

# Lecture 20: More caches

Monday, February 25, 2019 10:59 AM

## Outline

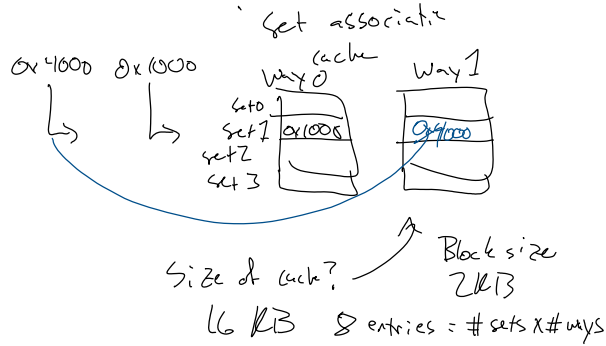
- Set associativity
- Three C's
- AMAT
- Multi-level hierarchies

Set associativity  $\rightarrow$  multiple ways for data to be placed

Direct-mapped caches each address only maps to a single location



A miss that wouldn't happen if we had more associativity

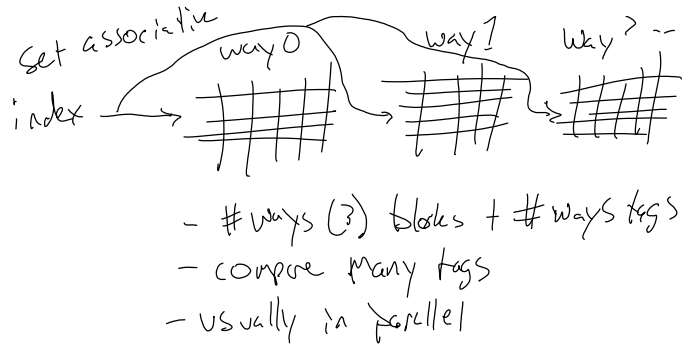
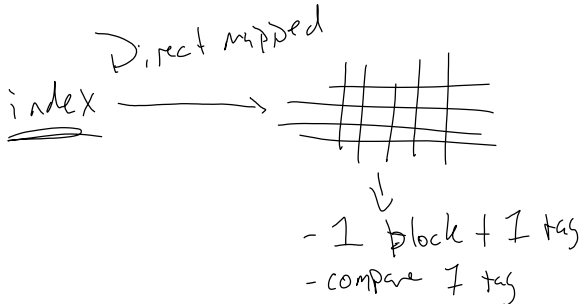


What is better?

Performance  $\rightarrow$  reduce miss ratio  $\rightarrow$  more associative

Fully associative # of ways = lines in cache  $\rightarrow$  any address can map to any location  
 $\rightarrow$  minimize conflict misses

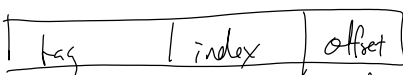
Downside of associativity is power and area



Want high associativity when hit rate is very important  $\rightarrow$  if memory is far away or high miss latency

address

accessing BA cache



#bits whatever is left  
 32 bit address  $\rightarrow$  15 bits  
 Direct-mapped  
 # of bits  $\log$  of # of lines  $\rightarrow$  bits

# of bits  $\rightarrow$   $\log$  size of cache line  
 16 B cache line  $\rightarrow$  4 bits

# of 8192 lines  $\rightarrow 13$

## Changes for SA?

Now index bits  $\rightarrow \log(\# \text{ of lines in a way or } \# \text{ of sets})$

$\rightarrow \log(\# \text{ of unique addressable locations in cache})$

# of index bits direct-mapped  $\Rightarrow \log(\# \text{ of lines})$  # sets =  $\frac{\# \text{ lines}}{1}$

One way

# of index bits for fully associative cache  $\Rightarrow 0$  index bits

## Example

64 KB cache



What is the associativity?

# sets = 2048 ( $2^{11}$ ) # of lines =  $\frac{64 \text{ KB}}{16 \text{ B}} = 4096$

line size = 16 ( $2^4$ )

# ways =  $\frac{\# \text{ lines}}{\# \text{ sets}} = \frac{4096}{2048} = 2 \rightarrow$  2-way set associative

lines in cache = sets  $\times$  ways

## Equations

Blocks/lines = sets  $\times$  ways

Sets =  $2^{\text{index bits}}$

Size = block size  $\times$  sets  $\times$  ways

off set bits =  $\log(\text{block size})$

RISC-V 32 bit

32 bit addresses

$2^{32} \rightarrow 4 \text{ GB}$

most one app can address

## Kinds of misses

★ Conflict misses result from low associativity  
 $\rightarrow$  reduce by incr. set associativity

★ Cold misses / compulsory misses  $\rightarrow$  first access to an address  
 $\rightarrow$  reduce by prefetching  
 $\rightarrow$  generally hard to reduce these misses

★ Capacity misses  $\rightarrow$  an address was evicted before it was reused  
 $\rightarrow$  reduce these by making cache bigger  
 $\rightarrow$  smarter replacement policy

## Predict performance for caches

$\rightarrow$  Average memory access time (AMAT)

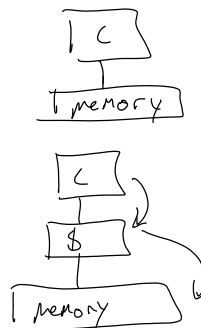
Memory takes 50 cycles

AMAT = memory time = 50 cycles

Cache  $\rightarrow$  2 cycle hit time + 95% hit ratio

$$AMAT = \underbrace{0.95 \times 2}_{\text{Hit}} + \underbrace{0.05 \times 2 + 0.05 \times 50}_{\text{Miss}}$$

$\rightarrow$  1.025 cycles



$$= 2 + 0.05 \times 50$$

$$= 4.5 \text{ cycles}$$

AMAT = hit time for cache + miss ratio  $\times$  (miss time)

10 cycle hit time and 80% hit ratio for L2

$$AMAT = 2 + 0.05[10 + 0.2 \times 50]$$

$$= 3$$

