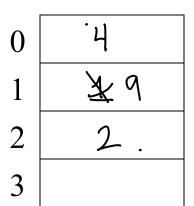
### Where to place a block in the cache

Associativity

allows data to reside in multiple

- Reduce number of misses that occur because ob conflicts

#### Example



Addresses:

# Replacement policy

• LRU: Replace the element used longest ago (Least Recently Used)

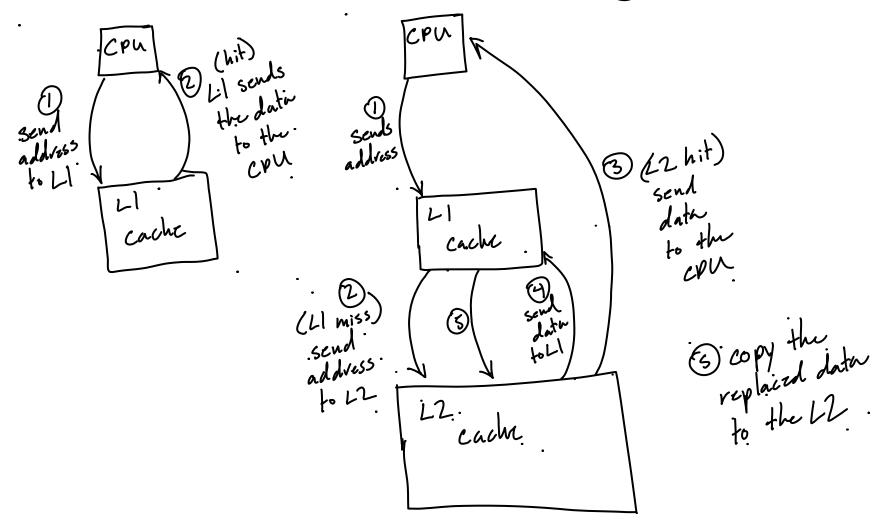
· Random! Randomly select a way to replace

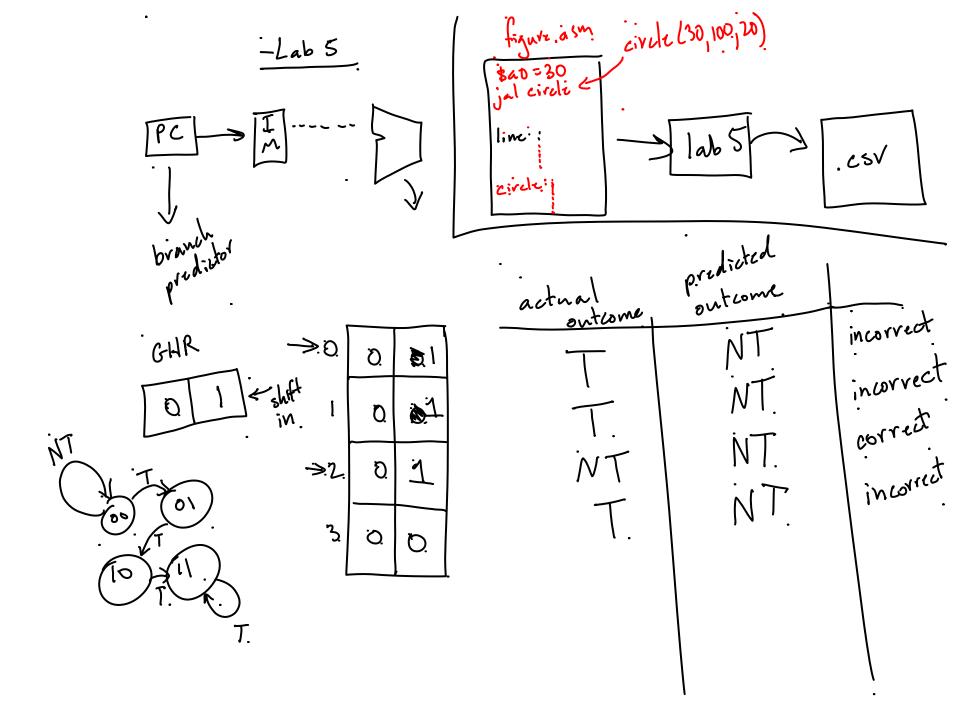
#### Example

For a particular program running on a pipelined processor, the data cache hit rate is 95%. The miss penalty is 50 cycles. If 30% of the instructions access memory, what is the average CPI of the program?

What is the speedup, if the cache configuration is modified so that the hit rate becomes 97%?

# Multilevel caching





Writing to memory with caches

CPU

X=86

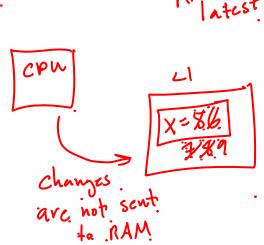
RAM

• Write-through - cache and RAM.

have uphated values.



- RAM is updated when the cached value is replaced



change X to 6

Show the hits and misses for a <u>direct-mapped</u> cache with a block length of 4-words and a total size of 16 words. The cache is word addressable (there is no byte-offset).

•	Μ	M	Μ	H	$\hat{\wedge}$	Μ
Addresses:	1	4 0	80	5	20	17
Index	0	1	۲.	1		O

31		0
Tag	$\times \times$	XX
	Index	BI.
Hit Rute 1/6		off.
76		

0	Ø16	<b></b>	X14	7519
Inter.	20.	D	22.	7.
2	8	9	10	11
3				
(	D C	1 151.	2 off:	3.

- Lab 5. extra credit (handin by 11/24) - top 1/3 or 5 submissions (whichever) -3% extra credit on final and pizza

Show the hits and misses for a <u>2-way</u> associative cache with a block length of 2-words and a total size of 16 words. The cache is word addressable (there is no byte-offset).

M M M H M M

Addresses: 1 4 8 5 20 17

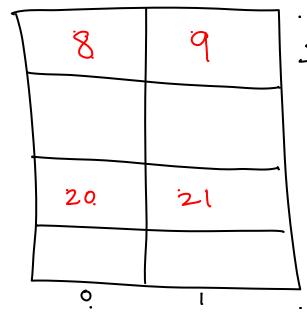
B! Off: 1 0 0 1 0 1

Index: 0. 2 0. 2. 2. 0.

B). Off.

	0
XX	×
Inly	131. ott.
	XX

0



B1. Off. = All %2 Index=(Addi) % 4