## Lab Project #4 — Cachelab

- Due Thursday, December 14, 6:00 PM
  - No extensions possible!
    - Due to grading deadlines
- Download <u>cachelab-handout.tar.gz</u> from *Canvas* 
  - https://canvas.wpi.edu/files/885348/download?download\_frd=1
- Optional two-person teams
  - Must "register" by sending e-mail to cs2011-staff@cs.wpi.edu
  - ... in order to register team in Canvas
  - Either team member may submit on behalf of self or on behalf of team
    - Canvas gives you the option at the time of submission

### Cachelab

■ Two parts:-

#### A. Cache simulator

- Interprets memory access traces from valgrind
- 200-300 lines of C code

#### **B.** Array transpose function

- Minimize number of cache misses & evictions
- Performance counts!
- valgrind traces performance on cache simulator

### Part A:- Cache simulator

#### Four arguments:

- s:- 2<sup>s</sup> is number of sets
- E:— associativity; E = 2<sup>e</sup>, the number of lines per set
  - $E = 1 \Rightarrow$  Direct-mapped cache
- b:- 2<sup>b</sup> is number of data bytes per cache line
- t:- tracefile (output from valgrind) of memory references
  - Each line represents one memory access
    - L = load; S = store; M = modify (equivalent to L + S)

## Cache simulator (continued)

- Read sequence of memory traces from trace file
- Ignore instruction fetches!
- Pass all data accesses (load, store, modify) thru your simulated cache
  - Record hits, misses, evictions

Follow Programming Rules in project description

- Print summary of all cache activity ...
  - ... using provided PrintSummary () function

## Part B:- Matrix transpose

- Write a *fast* matrix transpose function ...
- ... that is cache aware

- Test against your simulator to determine how fast
  - Measured in numbers of misses

## **Matrix transpose**

- valgrind used to trace your transpose function
  - Invoked via ./test-trans function from handout
- Traces passed to *your* simulator
  - Performance measured in terms of numbers of
    - Cache hits
    - Cache misses
    - Cache evictions

## **Project Handout**

- cachelab-handout.tar.gz
  - On course web-site on Canvas
  - Select Projects and click on the link in projects table

#### Includes

Also, project description (docx, pdf)

- csim-ref a reference simulator (binary only)
  - For helping to validate your simulator
- csim.c a skeleton for building your simulator
- traces a directory full of traces for testing
- trans.c contains transpose functions; you modify this
- test-trans program to evaluate your transpose function

## **Matrix transpose**

- Write a fast matrix transpose function ...
- ... that is cache aware
- Test cases:-
  - 32 × 32
  - 64 × 64
  - 61 × 67 ←
  - s = 5, E = 1, b = 5

Use autograder in handout to check your score!

Graders may substitute different numbers

- Score based on number of misses!
  - Fewer misses is better
  - Too many misses ⇒ zero performance points for that case!

## **Two-person Teams**

- You may optionally work in teams of two
- Register your team with <u>cs2011-staff@cs.wpi.edu</u>
  so that we may enter it into Canvas
- Remember to register early!
  - We may not be watching e-mail when project is nearly due!

### Note about teams

- Do NOT divide up the project by
  - One member works on csim.c
  - Other member works on trans.c
- Reason:— csim.c is 3 times more difficult than trans.c

- Cannot always detect, but ...
  - If we do detect this behavior, it is a 25% penalty.

### **Submission**

- Tarball named username-handin.tar or teamname-handin.tar
  - username replaced by your WPI user ID or by team name as registered in Canvas
  - Automatically created every time you issue make command in cachelab-handout directory
  - "make USER=username" and "make USER=teamname" automatically create tarballs with user (or team) name specified after '=' sign

#### Submit to Canvas

Project Cachelab

#### **Extra Credit**

- Submit a working version of csim.c by Friday, December 8, 6:00 PM
  - Extra-credit submission file name must be extra-username-handin.tar Or extra-teamnamehandin.tar
  - Must execute graders' traces correctly

## **Reminder: Academic Honesty**

#### Course rules:-

- You may consult with your classmates and others about algorithms and approaches to project
- You may resource online and other materials for inspiration

#### However,

You may not copy or look at code

### Lots of temptations exist on web

Don't succumb to them

## Reminder: Academic Honesty (continued)

- Detected violations:—
  - Grade of Incomplete for the course
  - Resolution in C-term according to WPI procedures for Academic Dishonesty
- Very disagreeable for all involved

# **Questions?**