Lab #3. Cache Lab

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Change of Plan: Labs

- Labs will count for 30% of the total score in semester
- We have done three lab assignments so far
 - **Lab #1:** Bit Lab (6%)
 - **Lab #2:** Reversing Lab (12%)
 - **■** Lab #3: Cache Lab (12% ⇒ 8%)
 - I fixed the problem to make it easier than my original plan
 - And its weight in the total score has been slightly reduced
 - Remaining 4% point will be given as free bonus point

About this lab

- In this lab, you have to write a C program that simulates cache memory access
 - The cache parameters (e.g., # of lines) will be given as input
 - For the provided memory access sequence, your program must decide whether each access will be a **cache hit** or **cache miss**
- To do this assignment, you must clearly understand the operation of cache memory
 - Also, it is a good chance to practice implementing certain idea into concrete code

Remind: Cheating Policy

- Cheating in assignment will give you a serious penalty
 - Your final grade will be downgraded (e.g., from B+ to C+)
- Scope of cheating in assignment
 - Copying the code of other people
 - Sharing your solution with others
 - Asking ChatGPT to write your code
 - Discussing with others how to solve the problem

General Information

- Check the Assignment tab of Cyber Campus
 - Skeleton code (Lab3.tgz) is attached together with this slide
 - Submission will be accepted in the same post, too
- Deadline: 6/26 Wednesday 23:59
 - No late submission for this Lab!
- Please read the instructions in this slide carefully
 - This slide is a step-by-step tutorial for the lab
 - It also contains important submission guidelines
 - If you do not follow the guidelines, you will get penalty

Skeleton Code Structure

- Copy Lab3.tgz into CSPRO server and decompress it
 - Recommend to use <u>cspro2.sogang.ac.kr</u> (**Ubuntu 20.04**)
 - Don't decompress-and-copy; copy-and-decompress
- cache-simulator: In Lab #3, this is the only problem directory that you have to care about
- check.py: Script for self-grading (explained later)
- config: Used by grading script (you may ignore)

```
jason@ubuntu:~$ tar -xzf Lab3.tgz
jason@ubuntu:~$ ls Lab3
cache-simulator check.py config
```

Problem Directory

- cache.h: Provides type definitions and function declarations for the cache simulator
- cache.c: The actual cache simulator logic that you have to fill in (do NOT modify any other file)
- main.c: Program to run and test your simulator code
- Makefile: Already given for you (just type make to build)
- **testcase:** Contains test cases and expected outputs

```
jason@ubuntu:~/Lab3$ cd cache-simulator/
jason@ubuntu:~/Lab3/cache-simulator$ ls
cache.c cache.h main.c Makefile testcase
```

Input of Cache Simulator

- Let's first check the format of inputs and outputs
- **config-N**, trace-N are the inputs of the cache simulator
 - config-* contains the cache parameters b, E, and s (be careful on the lower/upper case)
 - Assume that 0 < **b** <= 16, 0 < **E**, 0 < **s** <= 16
 - trace-* contains a sequence of memory addresses to access
 - Assume that all accesses are 1-byte access

```
jason@ubuntu:~/Lab3/cache-simulator/testcase$ cat config-1
2 1 4
jason@ubuntu:~/Lab3/cache-simulator/testcase$ cat trace-1
BA00
BA04
AA08
BA05
```

Output of Cache Simulator

- Your compiled program must decide whether each memory access will result in cache hit or cache miss
 - Ex) The simulator below is saying that the first three accesses (BA00, BA04, AA08) are miss and the next one (BA05) is hit
- ans-N is the expected output for config-N & trace-N

Driver Code (main.c)

- The main.c file in skeleton code is already doing many things for the cache simulator
 - It reads in the cache parameters (b, E, and s) from config-N and initialize the cache structure by calling init_cache()
 - Then, it iteratively reads in each line of trace-N and calls access_memory() to decide whether it's cache hit or miss
 - Lastly, it calls free_cache() to clean up the heap memory
- You must first take enough time to carefully read and understand the code in main.c

Tasks to do

- You have to implement the three functions below
 - Read the type definitions and comments in cache.h carefully
- Depending on the value of cache parameters, your cache can be direct-mapped or set/fully associative
 - And your cache must implement LRU policy for eviction

```
// Allocate and initialize cache_t structure. (...)
cache_t* init_cache(int b, int E, int s);

// Simulate memory access on address 'addr'. Return 1 if
// the access is a cache hit and 0 if it's a miss. (...)
int access_memory(cache_t* cache, addr_t addr);

// Free the dynamically allocated memory in 'cache'. (...)
void free_cache(cache_t* cache);
```

What is this error message?

- You may encounter this kind of error message when you run the compiled main.bin program
- In our Makefile, I used some special compiler flag when building the main.bin binary
 - As shown below, it will report buffer overflows or memory leaks (unallocated memory when main() returns) during the runtime

Self-Grading

- Once you think everything is done, run check.py to confirm that you pass all the provided test cases
 - Each character in the result has following meaning:

```
'O': correct, 'X': wrong, 'C': compile error,'T': timeout, 'E': runtime error
```

■ You'll get the point based on the number of test cases that your code passes (100 points in total)

```
jason@ubuntu:~/Lab3$ ls
cache-simulator check.py config
jason@ubuntu:~/Lab3$ ./check.py
[*] cache-simulator : 0000
```

Submission Guideline

- You should submit only one C source file
 - cache.c (be careful not to submit cache.h)
- If the submitted file does not compile by typing "make" command, cannot give you any point for that problem
- Submission format
 - Upload this file directly to Cyber Campus (do not zip it)
 - Do not change the file name (e.g., adding any prefix or suffix)
 - If your submission format is wrong, you will get -20% penalty