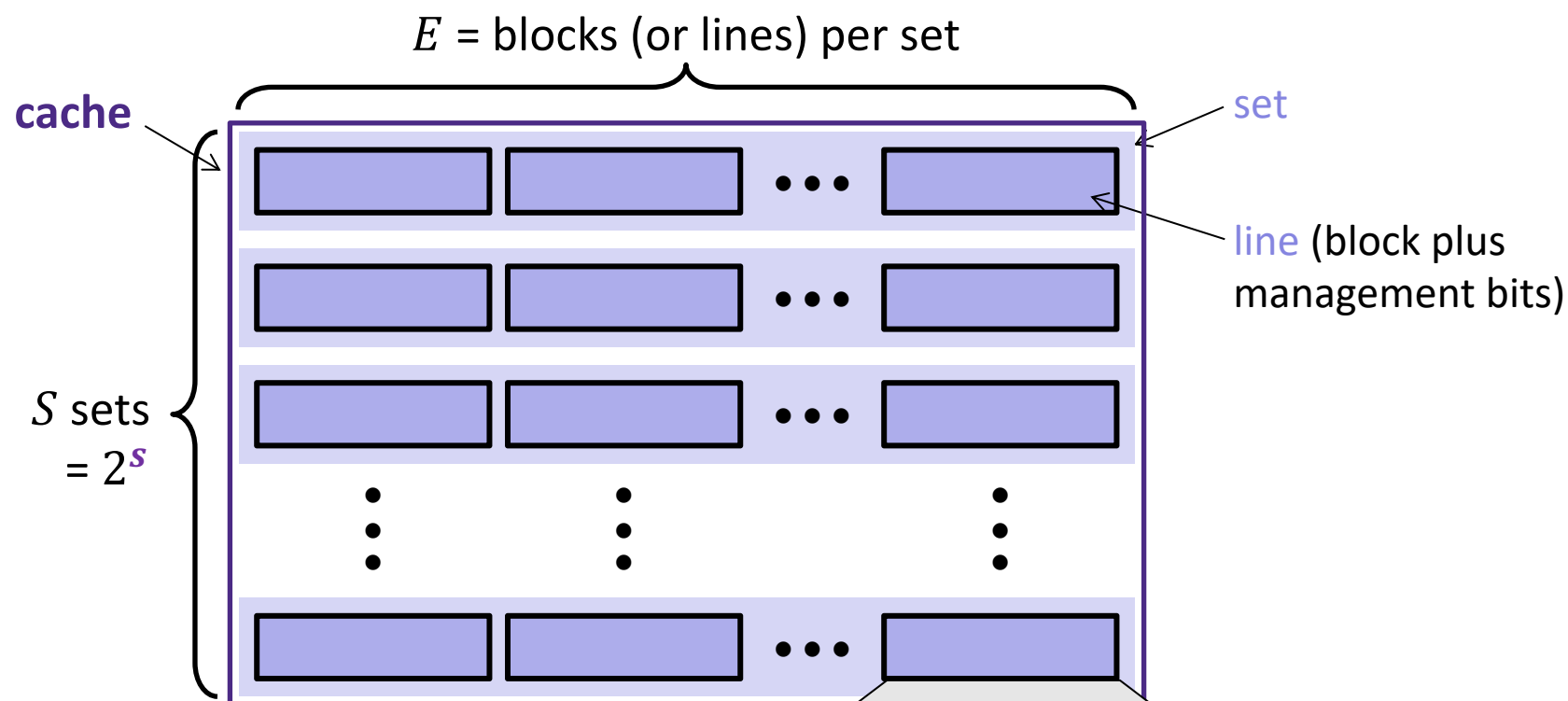
4-way set associative

Set	V	Tag	Data
0			
1			

Polling Questions

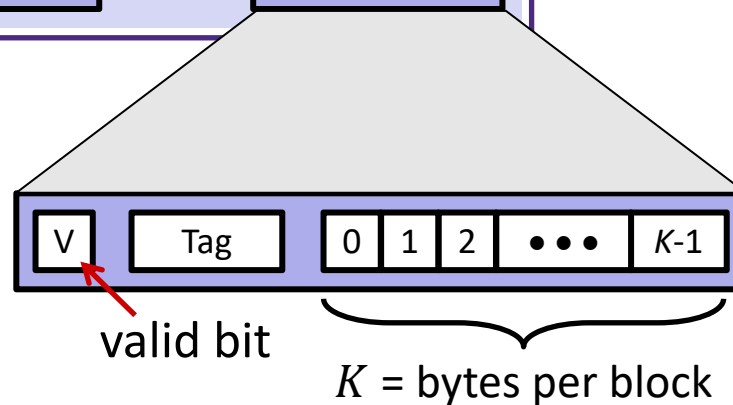
- ❖ We have a cache of size 2 KiB with block size of 128 B. If our cache has 2 sets, what is its associativity?
 - Vote at <https://PollEv.com/wolfson>
 - A. 2
 - B. 4
 - C. 8
 - D. 16
 - E. We're lost...
- ❖ If addresses are 16 bits wide, how wide is the Tag field?

General Cache Organization (S, E, K)



Cache size:

$C = K \times E \times S$ data bytes
(doesn't include V or Tag)



Notation Review

- ❖ We just introduced a lot of new variable names!
 - Please be mindful of block size notation when you look at past exam questions or are watching videos

Parameter	Variable	Formulas
Block size	K (B in book)	$M = 2^m \leftrightarrow m = \log_2 M$ $S = 2^s \leftrightarrow s = \log_2 S$ $K = 2^k \leftrightarrow k = \log_2 K$ $C = K \times E \times S$ $s = \log_2 (C / K / E)$ $m = t + s + k$
Cache size	C	
Associativity	E	
Number of Sets	S	
Address space	M	
Address width	m	
Tag field width	t	
Index field width	s	
Offset field width	k (b in book)	

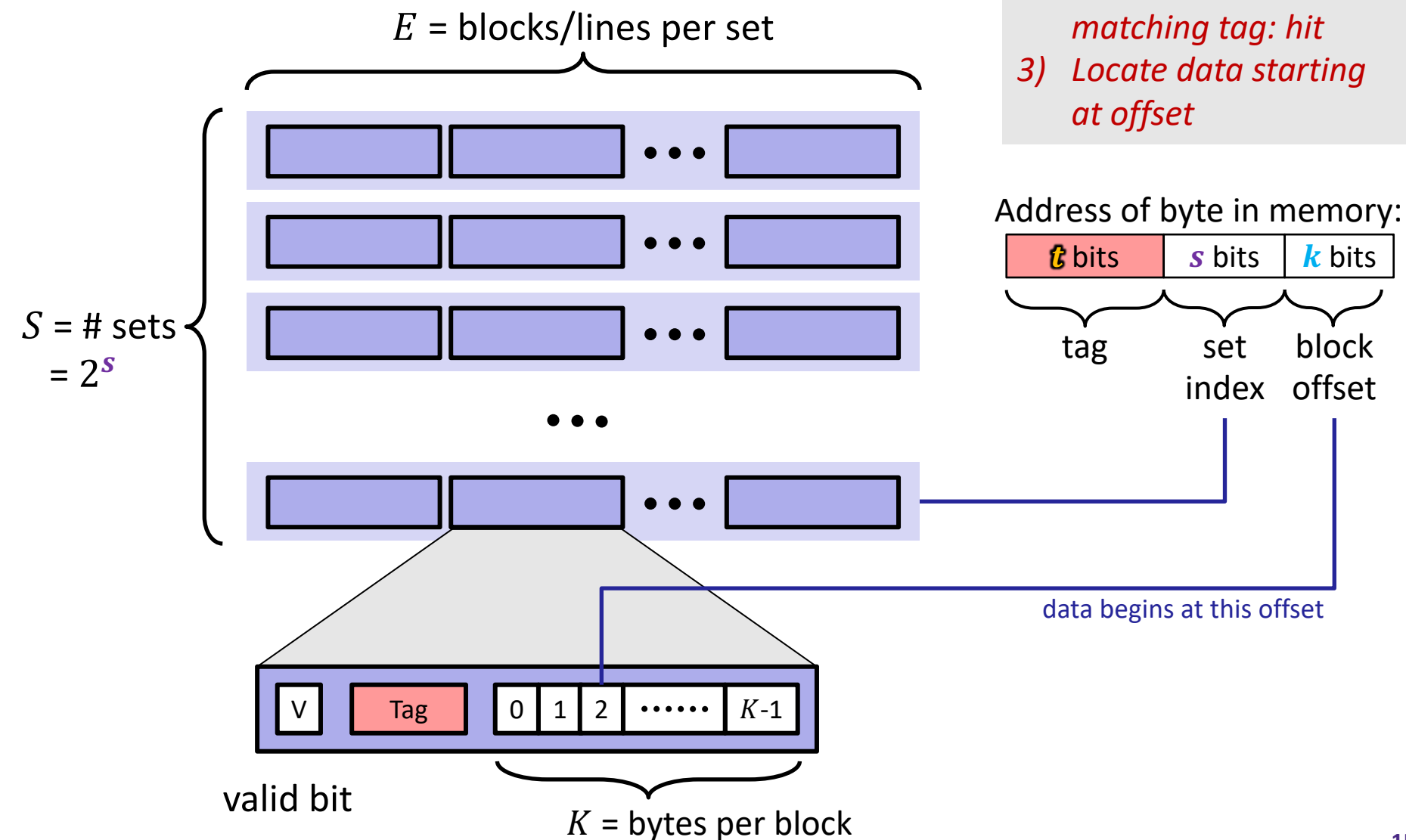
Example Cache Parameters Problem

- ❖ 1 KiB address space, 125 cycles to go to memory.
Fill in the following table:

Cache Size C	64 B
Block Size K	8 B
Associativity E	2-way
Hit Time	3 cycles
Miss Rate	20%
Tag Bits	
Index Bits	
Offset Bits	
AMAT	

Cache Read

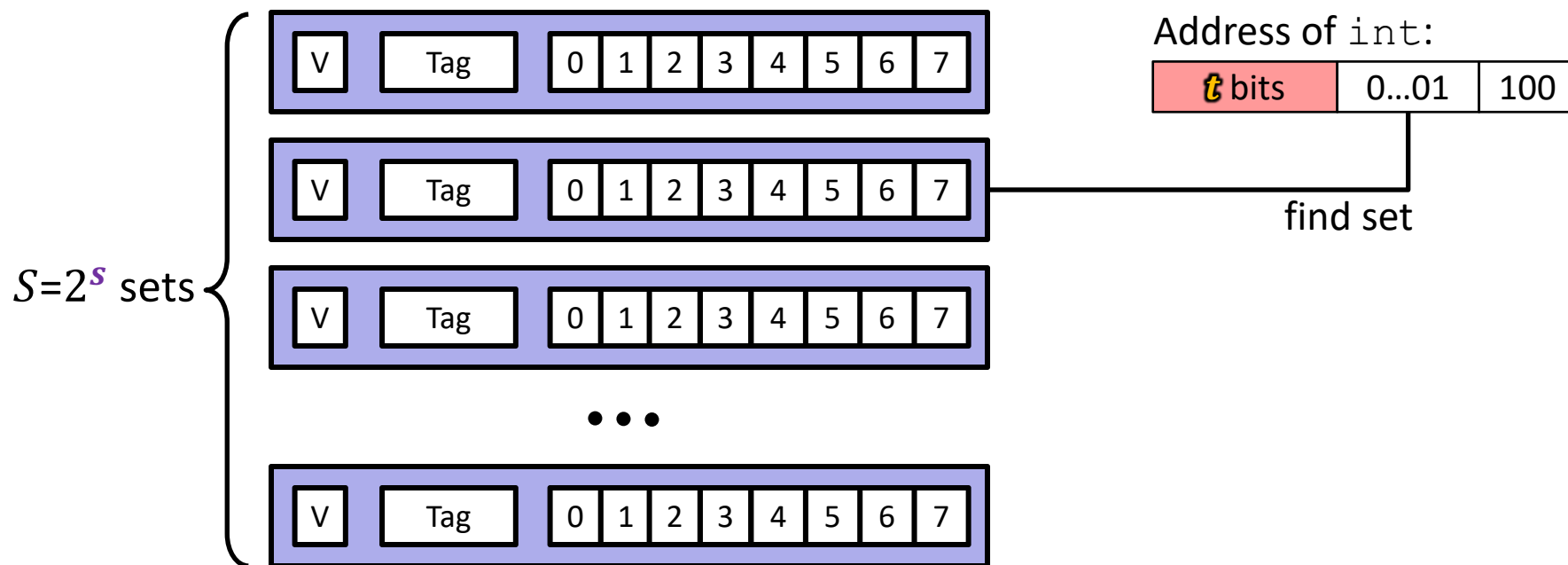
- 1) *Locate set*
- 2) *Check if any line in set is valid and has matching tag: hit*
- 3) *Locate data starting at offset*



Example: Direct-Mapped Cache ($E = 1$)

Direct-mapped: One line per set

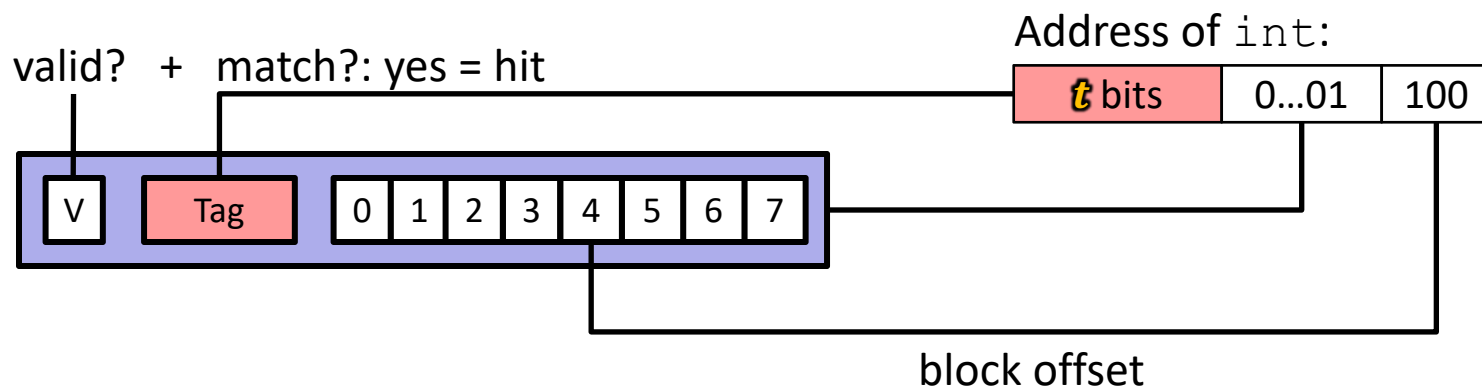
Block Size $K = 8$ B



Example: Direct-Mapped Cache ($E = 1$)

Direct-mapped: One line per set

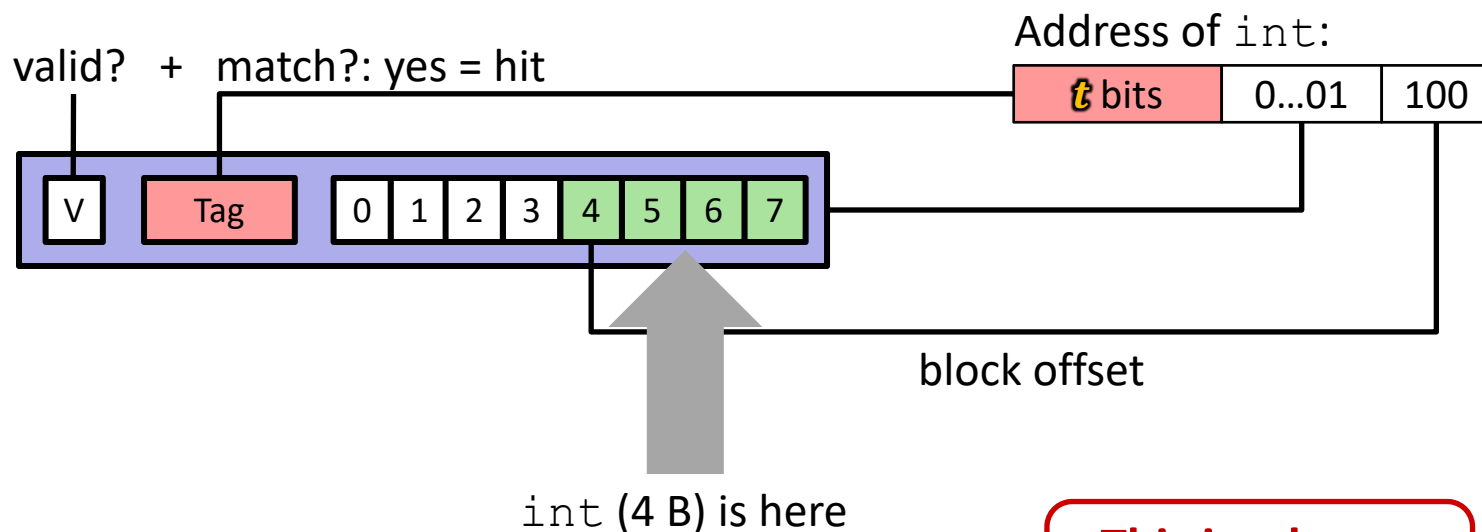
Block Size $K = 8$ B



Example: Direct-Mapped Cache ($E = 1$)

Direct-mapped: One line per set

Block Size $K = 8$ B



**This is why we
want alignment!**


No match? Then old line gets evicted and replaced

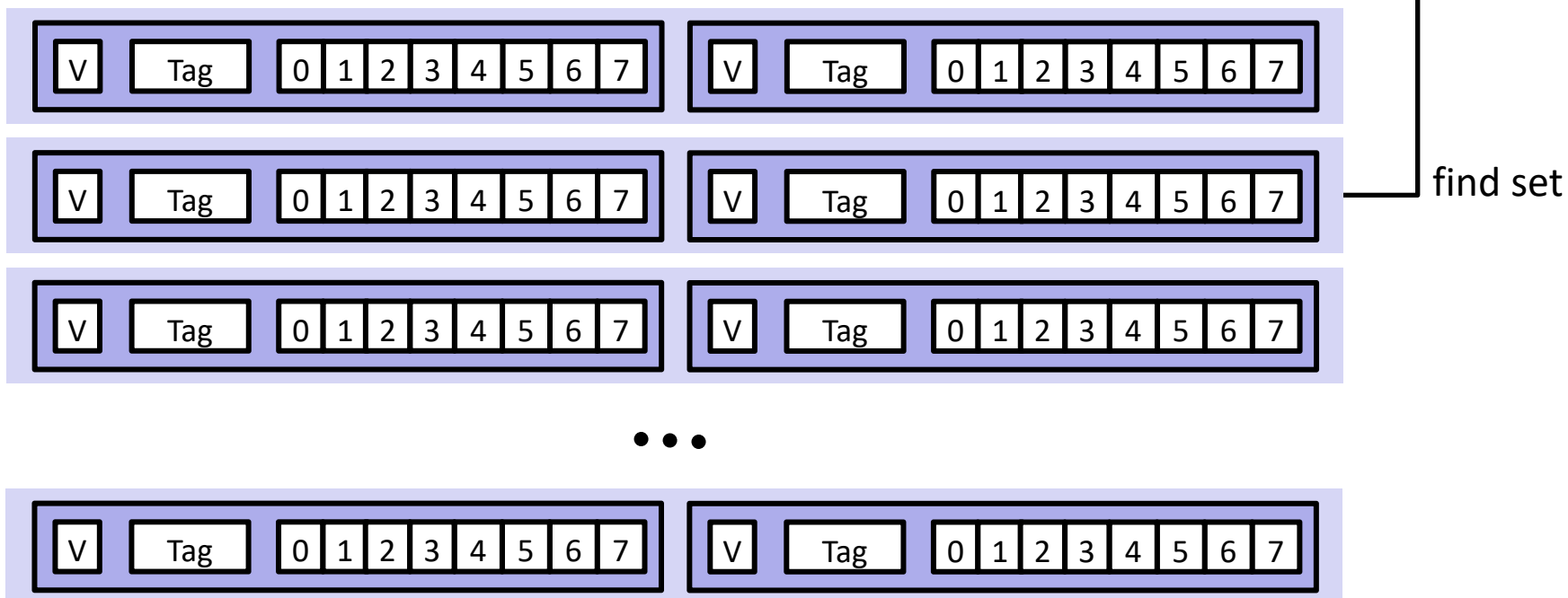
Example: Set-Associative Cache ($E = 2$)

2-way: Two lines per set

Block Size $K = 8$ B

Address of short int:

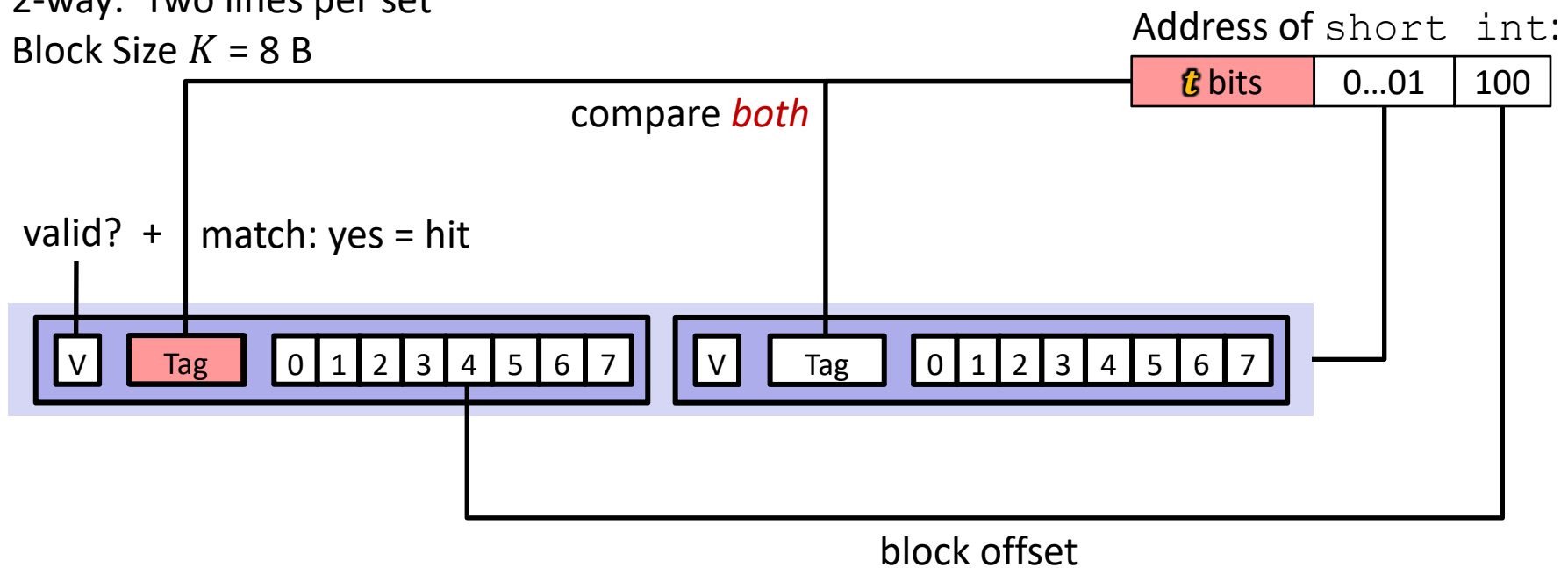
 bits	0...01	100
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Example: Set-Associative Cache ($E = 2$)

2-way: Two lines per set

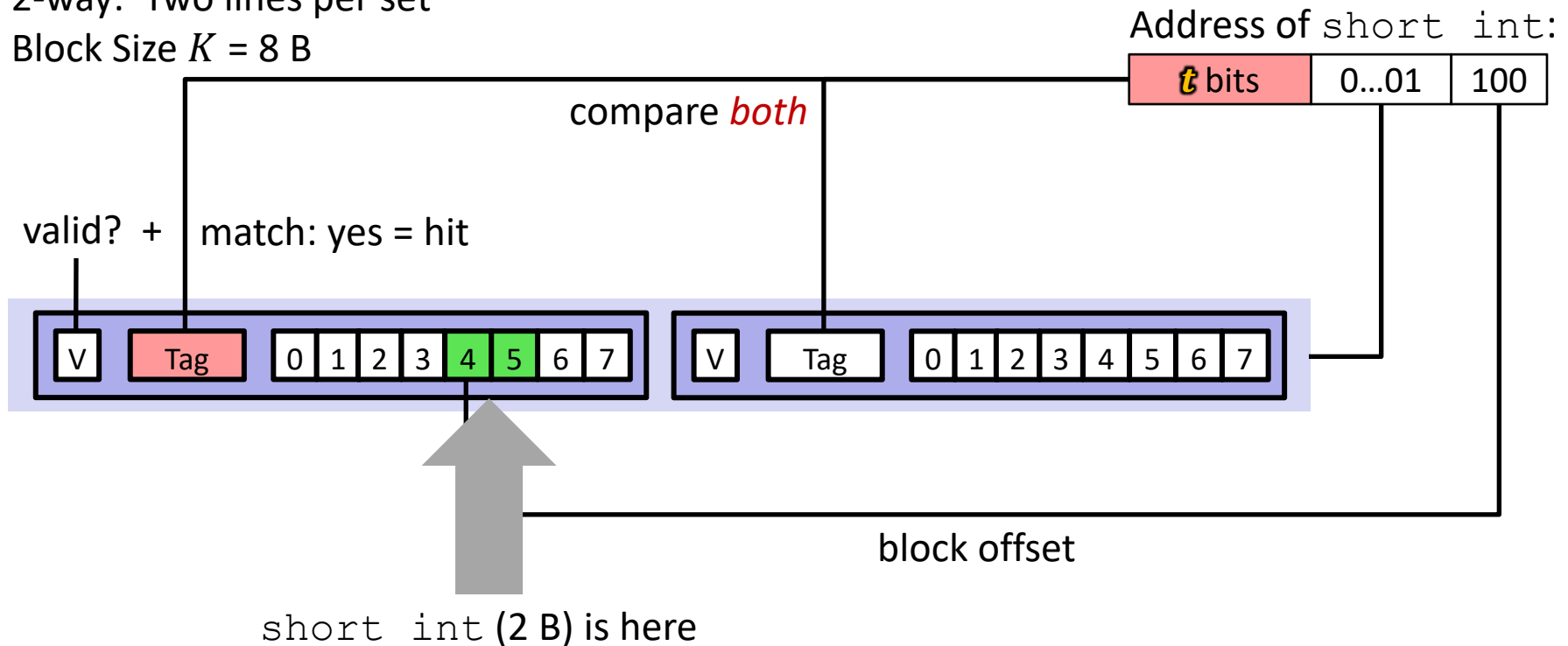
Block Size $K = 8$ B



Example: Set-Associative Cache ($E = 2$)

2-way: Two lines per set

Block Size $K = 8$ B



No match?

- One line in set is selected for eviction and replacement
- Replacement policies: random, least recently used (LRU), ...

Types of Cache Misses: 3 C's!

❖ **Compulsory** (cold) miss

- Occurs on first access to a block

❖ **Conflict** miss

- Conflict misses occur when the cache is large enough, but multiple data objects all map to the same slot
 - e.g., referencing blocks 0, 8, 0, 8, ... could miss every time
- Direct-mapped caches have more conflict misses than E -way set-associative (where $E > 1$)

❖ **Capacity** miss

- Occurs when the set of active cache blocks (the *working set*) is larger than the cache (just won't fit, even if cache was *fully-associative*)
- **Note:** *Fully-associative* only has Compulsory and Capacity misses

Example Code Analysis Problem

- ❖ Assuming the cache starts cold (all blocks invalid) and `sum`, `i`, and `j` are stored in registers, calculate the **miss rate**:
 - $m = 10$ bits, $C = 64$ B, $K = 8$ B, $E = 2$

```
#define SIZE 8
short ar[SIZE][SIZE], sum = 0; // &ar=0x200
for (int i = 0; i < SIZE; i++)
    for (int j = 0; j < SIZE; j++)
        sum += ar[j][i];
```