

ECE 3058 Architecture, Systems, Concurrency, and Energy in Computation Lab 3

Part A: Caches

Direct-mapped Cache

The following diagram shows how a direct-mapped cache is organized. To read a word from the cache, the input address is set by the processor. Then the index portion of the address is decoded to access the proper row in the tag memory array and in the data memory array. The selected tag is compared to the tag portion of the input address to determine if the access is a hit or not. At the same time, the corresponding cache block is read and the proper line is selected through a MUX.

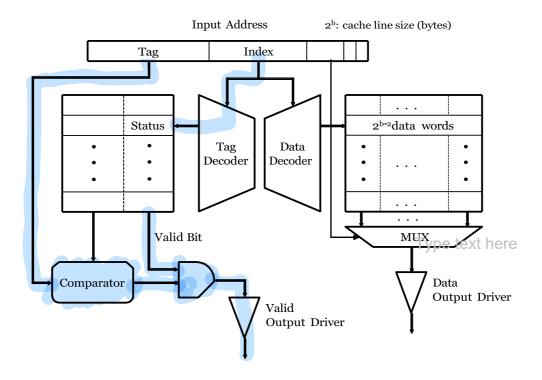


Figure A.1: A direct-mapped cache implementation

In the tag and data array, each row corresponds to a line in the cache. For example, a row in the tag memory array contains one tag and two status bits (valid and dirty) for the cache line. For direct-mapped caches, a row in the data array holds one cache line.

Four-way Set-associative Cache

The implementation of a 4-way set-associative cache is shown in the following diagram. (An n-way set-associative cache can be implemented in a similar manner.) The index part of the input address is used to find the proper row in the data memory array and the tag memory array. In this case, however, each row (set) corresponds to four cache lines (four ways). A row in the data memory holds four cache lines (for 32-bytes cache lines, 128 bytes), and a row in the tag memory array contains four tags and status bits for those tags (2 bits per cache line). The tag memory and the data memory are accessed in parallel, but the output data driver is enabled only if there is a cache hit.

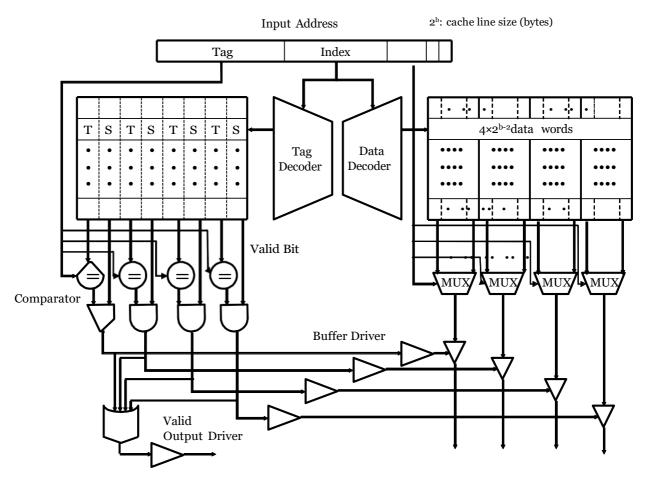


Figure A.2: A 4-way set-associative cache implementation

Cache Type	Data	Set S	NUN OF index bits	Nur of tas	Tas Array
0 (10 =	128NB	4096	▲ 12 a=1	15	64 KB
Mapped			log2(4096)	32-logs(1016)-logs(32)	1024
4-Way Set	128NB	1024	\$ 10	17	[2°-(1117)-9] = 72KB
		32 · 2	a=4	32-1 ₉₁ (#24)-1 ₀₉ (32)	1024

Problem A.1:

Critical Path for Cache Read: Tag

(3400) + (4217) + (4000) + (500) + (1000) = 13117 ps

Decoder memory comparator AND VALLE OUTPUT
BUFFER

Assume a 128-KB cache with 8-word (32-byte) cache lines. The data output is also 32 bits, and the MUX selects one word out of the eight words in a cache line. Using the delay equations given in Table A.1, fill in the columns for the direct-mapped (DM) and 4-way set-associative (SA) caches in the table. In the equation for the data output driver, 'associativity' refers to the associativity of the cache (1 for direct-mapped caches, A for A-way set-associative caches).

Component	Delay equation (ps)		DM (ps)	SA (ps)
Decoder	200×(# of index bits) + 1000	Tag	3400 ps	3000 ps
		Data	3400 ps	3000 ps
Memory array	200×log ₂ (# of rows) +	Tag	4217 ps	4249 ps
	$200 \times \log_2(\# \text{ of bits in a row}) + 1000$	Data	5000 ps	5000 ps
Comparator	200×(# of tag bits) + 1000		4000 ps	4400 ps
N-to-1 MUX	$500 \times \log_2 N + 1000$		2500 ps	2500 ps
Buffer driver	2000			2000 ps
Data output driver	500×(associativity) + 1000		1500 ps	3000 ps
Valid output	1000			
driver			1000	1000

Table A.1: Delay of each Cache Component

We want to compute the access time of the direct-mapped (DM) cache. What is the critical path of this direct-mapped cache for a cache read? What is the access time of the cache (the delay of the critical path)? To compute the access time, assume that a 2-input gate (AND, OR) delay is 500 ps. If the CPU clock is 150 MHz, how many CPU cycles does a cache access take?

Cycle Cycles: 13117 = 1.96754902 PS

52 clock cycles

DECODER:
$$200(12)+1000 = 3466$$
 (for all)

MEMORY ARRAY:

4217.49256...: $200 \cdot \log_2(102) + 1000 = 300 \cdot \log_2(102) + 200 \cdot \log_2(102) + 1000 = 300 \cdot \log_2(102) + 200 \cdot \log_2(102) + 2000 \cdot \log_2(102) + 2$

Problem A.2:

Now George P. Burdell is studying the effect of set-associativity on the cache performance. Since he now knows the access time of each configuration, he wants to know the miss-rate of each one. For the miss-rate analysis, George is considering two small caches: a direct-mapped cache with 8 lines with 16 bytes/line, and a 4-way set-associative cache of the same size. For the set-associative cache, George tries out a least recently used (LRU) policy.

George tests the cache by accessing the following sequence of hexadecimal byte addresses, starting with empty caches. For simplicity, assume that the addresses are only 12 bits. Complete the following tables for the direct-mapped cache and the LRU 4-way set-associative cache showing the progression of cache contents as accesses occur (in the tables, 'inv' = invalid, and the column of a particular cache line contains the {tag,index} contents of that line). You only need to fill in elements in the table when a value changes.

	<u>D-map</u>										
			line in cache							hit?	
	Address	Lo	L1	L2	L3	L4	L ₅	L6	L7		
	110	inv	11	inv	inv	inv	inv	inv	inv	no	_
	136				13					no	_
	202	20								no	_
1010:2	1A3			1A						no	_
0.000	102	10								Nο	_
0110:6	361							36		no	_
0 200:0	204	20								no	_
0001:1	114		[1							yes	_
1010 2	1A4			1 A						yes	
0111:7	177								17	no	_
୦ <u>୦୦</u> ୦: ୭	301	30								no	_
0000:0	206	20								no	~
0011; 3	135				13					yes] —

D-map	
Total Misses	10
Total Accesses	12

Type text here

	4-way									LRU	
			line in cache hit?								
	Address		S	et o		Set 1					
		way0	way1	way2	way3	way0	way1	way2	way3		
0001	110	inv	inv	inv	inv	11	inv	inv	inv	no	_
001	136					11	13			no] —
0000	202	20								no	_
1610	1A3		1 A							no	_
0000	102			10						nσ	_
0110	361				36					no	_
०००	204									yes	_
000	114									yes	_
1010	1A4									yes	_
0111	177							17		no	_
0000	301			30						20	_
G 000	206									yes	~
001	135									yes	_

4-way LRU	
Total Misses	8
Total Accesses	13