# **Memory Access Time: Formula**

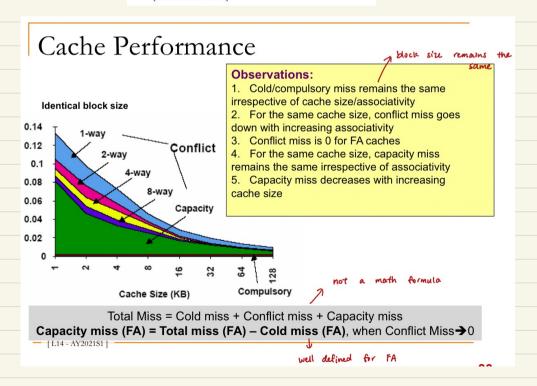
### **Average Access Time**

= Hit rate x Hit Time + (1-Hit rate) x Miss penalty

- Hit: Data is in cache (e.g., X)
  - □ Hit rate: Fraction of memory accesses that hit
  - Hit time: Time to access cache

- Miss: Data is not in cache (e.g., Y)
  - Miss rate = 1 Hit rate
  - Miss penalty: Time to replace cache block + deliver data





# Cache Misses: Classifications

### **Compulsory / Cold Miss**

- · First time a memory block is accessed
- · Cold fact of life: Not much can be done
- · Solution: Increase cache block size

### **Conflict Miss**

- Two or more distinct memory blocks map to the same cache block
- Big problem in direct-mapped caches
- Solution 1: Increase cache size
  - Inherent restriction on cache size due to SRAM technology
- Solution 2: Set-Associative caches (coming next ..)

### **Capacity Miss**

- · Due to limited cache size
- · Will be further clarified in "fully associative caches" later

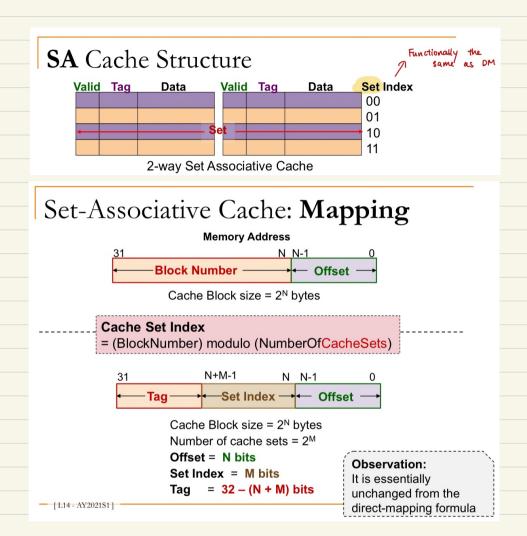
[L14 - AY2021S1]

# Set Associative (SA) Cache

- N-way Set Associative Cache
  - A memory block can be placed in a fixed number of locations (N > 1) in the cache

### Key Idea:

- Cache consists of a number of sets:
  - Each set contains N cache blocks
- Each memory block maps to a unique cache set
- Within the set, a memory block can be placed in any element of the set



# Advantage of Associativity (3/3)

### Rule of Thumb:

A direct-mapped cache of size  $\bf N$  has about the same miss rate as a 2-way set associative cache of size  $\bf N$  /  $\bf 2$ 

# Fully Associative (FA) Cache

# Fully Associative Cache

 A memory block can be placed in any location in the cache

## Key Idea:

- Memory block placement is no longer restricted by cache index / cache set index
- ++ Can be placed in any location, BUT
- --- Need to search all cache blocks for memory access 

  lots of hardware needed





### **Memory Address**



Cache Block size =  $2^N$  bytes



Cache Block size = 2<sup>N</sup> bytes Number of cache blocks = 2<sup>M</sup>

Offset = N bits

Tag = 32 - N bits

### Observation:

The block number serves as the tag in FA cache

\_\_ [L14 - AY2021S1]

# Block Replacement Policy (3/3) Least Recently Used Difficult to Shuffle blocks within set

- Hard to keep track if there are many choices
- Other replacement policies:
  - First in first out (FIFO)
    - Second chance variant (gauges whether block has placed)
  - Random replacement (RR)
  - Least frequently used (LFU)

L14 - AY2021S1 ]

# Cache Organizations: Summary

# One-way set associative (direct mapped) Block Tag Data N=1 Two-way set associative Set Tag Data Tag Data To Tag Data Tag Data

### Four-way set associative N=4

Set	Tag	Data	Tag	Data	Tag	Data	Tag	Data
0					197			
1								

### Eight-way set associative (fully associative)

Tag	Data														

[ L14 - AY2021S1 ]

# Cache Framework (1/2)

Block Placement: Where can a block be placed in cache?

### **Direct Mapped:**

 Only one block defined by index

### N-way Set-Associative:

 Any one of the N blocks within the set defined by index

### **Fully Associative:**

Any cache block

# **Block Identification:** How is a block found if it is in the cache?

### **Direct Mapped:**

 Tag match with only one block

# N-way Set Associative:

 Tag match for all the blocks within the set

#### Fully Associative:

 Tag match for all the blocks within the cache

- [L14 - AY2021S1]

# Cache Framework (2/2)

**Block Replacement:** Which block should be replaced on a cache miss?

### **Direct Mapped:**

• No Choice

### n-way Set-Associative:

Based on replacement policy

### **Fully Associative:**

Based on replacement policy

Write Strategy: What happens on a write?
Write Policy: Write-through vs. write-back

Write Miss Policy: Write allocate vs. write no allocate

