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Great Ideas in Computer Architecture (a.k.a. Machine Structures)



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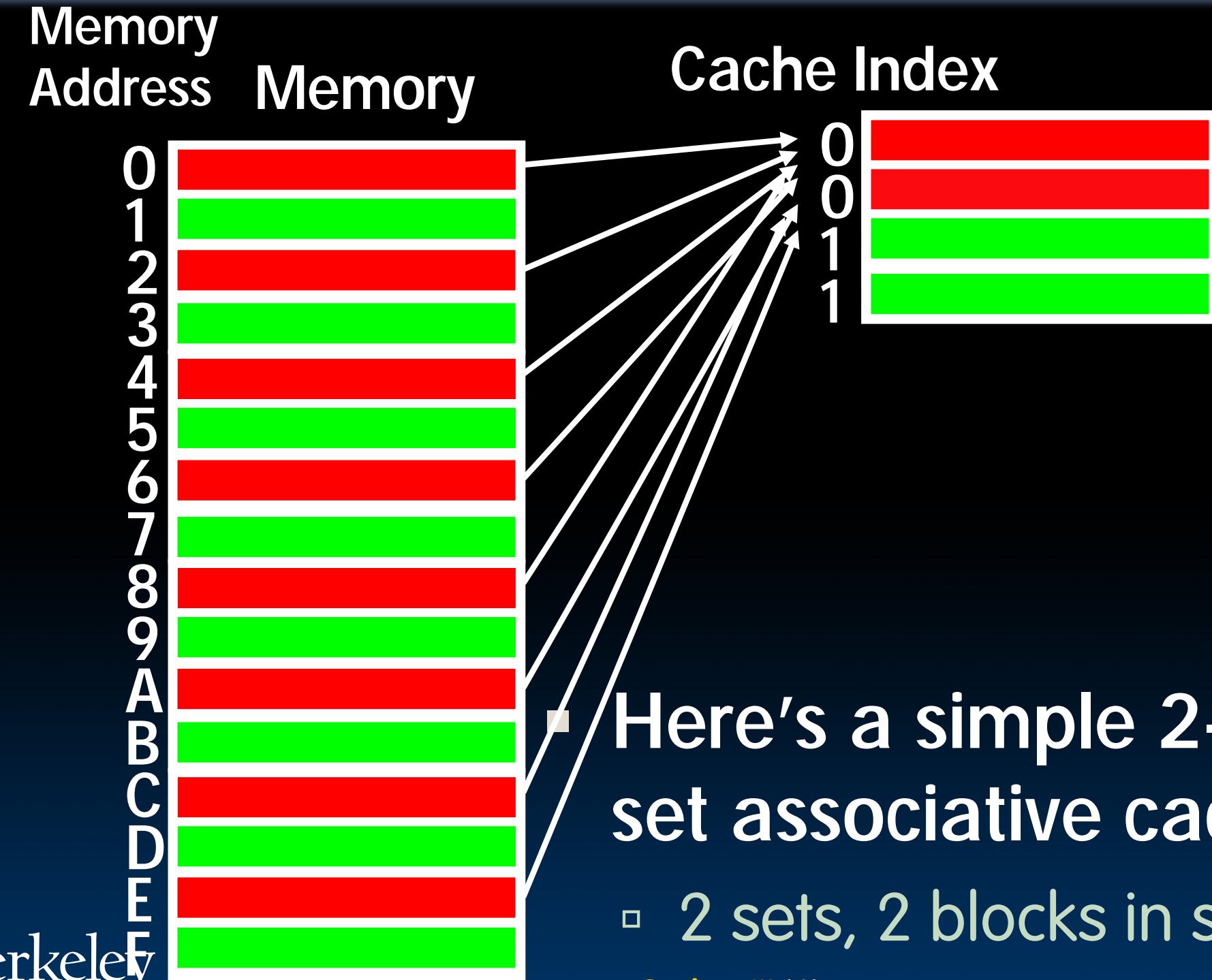
Caches IV

Set-Associative Caches

N-Way Set Associative Cache (1/3)

- Memory address fields:
 - Tag: same as before
 - Offset: same as before
 - Index: points us to the correct “row” (called a set in this case)
- So what's the difference?
 - each set contains multiple blocks
 - once we've found correct set, must compare with all tags in that set to find our data
 - Size of \$ is # sets \times N blocks/set \times block size

Associative Cache Example



Here's a simple 2-way set associative cache.

- 2 sets, 2 blocks in set

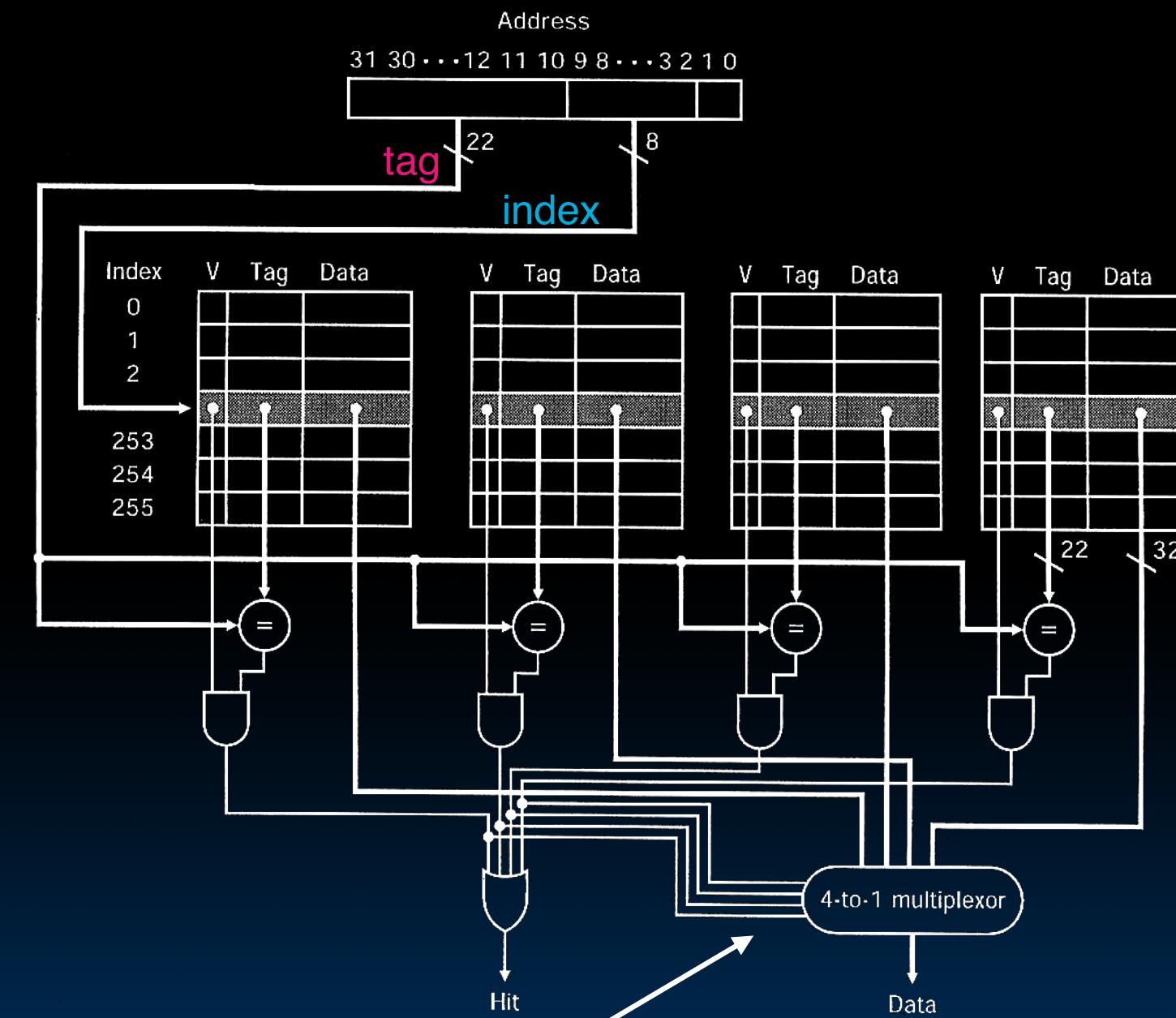
N-Way Set Associative Cache (2/3)

- Basic Idea
 - cache is direct-mapped w/respect to sets
 - each set is fully associative with N blocks in it
- Given memory address:
 - Find correct set using Index value.
 - Compare Tag with all Tag values in that set.
 - If a match occurs, hit!, otherwise a miss.
 - Finally, use the offset field as usual to find the desired data within the block.

N-Way Set Associative Cache (3/3)

- What's so great about this?
 - even a 2-way set assoc cache avoids a lot of conflict misses
 - hardware cost isn't that bad: only need N comparators
- In fact, for a cache with M blocks,
 - it's Direct-Mapped if it's 1-way set assoc
 - it's Fully Assoc if it's M -way set assoc
 - so these two are just special cases of the more general set associative design

4-Way Set Associative Cache Circuit



"One Hot" Encoding



Block Replacement with Example

Block Replacement Policy

- **Direct-Mapped Cache**
 - index completely specifies position which position a block can go in on a miss
- **N-Way Set Assoc**
 - index specifies a set, but block can occupy any position within the set on a miss
- **Fully Associative**
 - block can be written into any position
- **Question: if we have the choice, where should we write an incoming block?**
 - If there's a valid bit off, write new block into first invalid.
 - If all are valid, pick a **replacement policy**
 - rule for which block gets "cached out" on a miss.

Block Replacement Policy

- LRU (Least Recently Used)
 - Idea: cache out block which has been accessed (read or write) least recently
 - Pro: temporal locality → recent past use implies likely future use: in fact, this is a very effective policy
 - Con: with 2-way set assoc, easy to keep track (one LRU bit); with 4-way or greater, requires complicated hardware and much time to keep track of this
- FIFO
 - Idea: ignores accesses, just tracks initial order
- Random
 - If low temporal locality of workload, works ok

Block Replacement Example

- Our same 2-way set associative cache with a four byte total capacity and one byte blocks. We perform the following byte accesses:
0, 2, 0, 1, 4, 0, 2, 3, 5, 4
- How many hits and how many misses will there be for the LRU replacement policy?



Block Replacement Example: LRU

0: miss, bring into set 0 (loc 0)

2: miss, bring into set 0 (loc 1)

0: hit

1: miss, bring into set 1 (loc 0)

4: miss, bring into set 0 (loc 1, replace 2)

Addresses 0, 2, 0, 1, 4, 0, ...

0: hit

	loc 0	loc 1
set 0	0	Iru
set 1		
set 0	Iru	0
set 1		2
set 0	0	Iru
set 1		2
set 0	0	Iru
set 1	1	Iru
set 0	Iru	0
set 1	1	Iru
set 0	0	Iru
set 1	1	Iru

Cache Simulator!

www.ecs.umass.edu/ece/koren/architecture/Cache/frame1.htm

Block Replacement Simulator

Cache Size 4 # Sets 2

LRU FIFO RAND Replacement Policy

Enter Query Sequence - Task A for Multi-tasking

in Decimal, or Hex

0 2 0 1 4 0

SHOW CACHE HELP

Set Repeat 2 cycles

Task B (when multi-tasking)

Cache Contents: LRU replacement policy;

Set#	4 Block, 2-way set-associative cache - tags shown in red		
0	0 - 00000000	4 - 00000010	-
1	1 - 00000000	-	-

COLOR KEY: Compulsory Miss Capacity Miss Conflict Miss Cache Hit Unused

Cache Query Results:

Compulsory Misses :	3	Total Cache Queries :	6
Capacity Misses :	0	Total Misses :	4
Conflict Misses :	1	Miss Rate :	66.67 %
Cache Hits	2	Hit Rate :	33.33 %

Cache Query Sequence Trace

Cache Query Sequence Trace Address data replaced on miss shown in blue subscript

0	2	0	1	4 - ₂	0
---	---	---	---	------------------	---

Addresses 0, 2, 0, 1, 4, 0, ...

	loc 0	loc 1
set 0	0	Iru
set 1		
set 0	Iru	0 2
set 1		
set 0	0 Iru 2	
set 1		
set 0	0 Iru 2	
set 1	1 Iru	
set 0	Iru 0 - 4	
set 1	1 Iru	
set 0	0 Iru 4	
set 1	1 Iru	

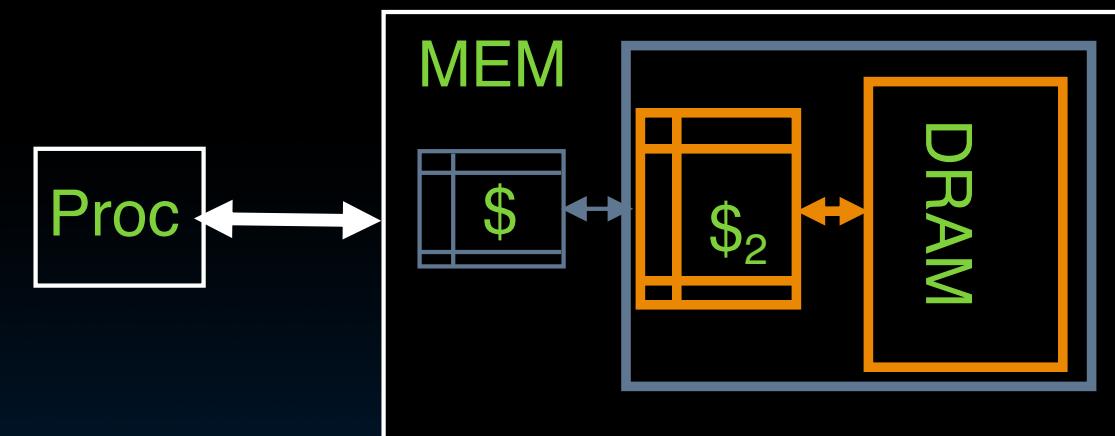


Average
Memory Access
Time (AMAT)

- How to choose between associativity, block size, replacement & write policy?
- Design against a performance model
 - Minimize: Average Memory Access Time
= Hit Time
+ Miss Penalty × Miss Rate
 - influenced by technology & program behavior
- Create the illusion of a memory that is large, cheap, and fast - on average
- How can we improve miss penalty?

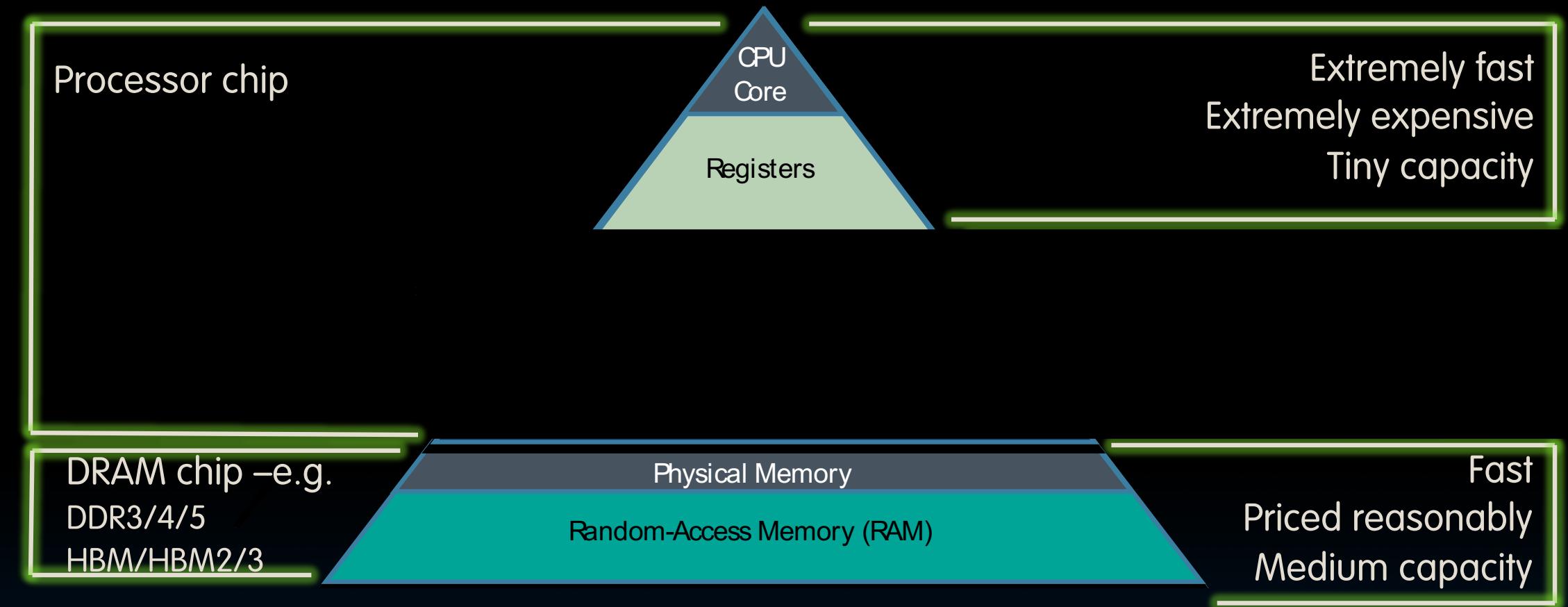
Improving Miss Penalty

- When caches first became popular, Miss Penalty ~ 10 processor clock cycles
- Today 3 GHz Processor (1/3 ns per clock cycle) and 80 ns to go to DRAM
~200 processor clock cycles!



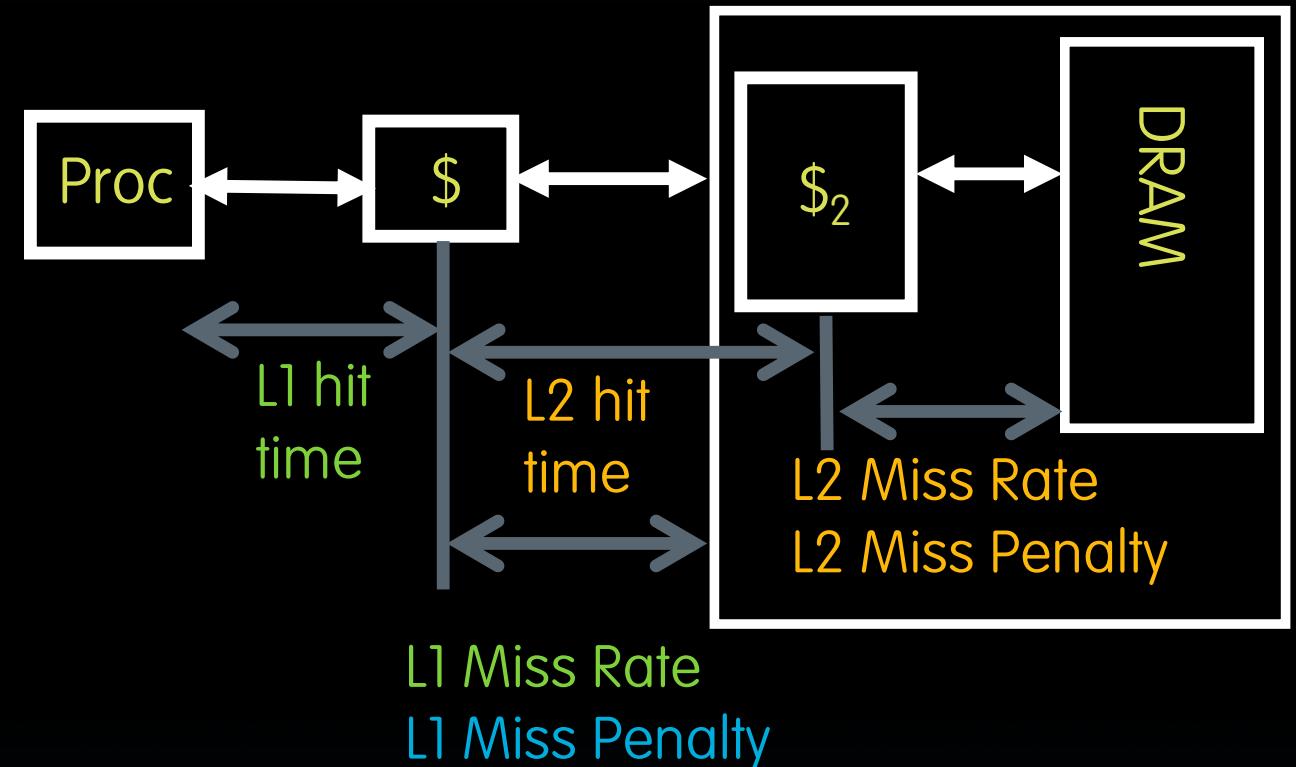
Solution: another cache between memory and the processor cache: Second Level (L2) Cache

Great Idea #3: Principle of Locality / Memory Hierarchy



Let's see Cache configuration on Dan's computer...

Analyzing Multi-level cache hierarchy



$$\text{Avg Mem Access Time} = \frac{\text{L1 Hit Time} + \text{L1 Miss Rate} * \text{L1 Miss Penalty}}{\text{L1 Miss Penalty}}$$

$$\text{L1 Miss Penalty} = \frac{\text{L2 Hit Time} + \text{L2 Miss Rate} * \text{L2 Miss Penalty}}{\text{L2 Miss Rate}}$$

$$\text{Avg Mem Access Time} = \frac{\text{L1 Hit Time} + \text{L1 Miss Rate} * (\text{L2 Hit Time} + \text{L2 Miss Rate} * \text{L2 Miss Penalty})}{\text{L2 Miss Rate}}$$

Example

- Assume
 - Hit Time = 1 cycle
 - Miss rate = 5%
 - Miss penalty = 20 cycles
 - Calculate AMAT...
- Avg mem access time
$$\begin{aligned} &= 1 + 0.05 \times 20 \\ &= 1 + 1 \text{ cycles} \\ &= 2 \text{ cycles} \end{aligned}$$

Ways to reduce miss rate

- Larger cache
 - limited by cost and technology
 - hit time of first level cache < cycle time (bigger caches are slower)
- More places in the cache to put each block of memory – associativity
 - fully-associative
 - any block any line
 - N-way set associated
 - N places for each block
 - direct map: N=1

Typical Scale

- L1
 - size: tens of KB
 - hit time: complete in one clock cycle
 - miss rates: 1-5%
- L2:
 - size: hundreds of KB
 - hit time: few clock cycles
 - miss rates: 10-20%
- L2 miss rate is fraction of L1 misses that also miss in L2
 - why so high?

Example: with L2 cache

- Assume
 - L1 Hit Time = 1 cycle
 - L1 Miss rate = 5%
 - L2 Hit Time = 5 cycles
 - L2 Miss rate = 15% (% L1 misses that miss)
 - L2 Miss Penalty = 200 cycles
- L1 miss penalty = $5 + 0.15 * 200 = 35$
- Avg mem access time = $1 + 0.05 \times 35$
 $= 2.75 \text{ cycles}$

Example: without L2 cache

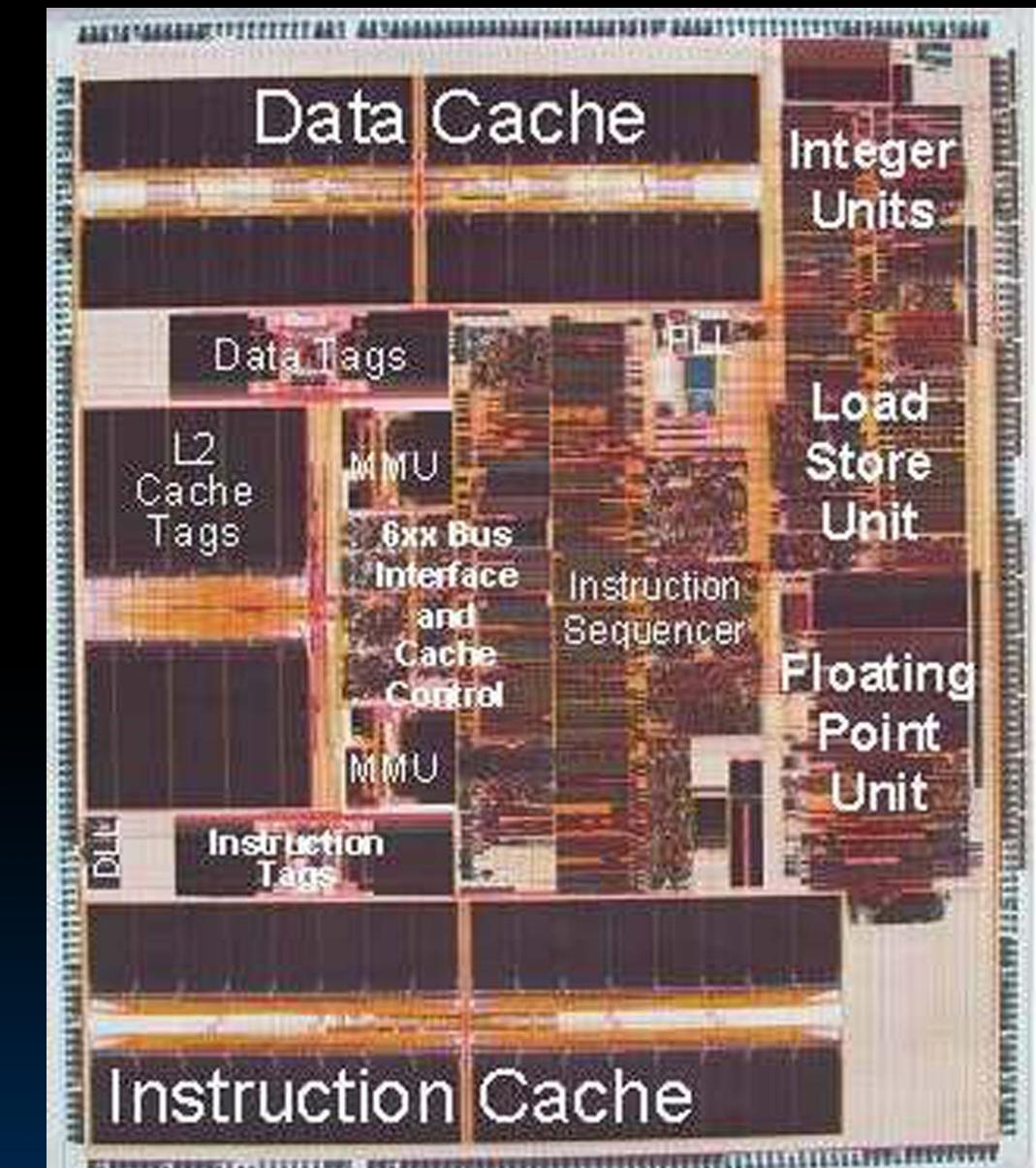
- Assume
 - L1 Hit Time = 1 cycle
 - L1 Miss rate = 5%
 - L1 Miss Penalty = 200 cycles
- Avg mem access time = $1 + 0.05 \times 200$
= 11 cycles
- 4x faster with L2 cache! (2.75 vs. 11)



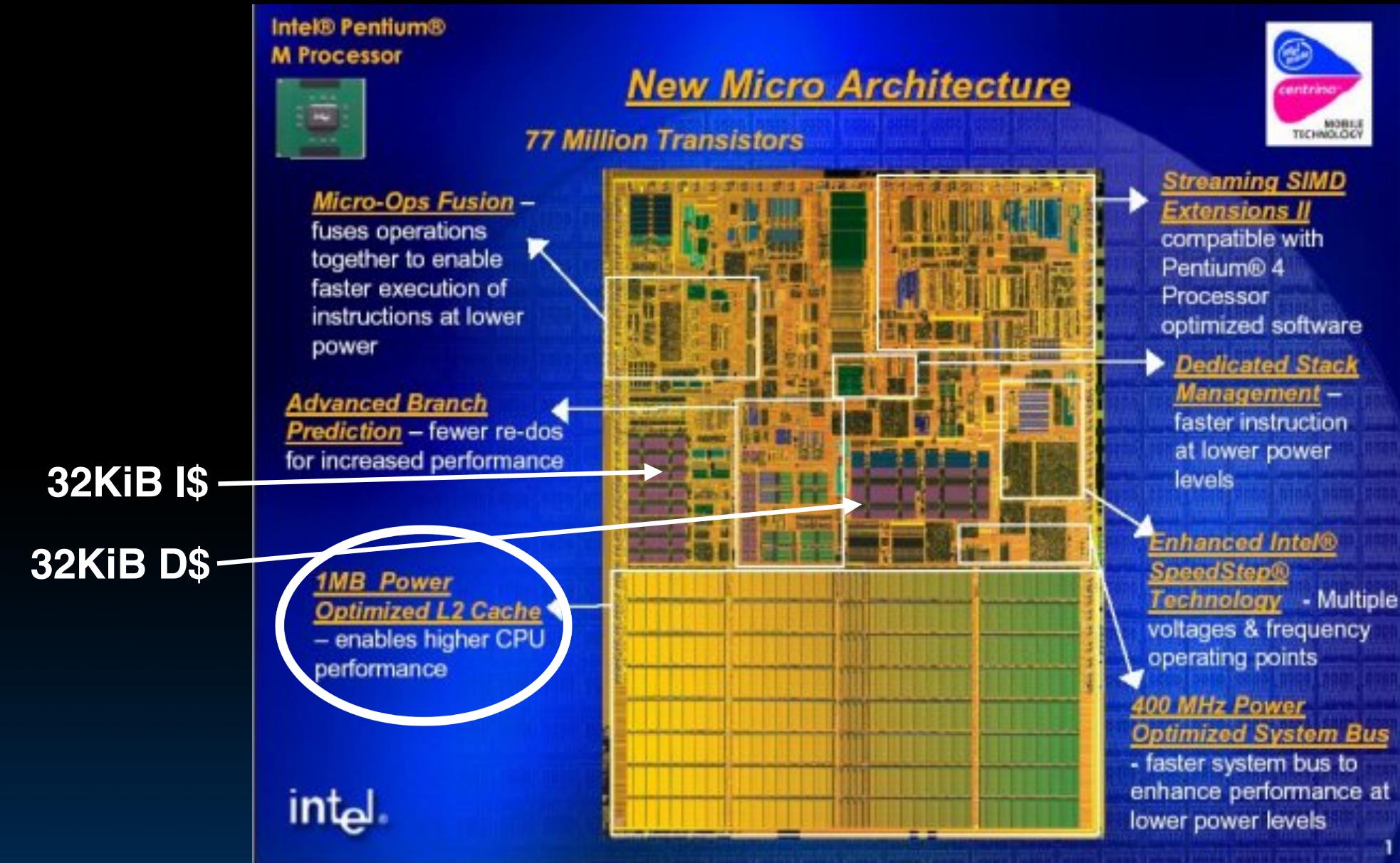
Actual CPUs

An Actual CPU – Early PowerPC

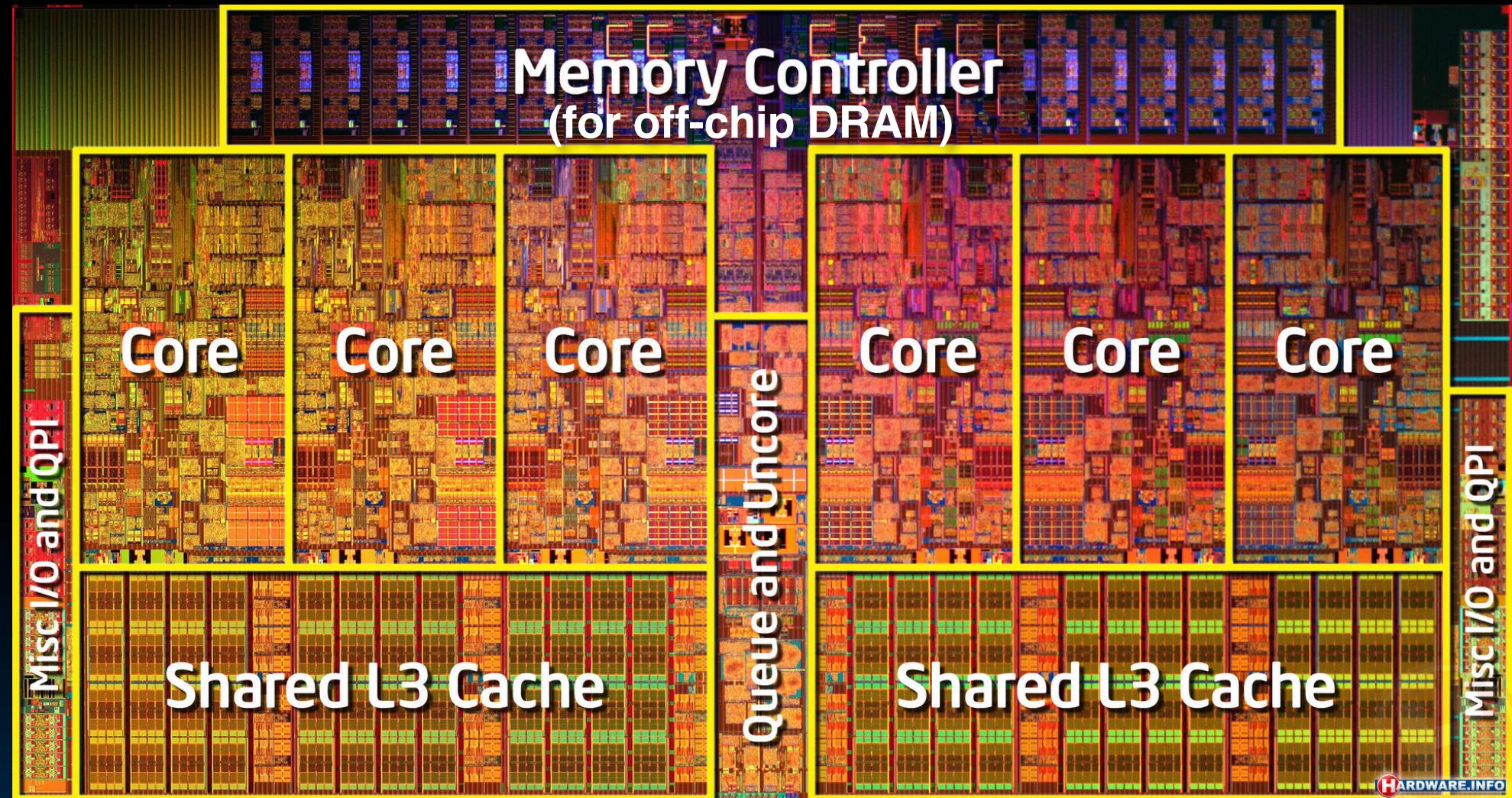
- Cache
 - 32 KiB Instructions & 32 KiB Data L1 caches
 - External L2 Cache interface with integrated controller and cache tags, supports up to 1 MiB external L2 cache
 - Dual Memory Management Units (MMU) with Translation Lookaside Buffers (TLB)
- Pipelining
 - Superscalar (3 inst/cycle)
 - 6 execution units (2 integer and 1 double precision IEEE floating point)



An Actual CPU – Pentium M



An Actual CPU – Intel core i7



And in Conclusion...

- We've discussed memory caching in detail. Caching in general shows up over and over in computer systems
 - Filesystem cache, Web page cache, Game databases / tablebases, Software memoization, Others?
- Big idea: if something is expensive but we want to do it repeatedly, do it once and cache the result.
- Cache design choices:
 - Size of cache: speed v. capacity
 - Block size (i.e., cache aspect ratio)
 - Write Policy (Write through v. write back)
 - Associativity choice of N (direct-mapped v. set v. fully associative)
 - Block replacement policy
 - 2nd level cache?
 - 3rd level cache?
- Use performance model to pick between choices, depending on programs, technology, budget, ...