Cache Miss Simulator

CS2323 Computer Architecture Lab Report

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November 24, 2023

1 The Task

For this lab assignment, I implemented a basic set-associative cache in C/C++ with different Replacement Policies (such as LRU, RANDOM, and FIFO).

2 Approach

I chose C++ for this assignment and followed these steps:

- Reading from the file: I used the <fstream> header and the ifstream
 function to read content from the cache.config and cache.access files.
 Each line was processed individually.
- 2) **Getting tag, index, and offset:** I converted the hex address to binary and calculated the tag, index, and offset values using the provided formulae for the given data.
- Check read/write: Based on R/W, I passed the respective data to their corresponding functions and returned 1 for a cache hit and 0 for a cache miss.
- 4) Implementing LRU, RANDOM, FIFO: LRU and FIFO were implemented using a global counter (timecounter) tracking the last accessed cache item. Random replacement was achieved using srand() with time(NULL) as the seed.
- 5) Writes: Write Back and Write Through policies were implemented in the cache_write function, updating cache data in the tags table and last access tables, respectively.
- 6) Validation and error handling: After implementing the program's logic, I handled errors, modularized the code, and added comments to enhance readability.

3 Testing and Validation

I used a set of hex addresses and a random cache configuration to validate my code, verifying its correctness against concepts learned in class. Additionally, I created test cases and used peer test cases to ensure accuracy across various inputs.

4 Learning Outcome

Through this assignment, I learned to simulate a simple cache and about various replacement policies in caches using C/C++, improving my programming skills. It deepened my understanding of computer architecture and organization, providing hands-on experience in file handling, data processing, and cache miss simulation with a modular and efficient code structure.