

Digital System Design Homework#4

Cache Unit Design

Report

B05901030 電機四 陳欽安

(1) Direct mapped:

I. Cycle time: 10.0ns

```
`timescale 1 ns/10 ps
`define CYCLE 10.0 // Modify cycle time here
`define SDFFILE "./cache_dm_syn.sdf" // Modify your sdf file name
==== CONGRATULATIONS! Pass cache read-write-read test. ====

Finished all operations at: 158805 ns
Exit testbench simulation at: 158905 ns

Simulation complete via $finish(1) at time 158905 NS + 0
```

II. General specification of the cache unit:

a) Numbers of words

32-word cache consists of 8 blocks, each containing 4 words.

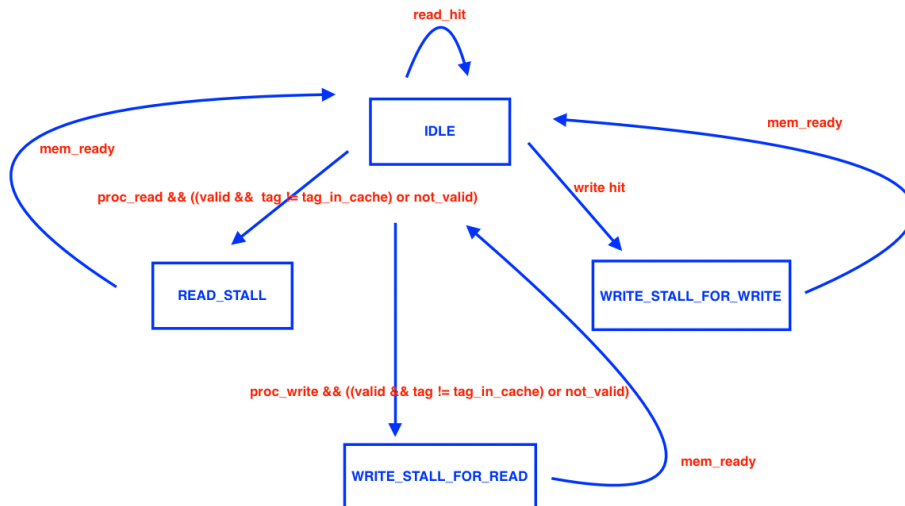
b) Placement policy

format: reg[153:0] cache[0:7]

153	152:128	127:96	95:64	63:32	31:0
valid bit	tag	word3	word2	word1	word0

III. Read/ Write policy: Write- through (also update memory)

IV. Design architecture or the finite state machine of the cache unit



V. Performance

```
Stall cycle: 6400
Read miss : 256
Write miss : 1024
read cnt: 1024
write cnt: 1024
```

miss rates of read = $256/1024 = 25\%$
miss rates of write = $1024/1024 = 100\%$
total cycle:
read: $1024 + 256 \times 5 = 2304$
write: $1024 + 1024 \times 5 = 6144$
total: $2304 + 6144 = 8448$
Stall cycle: 6400

(2) 2-way associative:

I. Cycle time: 10.0ns

```
`timescale 1 ns/10 ps
`define CYCLE 10.0 // Modify cycle time here
`define SDFFILE "./cache_2way_syn.sdf" // Modify your sdf file name
==== CONGRATULATIONS! Pass cache read-write-read test. ====

Finished all operations at: 120405 ns
Exit testbench simulation at: 120505 ns

Simulation complete via $finish(1) at time 120505 NS + 0
```

II. General specification of the cache unit:

a) Numbers of words

32-word cache consists of 4 sets, each set consists of 2 blocks, and each block contains 4 words.

b) Placement policy

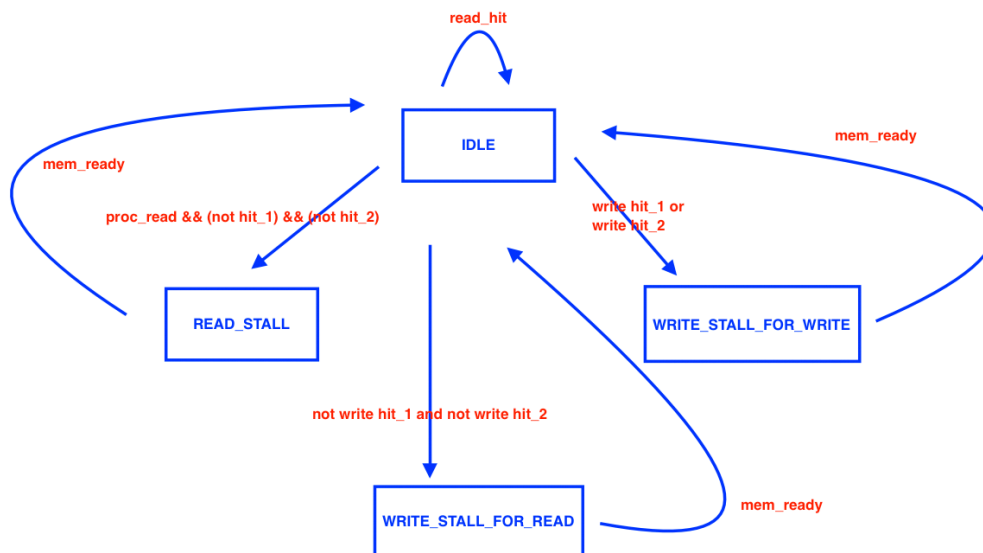
format: reg[311:0] cache[0:3]

311	310	309:284	283:156	155	154	153:128	127:0
valid_1	LRU_1	tag_1	word3~word0	valid_2	LRU_2	tag_2	word3~word0

where LRU records whether the block is recently used.

III. Read/ Write Policy: Write- through (also update memory)

IV. Design architecture or the finite state machine of the cache unit



V. Performance

```
Stall cycle: 2560
Read miss : 256
read cnt: 1024
write cnt: 1024
```

Miss rate of read = $256/1024 = 25\%$

Miss rate of write = $256/1024 = 25\%$

Total cycle:

read: $1024 + 256 \times 5 = 2304$

write: $1024 + 256 \times 5 = 2304$

total: $2304 + 2304 = 4608$

Stall cycle: 2560

(3) Compare the performance of the two architectures, and discuss the reasons for such results

因為2-way associativity 可以降低miss發生的機率，就是減少conflict的發生，
所以從performance可以看出 2-way associativity 的miss rate on write 以及總stall cycle都比
direct map來得少。

BONUS: L2 cache

#readme:

test RTL:

ncverilog tb_cache.v bonus.v memory.v+access+r

test gate-level:

edit in tb_cache.v

- SDFFILE: “./bouns.sdf”

- CYCLE 12.0

```
`timescale 1 ns/10 ps
define CYCLE      12.0           // Modify cycle time here
`define SDFFILE    "./bonus_syn.sdf" // Modify your sdf file name
```

ncverilog tb_cache.v bonus_syn.v memory.v tsmc13.v +define+SDF +access+r

Direct mapped: 128-word cache consists of 32 blocks, each containing 4 words.

Pass RTL/ gate-level simulation:

```
[b05030@cad29 HW4]$ ncverilog tb_cache.v bonus.v memory.v tsmc13.v +access+r
==== CONGRATULATIONS! Pass cache read-write-read test. ====

Finished all operations at:           144486 ns
Exit testbench simulation at:         144606 ns

Simulation complete via $finish(1) at time 144606 NS + 0
./tb_cache.v:211      $finish;
```

```
[b05030@cad29 HW4]$ ncverilog tb_cache.v bonus_syn.v memory.v tsmc13.v +define+SDF +access+r
==== CONGRATULATIONS! Pass cache read-write-read test. ====

Finished all operations at:           144486 ns
Exit testbench simulation at:         144606 ns

Simulation complete via $finish(1) at time 144606 NS + 0
./tb_cache.v:211      $finish;
```

Performance compare with L1 directed map:

direct map only L1 cache :

Stall cycle:	6400
Read miss :	256
Write miss :	1024
read cnt:	1024
write cnt:	1024

direct map with L1 and L2 cache:

Stall cycle:	2560
Read miss :	256
Write miss :	256
read cnt:	1024
write cnt:	1024

-> write miss decrease extremely-> because L2 cache focus on low miss rate to avoid main memory access.