

1. Memory hierarchy

- a. Forms a pyramid

- b. Key to success of the hierarchy

- c. Locality types

- i. Temporal locality

- ii. Spatial locality

- d. Locality is the key behind why caches work so well

2. Cache principles
 - a. Cache holds a much smaller subset of RAM's contents

- b. Terminology
 - i. Memory *block*

- ii. Cache *line*

- iii. Cache *tag*

- iv. Cache *hit*

- v. Cache *miss*

- vi. *Valid* bit

- vii. *Eviction*

- viii. *Dirty* bit

- 3. Cache addressing
 - c. What type of addresses does the cache use?
 - d. Cache addresses can be *physical*

 - e. Can also be *logical*

 - i. However, these caches encounter the *aliasing* problem

- 4. Cache design
 - f. Multiple-level caches

 - g. Unified or split

 - h. Cache size