



HAMBURG UNIVERSITY OF TECHNOLOGY

PROBLEM-BASED LEARNING

# Advanced System-on-Chip Design

*author*  
@tuhh.de

Report

Tutor  
Dipl.-Ing. Wolfgang BRANDT

March 12, 2017

# Contents

<b>1</b>	<b>Introduction</b>	<b>5</b>
<b>2</b>	<b>Task 1 - Introduction Set Architecture of the MIPS-Processor</b>	<b>6</b>
<b>3</b>	<b>Task 2 - VHDL Introduction</b>	<b>7</b>
<b>4</b>	<b>Task 3 - MIPS Extension</b>	<b>8</b>
<b>5</b>	<b>Task 4 - Caches</b>	<b>9</b>
5.1	Introduction to Memories . . . . .	9
5.2	Cache Simulation - Results . . . . .	9
5.3	Design a direct mapped cache . . . . .	12
5.4	Design a Finite State Machine for the Cache . . . . .	13
5.4.1	Design a Finite State Machine for the Main Memory Controller . . . . .	20
5.5	Design a testbench and simulate the Cache . . . . .	21
<b>6</b>	<b>Summary</b>	<b>22</b>
<b>7</b>	<b>Appendix</b>	<b>23</b>
7.1	Implementation . . . . .	23
7.2	Cache Results - Snapshots . . . . .	27

## List of Figures

1	Entity of directMappedCache . . . . .	12
2	State diagram of the cache controller. . . . .	15
3	State diagram of the cache controller. . . . .	17
4	Sketch of Mealy Automata - Cache Controller . . . . .	18
5	Sketch of Mealy Automata - Cache Controller, Version 2 . . . . .	19
6	Sketch of Mealy Automata - Main Memory Controller . . . . .	20
7	Column Major, Direct Mapping, Cache Block Size 2 . . . . .	27
8	Column Major, Direct Mapping, Cache Block Size 4 . . . . .	28
9	Column Major, Direct Mapping, Cache Block Size 8 . . . . .	28
10	Column Major, Direct Mapping, Cache Block Size 16 . . . . .	29
11	Column Major, 2-Way Associative, Cache Block Size 2 . . . . .	29
12	Column Major, 2-Way Associative, Cache Block Size 4 . . . . .	30
13	Column Major, 2-Way Associative, Cache Block Size 8 . . . . .	30
14	Column Major, 2-Way Associative, Cache Block Size 16 . . . . .	31
15	Column Major, 4-Way Associative, Cache Block Size 2 . . . . .	31
16	Column Major, 4-Way Associative, Cache Block Size 4 . . . . .	32
17	Column Major, 4-Way Associative, Cache Block Size 8 . . . . .	32
18	Column Major, 4-Way Associative, Cache Block Size 16 . . . . .	33
19	Row Major, Direct Mapping, Cache Block Size 2 . . . . .	33
20	Row Major, Direct Mapping, Cache Block Size 4 . . . . .	34
21	Row Major, Direct Mapping, Cache Block Size 8 . . . . .	34
22	Row Major, Direct Mapping, Cache Block Size 16 . . . . .	35
23	Row Major, 2-Way Associative, Cache Block Size 2 . . . . .	35
24	Row Major, 2-Way Associative, Cache Block Size 4 . . . . .	36
25	Row Major, 2-Way Associative, Cache Block Size 8 . . . . .	36
26	Row Major, 2-Way Associative, Cache Block Size 16 . . . . .	37
27	Row Major, 4-Way Associative, Cache Block Size 2 . . . . .	37
28	Row Major, 4-Way Associative, Cache Block Size 4 . . . . .	38
29	Row Major, 4-Way Associative, Cache Block Size 8 . . . . .	38
30	Row Major, 4-Way Associative, Cache Block Size 16 . . . . .	39

## List of Tables

1	Cache Simulation of Column Major . . . . .	11
2	Cache Simulation of Row Major . . . . .	11
3	Overview - FSM States . . . . .	16
4	Overview - FSM Inputs . . . . .	16
5	Overview - FSM Outputs . . . . .	16

## Listings

1	column-major.asm	.....	24
2	row-major.asm	.....	26

# **1 Introduction**

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like “Huardest gefburn”? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

## **2 Task 1 - Introduction Set Architecture of the MIPS-Processor**

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like “Huardest gefburn”? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

### **3 Task 2 - VHDL Introduction**

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like “Huardest gefburn”? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

## **4 Task 3 - MIPS Extension**

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like “Huardest gefburn”? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

## 5 Task 4 - Caches

In the following section we describe an implementation of an instruction cache and a data cache. We develop a *Direct Mapped Cache* using as the instruction cache and a *2-way set associative cache* using as the data cache.

In the following subsection 5.1 we give a short introduction to memories. After that, we simulate the efficiency of a cache with MARS in subsection 5.2.

### 5.1 Introduction to Memories

TODO Why are there so many different storage types?

A cache is a faster but smaller storage system which is placed nearby the CPU. In the Harvard architecture there is one cache for instructions and one cache for data. There are diverse modes to organize the caches. Primary, the caches are organized by answering the following four questions:

1. *Block Placement* - Where can a block be placed in the cache?
2. *Block Identification* - How is a block found in the cache?
3. *Block Replacement* - Which block is replaced in case of a cache miss?
4. *Write Strategies* - What happens during a write operation?

So, there are different cache organizations. But what are the advantages and disadvantages of the different cache organization forms?

Regarding the *Block Placement* there are three essential block placement strategies: *Direct Mapped*, *Set Associative* and *Fully Associative*. The advantage of the increasing of the grade of associativity is that the miss rate is reduced and the hit rate is increased. The disadvantage of the associativity is the complex implementation and slower access time.

In view of the *Block Identification* increased With respect to *Block Replacement* either the *LRU* strategy or the *Random* strategy is used.

Regarding the *Write Strategies* we distinguish between the *Write-through* and *Write-back* strategies. The advantages of the strategy Write-back is that single words can be written with the speed of the CPU and not of the main memory. Also, only one single write operation to the main memory is needed for multiple write operations. The advantages of the strategy Write-through are that cache misses can be simpler and cheaper handled. Eventually, the cache blocks do not need to write back to the main memory in case of a cache miss. Furthermore, the strategy Write-through is easily to implemented.

### 5.2 Cache Simulation - Results

In the following step we simulate the efficiency of a cache with MARS. On this, we compare the cache performance for different block sizes of a direct mapping cache, a 2-way associative cache and a 4-way associative cache. The two assembler programs *row-major.asm* and *column-major.asm* has been used for the cache simulation. For the simulation we vary the block size and

placement policy, but we fix the number of cache blocks to 8. Table 1 contains the results regarding the file *column-major.asm* and table 2 illustrates the results of *row-major.asm*. The efficiency of a cache is evaluated by counting the number of cache hits and cache misses during executing the assembler program. Besides, the cache hit rate is determined by the cache hit count and the memory access count. In both assembler programs a 16x16 matrix is fully traversed. Therefore, we get a memory access count with value 256 for each program execution.

The first assembler program *column-major.asm* traverses the 16x16 matrix column by column. At first we traverse the lead column, then the second column and so on. When we traverse the first half of a column, each correspondent block is loaded into the cache. But when we handle the second half of a column, the all data in the cache are replaced because all eight cache blocks are already occupied. In the next column we also traverse at first the first half and then the second half of the column. When traversing the first half, we must also replace all data in the cache, because all cache blocks are already occupied and have different tag values. Finally, we expect that no cache hit occurs. In fact during each access to an array element causes a cache miss. As you can see in table 1, for all combinations of the placement policy and the cache block size we achieve a cache hit rate of zero.

Contrary to the column major program, we traverse the 16x16 matrix row by row. When we access an array element, the correspondent block is placed into the cache. Directly after accessing this element, we also access the nearby array elements of this block. Thus, we only expect one cache miss for the access of the first block element and cache hits for accessing the remaining elements of a block. Depending on the cache block size (i.e. the number of words in a cache block), we achieve expect a diverse number of cache hit count and miss hit count. Moreover, table 2 shows that the results are equal relating to the placement policy.

The above assembler programs contrast traversing the matrix column by column with traversing row by row. Two principles of the cache memory are the *Temporal Locality* and the *Spatial Locality*. The above assembler programs illustrate the spatial locality. Thus, memory accesses whose addresses are adjacent will often be accessed in the near future. Therefore, the matrix is stored in memory row by row. The spatial locality requires to access contiguous data in memory element wise. Hence, it is efficient to traverse the given matrix row by row.

Table 1: Cache Simulation of Column Major

<b>Placement (Policy)</b>	<b>Block Size (Words)</b>	<b>Cache Hit Count</b>	<b>Cache Miss Count</b>	<b>Cache Hit Rate</b>
Direct Mapping	2	0	256	0
Direct Mapping	4	0	256	0
Direct Mapping	8	0	256	0
Direct Mapping	16	0	256	0
2-Way Set Associative	2	0	256	0
2-Way Set Associative	4	0	256	0
2-Way Set Associative	8	0	256	0
2-Way Set Associative	16	0	256	0
4-Way Set Associative	2	0	256	0
4-Way Set Associative	4	0	256	0
4-Way Set Associative	8	0	256	0
4-Way Set Associative	16	0	256	0

Table 2: Cache Simulation of Row Major

<b>Placement (Policy)</b>	<b>Block Size (Words)</b>	<b>Cache Hit Count</b>	<b>Cache Miss Count</b>	<b>Cache Hit Rate</b>
Direct Mapping	2	128	128	50
Direct Mapping	4	192	64	75
Direct Mapping	8	224	32	88
Direct Mapping	16	240	16	94
2-Way Set Associative	2	128	128	50
2-Way Set Associative	4	192	64	75
2-Way Set Associative	8	224	32	88
2-Way Set Associative	16	240	16	94
4-Way Set Associative	2	128	128	50
4-Way Set Associative	4	192	64	75
4-Way Set Associative	8	224	32	88
4-Way Set Associative	16	240	16	94

### 5.3 Design a direct mapped cache

To develop an instruction cache and a data cache, we first implement a direct mapped cache. Thus, in figure 5.3 we illustrate the entity of the direct mapped cache with all input and output ports.

Of course, the clock signal *clk* is used to handle the behavior of this entity. The *reset* signal is used to reset the direct mapped cache. When the direct mapped cache is reset, all cache block lines will become invalid. The input port *addrCPU* stores the address given from the CPU to the cache. This address determines the cache block line to be read or to be written. The two inout ports *dataCPU* and *dataMEM* are needed to pass data word between the CPU and the cache as well as between the main memory and the cache. The input signal *newCacheBlockLine* stores the new cache block line to be written into the direct mapped cache. Also, there are several control signals to specify, whether the direct mapped cache should be written or read. The signals *wrCBLLine* and *rdCBLLine* states whether a whole cache block line should be written or read. Accordingly, the signals *rdWord* and *wrWord* satisfy whether a single word should be written or read in the direct mapped cache. The control signal *wrNewCBLLine* says, whether a new cache block line should be written into the direct mapped cache. Furthermore, the input ports *setValid* and *setDirty* controls whether the dirty bit and the valid bit should be reset. The inout port *dirty* stores the new value of the dirty bit or the returns the current value of the dirty bit regarding the current cache block line. Finally, the out port *hit* signalises whether a cache hit or a cache miss is achieved during a read/write operation.

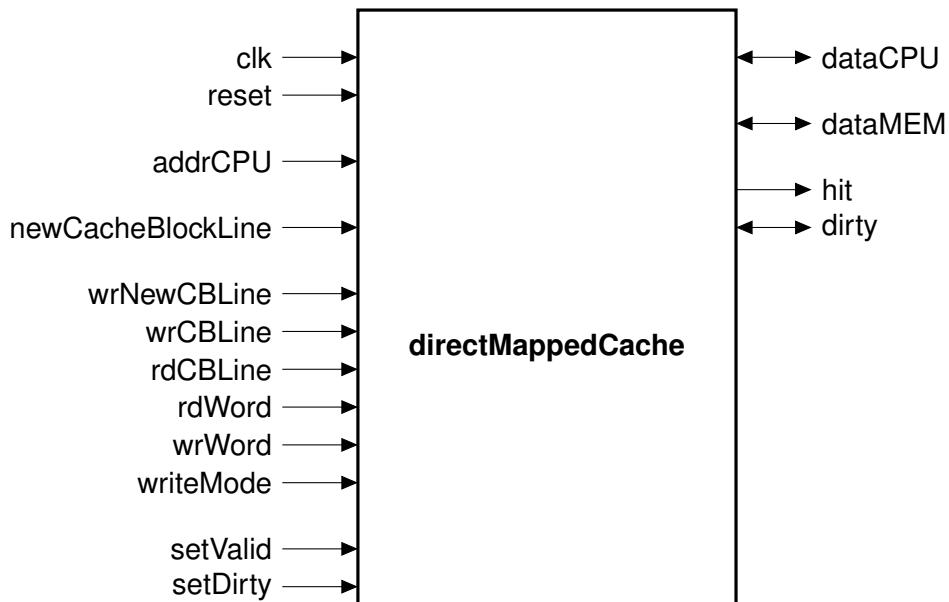


Figure 1: Entity of directMappedCache

#### **5.4 Design a Finite State Machine for the Cache**

In figure 3 the state diagram of the cache controller is illustrated. The state diagram represents a Mealy automaton. The state space of the state machine is given in table 3. Besides the state machine inputs are listed in table 4 and the state machine outputs are shown in table 5. A sketch of the state diagram is printed in figure 4.

Figure 2: State diagram of the cache controller.

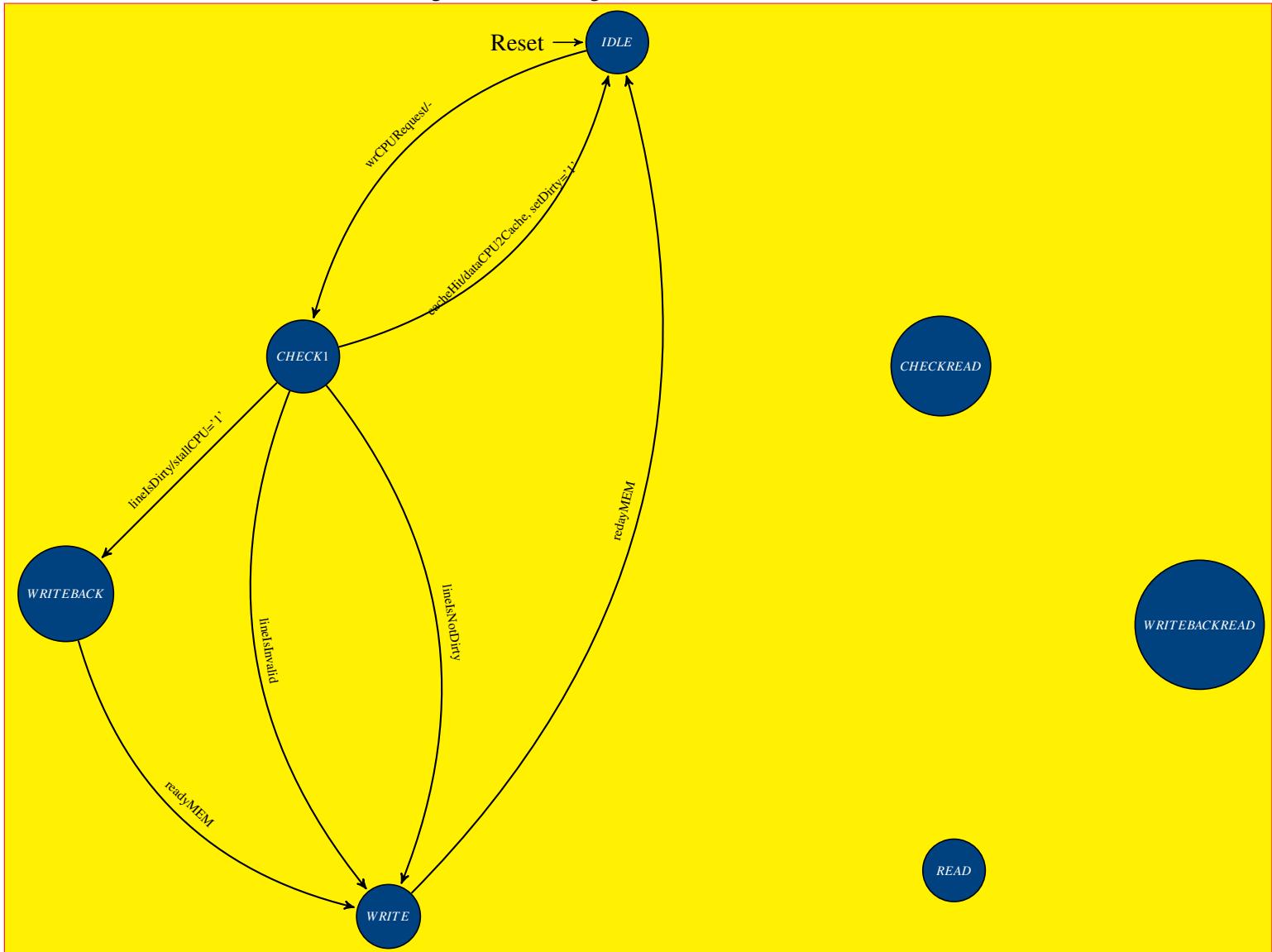


Table 3: Overview - FSM States

Abbreviation	Name	CPU Request Mode	Description
IDLE	-	-	-
CW	COMPARE WRITE	Write Request	-
CMW	CACHE MISS WRITE	Write Request	-
WBW	WRITE BACK WRITE	Write Request	-
WCW	WRITE CACHE WRITE	Write Request	-
CR	COMPARE READ	Read Request	-
CMR	CACHE MISS READ	Read Request	-
WBR	WRITE BACK READ	Read Request	-
WCR	WRITE CACHE READ	Read Request	-

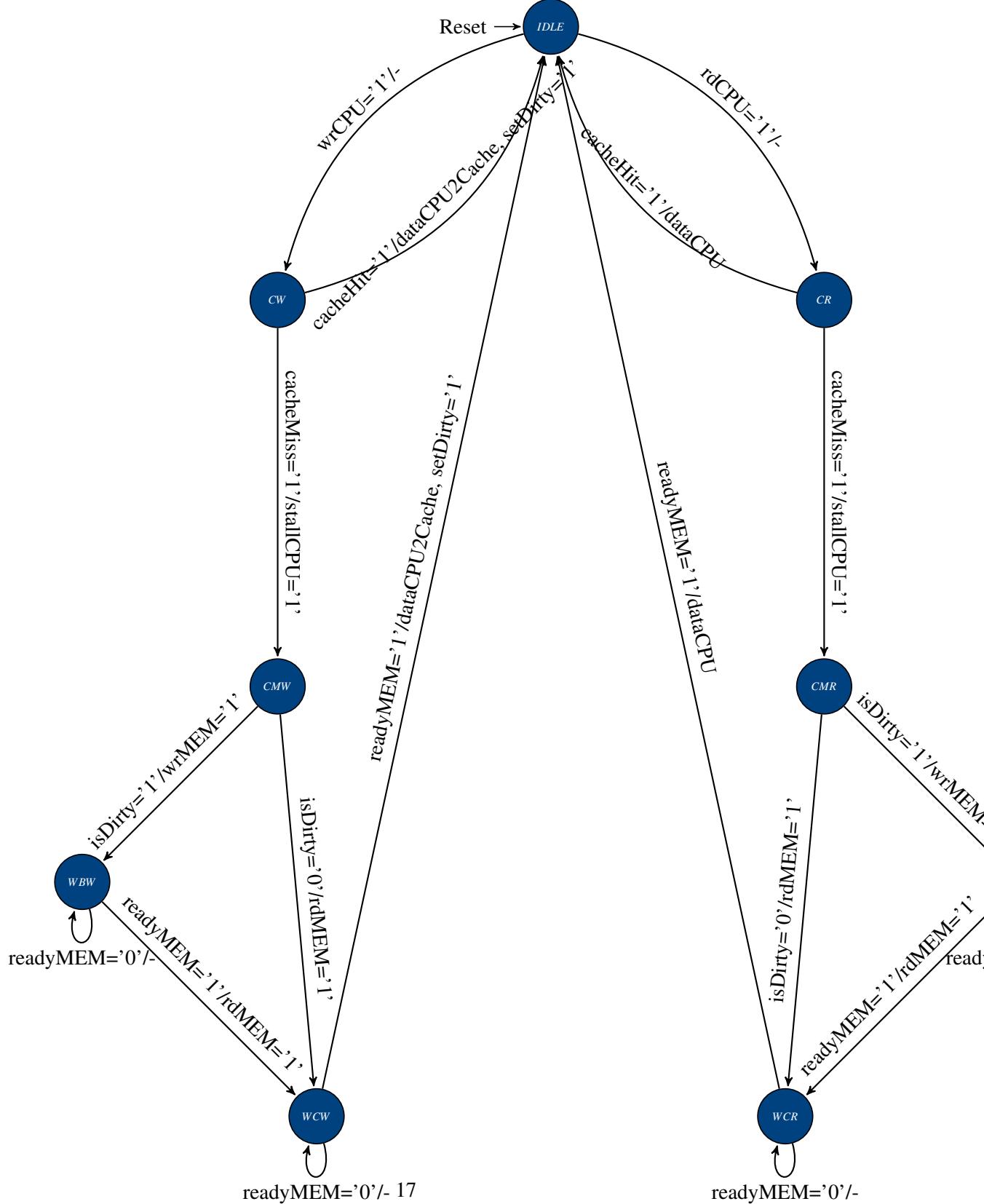
Table 4: Overview - FSM Inputs

Abbreviation	Name	Description
rdCPU	CPU Read Request	-
wrCPU	CPU Write Request	-
cacheMiss	Cache Miss	-
cacheHit	Cache Hit	-
readyMEM	Write-Back is resolved	-
isDirty	Cache Block is dirty	-

Table 5: Overview - FSM Outputs

Abbreviation	Name	Description
stallCPU	Stall Processor	-
setDirty	Set Dirty Bit (Modified) Bit	-
wrMEM	Write To Memory	Write Replaced Block To Memory
dataCPU	Read Data Into CPU	-
rdMEM	Read Cache Block Into Cache From Memory	-
dataCPU2Cache	Write Data Into Cache	-

Figure 3: State diagram of the cache controller.



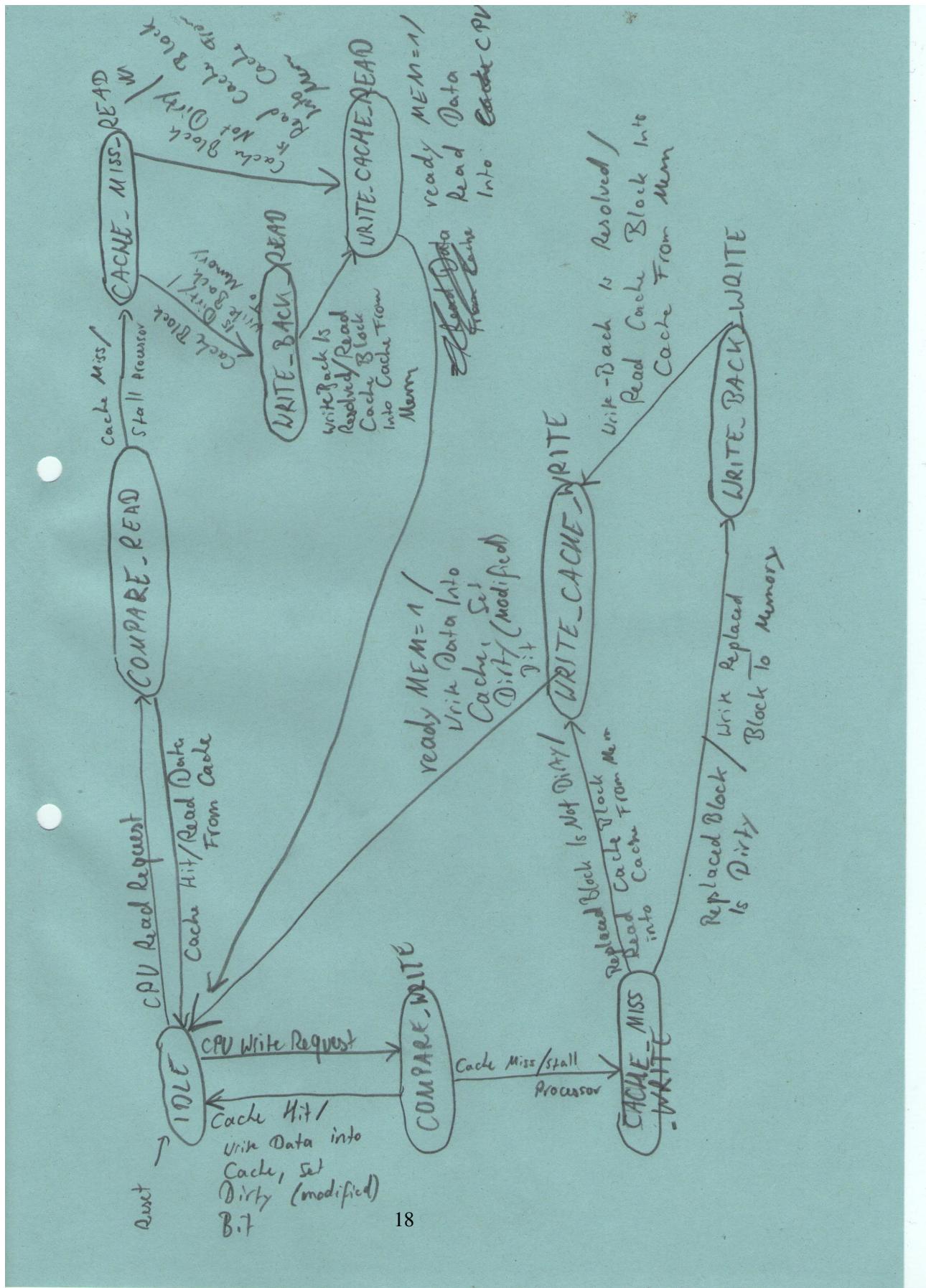


Figure 4: Sketch of Mealy Automata - Cache Controller

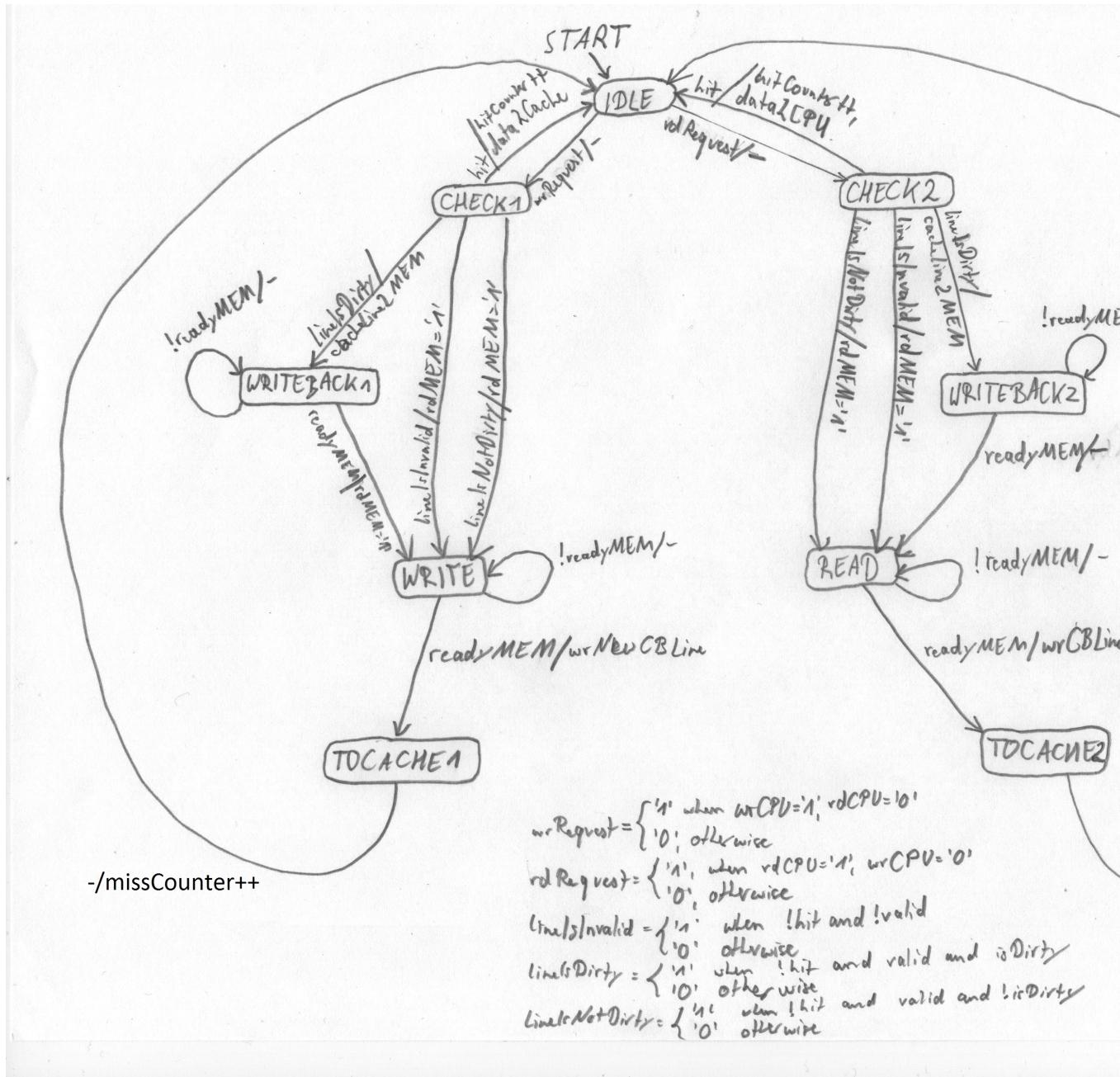


Figure 5: Sketch of Mealy Automata - Cache Controller, Version 2

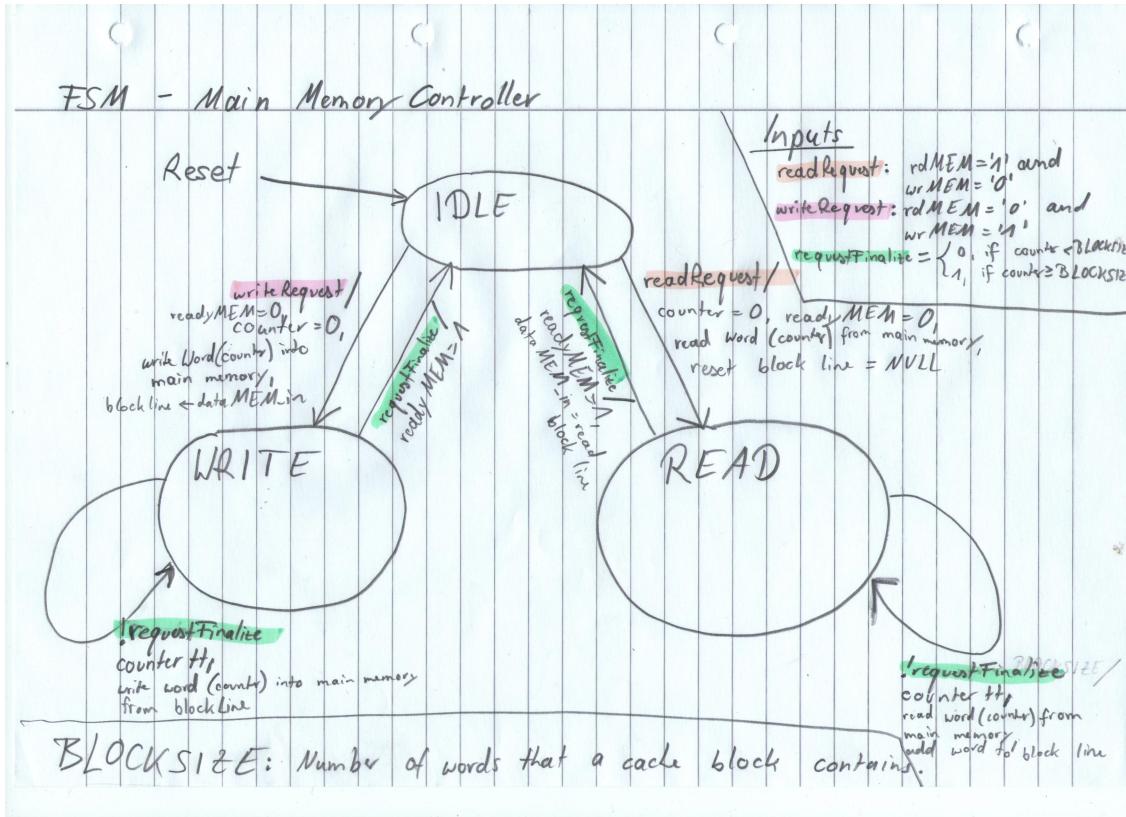


Figure 6: Sketch of Mealy Automata - Main Memory Controller

#### 5.4.1 Design a Finite State Machine for the Main Memory Controller

The main memory controller has the purpose to either write a given cache block/line to the main memory or to read multiple words from the main memory and return these words as a cache block/line. This main memory controller will be connected with the cache controller. Thus, the main memory controller will send a read cache block/line from the main memory to the cache controller. Also the main memory will get a cache block/line from the cache controller, which should be written into the main memory. Consider that a single data word has a certain width of bits and a whole cache block/line contains several data words. Furthermore, the main memory could be implemented as a BlockRAM (BRAM). At first, the main memory controller is implemented as a finite state machine of type Mealy. The sketch of the finite state machine is given in figure 6.

## 5.5 Design a testbench and simulate the Cache

After implementation of the Cache with *Write Back Policy* and *Write Allocate Policy* we write a testbench and simulate a system with the following properties:

- Main memory using a BlockRAM with ready signal.
- Direct Mapped Cache with 256 blocks/lines. Each block/line has 4 words. The cache uses the write back scheme. Also, byte access is possible.

The testbench should verify the behavior of the cache. Therefore, we look at different test cases. In the following, these test cases are described.

**Reset Cache I** If the cache is reset, then the miss counter and the hit counter are reset to zero.

**Reset Cache II** If the cache is reset, then all cache blocks/lines are invalid.

**Read Cache, Line is Not Dirty** In dem zu lesenden Cacheblock befinden sich bereits gültige Daten. Die Daten sind nicht geändert gegenüber dem Hauptspeicher. Es wird nun erneut gelesen, wobei die Tags unterschiedlich sind. Daher wird aus dem Hauptspeicher in den Cache gelesen. Entsprechend wird das Stall-Signal auf 1 gesetzt und der Miss-Zähler erhöht.

**Read Cache - Different Offset** Im ersten Lesebefehl wird aus einem Offset-Block aus einem Cacheblock gelesen. Beim nächsten Lesebefehl wird aus dem gleichen Cacheblock aus einem anderen Offset-Block gelesen. Entsprechend wird das Stall-Signal auf 1 gesetzt und der Miss-Zähler erhöht.

**Read Cache - Line is Dirty** In dem zu lesenden Cacheblock befinden sich bereits gültige Daten. Die Daten sind geändert gegenüber dem Hauptspeicher. Es wird nun erneut gelesen, wobei die Tags unterschiedlich sind. Daher werden die Daten aus dem Cache zuvor in den Hauptspeicher zurückgeschrieben.

**Write Cache - Invalid Cacheblocks** Zu Beginn sind alle Cacheblöcke invalid. Deshalb wird, wenn ein Cacheblock gelesen wird, aus dem Hauptspeicher gelesen. Entsprechend wird das Stall-Signal auf 1 gesetzt und der Miss-Counter erhöht.

**Write Cache – Line is Dirty** In dem zu schreibenden Cacheblock befinden sich bereits gültige Daten. Die Daten sind gegenüber dem Hauptspeicher geändert. Es wird nun erneut geschrieben, wobei die Tags unterschiedlich sind. Daher werden die Daten aus dem Cache zuvor in den Hauptspeicher zurückgeschrieben.

**Write Cache – Line Is Not Dirty** Let's assume that there are already valid, clean data in a cache block/line. If we write new data to this cache block/line and the tags are different, then the valid, clean data will not be written back to the main memory. Instead of that, the correspondent block are read from memory to cache and the relevant offset block is replaced with the new data word. We expect, that the miss counter will be incremented.

## **6 Summary**

Hello, here is some text without a meaning. This text should show what a printed text will look like at this place. If you read this text, you will get no information. Really? Is there no information? Is there a difference between this text and some nonsense like “Huardest gefburn”? Kjift – not at all! A blind text like this gives you information about the selected font, how the letters are written and an impression of the look. This text should contain all letters of the alphabet and it should be written in of the original language. There is no need for special content, but the length of words should match the language.

## 7 Appendix

### 7.1 Implementation

```

1 ######
2 #
3 # Column-major order traversal of 16 x 16 array of words.
4 # Pete Sanderson
5 # 31 March 2007
6 #
7 # To easily observe the column-oriented order, run the Memory Reference
8 # Visualization tool with its default settings over this program.
9 # You may, at the same time or separately, run the Data Cache Simulator
10# over this program to observe caching performance. Compare the results
11# with those of the row-major order traversal algorithm.
12#
13# The C/C++/Java-like equivalent of this MIPS program is:
14#     int size = 16;
15#     int[size][size] data;
16#     int value = 0;
17#     for (int col = 0; col < size; col++) {
18#         for (int row = 0; row < size; row++) {
19#             data[row][col] = value;
20#             value++;
21#         }
22#     }
23#
24# Note: Program is hard-wired for 16 x 16 matrix. If you want to change
25# this,
26#     three statements need to be changed.
27#     1. The array storage size declaration at "data:" needs to be changed
28#        from
29#            256 (which is 16 * 16) to #columns * #rows.
30#     2. The "li" to initialize $t0 needs to be changed to the new #rows.
31#     3. The "li" to initialize $t1 needs to be changed to the new #
32#        columns.
33#
34#           .data
35# data:    .word      0 : 256          # 16x16 matrix of words
36#           .text
37#           li      $t0 , 16          # $t0 = number of rows
38#           li      $t1 , 16          # $t1 = number of columns
39#           move   $s0 , $zero       # $s0 = row counter
40#           move   $s1 , $zero       # $s1 = column counter
41#           move   $t2 , $zero       # $t2 = the value to be stored
42#           # Each loop iteration will store incremented $t1 value into next element of
43#           # matrix.
44#           # Offset is calculated at each iteration. offset = 4 * (row * #cols + col)
45#           # Note: no attempt is made to optimize runtime performance!
46#           loop:    mult   $s0 , $t1          # $s2 = row * #cols (two-instruction
47#                   sequence)
48#                   mflo   $s2          # move multiply result from lo register to
49#                   $s2
50#                   add    $s2 , $s2 , $s1 # $s2 += col counter
51#                   sll    $s2 , $s2 , 2   # $s2 *= 4 (shift left 2 bits) for byte
52#                   offset
53#                   sw    $t2 , data($s2) # store the value in matrix element

```

```
47      addi    $t2 , $t2 , 1    # increment value to be stored
48 # Loop control: If we increment past bottom of column, reset row and
   increment column
49 #           If we increment past the last column, we're finished.
50      addi    $s0 , $s0 , 1    # increment row counter
51      bne    $s0 , $t0 , loop # not at bottom of column so loop back
52      move   $s0 , $zero     # reset row counter
53      addi   $s1 , $s1 , 1    # increment column counter
54      bne    $s1 , $t1 , loop # loop back if not at end of matrix (past
   the last column)
55 # We're finished traversing the matrix.
56      li     $v0 , 10        # system service 10 is exit
57      syscall                 # we are outta here.
```

Listing 1: column-major.asm

```

1 ##########
2 # Row-major order traversal of 16 x 16 array of words.
3 # Pete Sanderson
4 # 31 March 2007
5 #
6 # To easily observe the row-oriented order, run the Memory Reference
7 # Visualization tool with its default settings over this program.
8 # You may, at the same time or separately, run the Data Cache Simulator
9 # over this program to observe caching performance. Compare the results
10 # with those of the column-major order traversal algorithm.
11 #
12 # The C/C++/Java-like equivalent of this MIPS program is:
13 #     int size = 16;
14 #     int[size][size] data;
15 #     int value = 0;
16 #     for (int row = 0; col < size; row++) {
17 #         for (int col = 0; col < size; col++) {
18 #             data[row][col] = value;
19 #             value++;
20 #         }
21 #     }
22 #
23 # Note: Program is hard-wired for 16 x 16 matrix. If you want to change
24 #       this,
25 #           three statements need to be changed.
26 #           1. The array storage size declaration at "data:" needs to be changed
27 #              from
28 #                  256 (which is 16 * 16) to #columns * #rows.
29 #           2. The "li" to initialize $t0 needs to be changed to new #rows.
30 #           3. The "li" to initialize $t1 needs to be changed to new #columns.
31 #
32         .data
33 data: .word    0 : 256      # storage for 16x16 matrix of words
34         .text
35         li      $t0, 16      # $t0 = number of rows
36         li      $t1, 16      # $t1 = number of columns
37         move   $s0, $zero    # $s0 = row counter
38         move   $s1, $zero    # $s1 = column counter
39         move   $t2, $zero    # $t2 = the value to be stored
40         # Each loop iteration will store incremented $t1 value into next element of
41         # matrix.
42         # Offset is calculated at each iteration. offset = 4 * (row * #cols + col)
43         # Note: no attempt is made to optimize runtime performance!
44 loop:   mult    $s0, $t1      # $s2 = row * #cols (two-instruction
45         sequence)
46         mflo   $s2      # move multiply result from lo register to
47         $s2
48         add    $s2, $s2, $s1  # $s2 += column counter
49         sll    $s2, $s2, 2    # $s2 *= 4 (shift left 2 bits) for byte
50         offset
51         sw     $t2, data($s2) # store the value in matrix element
52         addi   $t2, $t2, 1    # increment value to be stored
53         # Loop control: If we increment past last column, reset column counter and

```

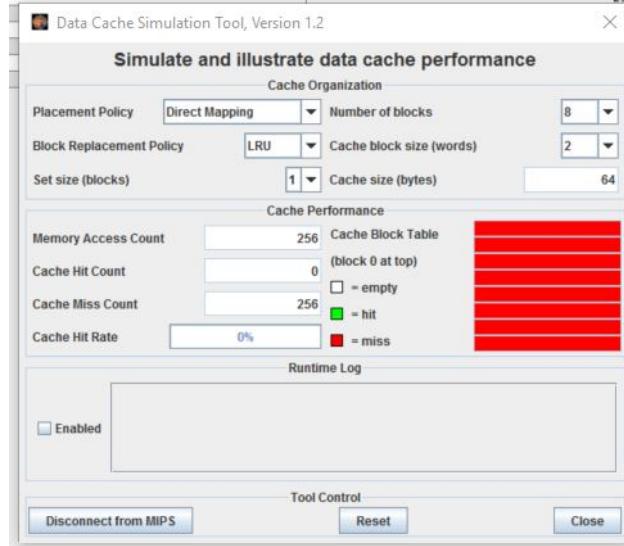


Figure 7: Column Major, Direct Mapping, Cache Block Size 2

```

48      increment row counter
#          If we increment past last row, we're finished.
49      addi    $s1, $s1, 1      # increment column counter
50      bne    $s1, $t1, loop # not at end of row so loop back
51      move   $s1, $zero     # reset column counter
52      addi   $s0, $s0, 1      # increment row counter
53      bne    $s0, $t0, loop # not at end of matrix so loop back
#  We're finished traversing the matrix.
55      li     $v0, 10        # system service 10 is exit
56      syscall           # we are outta here.

```

Listing 2: row-major.asm

## 7.2 Cache Results - Snapshots

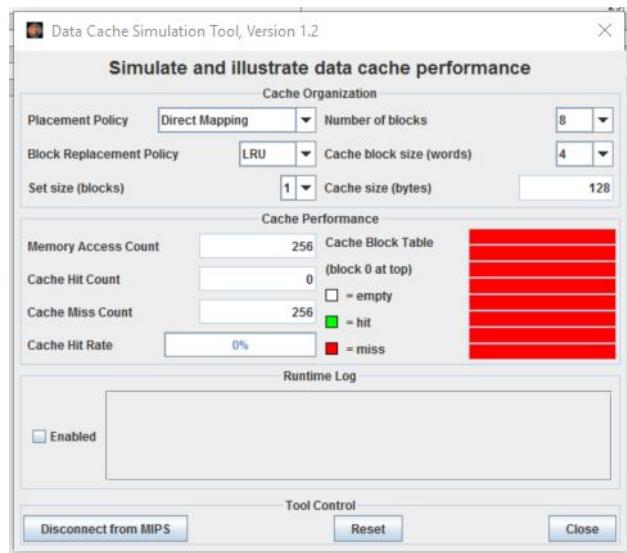


Figure 8: Column Major, Direct Mapping, Cache Block Size 4

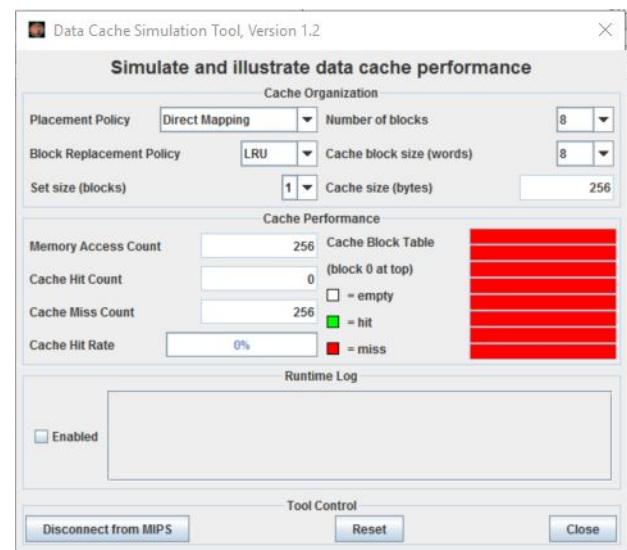


Figure 9: Column Major, Direct Mapping, Cache Block Size 8

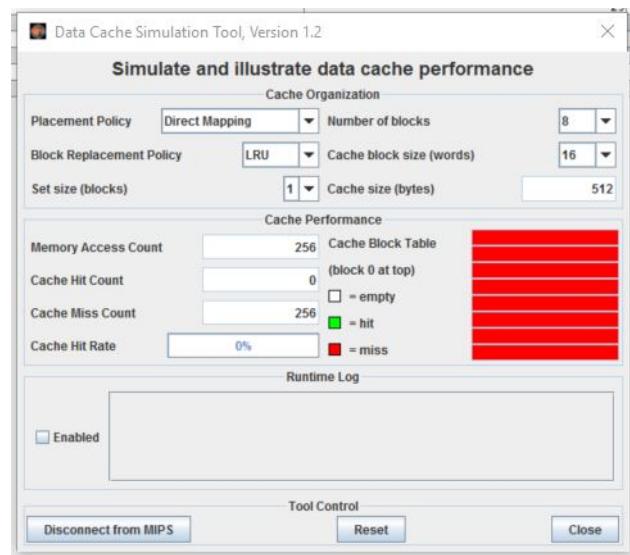


Figure 10: Column Major, Direct Mapping, Cache Block Size 16

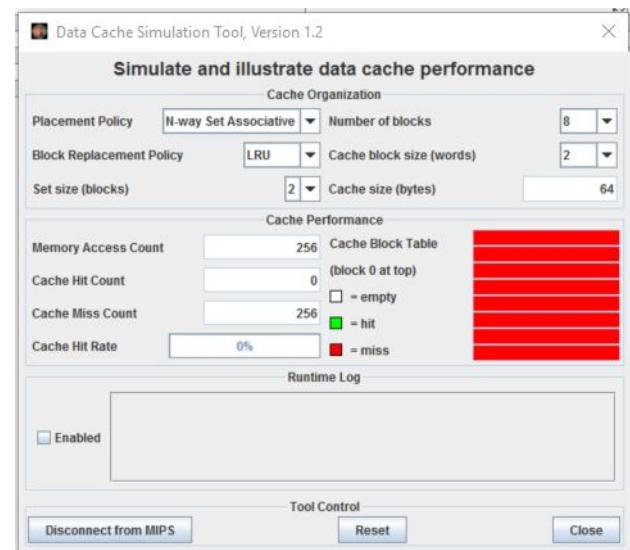


Figure 11: Column Major, 2-Way Associative, Cache Block Size 2

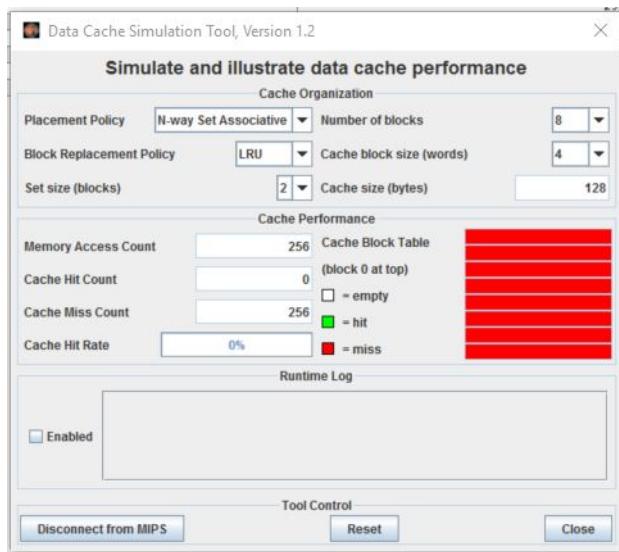


Figure 12: Column Major, 2-Way Associative, Cache Block Size 4

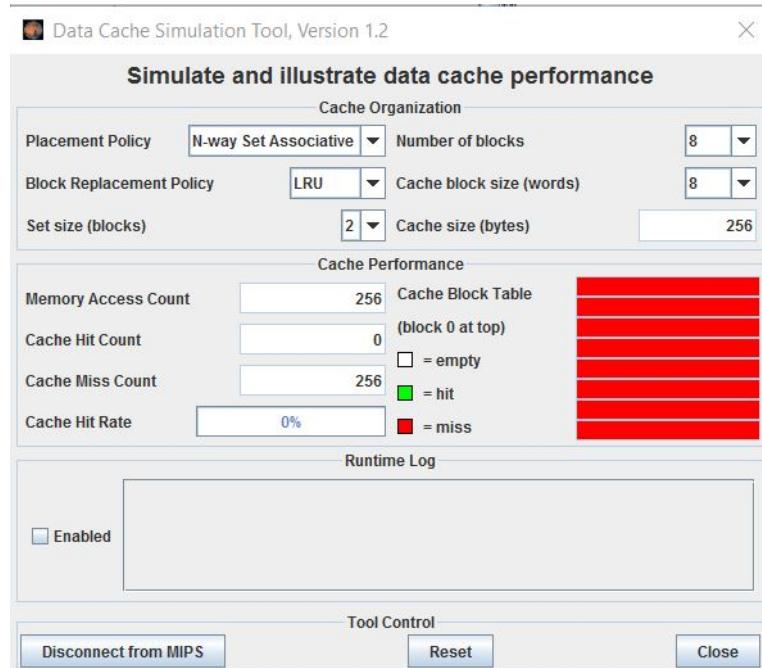


Figure 13: Column Major, 2-Way Associative, Cache Block Size 8

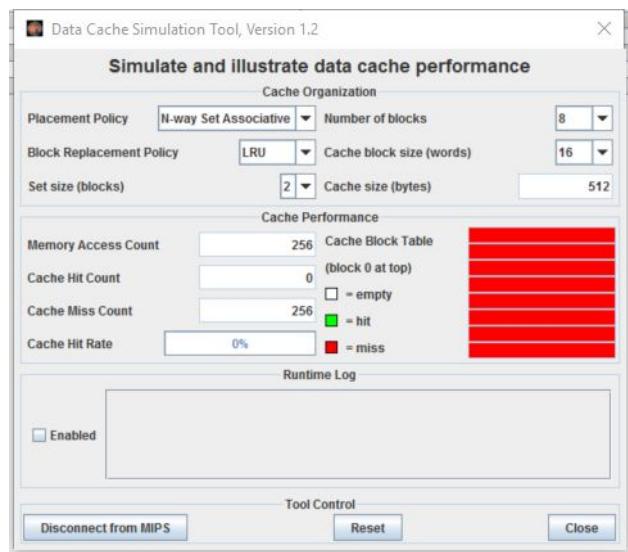


Figure 14: Column Major, 2-Way Associative, Cache Block Size 16

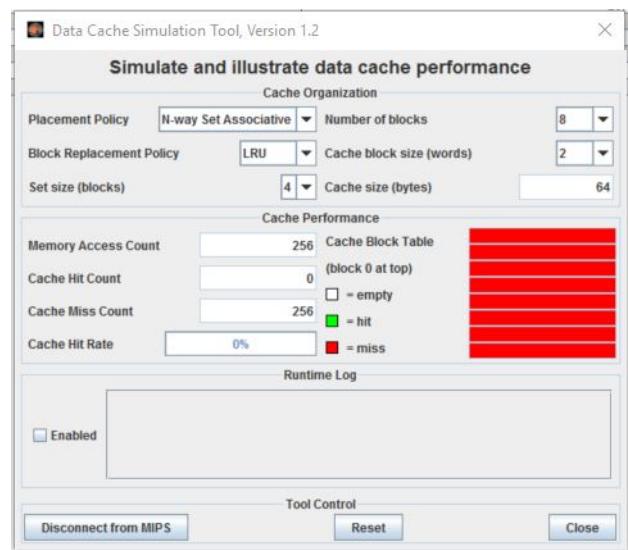


Figure 15: Column Major, 4-Way Associative, Cache Block Size 2

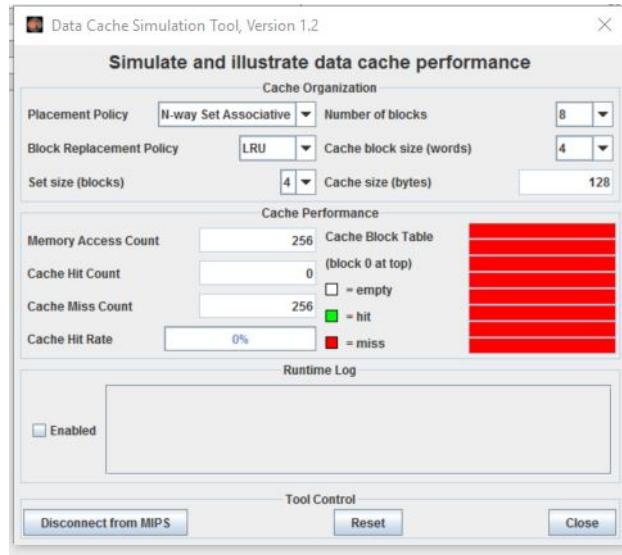


Figure 16: Column Major, 4-Way Associative, Cache Block Size 4

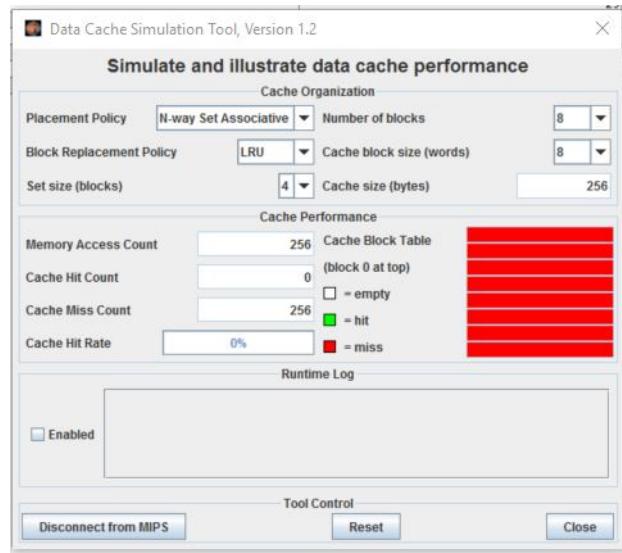


Figure 17: Column Major, 4-Way Associative, Cache Block Size 8

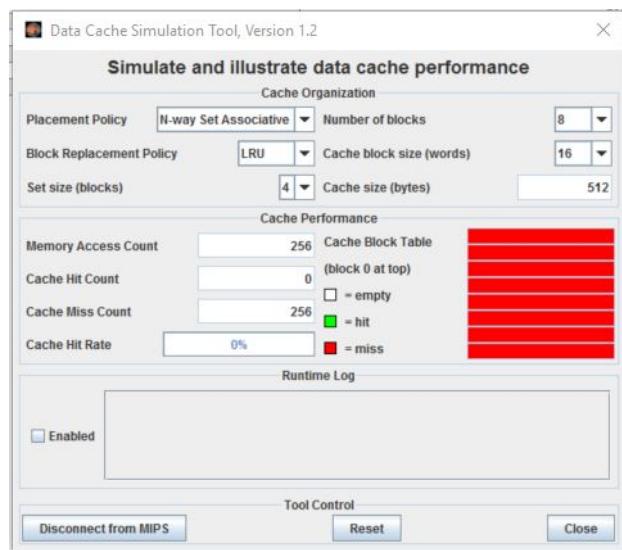


Figure 18: Column Major, 4-Way Associative, Cache Block Size 16

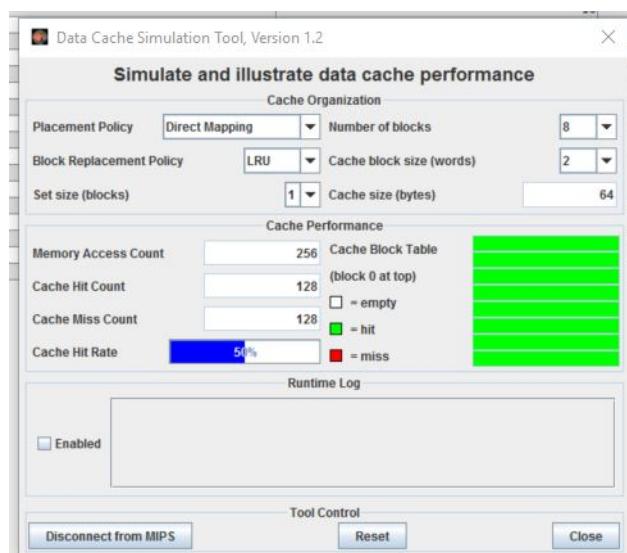


Figure 19: Row Major, Direct Mapping, Cache Block Size 2

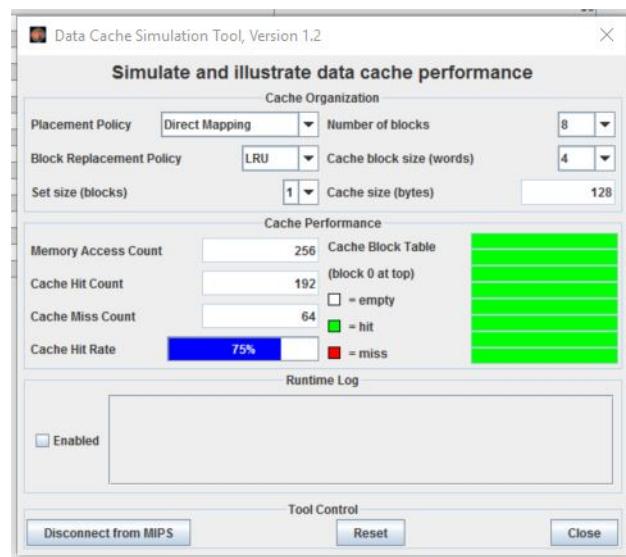


Figure 20: Row Major, Direct Mapping, Cache Block Size 4

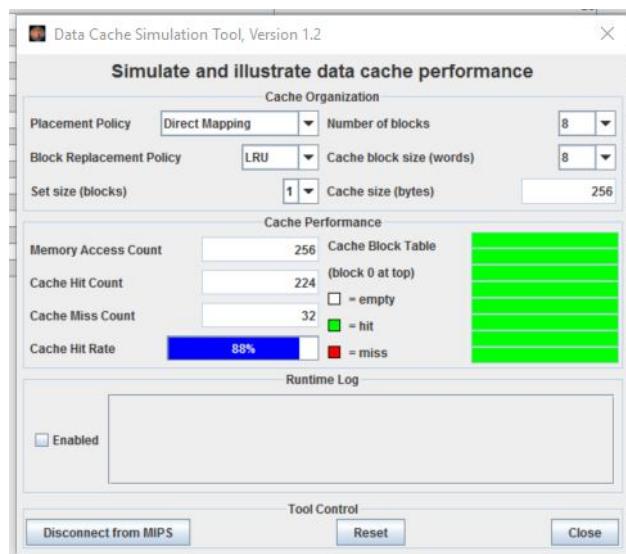


Figure 21: Row Major, Direct Mapping, Cache Block Size 8

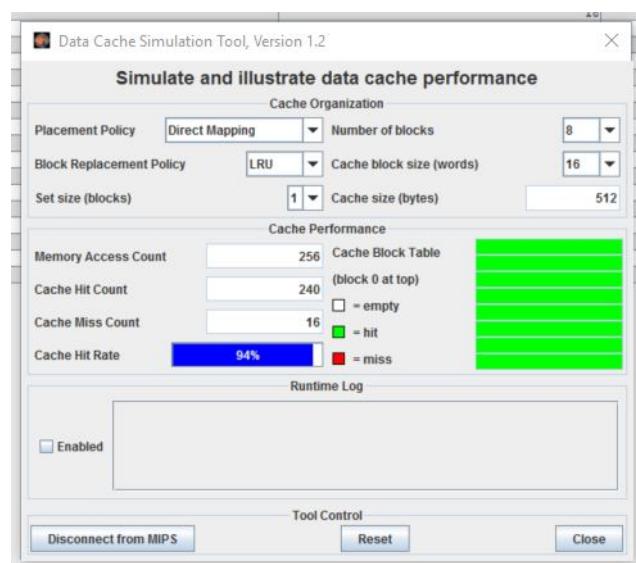


Figure 22: Row Major, Direct Mapping, Cache Block Size 16

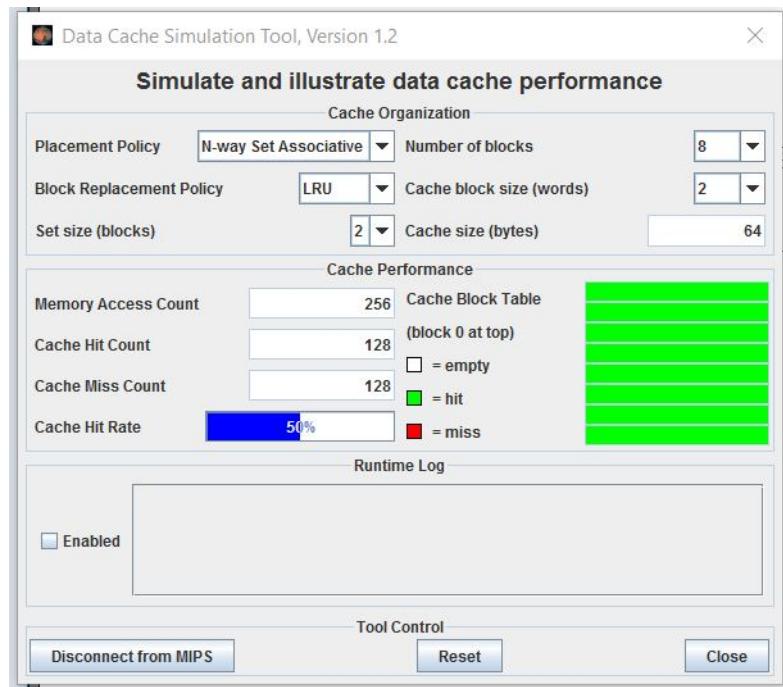


Figure 23: Row Major, 2-Way Associative, Cache Block Size 2

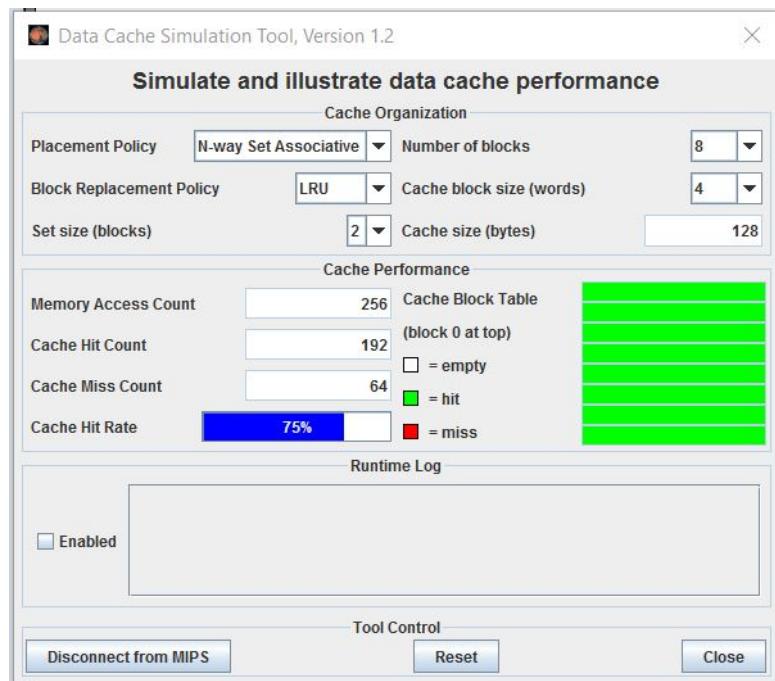


Figure 24: Row Major, 2-Way Associative, Cache Block Size 4

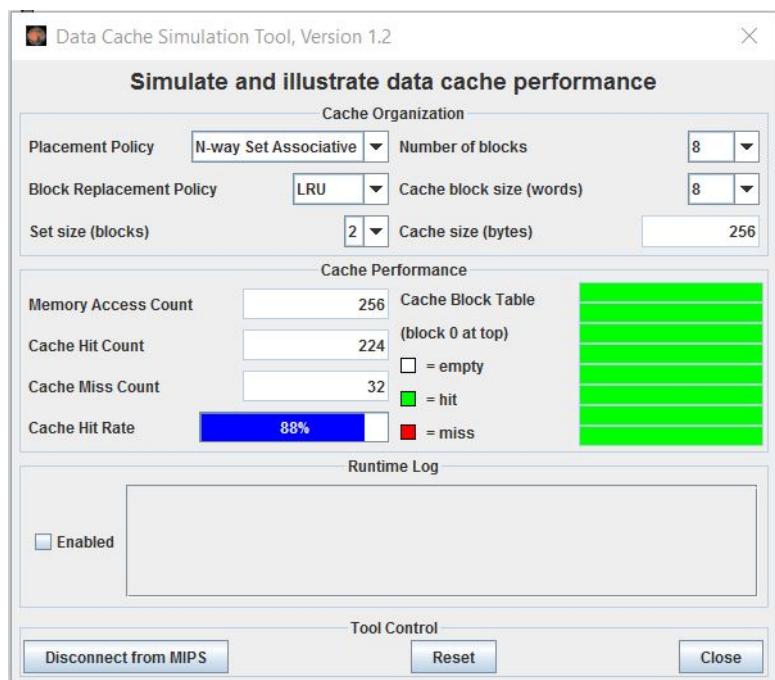


Figure 25: Row Major, 2-Way Associative, Cache Block Size 8

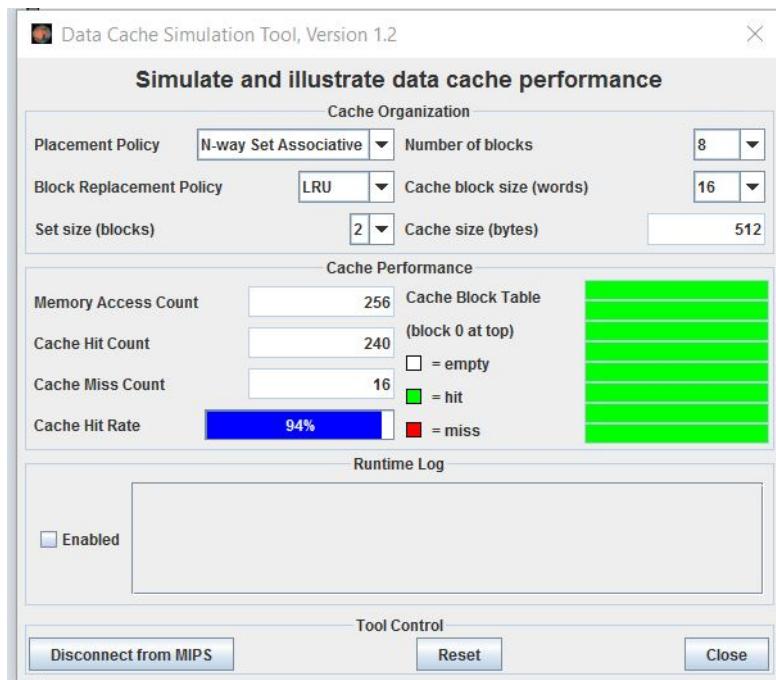


Figure 26: Row Major, 2-Way Associative, Cache Block Size 16

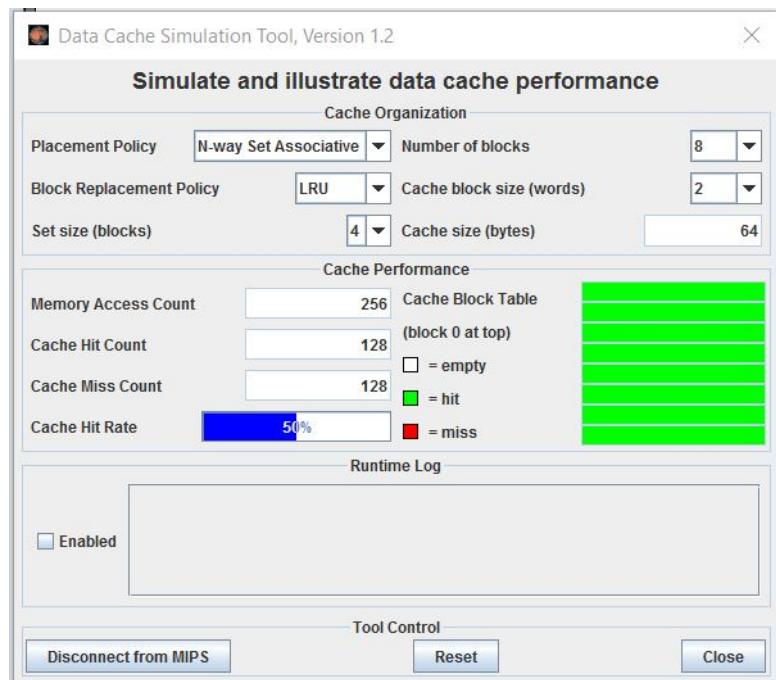


Figure 27: Row Major, 4-Way Associative, Cache Block Size 2

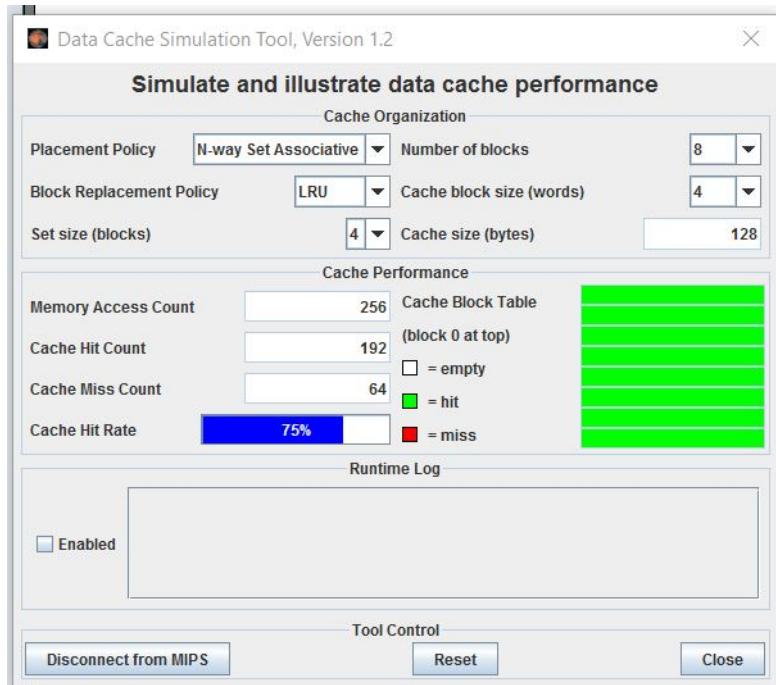


Figure 28: Row Major, 4-Way Associative, Cache Block Size 4

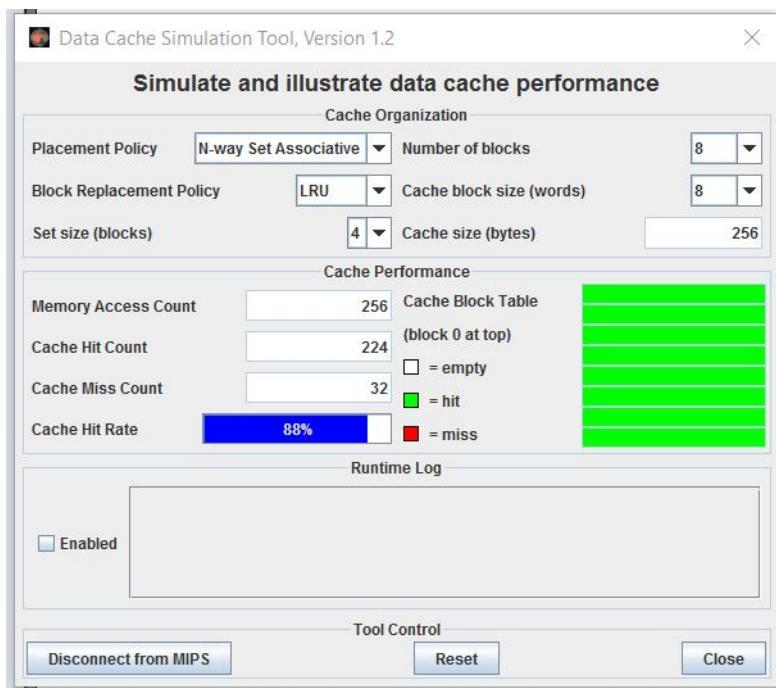


Figure 29: Row Major, 4-Way Associative, Cache Block Size 8

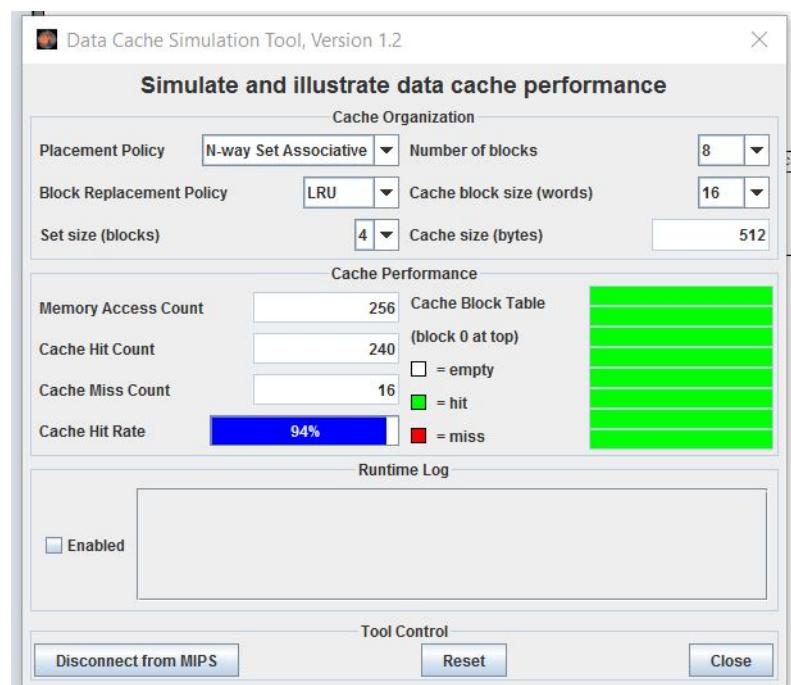


Figure 30: Row Major, 4-Way Associative, Cache Block Size 16