NC State University

Department of Electrical and Computer Engineering

ECE 463/563 (Prof. Rotenberg)

Project #1: Cache Design, Memory Hierarchy Design

REPORT TEMPLATE (Version 2.0)

by

**Dev Desai**

Report template for Project #1.

1. L1 cache exploration: SIZE and ASSOC

GRAPH #1 (*total number of simulations: 55*)

For this experiment:
- Benchmark trace: gcc_trace.txt
- L1 cache: SIZE is varied, ASSOC is varied, BLOCKSIZE = 32.
- L2 cache: None.
- Prefetching: None.

Plot L1 miss rate on the y-axis versus $\log_2$(SIZE) on the x-axis, for eleven different cache sizes: SIZE = 1KB, 2KB, … , 1MB, in powers-of-two. (That is, $\log_2$(SIZE) = 10, 11, …, 20.) The graph should contain five separate curves (*i.e.*, lines connecting points), one for each of the following associativities: direct-mapped, 2-way set-associative, 4-way set-associative, 8-way set-associative, and fully-associative. All points for direct-mapped caches should be connected with a line, all points for 2-way set-associative caches should be connected with a line, *etc*.
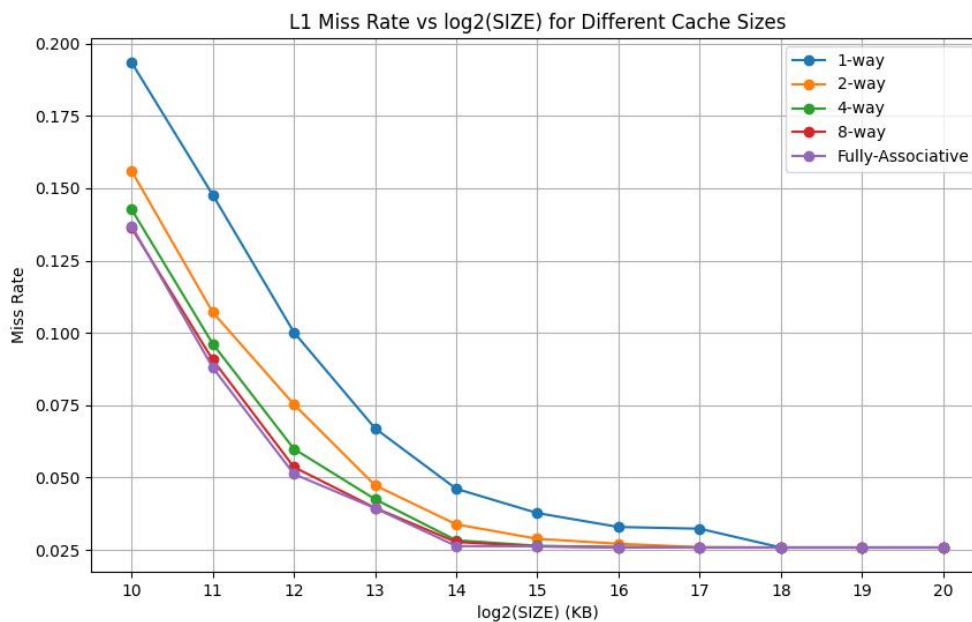
Answer the following questions:
1. For a given associativity, how does increasing cache size affect miss rate?

Increasing the Cache Size **lowers** the Miss Rate, ultimately reaching Compulsory Miss Rate.

2. For a given cache size, how does increasing associativity affect miss rate?

Increasing the Associativity **lowers** the Miss Rate, ultimately reaching Compulsory + Capacity Miss Rate.

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3. Estimate the *compulsory miss rate* from the graph and briefly explain how you arrived at this estimate.

compulsory miss rate = **0.0258 / 2.58%**
How I arrived at this estimate: This is **lowest value** of Miss Rate I recorded. Increasing Cache Size had no impact, hence concluded this must be the Compulsory Miss Rate.

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GRAPH #2 (*no additional simulations with respect to GRAPH #1*)

Same as GRAPH #1, except make the following changes:
- The y-axis should be AAT instead of L1 miss rate.
- Do NOT include fully-associative cache configurations (power-hungry, impractical cost for implementing LRU). Thus, GRAPH #2 should contain four (not five) separate curves: direct-mapped, 2-way set-associative, 4-way set-associative, 8-way set-associative.

AAT vs log2(SIZE) for Different Cache Sizes
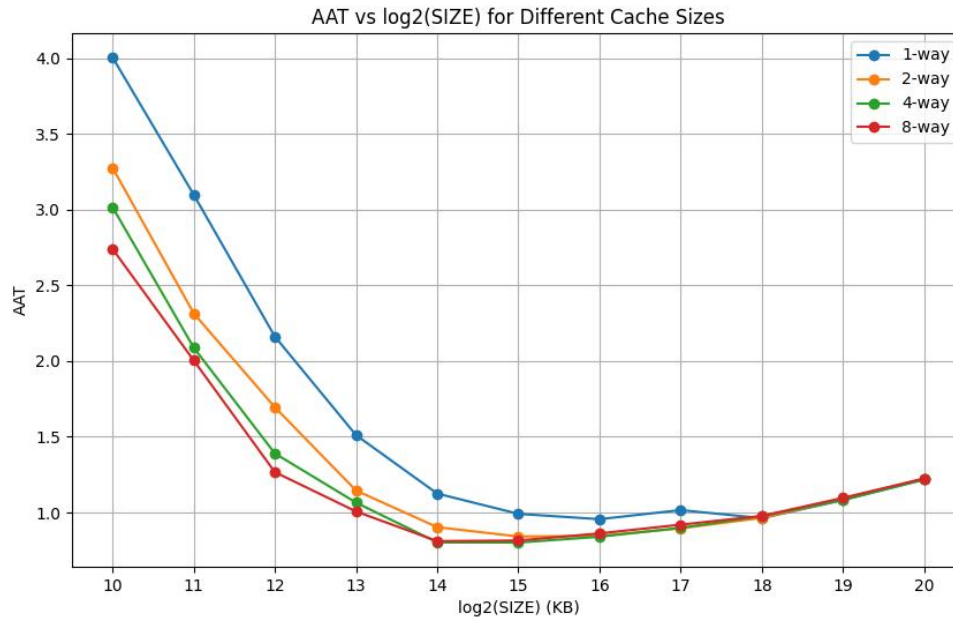
Answer the following question:
1. For a memory hierarchy with only an L1 cache and BLOCKSIZE = 32, which configuration yields the best (*i.e.*, lowest) AAT and what is that AAT?

Direct-mapped or set-associative cache configuration that yields the lowest AAT:
32 KB, 4-way set-assoc.
AAT for this configuration: **0.80189 ns**

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GRAPH #3 (***total number of simulations: 16***)

Same as GRAPH #2, except make the following changes:
- Add the following L2 cache to the memory hierarchy: 16KB, 8-way set-associative, same block size as L1 cache.
- Vary the L1 cache size only between 1KB and 8KB (since L2 cache is 16KB). (*And as with GRAPH #2, GRAPH #3 should contain four (not five) separate curves for L1 associativity: direct-mapped, 2-way set-associative, 4-way set-associative, 8-way set-associative.*)
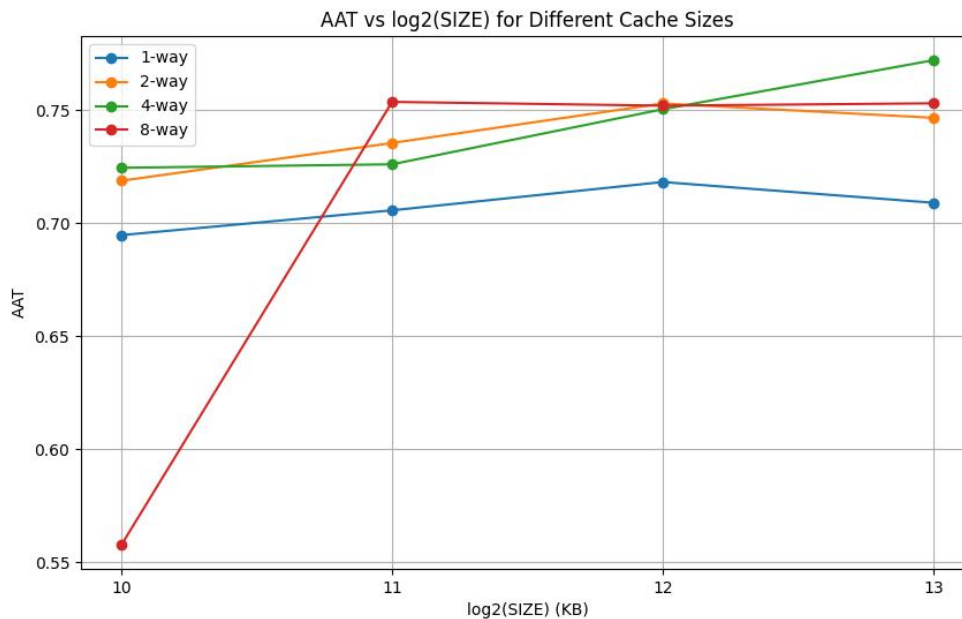
Answer the following questions:
1. With the L2 cache added to the system, which L1 cache configuration yields the best (*i.e.*, lowest) AAT and what is that AAT?

L1 configuration that yields the lowest AAT with 16KB 8-way L2 added:

If we consider 1 KB, 8-way (I understand this is an anomaly but data is data…):

1 KB, 8-way set-assoc.
AAT for this configuration: **0.557788668 ns**

Else:

1 KB, direct-mapped
AAT for this configuration: **0.69474301 ns**

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2. How does the lowest AAT with L2 cache (GRAPH #3) compare with the lowest AAT without L2 cache (GRAPH #2)?

The lowest AAT with L2 cache is **less than (by 0.10714699 ns)** the lowest AAT without L2 cache.

2. L1 cache exploration: SIZE and BLOCKSIZE

GRAPH #4 (*total number of simulations: 24*)

For this experiment:
- Benchmark trace: gcc_trace.txt
- L1 cache: SIZE is varied, BLOCKSIZE is varied, ASSOC = 4.
- L2 cache: None.
- Prefetching: None

Plot L1 miss rate on the y-axis versus $\log_2$(BLOCKSIZE) on the x-axis, for four different block sizes: BLOCKSIZE = 16, 32, 64, and 128. (That is, $\log_2$(BLOCKSIZE) = 4, 5, 6, and 7.) The graph should contain six separate curves (*i.e.*, lines connecting points), one for each of the following L1 cache sizes: SIZE = 1KB, 2KB, ..., 32KB, in powers-of-two. All points for SIZE = 1KB should be connected with a line, all points for SIZE = 2KB should be connected with a line, *etc*.

L1 Miss Rate vs log2(BLOCKSIZE) for Different Cache Sizes
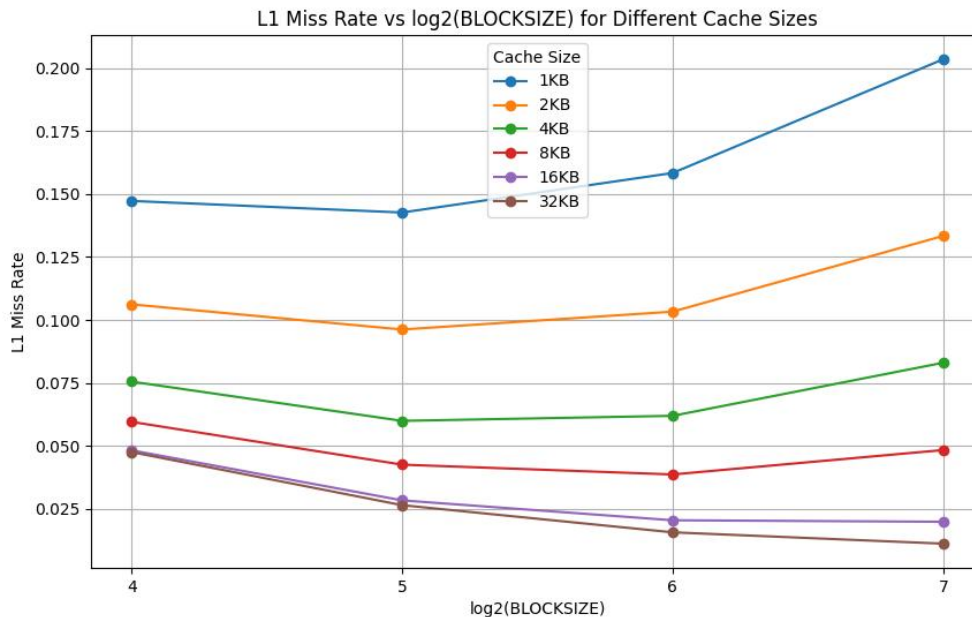
Answer the following questions:
1. Do smaller caches prefer smaller or larger block sizes?

Smaller caches prefer **smaller** block sizes. For example, the smallest cache considered in Graph #4 (1KB) achieves its lowest miss rate with a block size of **32** B.

2. Do larger caches prefer smaller or larger block sizes?

Larger caches prefer **larger** block sizes. For example, the largest cache considered in Graph #4 (32KB) achieves its lowest miss rate with a block size of **128** B.

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3. As block size is increased from 16 to 128, is the tension between *exploiting more spatial locality* and *cache pollution* evident in the graph? Explain.

Yes, the tension between *exploiting more spatial locality* and *cache pollution* is evident in the graph.

For example, consider the smallest (1KB) cache in Graph #4. Increasing block size from **16** B to **32** B is helpful (reduces miss rate) due to **exploiting more spatial locality**. But then increasing block size further, from **32** B to **128** B, is not helpful (increases miss rate) due to **cache pollution** having greater effect.

3. L1 + L2 co-exploration

GRAPH #5 (*total number of simulations: 12*)

For this experiment:
- Benchmark trace: gcc_trace.txt
- L1 cache: SIZE is varied, BLOCKSIZE = 32, ASSOC = 4.
- L2 cache: SIZE is varied, BLOCKSIZE = 32, ASSOC = 8.
- Prefetching: None.

Plot AAT on the y-axis versus $\log_2$(L1 SIZE) on the x-axis, for four different L1 cache sizes: L1 SIZE = 1KB, 2KB, 4KB, 8KB. (That is, $\log_2$(L1 SIZE) = 10, 11, 12, 13.) The graph should contain three separate curves (*i.e.*, lines connecting points), one for each of the following L2 cache sizes: 16KB, 32KB, 64KB. All points for the 16KB L2 cache should be connected with a line, all points for the 32KB L2 cache should be connected with a line, *etc.*
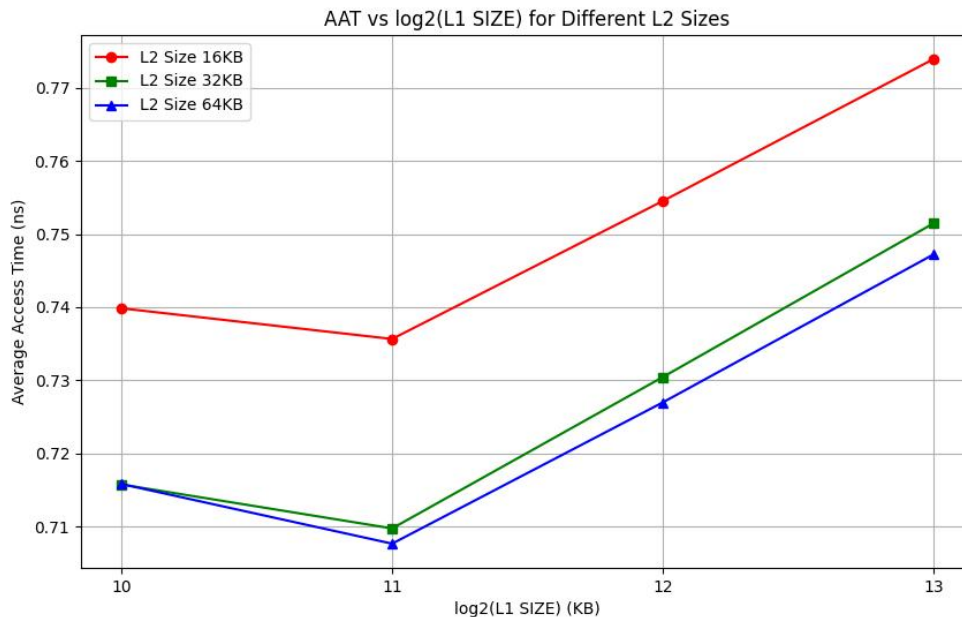
Answer the following question:
1. Which memory hierarchy configuration in Graph #5 yields the best (*i.e.*, lowest) AAT and what is that AAT?

Configuration that yields the lowest AAT:
L1 size = 2048 (2KB), L2 size = 65536 (64KB)
Lowest AAT: 0.707657833 ns

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4. Stream buffers study (ECE 563 students only)

TABLE #1 (*total number of simulations: 5*)

For this experiment:
- Microbenchmark: stream_trace.txt
- L1 cache: SIZE = 1KB, ASSOC = 1, BLOCKSIZE = 16.
- L2 cache: None.
- PREF_N (number of stream buffers): 0 (pref. disabled), 1, 2, 3, 4
- PREF_M (number of blocks in each stream buffer): 4

The trace "stream_trace.txt" was generated from the loads and stores in the loop of interest of the following microbenchmark:

```
#define SIZE 1000

uint32_t a[SIZE];
uint32_t b[SIZE];
uint32_t c[SIZE];

int main(int argc, char *argv[]) {
…
    // LOOP OF INTEREST
    for (int i = 0; i < SIZE; i++)
        c[i] = a[i] + b[i];    // per iteration: 2 loads (a[i], b[i]) and 1 store (c[i] = …)
…
}
```

Fill in the following table and answer the following questions:

PREF_N, PREF_M	L1 miss rate
0,0 (pref. disabled)	**0.2500**
1,4	**0.2500**
2,4	**0.2500**
3,4	**0.0010**
4,4	**0.0010**

1. For this streaming microbenchmark, with prefetching disabled, do L1 cache size and/or associativity affect the L1 miss rate (feel free to simulate L1 configurations besides the one used for the table)? Why or why not?

With prefetching disabled, L1 cache size and/or associativity **do not** affect L1 miss rate (for this streaming microbenchmark).

The reason: **Streaming access patterns are sequential, meaning cache data is rarely reused. Each new access tends to bring in a new block, resulting mostly in compulsory misses. While increasing cache size and associativity can help reduce capacity and conflict misses, they have no impact on compulsory misses. Since the majority of misses in streaming are compulsory, increasing cache size or associativity doesn't significantly affect the miss rate.**

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2. For this streaming microbenchmark, what is the L1 miss rate with prefetching disabled? Why is it that value, *i.e.*, what is causing it to be that value? Hint: each element of arrays a, b, and c, is 4 bytes (uint32_t).

The L1 miss rate with prefetching disabled is **0.2500**, because the **first access to each cache block will result in a miss, but the next 3 accesses (within the same block) will be hits, as data accessed is sequential.**

For example, a[0] misses, so the cache brings in a[0], a[1], a[2] and a[3]. Now, a[1], a[2] and a[3] will hit but the next access (a[4]) will miss. Same for the other arrays.

So, the miss rate = 3x1 misses / 3x4 access = 0.25

3. For this streaming microbenchmark, with prefetching disabled, what would the L1 miss rate be if you doubled the block size from 16B to 32B? (hypothesize what it will be and then check your hypothesis with a simulation)

The L1 miss rate with prefetching disabled and a block size of 32B is **0.125**, because **same logic as question 2, except now more blocks will hit.**

So, the miss rate = 7x1 misses / 7x8 access = 0.125

4. With prefetching enabled, what is the minimum number of stream buffers required to have any effect on L1 miss rate? What is the effect on L1 miss rate when this many stream buffers are used: specifically, is it a modest effect or huge effect? Why are this many stream buffers required? Why is using fewer stream buffers futile? Why is using more stream buffers wasteful?

Minimum number of stream buffers needed to have any effect on L1 miss rate: **3**

With this many stream buffers, the effect on L1 miss rate is **huge**. Specifically, the L1 miss rate is nearly **0**. We only miss on the first elements of **array** (hence a total of 1 misses).

This many stream buffers are required because **to make a impact all the arrays (a,b and c) need to hit in the stream buffer.**

Using fewer stream buffers is futile because **we are still waiting for other variable to load data.**

Using more stream buffers is wasteful because **no need as all critical variables already have a stream buffer.**