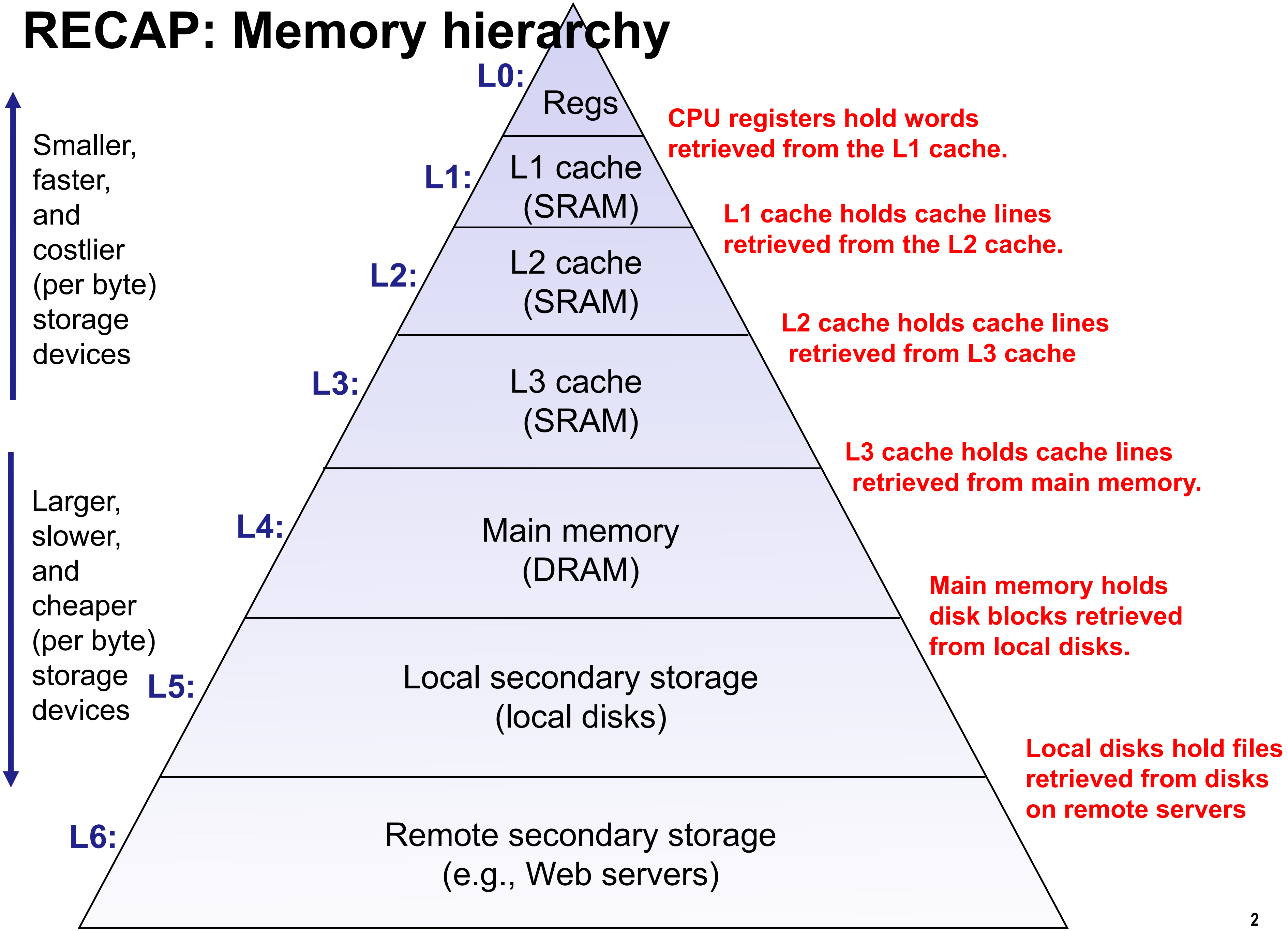
Cache Memories

Computer Systems

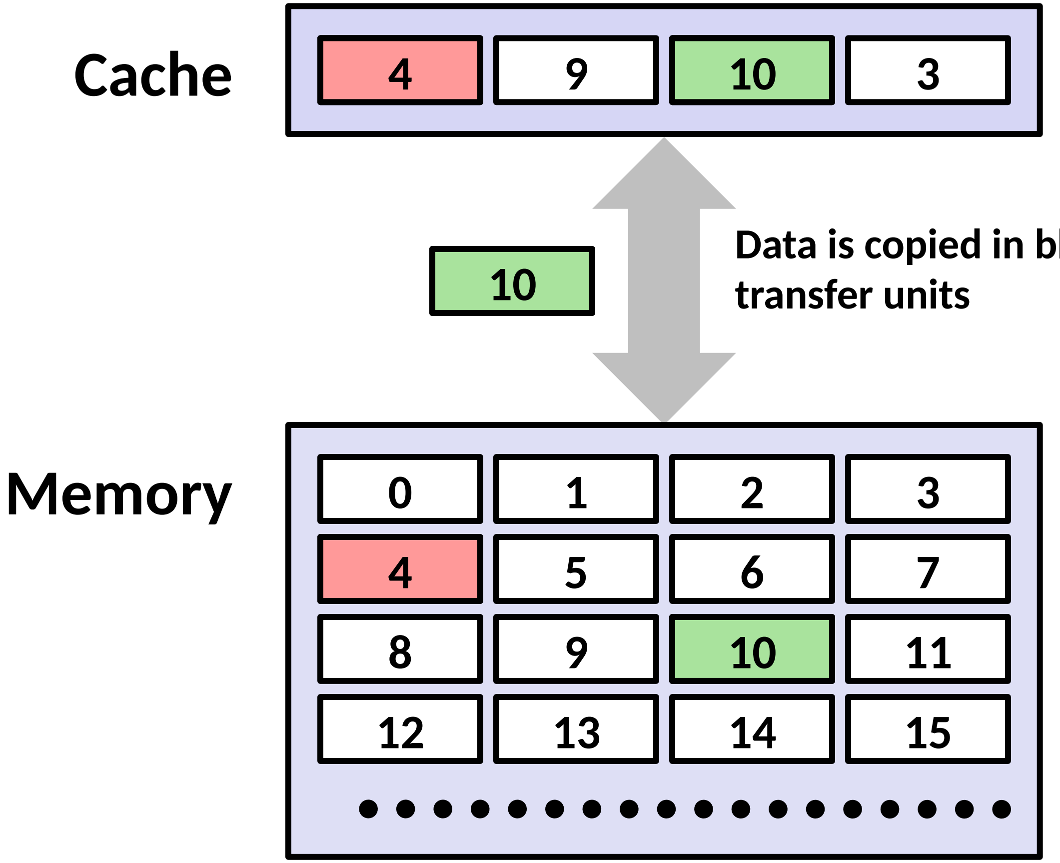
Troels Henriksen

Based on slides by Randal E. Bryant and David R. O’Hallaron

RECAP: Memory hierarchy



General Cache Concept



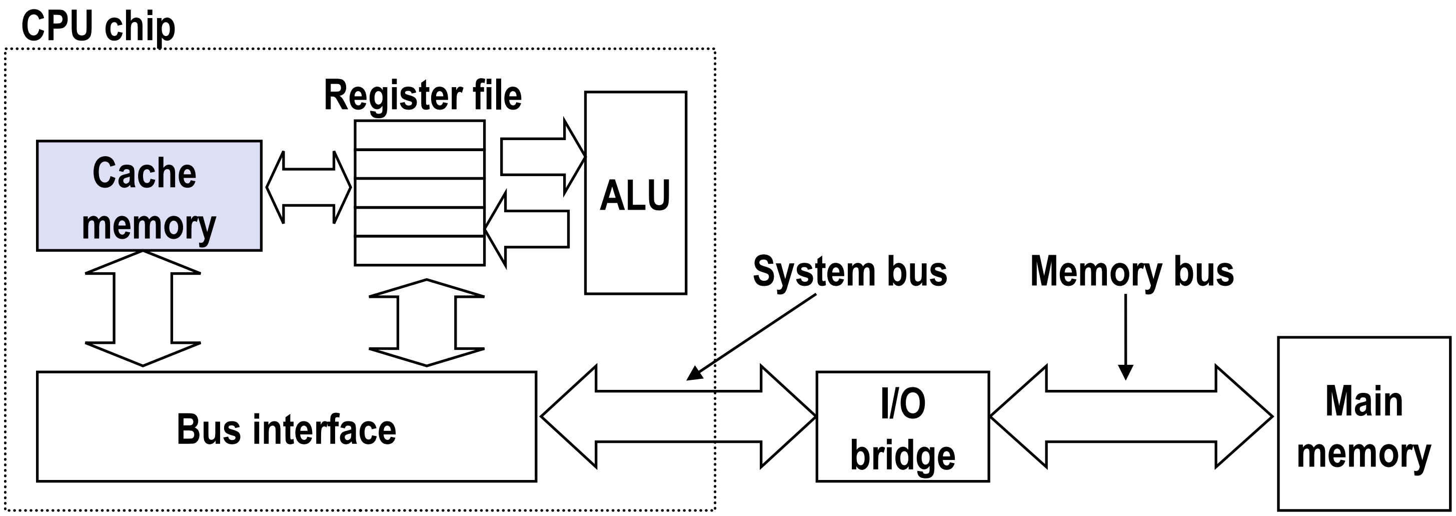
Smaller, faster, more expensive memory caches a subset of the blocks

Data is copied in block-sized transfer units

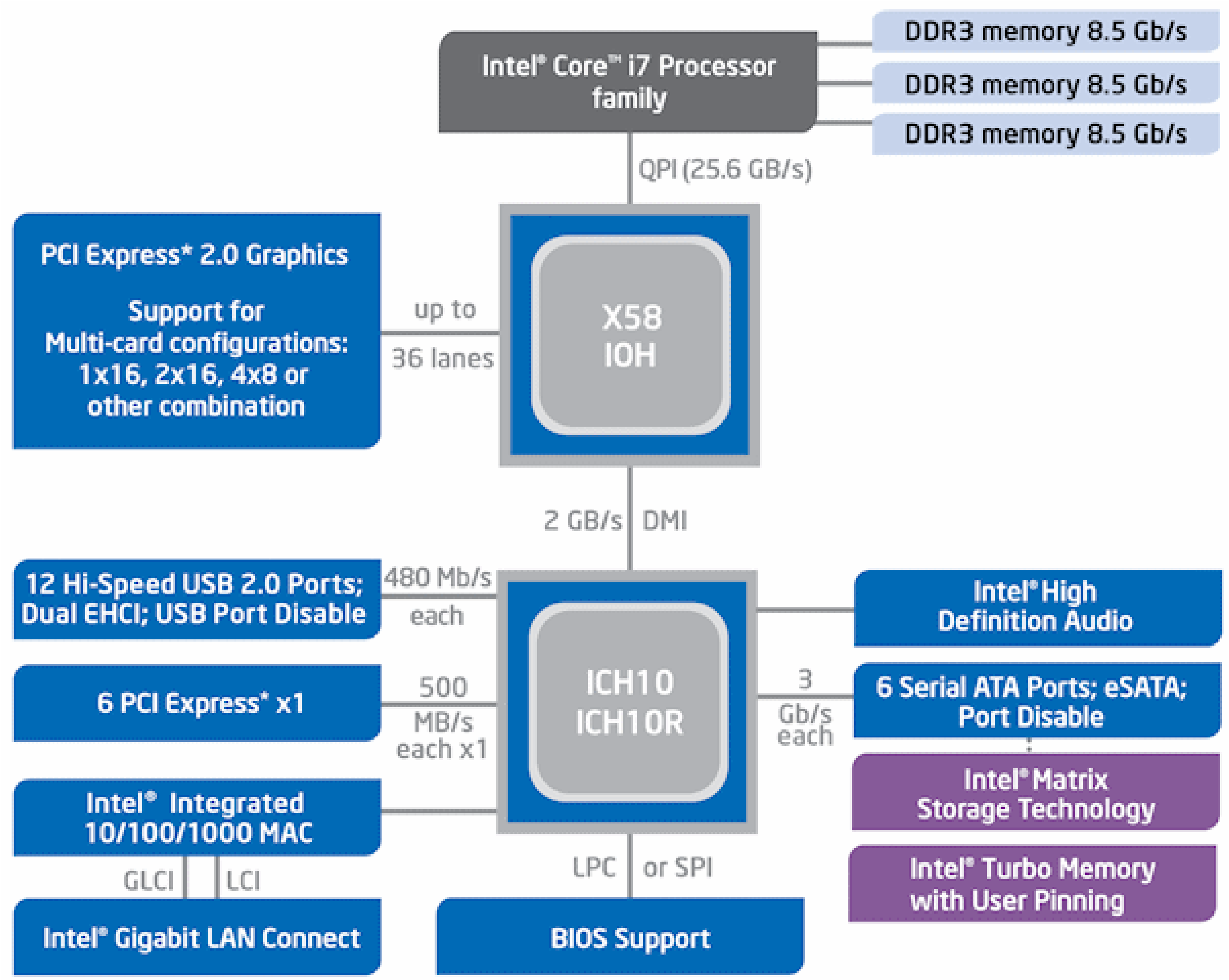
Larger, slower, cheaper memory viewed as partitioned into “blocks”

Cache Memories

- Cache memories **are small, fast SRAM-based memories managed automatically in hardware**
  - Hold frequently accessed blocks of main memory
- **CPU looks first for data in cache**
- **Typical system structure:**



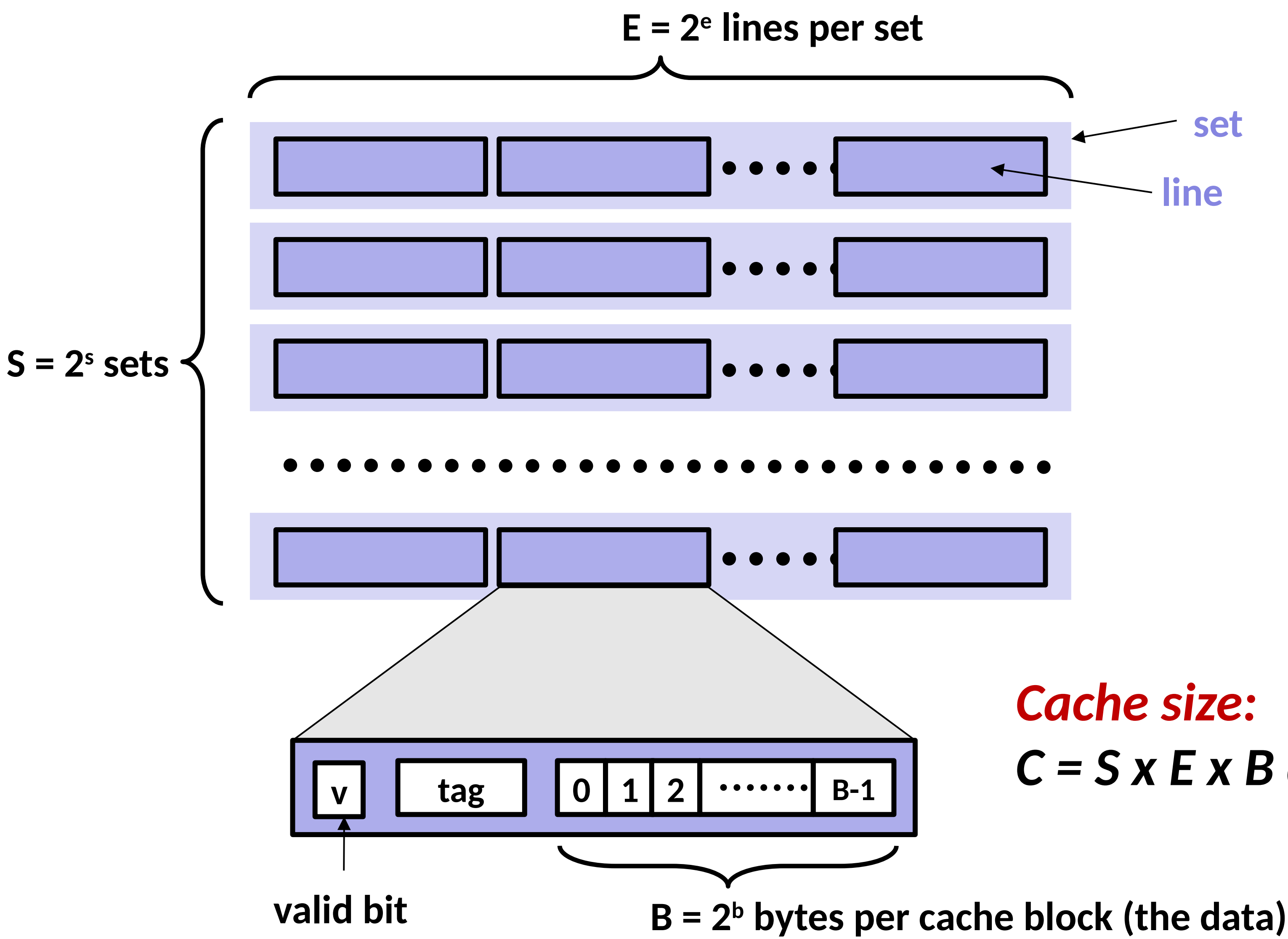
Intel Core i7 block diagram



Today

- **Cache memory organization and operation**
- **Performance impact of caches**
  - The memory mountain
  - Rearranging loops to improve spatial locality
  - Using blocking to improve temporal locality

General Cache Organization (S, E, B)

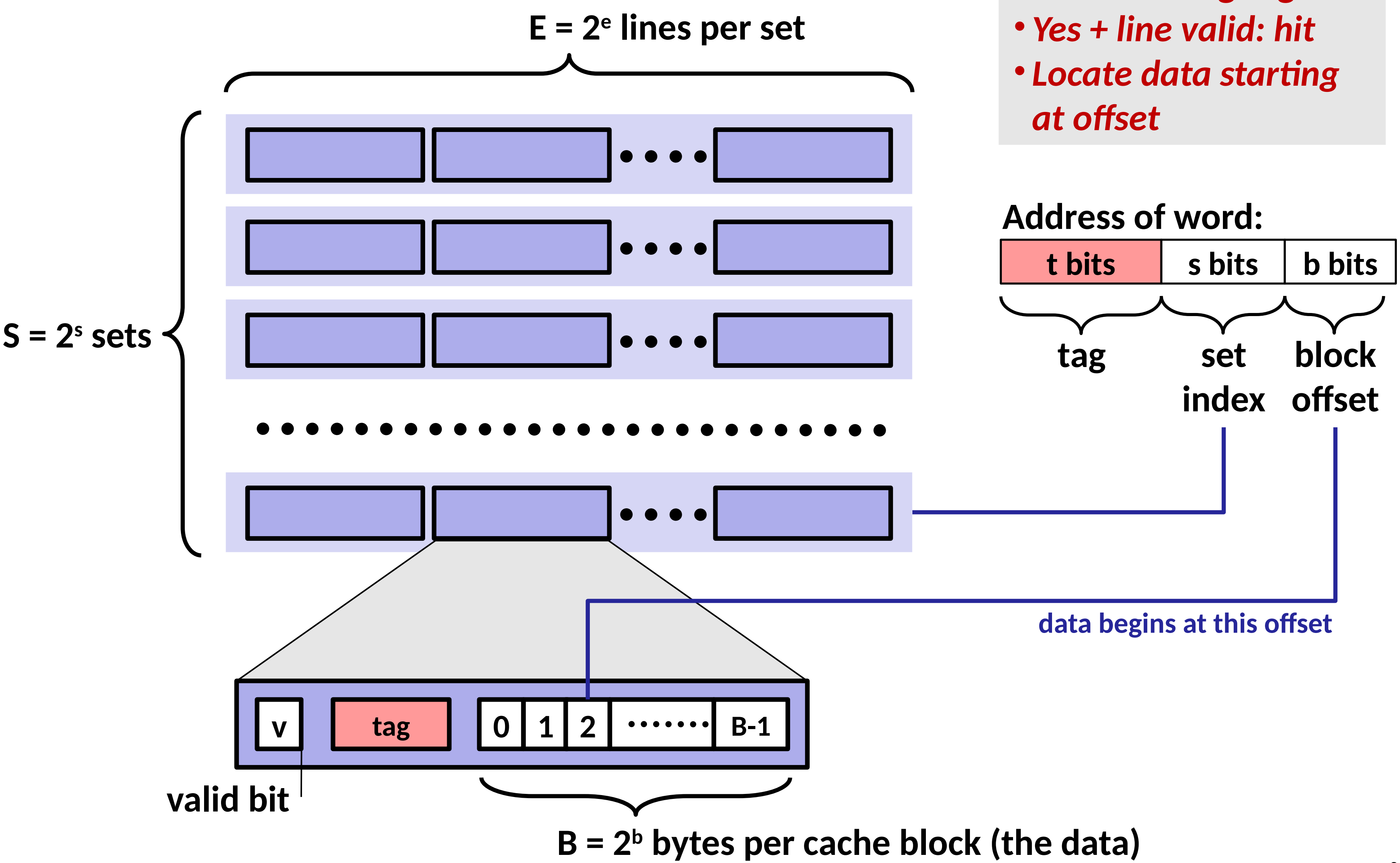


Cache size:

C = S x E x B data bytes

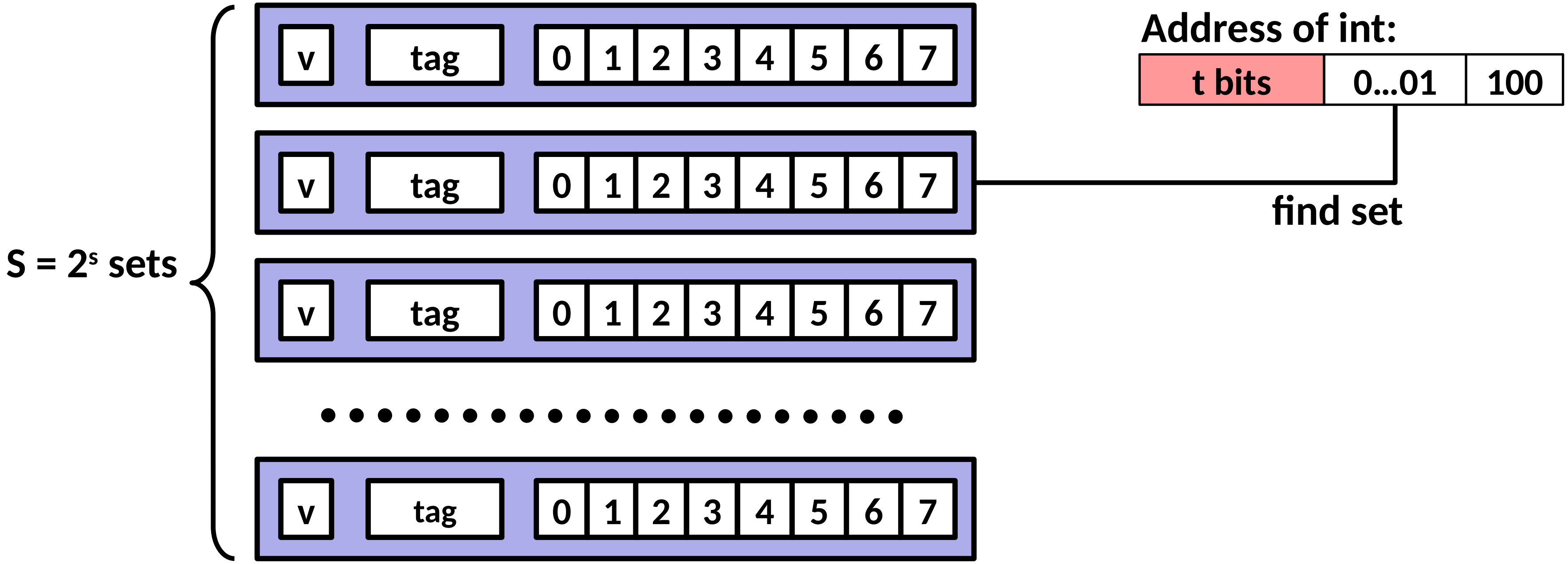
Cache Read

- *Locate set*
- *Check if any line in set has matching tag*
- *Yes + line valid: hit*
- *Locate data starting at offset*



Example: Direct Mapped Cache (E = 1)

Direct mapped: One line per set
Assume: cache block size 8 bytes



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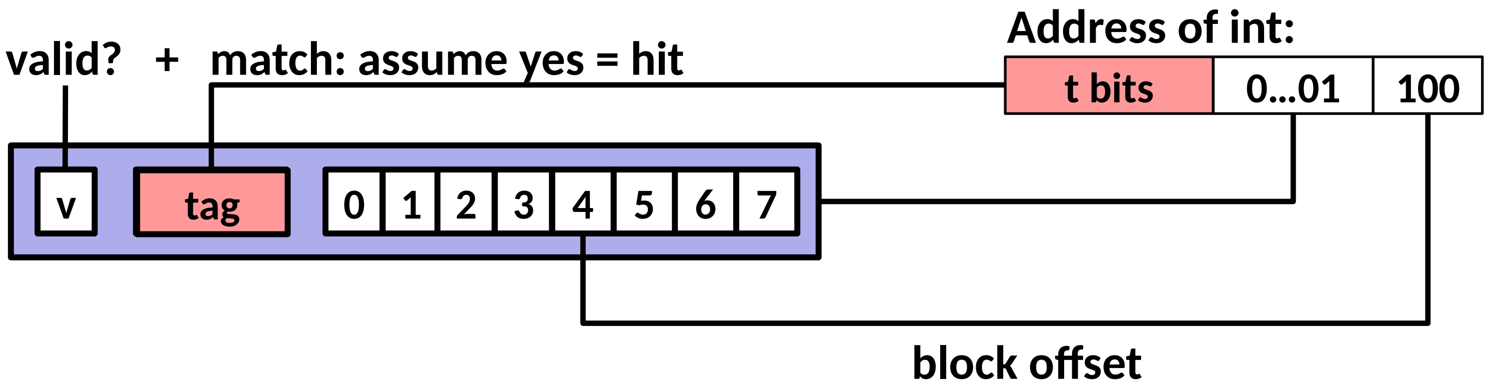
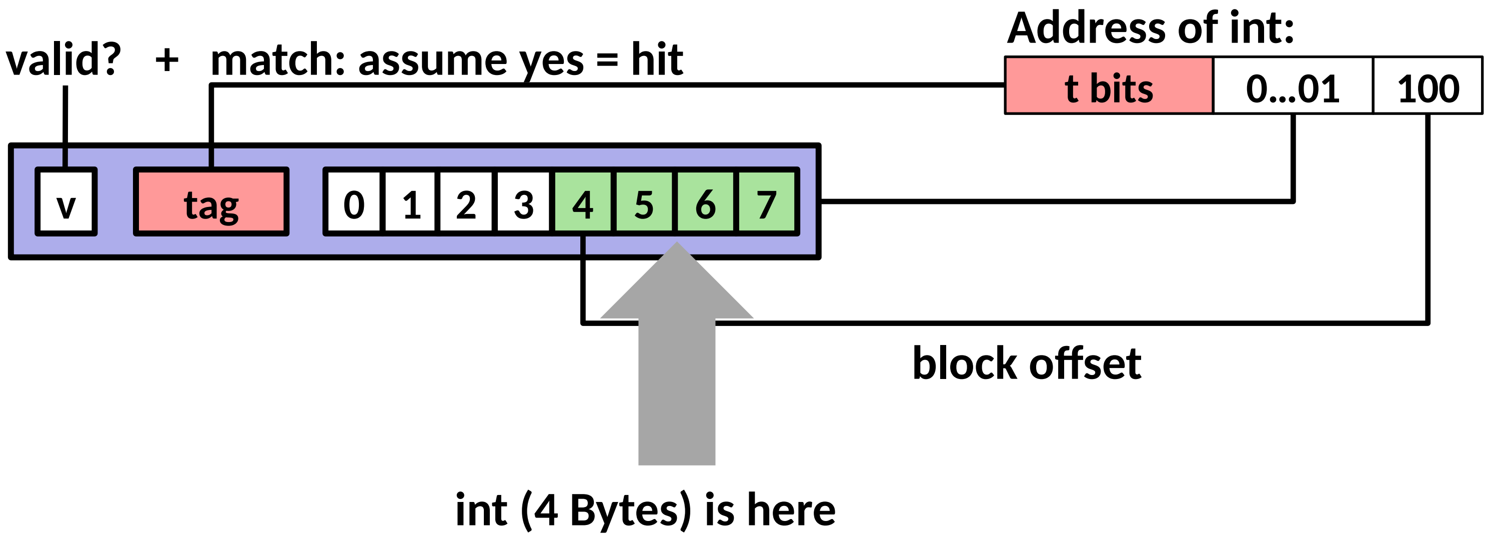


Example: Direct Mapped Cache (E = 1)

Direct mapped: One line per set
Assume: cache block size 8 bytes



If tag doesn't match: old line is evicted and replaced

Direct-Mapped Cache Simulation

t=1	s=2	b=1
x	xx	x

M=16 bytes (4-bit addresses), B=2 bytes/block,
S=4 sets, E=1 Blocks/set

Address trace (reads, one byte per read):

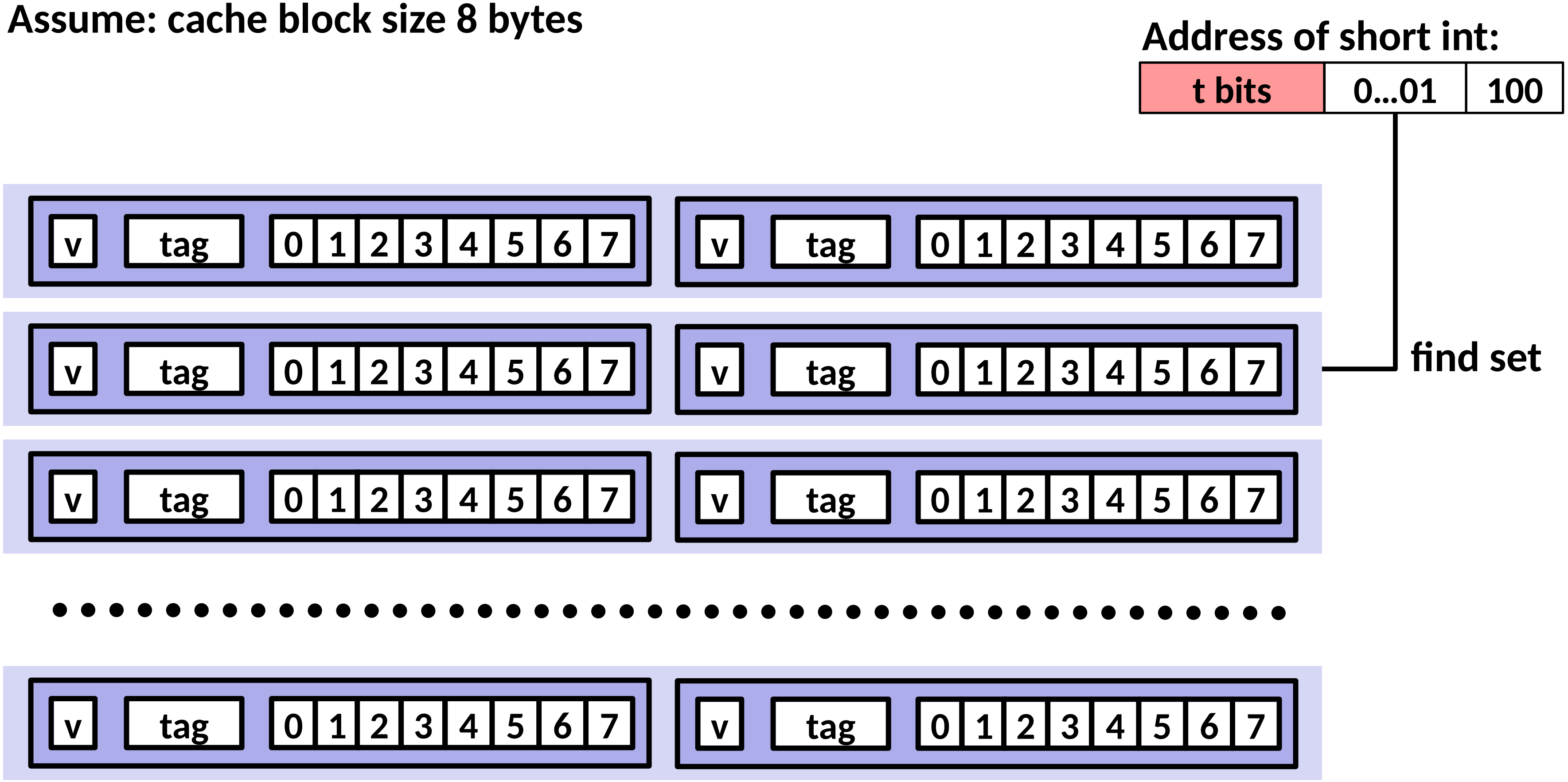
0	**$[0\underline{00}0_2]$,**	miss
1	**$[0\underline{00}1_2]$,**	hit
7	**$[0\underline{11}1_2]$,**	miss
8	**$[1\underline{00}0_2]$,**	miss
0	**$[0\underline{00}0_2]$**	miss

	v	Tag	Block
Set 0	1	0	M[0-1]
Set 1			
Set 2			
Set 3	1	0	M[6-7]

E-way Set Associative Cache (Here: E = 2)

E = 2: Two lines per set

Assume: cache block size 8 bytes



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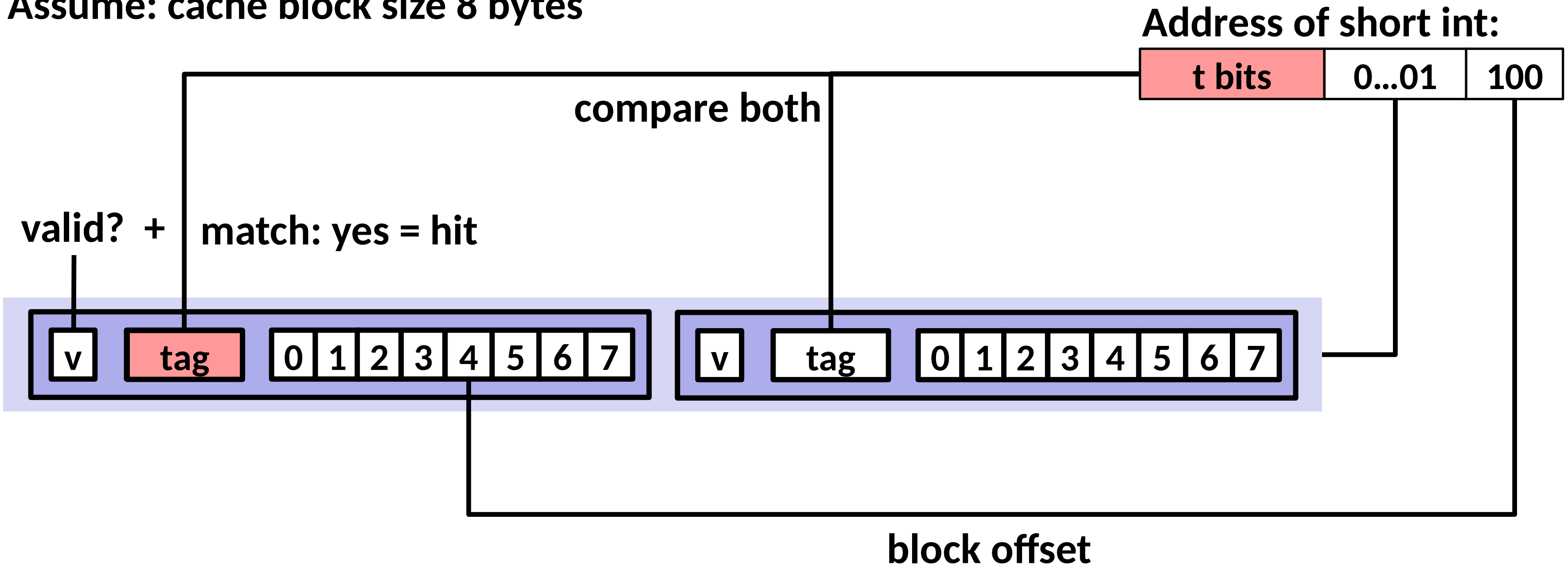
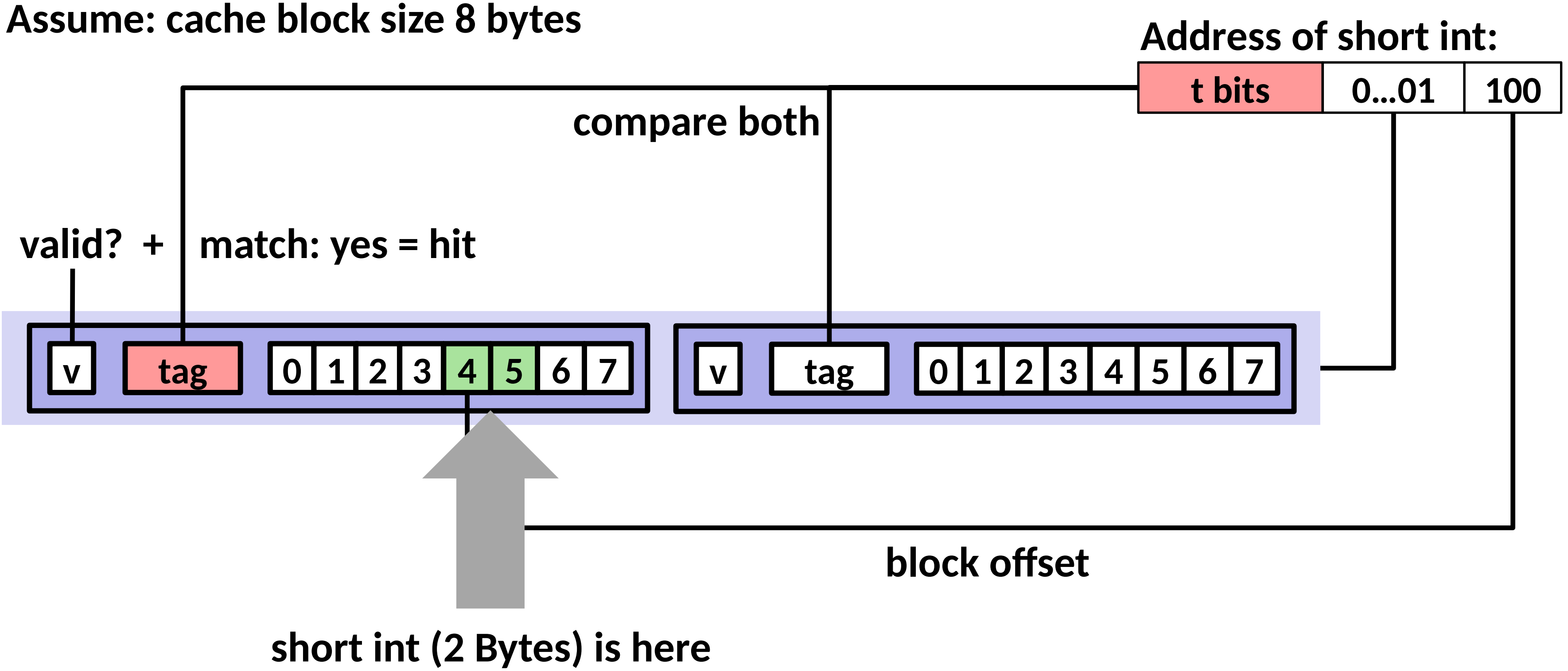


E-way Set Associative Cache (Here: E = 2)

E = 2: Two lines per set

Assume: cache block size 8 bytes



No match:

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

2-Way Set Associative Cache Simulation

t=2	s=1	b=1
xx	x	x

M=16 byte addresses, B=2 bytes/block,
S=2 sets, E=2 blocks/set

Address trace (reads, one byte per read):

0	$[\mathbf{00\underline{0}0_2}]$,	miss
1	$[\mathbf{00\underline{0}1_2}]$,	hit
7	$[\mathbf{01\underline{1}1_2}]$,	miss
8	$[\mathbf{10\underline{0}0_2}]$,	miss
0	$[\mathbf{00\underline{0}0_2}]$	hit

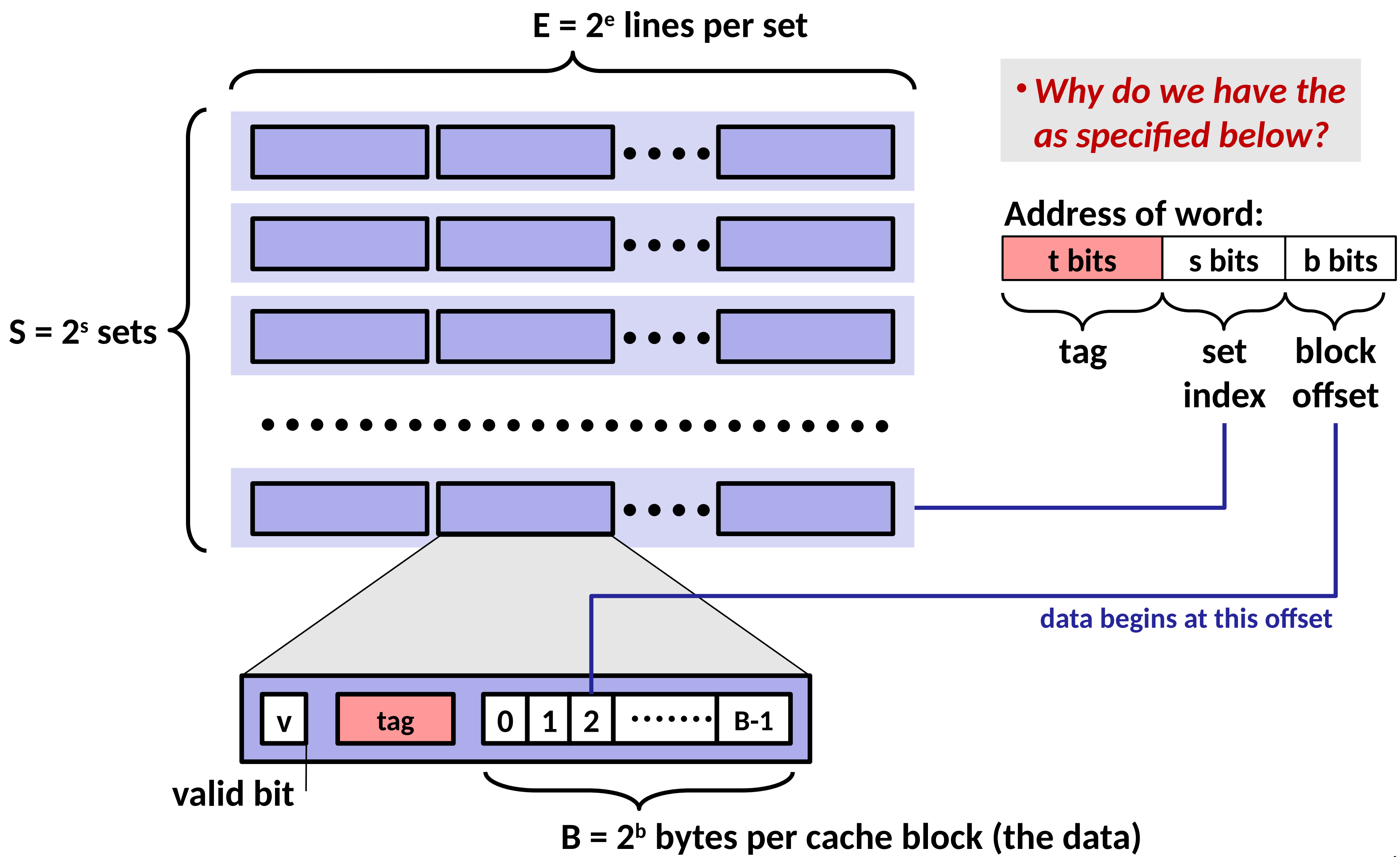
	v	**Tag**	**Block**
Set 0	1	00	M[0-1]
	1	10	M[8-9]
Set 1	1	01	M[6-7]
	0		

What about writes?

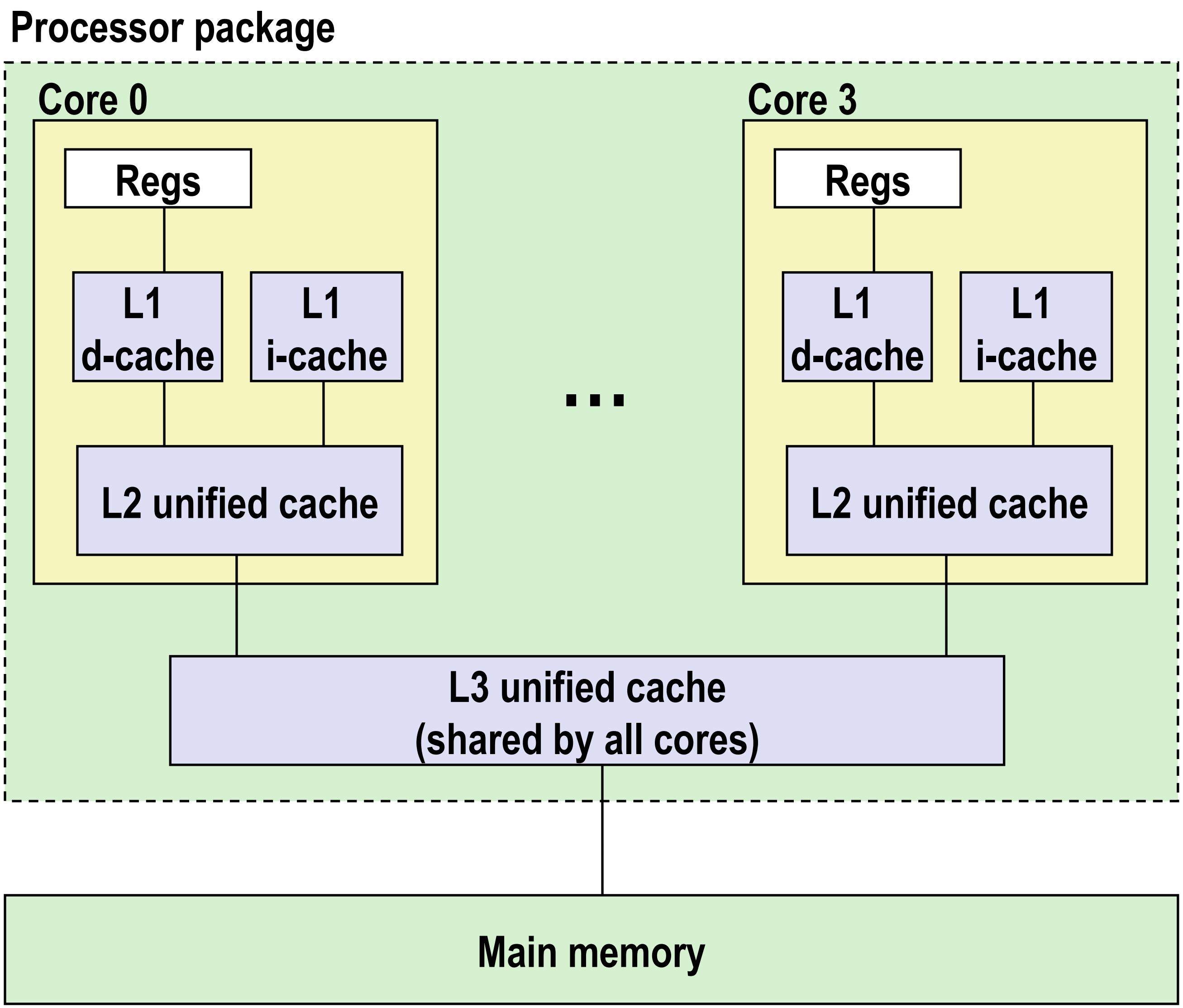
- **Multiple copies of data exist:**
  - L1, L2, L3, Main Memory, Disk
- **What to do on a write-hit?**
  - Write-through (write immediately to memory)
  - Write-back (defer write to memory until replacement of line)
    - Need a dirty bit (line different from memory or not)
- **What to do on a write-miss?**
  - Write-allocate (load into cache, update line in cache)
    - Good if more writes to the location follow
  - No-write-allocate (writes straight to memory, does not load into cache)
- **Typical**
  - Write-through + No-write-allocate
  - **Write-back + Write-allocate**

Address order

- *Why do we have the as specified below?*



Intel Core i7 Cache Hierarchy



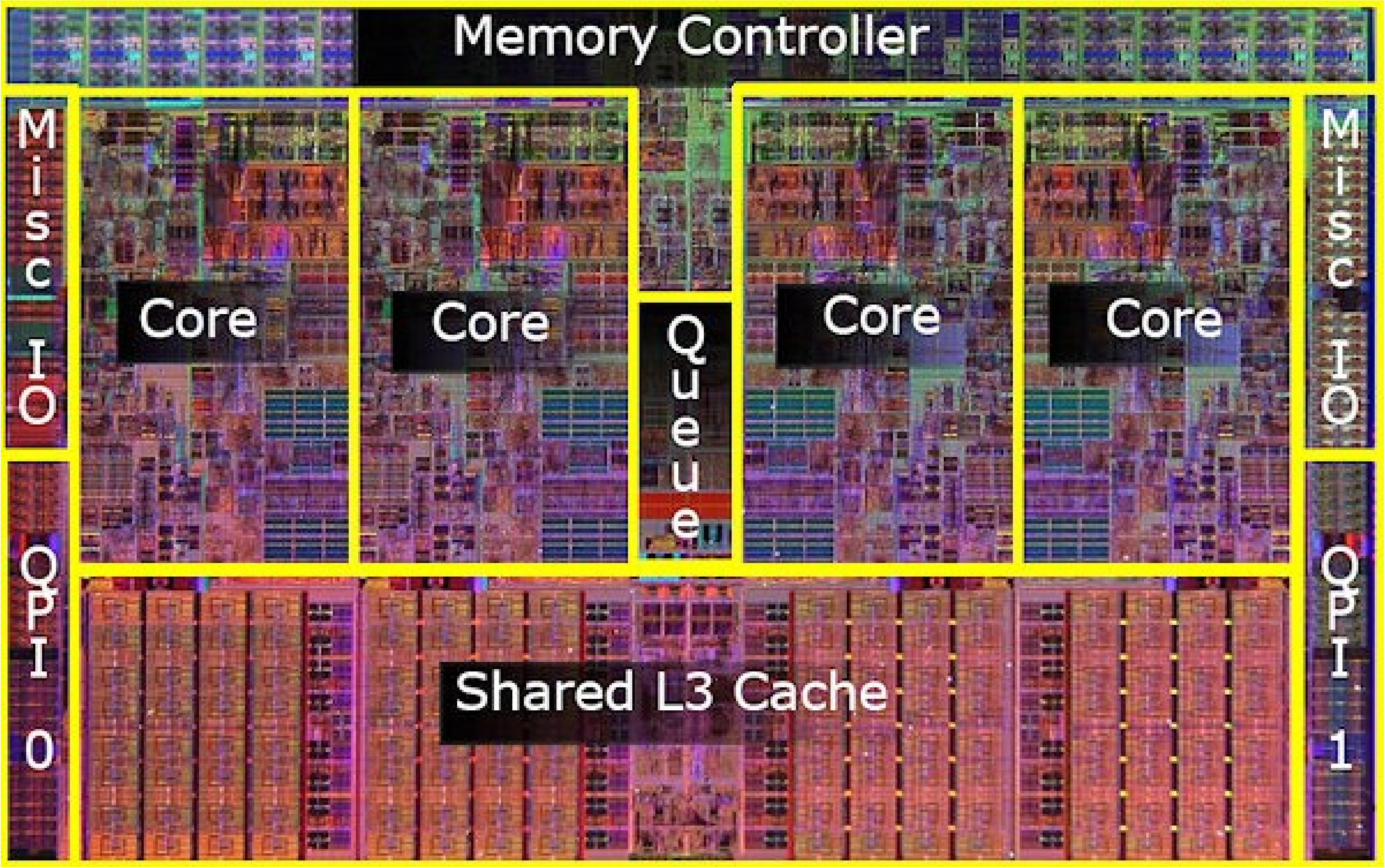
L1 i-cache and d-cache:
32 KB, 8-way,
Access: 4 cycles

L2 unified cache:
256 KB, 8-way,
Access: 10 cycles

L3 unified cache:
8 MB, 16-way,
Access: 40-75 cycles

Block size: 64 bytes
for all caches.

Intel Core i7 - 4-core CPU



Cache Performance Metrics

- **Miss Rate**
  - Fraction of memory references not found in cache (misses / accesses)
    = 1 – hit rate
  - Typical numbers (in percentages):
    - 3-10% for L1
    - can be quite small (e.g., < 1%) for L2, depending on size, etc.
- **Hit Time**
  - Time to deliver a line in the cache to the processor
    - includes time to determine whether the line is in the cache
  - Typical numbers:
    - 4 clock cycle for L1
    - 10 clock cycles for L2
- **Miss Penalty**
  - Additional time required because of a miss
    - typically 50-200 cycles for main memory (Trend: increasing!)

Let’s think about those numbers

- **Huge difference between a hit and a miss**
  - Could be 100x, if just L1 and main memory

- **Would you believe 99% hits is twice as good as 97%?**
  - Consider:
    cache hit time of 1 cycle
    miss penalty of 100 cycles

  - Average access time:
    97% hits: 1 cycle + 0.03 * 100 cycles = **4 cycles**
    99% hits: 1 cycle + 0.01 * 100 cycles = **2 cycles**

- **This is why “miss rate” is used instead of “hit rate”**

Writing Cache Friendly Code

- **Make the common case go fast**
  - Focus on the inner loops of the core functions

Today

- Cache organization and operation
- **Performance impact of caches**
  - The memory mountain
  - Rearranging loops to improve spatial locality
  - Using blocking to improve temporal locality

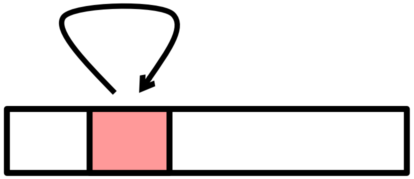
Writing Cache Friendly Code

- **Make the common case go fast**
  - Focus on the inner loops of the core functions

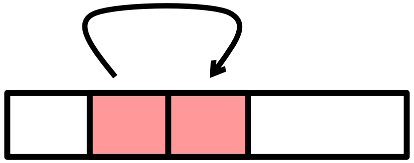
Locality

- **Principle of Locality: Programs tend to use data and instructions with addresses near or equal to those they have used recently**

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



- **Spatial locality:**
  - Items with nearby addresses tend to be referenced close together in time



Writing Cache Friendly Code

- **Make the common case go fast**
  - Focus on the inner loops of the core functions

- **Minimize the misses in the inner loops**
  - Repeated references to variables are good (temporal locality)
  - Stride-1 reference patterns are good (spatial locality)

Key idea: Our qualitative notion of locality is quantified through our understanding of cache memories

The Memory Mountain

- **Read throughput (read bandwidth)**
  - Number of bytes read from memory per second (MB/s)

- **Memory mountain: Measured read throughput as a function of spatial and temporal locality.**
  - Compact way to characterize memory system performance.

Memory Mountain Test Function

```
long data[MAXELEMS];  /* Global array to traverse */

/* test - Iterate over first "elems" elements of
 *        array “data” with stride of "stride", using
 *        using 4x4 loop unrolling.

 */
int test(int elems, int stride) {
    long i;
    long acc0 = 0, acc1 = 0, acc2 = 0, acc3 = 0;
    long length = elems, limit = length - sx4;

    /* Combine 4 elements at a time */
    for (i = 0; i < limit; i += 4*stride) {
        acc0 = acc0 + data[i];
        acc1 = acc1 + data[i+1*stride];
        acc2 = acc2 + data[i+2*stride];
        acc3 = acc3 + data[i+3*stride];
    }

    return ((acc0 + acc1) + (acc2 + acc3));
}
```

Call `test()` with many combinations of `elems` and `stride`.

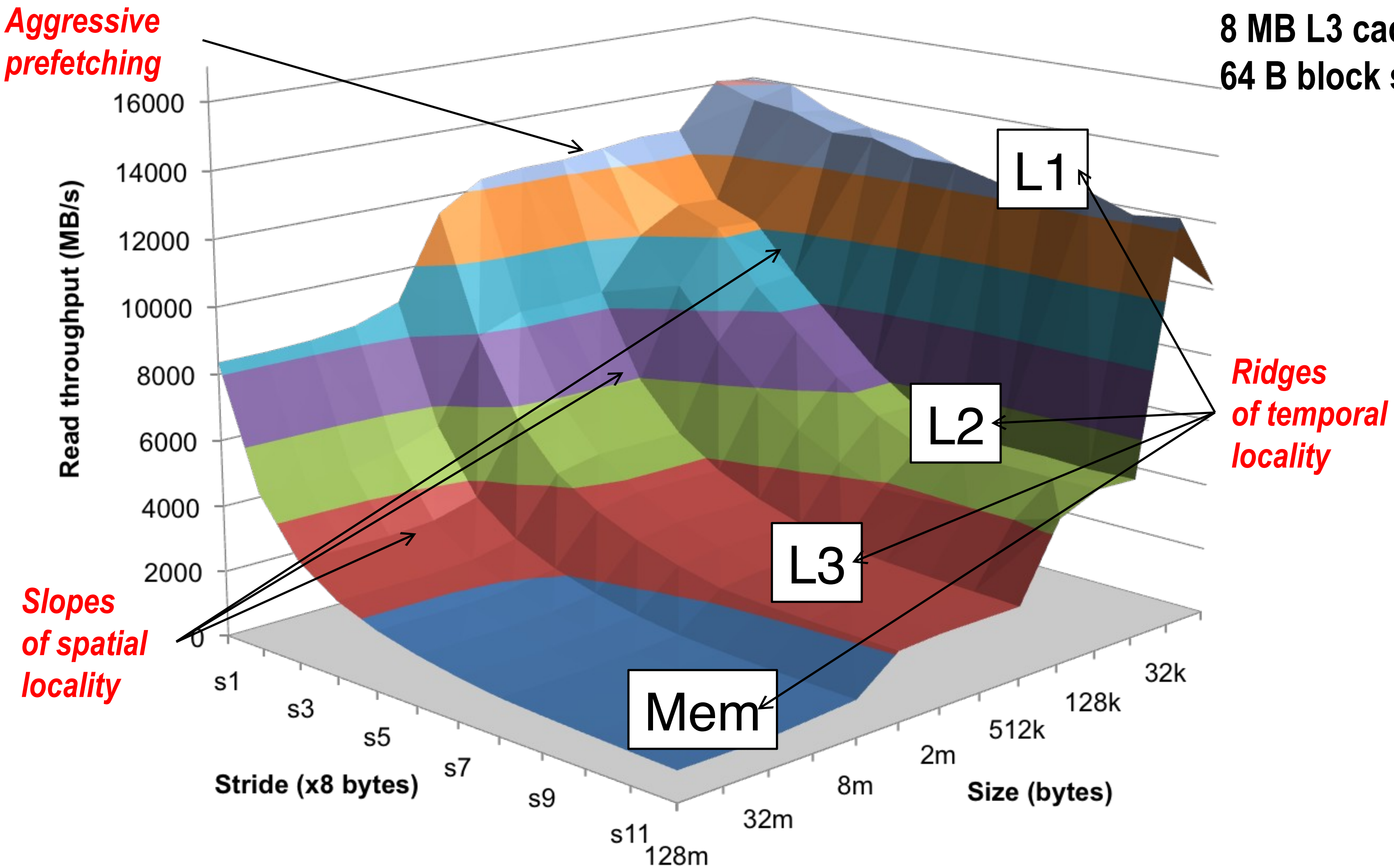
For each `elems` and `stride`:

1. Call `test()` once to warm up the caches.

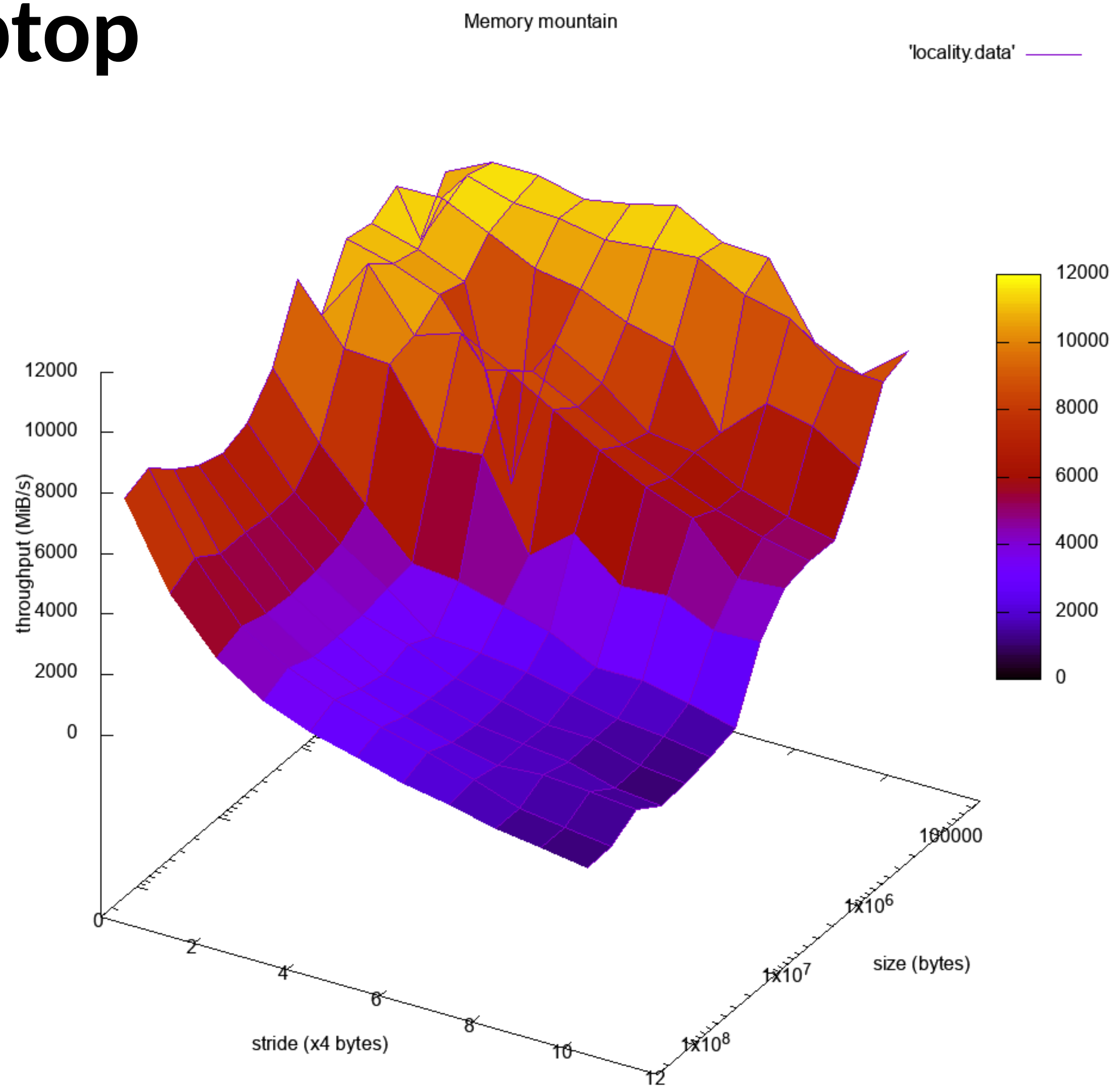
2. Call `test()` again and measure the read throughput(MB/s)

The Memory Mountain

Core i7 Haswell
2.1 GHz
32 KB L1 d-cache
256 KB L2 cache
8 MB L3 cache
64 B block size



The Memory Mountain – my laptop



Core i7-7700HQ
2.8 GHz
128 KB L1D$
128 KB L1I$
1 MiB L2$
6 MiB L3$
64B block size

https://en.wikichip.org/wiki/intel/core_i7/i7-7700hq

Today

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  - Rearranging loops to improve spatial locality
  - Using blocking to improve temporal locality

Matrix Multiplication Example

- **Description:**
  - Multiply N x N matrices
  - Matrix elements are doubles (8 bytes)
  - $O(N^3)$ total operations
  - N reads per source element
  - N values summed per destination
    - but may be able to hold in register

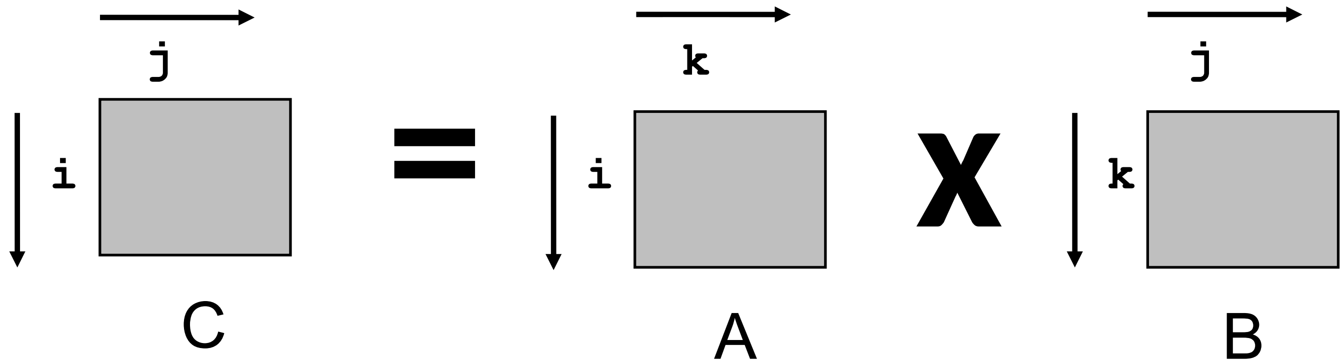
Variable `sum` *held in register*

```
/* ijk */
for (i=0; i<n; i++)  {
  for (j=0; j<n; j++) {
    sum = 0.0;
    for (k=0; k<n; k++)
      sum += a[i][k] * b[k][j];
    c[i][j] = sum;
  }
}
```

matmult/mm.c

Miss Rate Analysis for Matrix Multiply

- **Assume:**
  - Block size = 32B (big enough for four doubles)
  - Matrix dimension (N) is very large
    - Approximate 1/N as 0.0
  - Cache is not even big enough to hold multiple rows
- **Analysis Method:**
  - Look at access pattern of inner loop



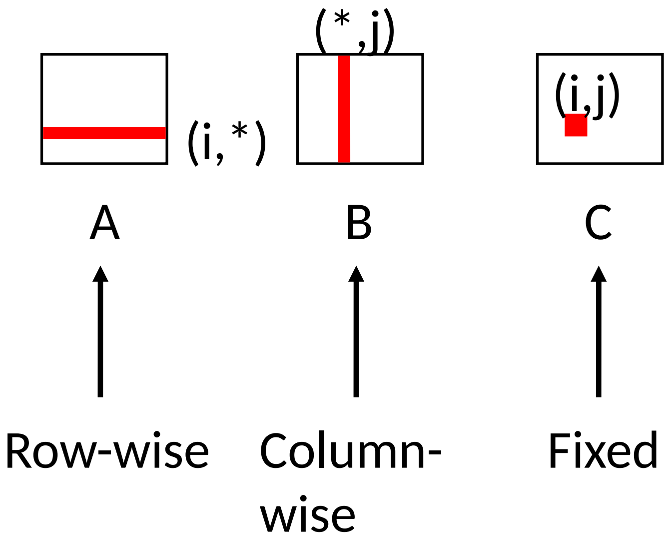
Layout of C Arrays in Memory (review)

- **C arrays allocated in row-major order**
  - each row in contiguous memory locations
- **Stepping through columns in one row:**
  - ```
    for (i = 0; i < N; i++)
       sum += a[0][i];
    ```
  - accesses successive elements
  - if block size (B) > sizeof(a_{ij}) bytes, exploit spatial locality
    - miss rate = sizeof(a_{ij}) / B
- **Stepping through rows in one column:**
  - ```
    for (i = 0; i < n; i++)
       sum += a[i][0];
    ```
  - accesses distant elements
  - no spatial locality!
    - miss rate = 1 (i.e. 100%)

Matrix Multiplication (ijk)

```
/* ijk */
for (i=0; i<n; i++)  {
  for (j=0; j<n; j++) {
    sum = 0.0;
    for (k=0; k<n; k++)
      sum += a[i][k] * b[k][j];
    c[i][j] = sum;
  }
}                                  matmult/mm.c
```

Inner loop:



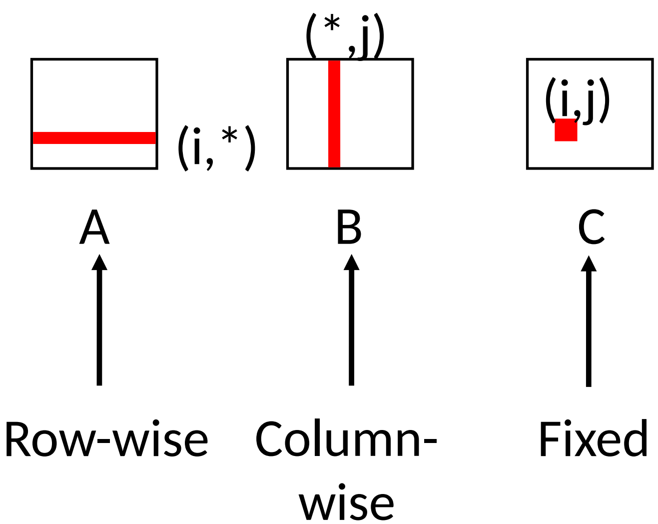
<u>Misses per inner loop iteration:</u>

<u>A</u>	<u>B</u>	<u>C</u>
0.25	1.0	0.0

Matrix Multiplication (jik)

```
/* jik */
for (j=0; j<n; j++) {
  for (i=0; i<n; i++) {
    sum = 0.0;
    for (k=0; k<n; k++)
      sum += a[i][k] * b[k][j];
    c[i][j] = sum
  }
}
                                matmult/mm.c
```

Inner loop:



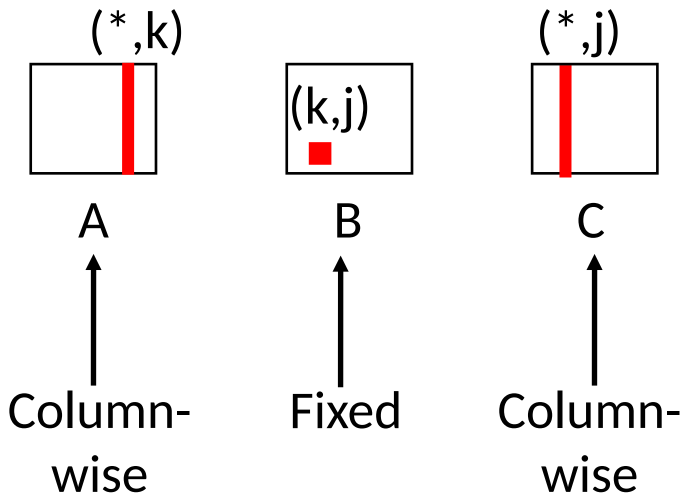
Misses per inner loop iteration:

A	B	C
0.25	1.0	0.0

Matrix Multiplication (jki)

```
/* jki */
for (j=0; j<n; j++) {
  for (k=0; k<n; k++) {
    r = b[k][j];
    for (i=0; i<n; i++)
      c[i][j] += a[i][k] * r;
  }
}
                            matmult/mm.c
```

Inner loop:



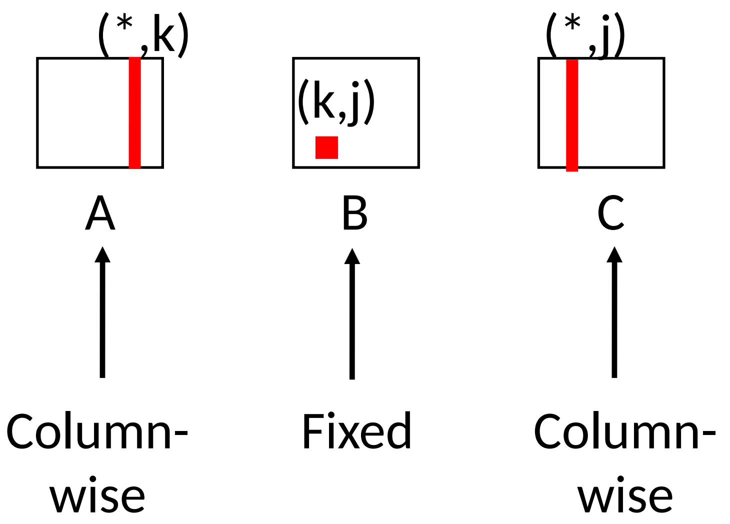
Misses per inner loop iteration:

A	B	C
1.0	0.0	1.0

Matrix Multiplication (kji)

```
/* kji */
for (k=0; k<n; k++) {
  for (j=0; j<n; j++) {
    r = b[k][j];
    for (i=0; i<n; i++)
      c[i][j] += a[i][k] * r;
  }
}                                matmult/mm.c
```

Inner loop:



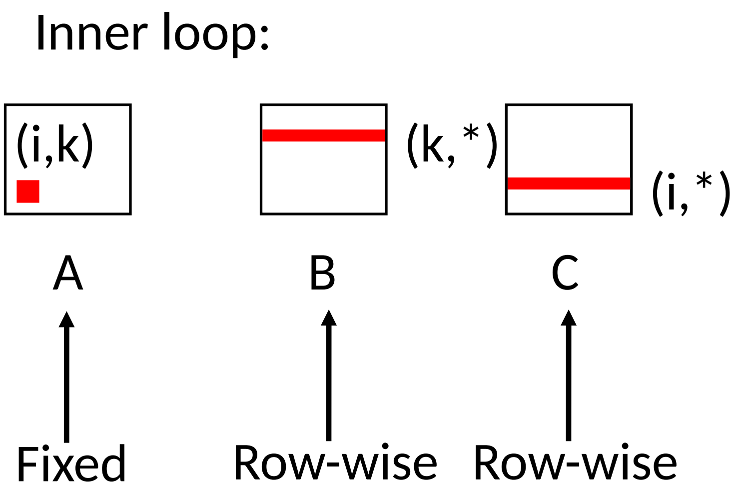
Misses per inner loop iteration:

A	B	C
1.0	0.0	1.0

Matrix Multiplication (kij)

```
/* kij */
for (k=0; k<n; k++) {
  for (i=0; i<n; i++) {
    r = a[i][k];
    for (j=0; j<n; j++)
      c[i][j] += r * b[k][j];

  }
}                           matmult/mm.c
```

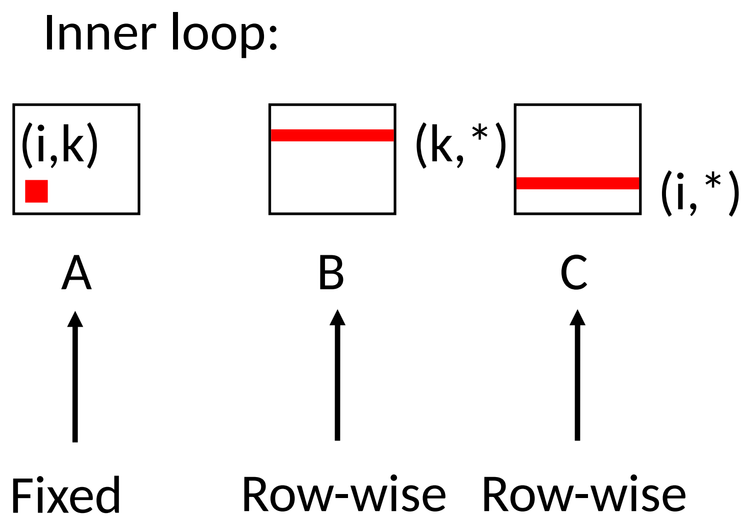


Misses per inner loop iteration:

A	B	C
0.0	0.25	0.25

Matrix Multiplication (ikj)

```
/* ikj */
for (i=0; i<n; i++) {
  for (k=0; k<n; k++) {
    r = a[i][k];
    for (j=0; j<n; j++)
      c[i][j] += r * b[k][j];
  }
}                          matmult/mm.c
```



Misses per inner loop iteration:

A	B	C
0.0	0.25	0.25

Summary of Matrix Multiplication

```
for (i=0; i<n; i++) {
  for (j=0; j<n; j++) {
   sum = 0.0;
   for (k=0; k<n; k++)
     sum += a[i][k] * b[k][j];
   c[i][j] = sum;
 }
}
```

ijk (& jik):

- 2 loads, 0 stores
- misses/iter = **1.25**

```
for (k=0; k<n; k++) {
 for (i=0; i<n; i++) {
  r = a[i][k];
  for (j=0; j<n; j++)
   c[i][j] += r * b[k][j];
 }
}
```

kij (& ikj):

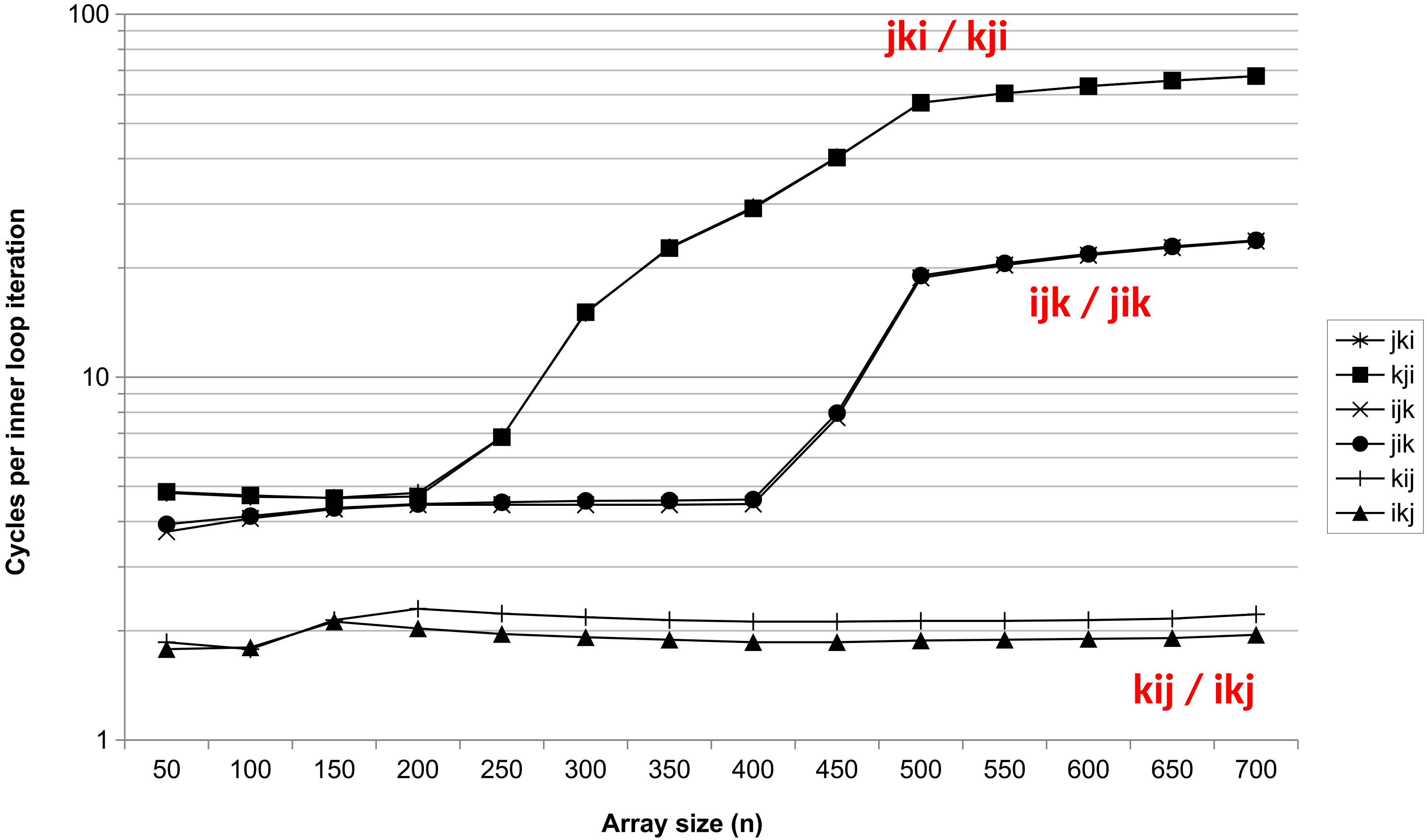
- 2 loads, 1 store
- misses/iter = **0.5**

```
for (j=0; j<n; j++) {
 for (k=0; k<n; k++) {
   r = b[k][j];
   for (i=0; i<n; i++)
    c[i][j] += a[i][k] * r;
 }
}
```

jki (& kji):

- 2 loads, 1 store
- misses/iter = **2.0**

Core i7 Matrix Multiply Performance



Today

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- **Performance impact of caches**
  - The memory mountain
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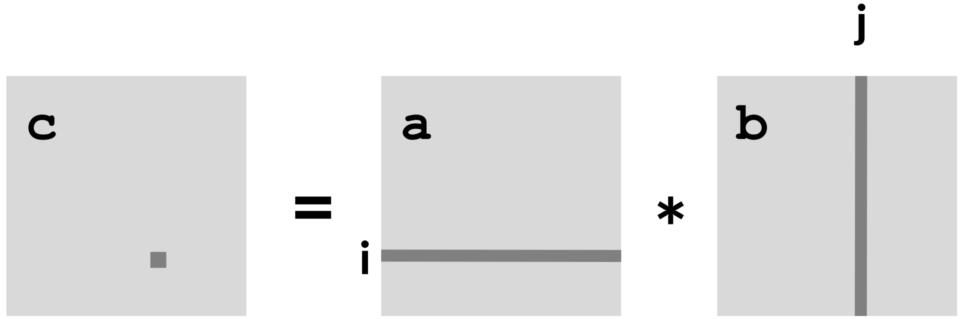
Example: Matrix Multiplication

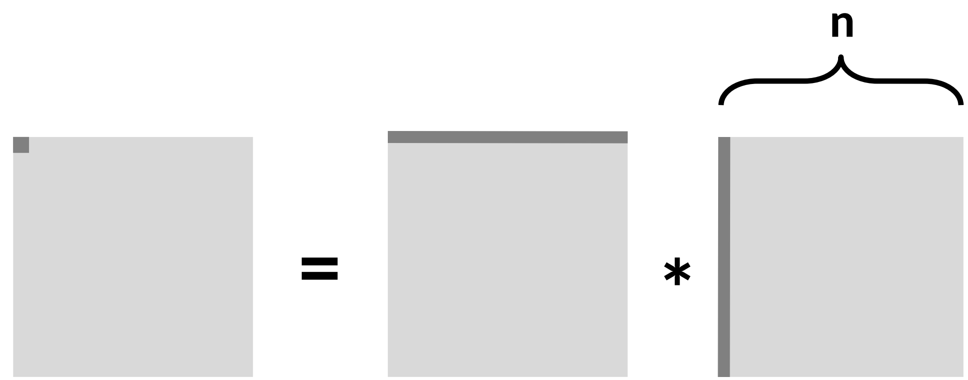
```
c = (double *) calloc(sizeof(double), n*n);

/* Multiply n x n matrices a and b  */
void mmm(double *a, double *b, double *c, int n) {
     int i, j, k;
     for (i = 0; i < n; i++)
     for (j = 0; j < n; j++)
             for (k = 0; k < n; k++)
             c[i*n + j] += a[i*n + k] * b[k*n + j];
}
```



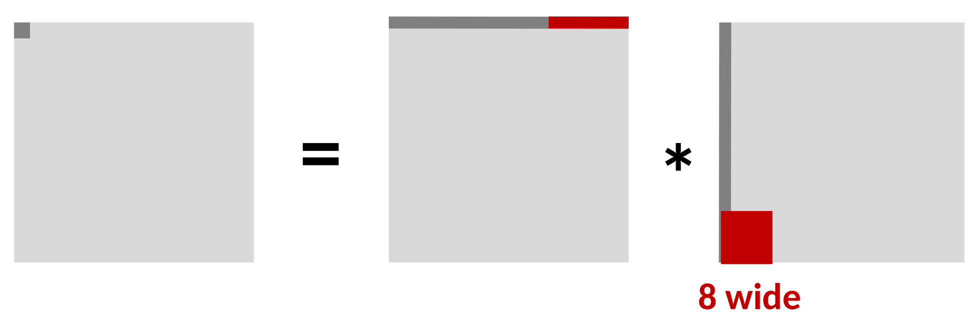
Cache Miss Analysis

- **Assume:**
  - Matrix elements are doubles
  - Cache block (B) = 8 doubles
  - Cache size C << n (much smaller than n)
  - n divisible by B

- **First iteration:**
  - n/8 + n = 9n/8 misses



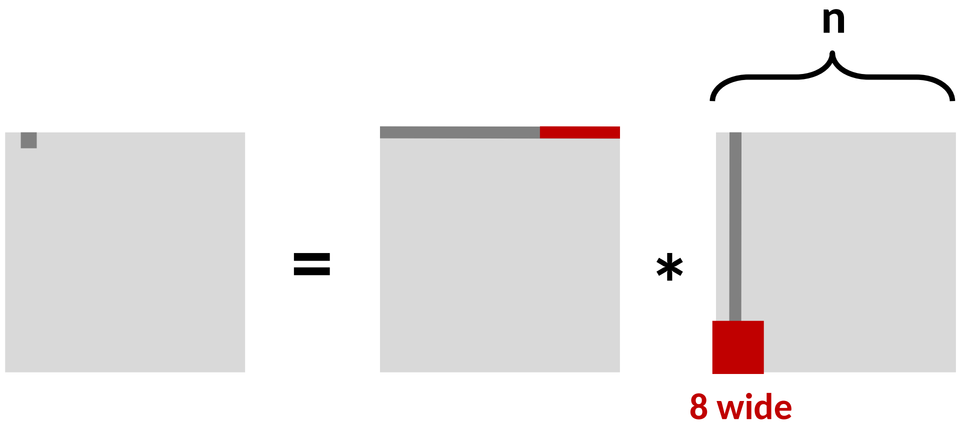
  - Afterwards in cache: (schematic)



Cache Miss Analysis

- **Assume:**
  - Matrix elements are doubles
  - Cache block = 8 doubles
  - Cache size C << n (much smaller than n)

- **Second iteration:**
  - Again:
    n/8 + n = 9n/8 misses

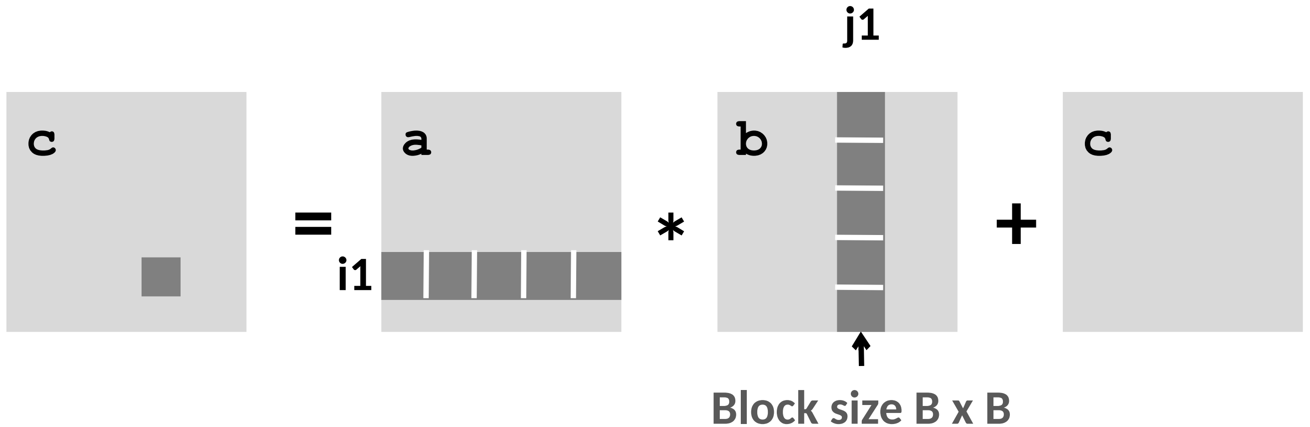


- **Total misses:**
  - $9n/8 * n^2 = (9/8) * n^3$

Blocked Matrix Multiplication

```
c = (double *) calloc(sizeof(double), n*n);

/* Multiply n x n matrices a and b  */
void mmm(double *a, double *b, double *c, int n) {
    int i, j, k;
    for (i = 0; i < n; i+=B)
        for (j = 0; j < n; j+=B)
             for (k = 0; k < n; k+=B)
         /* B x B mini matrix multiplications */
                  for (i1 = i; i1 < i+B; i++)
                      for (j1 = j; j1 < j+B; j++)
                          for (k1 = k; k1 < k+B; k++)
                              c[i1*n+j1] += a[i1*n + k1]*b[k1*n + j1];
}
```

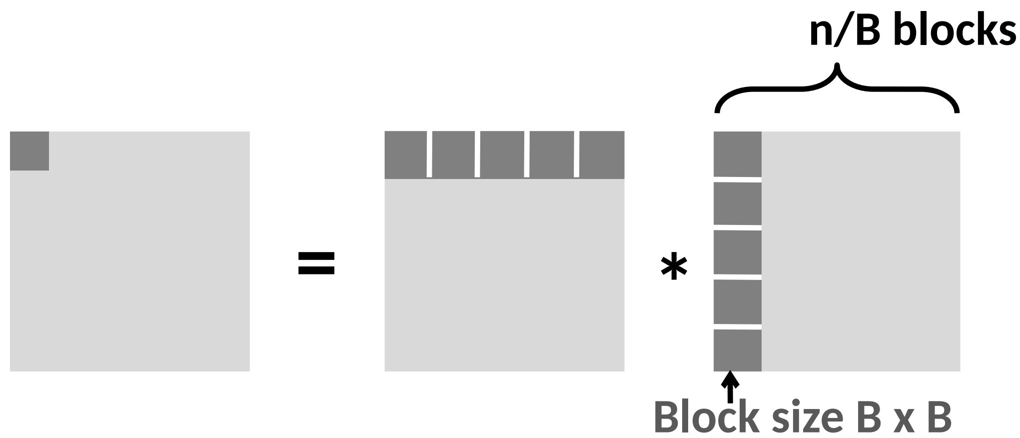
matmult/bmm.c



Cache Miss Analysis

- **Assume:**
  - Cache block = 8 doubles
  - Cache size C << n (much smaller than n)
  - Three blocks fit into cache: $3B^2 < C$

- **First (block) iteration:**
  - $B^2/8$ misses for each block
  - $2n/B * B^2/8 = nB/4$ (omitting matrix c)

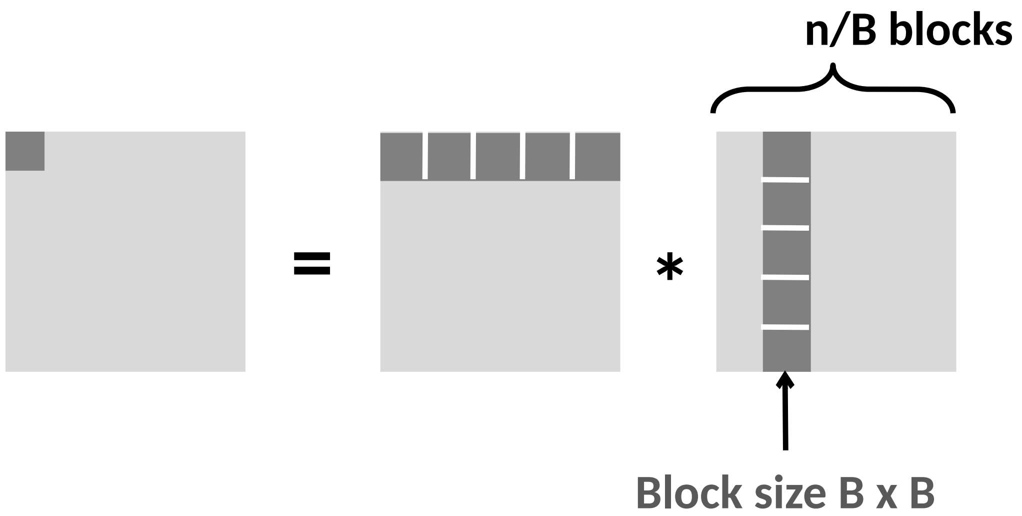


  - Afterwards in cache (schematic)

Cache Miss Analysis

- **Assume:**
  - Cache block = 8 doubles
  - Cache size C << n (much smaller than n)
  - Three blocks ■ fit into cache: $3B^2 < C$

- **Second (block) iteration:**
  - Same as first iteration
  - $2n/B * B^2/8 = nB/4$



- **Total misses:**
  - $nB/4 * (n/B)^2 = n^3/(4B)$

Blocking Summary

- **No blocking: (9/8) * n^3**
- **Blocking: 1/(4B) * n^3**

- **Suggest largest possible block size B, but limit $3B^2 < C$!**
  - Textbook authors' machine has 32 KB L1-dcache
  - Implies B < 104

- **Reason for dramatic difference:**
  - Matrix multiplication has inherent temporal locality:
    - Input data: $3n^2$, computation $2n^3$
    - Every array elements used O(n) times!
  - But program has to be written properly

Cache Summary

- **Cache memories can have significant performance impact**

- **You can write your programs to exploit this!**
  - Focus on the inner loops, where bulk of computations and memory accesses occur.
  - Try to maximize spatial locality by reading data objects with sequentially with stride 1.
  - Try to maximize temporal locality by using a data object as often as possible once it’s read from memory.