Cache Memory Mapping Techniques

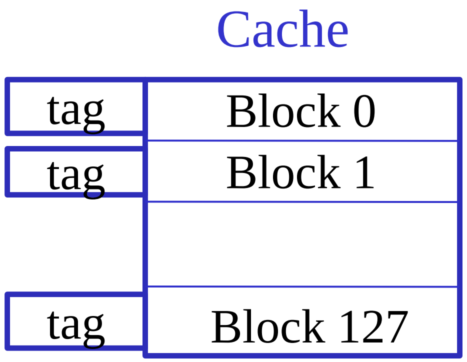
Continue to read pp. 289-305

Cache Memory Mapping

- Again cache memory is a small and fast memory between CPU and main memory
- A block of words have to be brought in and out of the cache memory continuously
- Performance of the cache memory mapping function is key to the speed
- There are a number of mapping techniques
  - Direct mapping
  - Associative mapping
  - Set associative - mapping

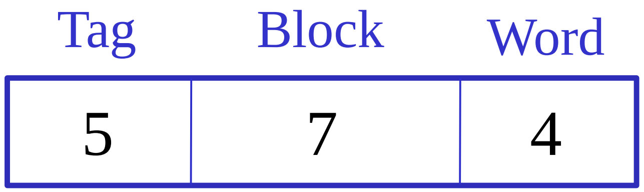
Direct Mapping Technique – No. 1

- Simplest way of mapping
- Main memory is divided in blocks
- Block j of the main memory is mapped onto block j modulo 128 of the cache – consider a cache of 128 blocks of 16 words each



- Consider a memory of 64K words divided into 4096 blocks

Where blocks 0, 128, 256, … 3968 should be mapped to?



Main memory address

Where blocks 126, 254, 382, … 4094 should be mapped to?

Direct Mapping Technique (Continued)

- Mapping process
  - Use tag to see if a desired word is in cache
  - It there is no match, the block containing the required word must first be read from the memory
  - For example: MOVE $A815, DO

$$\underbrace{10101}_{\text{Tag}}\ \underbrace{0000001}_{\text{Block \#}}\ \underbrace{0101}_{\text{Word}}$$

a. Check if cache has tag 10101 for block 1

   match -> hit; different -> miss, load the corresponding block

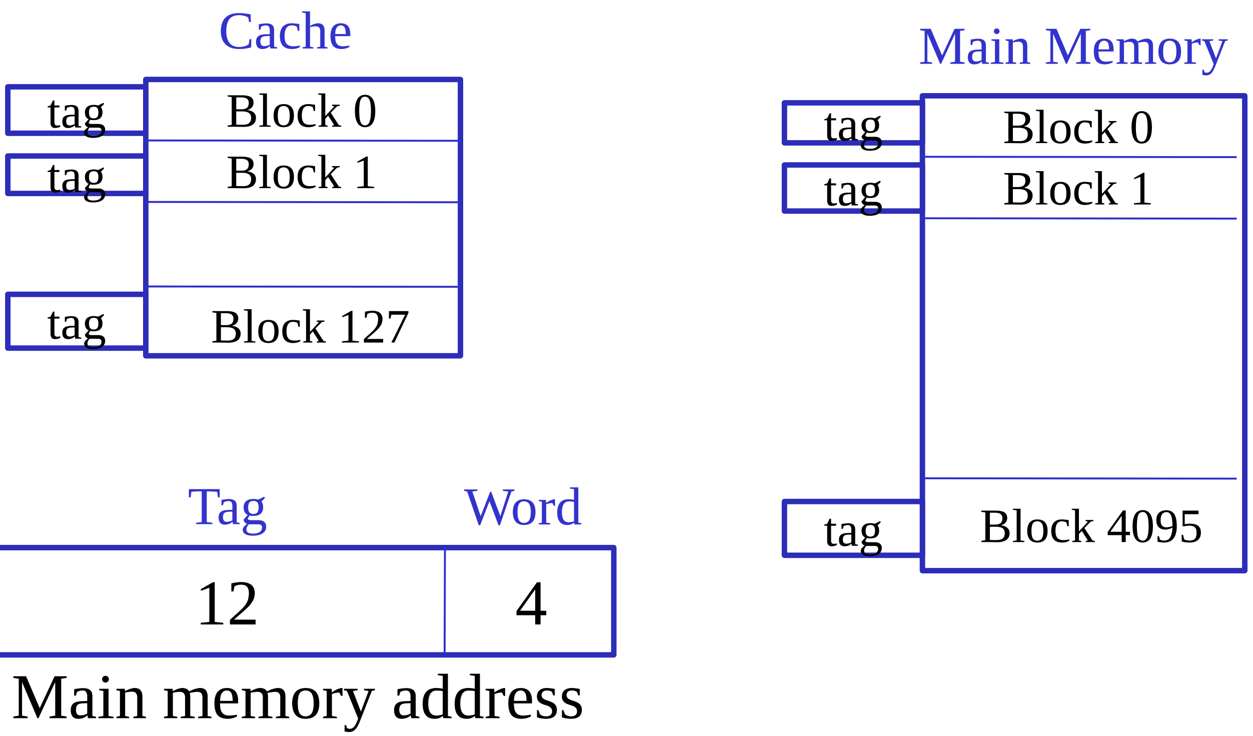
b. Access word 5 of the block

Direct Mapping Technique (Continued)

- Advantage
  - simplest replacement algorithm
- Disadvantage
  - not flexible
  - there is contention problem even when cache is not full
    - For example, block 0 and block 128 both take only block 0 of cache:
      - 0 modulo 128 = 0
      - 128 modulo 128 = 0
      - If both blocks 0 and 128 of the main memory are used a lot, it will be very slow

Associative Mapping Technique – No. 2

- Any block can go anywhere in cache
- 4095 blocks -> 4095 tag = 2^{12} -> 12 bit tag



Associative Mapping Technique (continued)

- Advantage
  - Any empty block in cache can be used, flexible
  - Must check all tags to check for a hit, expensive (parallel algorithm has been developed to speed up the process)
- What is the next technique?
  - Something between direct mapping and associative mapping

Set Associative Mapping Technique – No. 3

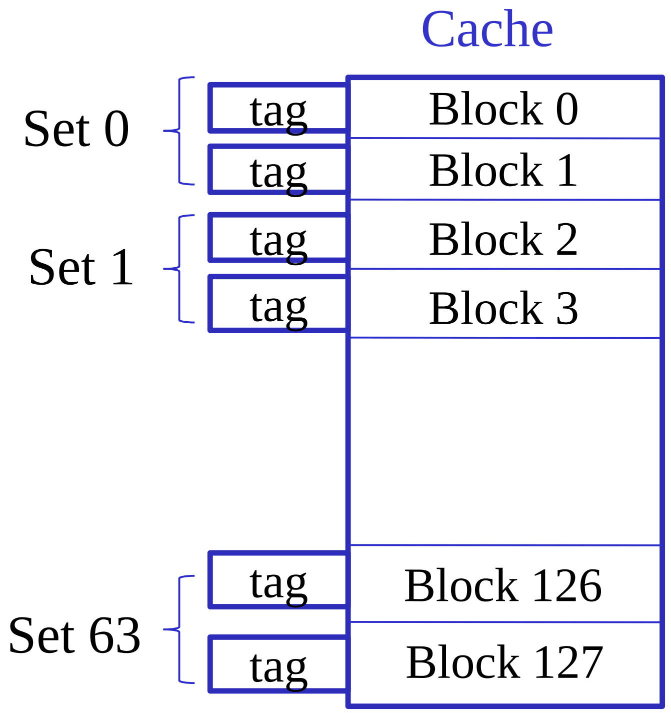
- Comprise between direct mapping and associative mapping
- Block in main memory maps to a set of blocks in cache – direct mapping
- Can map to any block within the set
- E.g. use 6 bits for tag = 2^6 = 64 tags

  6 bits for set = 2^6 = 64 sets

Set Associative Mapping Technique (continued)

- Memory Address

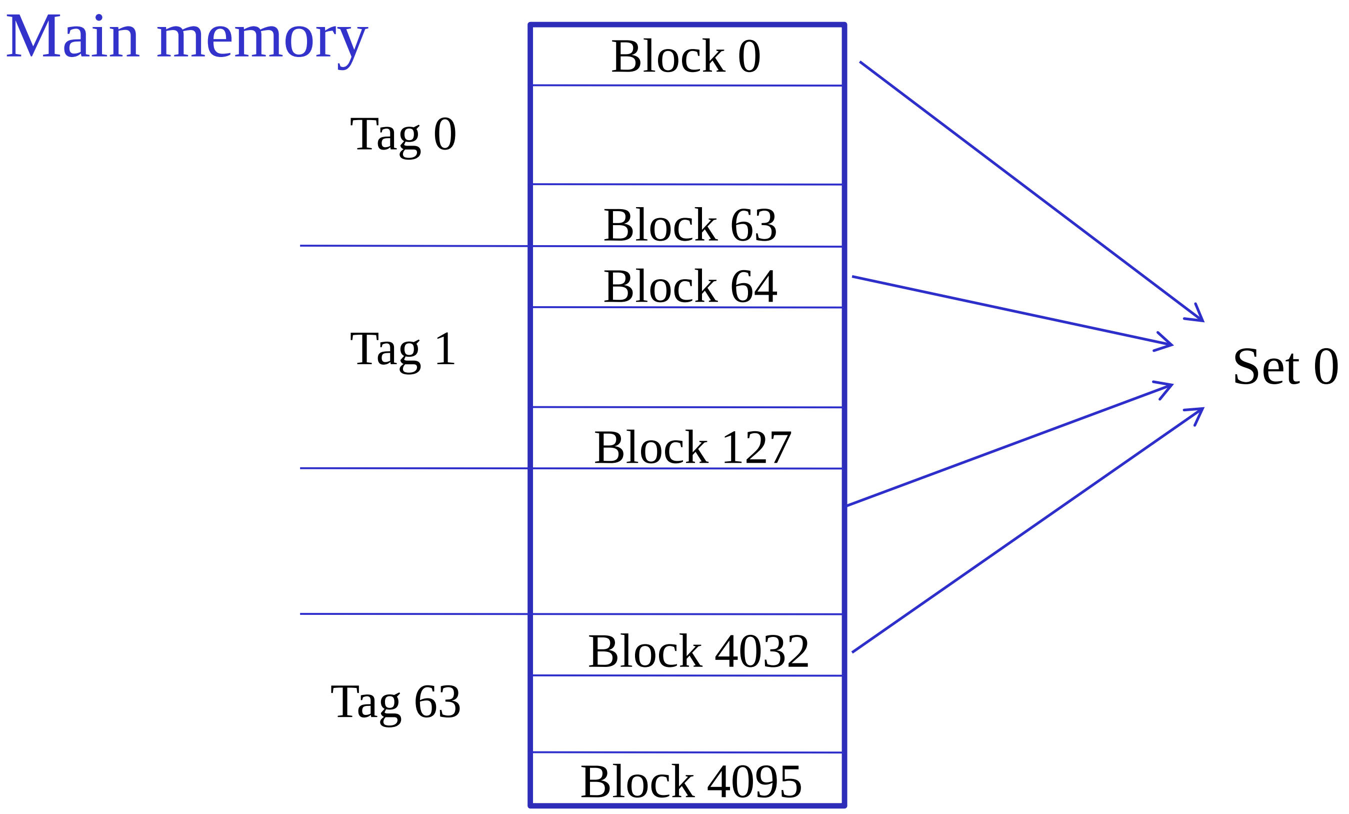
Tag	Set	Word
6	6	4



- The blocks in cache are divided into 64 sets and there are two blocks in each set
- How the blocks in the main memory be mapped into cache?
- Main memory blocks 0, 64, 128, 4032 maps to set 0 and can occupy either of the two positions

Set Associative Mapping Technique (continued)

- A set could have one block -> direct mapping; 128 blocks -> associative mapping
- k blocks per set is referred to as k-way set-associative mapping



Cache Memory Details

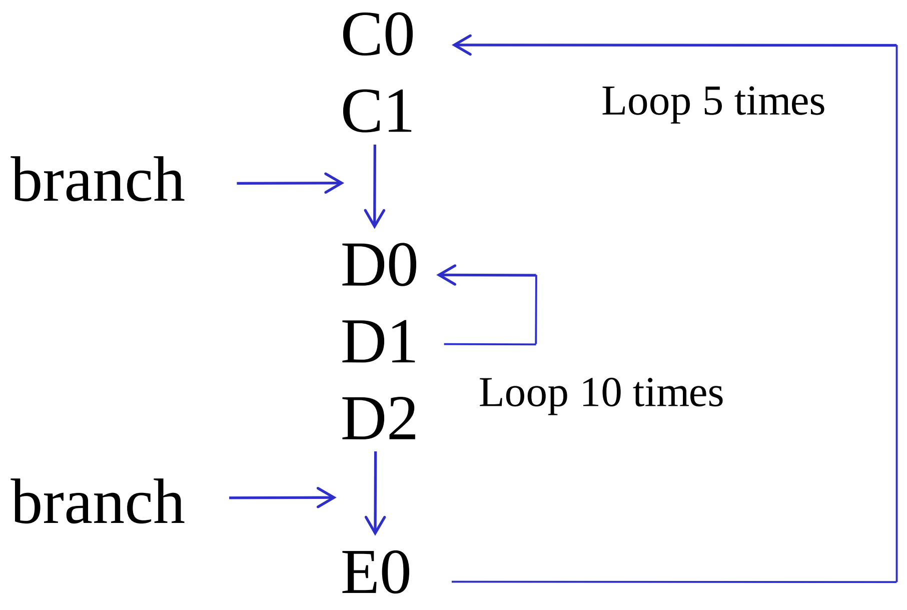
- Block size
  - Depends on how memory is addressed (byte, word, or long word) and accessed (word at a time)
  - 8-16 quite reasonable
    - 68040 – 16 bytes per block
    - Pentium IV – 64 bytes per block
  - Always work with 1 block at a time
  - How many blocks in cache?
    - No of words in cache divided by number of words per block – e.g. 2 k words, 16-word block: $2^{11}/ 2^{4} = 2^{7}$ = 128 blocks

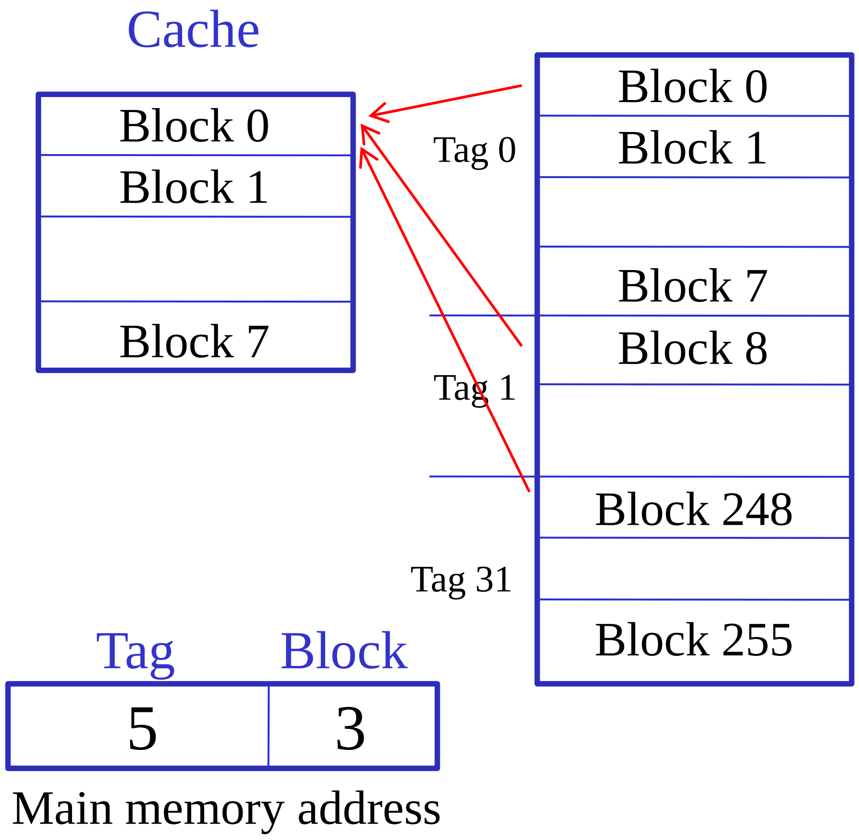
Cache Memory Details (continued)

- Replacement Algorithms
  - Replace the one that has gone the longest time without being referenced – Least Recently Used (LRU) – block
- How to know which block of main memory is currently in cache?
  - Look at the tag on data in the block
  - How long is the tag (how many blocks use same block of cache)?
- Study a few examples

Examples

- Small Instruction Cache (read 8.6.3)
  - Cache has 8 blocks, 1 word each
  - Main memory has 256 blocks (words) – 8 bit address
  - Execute the following program
  - Use direct mapping first





Direct Mapping Performance

- How many executions? - (2 x 10+4) x 5 = 120

Cache Block	After C1	After Inner Loop	After E0
0	C0	D0	E0
1	C1	D1	D1
2			D2

			First time
Misses	2 x 5	2 x 5	2 + 1x4 = 26
Hits		18 x 5	1x4 = 94

- Hit rate = hits/total = 94/120 = 78.3%

Associative Mapping Performance

Tag	
8	Main memory address

Cache Block	After C1	After Inner Loop	After E0
0	C0	C0	C0
1	C1	C1	C1
2		D0	D0
3		D1	D1
4			D2
5			E0
6			
7			
Misses	2	2	2 = 6
Hits	next 4 times all hits = 114		

- Hit rate = hits/total = 114/120 = 95%

Set Associative Performance

2 –way -> 4 sets

Tag	Set
6	2

Main memory address

	Cache Block	After C1	After Inner Loop	After E0	Second time After C1	After Loop
Set 0	0	C0	C0	E0	E0	D0
	1		D0	D0	C0	C0
Set 1	0	C1	C1	C1	C1	C1
	1		D1	D1	D1	D1
Set 2	0			D2	D2	D2
	1					
Set 3	0					
	1					

Misses 2+ 1x4 2 +1x4 2 + 1x4 = 18

Hits The rest is all hits = 102

- Hit rate = hits/total = 102/120 = 85%