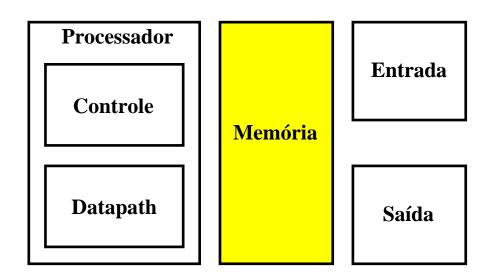
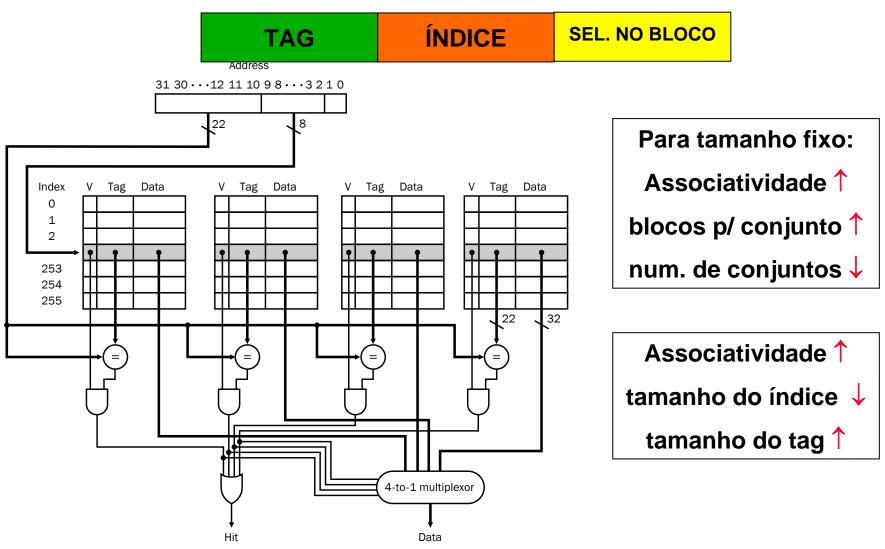
Cache: Associatividade e múltiplos níveis



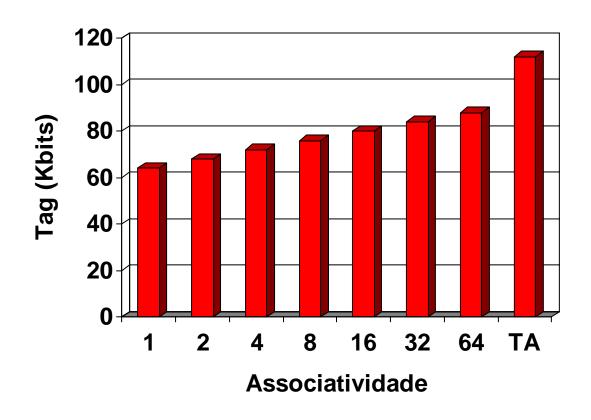
Organização de uma cache n-way

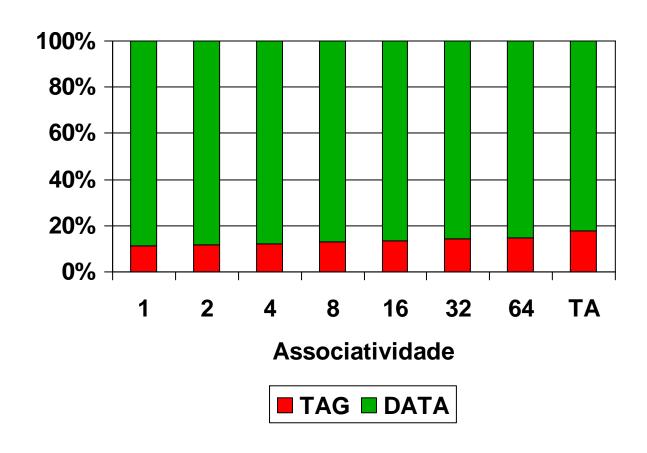


Luiz C. V. dos Santos, INE/CTC/UFSC

- Hipótese:
 - Cache com 4K blocos
 - 4 palavras/bloco
 - Endereço de 32 bits
- Quatro cenários de mapeamento:
 - Direto, 2-way, 4-way e totalmente associativa
- Tag + indice + offset
 - 4 palavras/bloco = 2⁴ bytes/bloco
 - Restam 32 4 = 28 bits (tag + indice)

- Número de conjuntos
 - Direto: 4K conjuntos (índice = 12)
 - 2-way: 2K conjuntos (índice = 11)
 - -4-way: 1K conjuntos (índice = 10)
 - -T.A.: 1 conjunto (indice = 0)
- Número de bits gastos com tag
 - Direto: (28-12) $\times 1 \times 4K = 64Kbits$
 - -2-way: (28-11) x 2 x 2K = 68Kbits
 - -4-way: (28-10) x 4 x 1K = 72Kbits
 - -T.A.: (28-0) x 4K x 1 = 112Kbits





Política de atualização da cache

- Precisa-se armazenar um dado na cache...
 - Mas nenhuma posição livre.
 - Qual bloco substituir ?
- Mapeamento direto:
 - Bloco ocupando posição mapeada <u>precisa</u> ser substituído
- Cache n-way:
 - Critério de escolha mais popular
 - » Bloco não usado há mais tempo é substituído
 - » LRU ("least recently used")

$$ciclos_{stall} = \frac{acessos}{programa} \times mr \times penalidade$$

• Sejam:

- I = número de instruções;
- -LS = proporção de load + store no "mix";
- $-acessos/programa = I + LS \times I = I (1 + LS);$
- -CPI_{stall} = ciclos_{stall} / I;
- $-CPI = CPI_{ideal} + CPI_{stall} = 1 + CPI_{stall}$

$$CPI = 1 + (1 + LS) \times mr \times penalidade$$

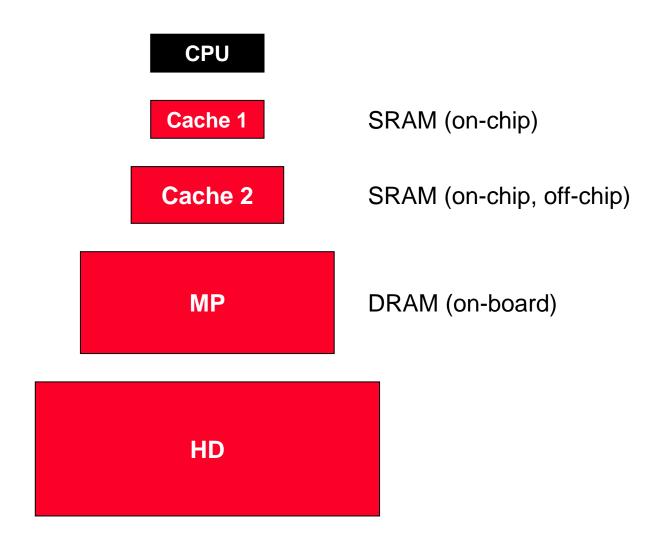
- Dado um tamanho fixo de cache...
 - Mais palavras por bloco:
 - » Maior captura da localidade espacial (↓mr)
 - Mais associatividade:
 - » Maior captura da localidade temporal (↓mr)
 - Nenhum impacto na penalidade !?

$$CPI = 1 + (1 + LS) \times mr \times penalidade$$

- Tendências tecnológicas:
 - f_r cresce rapidamente, mas f_{acesso} (DRAM) lentamente.
- Problema:
 - Penalidade de falta tende a aumentar.
- Solução: nível extra de cache...
 - Comparada a nível única de mesma capacidade...
 - Objetivo 1: reduzir tempo de acerto e minimizar T
 - » L1: precisa ser pequena para ser rápida
 - » L1: maior taxa de faltas, mas penalidade compensada por L2
 - Objetivo 2: reduzir penalidade e taxa global de faltas
 - » L2: pode ser maior, pois não afeta tempo de acerto nem T
 - » L2: menor taxa de faltas local, mas menor penalidade

$$CPI = 1 + (1 + LS) \times mr \times penalidade$$

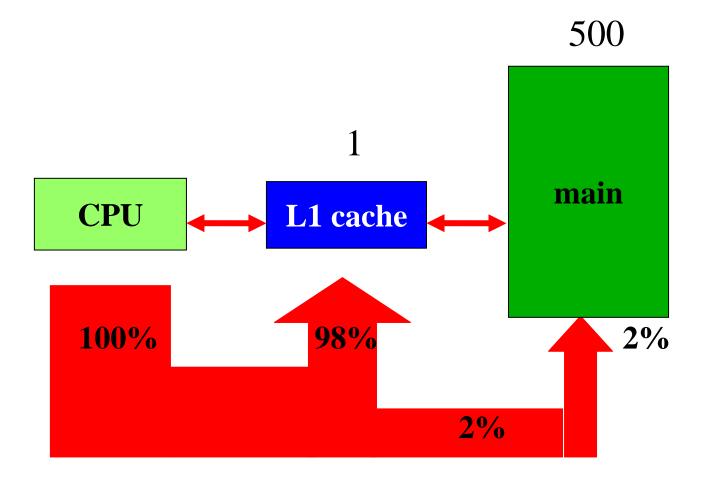
Redução da penalidade



Exemplo

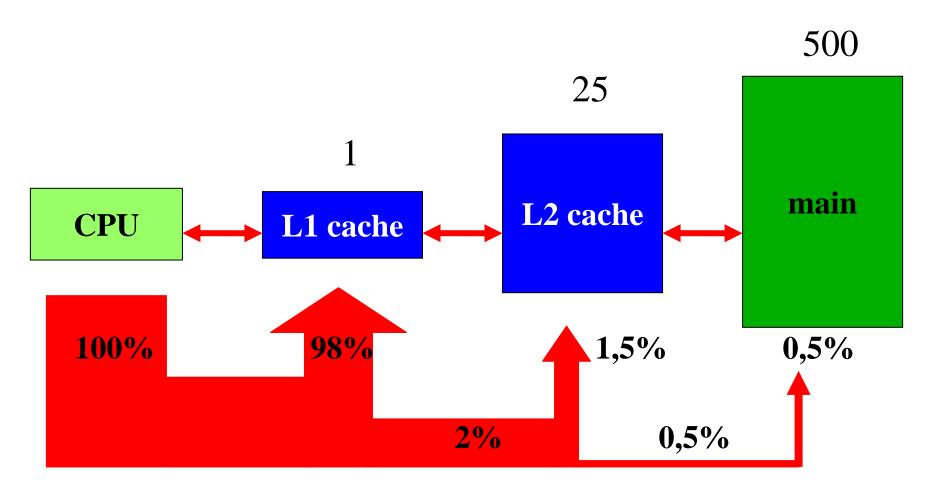
- Impacto da cache secundária
 - -f = 5GHz (T = 0.2ns)
 - Primária: 0,2ns, taxa de faltas = 2%
 - Secundária: 5ns, taxa global de faltas = 0,5%
 - Memória principal: 100ns
- Hipóteses:
 - Só acesso a instruções;
 - $-CPI_{ideal} = 1.$
- Comparação:
 - Qual o CPI só com a cache primária ?
 - Qual o CPI para dois níveis de cache ?

Uma única cache



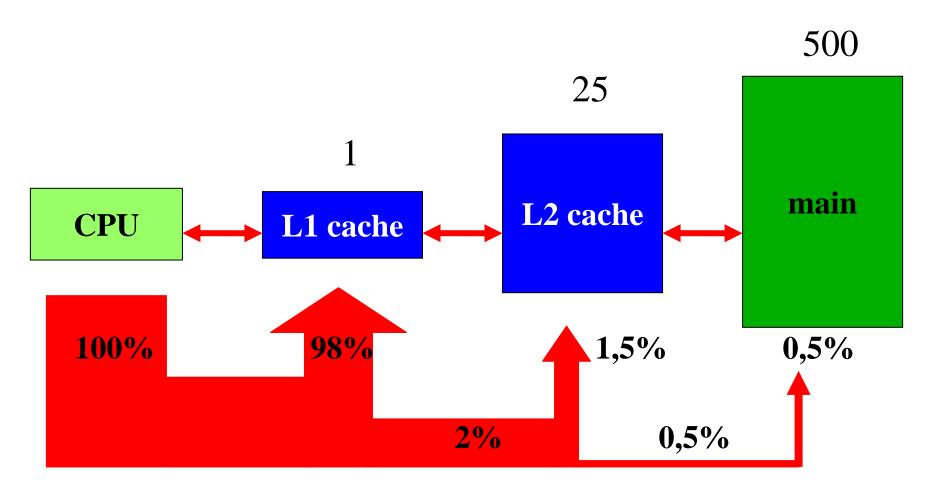
$$CPI = 1 + 0.02 \times 500 = 11$$

Dois níveis de cache



$$CPI = 1 + 0.02 \times 25 + 0.005 \times 500 = 4.0$$

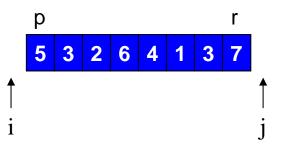
Dois níveis de cache



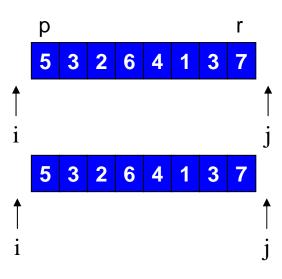
$$CPI = 1 + 0.015 \times 25 + 0.005 \times 525 = 4.0$$

- Dois programas de ordenação
 - Diferentes números de itens a ordenar (4 a 4K)
- Algoritmos com complexidades distintas
 - QuickSort: O(n log n) [média]
 - RadixSort: O(n) [média]
- Complexidade:
 - Comportamento assintótico
 - » Número de operações como função da entrada (n)
- Desempenho
 - Número de instruções e número de ciclos

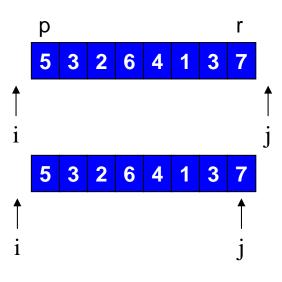
```
QUICKSORT(A,p,r)
if p < r
    then q \leftarrow PARTITION(A,p,r)
             QUICKSORT(A,p,q)
             QUICKSORT(A,q+1,r)
PARTITION(A,p,r)
x \leftarrow A[p]
i \leftarrow p-1
i \leftarrow r + 1
while TRUE
    do
             repeat
                        j \leftarrow j - 1
                         until A[j] \le x
                        i \leftarrow i + 1
             repeat
                         until A[i] \ge x
             if i < j
                         then exchange A[i] \leftrightarrow A[j]
                         else return j
```



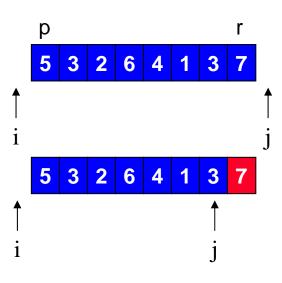
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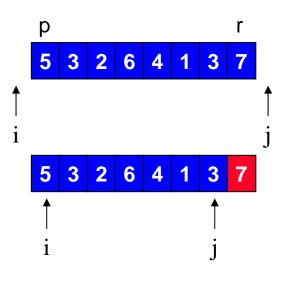
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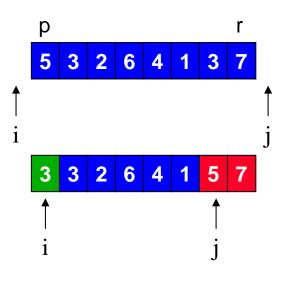
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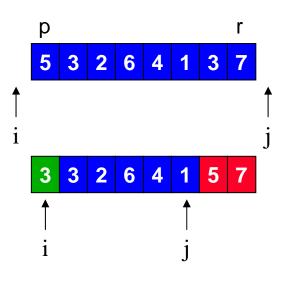
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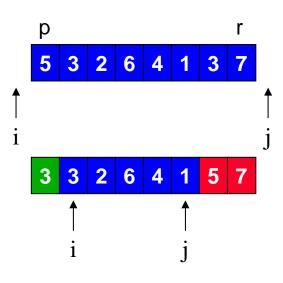
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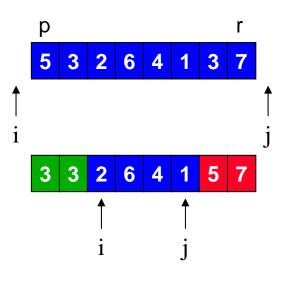
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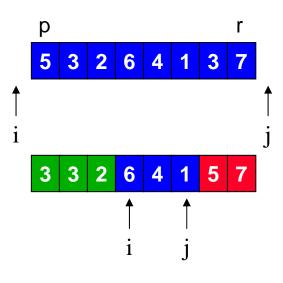
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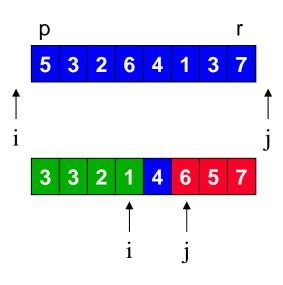
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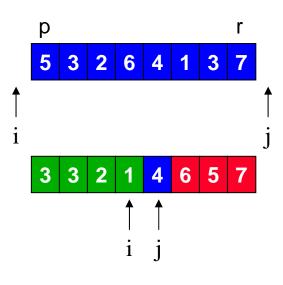
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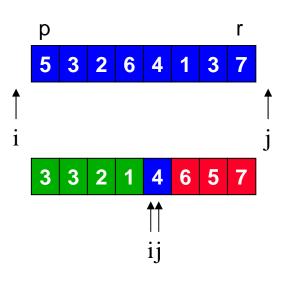
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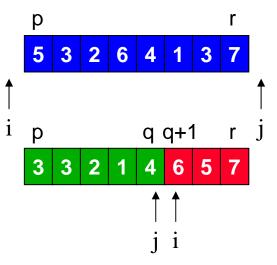
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```



Localidade temporal (instruções)

Grande: recursividade e laços

Localidade espacial (instruções)

Pouca: BBs pequenos

Localidade espacial (dados)

Grande: i e j percorrem arranjo sequencialmente

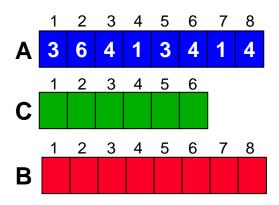
Localidade temporal (dados)

Grande: partições são revisitadas

COUNTING-SORT(A,B,k)

for $i \leftarrow 1$ to kdo $C[i] \leftarrow 0$ for $j \leftarrow 1$ to length[A]

do $C[A[j]] \leftarrow C[A[j]] + 1$ for $i \leftarrow 2$ to kdo $C[i] \leftarrow C[i] + C[i-1]$ for $j \leftarrow length[A]$ downto 1do $B[C[A[j]] \leftarrow A[j]$ $C[A[j]] \leftarrow C[A[j]] - 1$



Estado inicial

```
COUNTING-SORT(A,B,k)

for i \leftarrow 1 to k

do C[i] \leftarrow 0

for j \leftarrow 1 to length[A]

do C[A[j]] \leftarrow C[A[j]] + 1

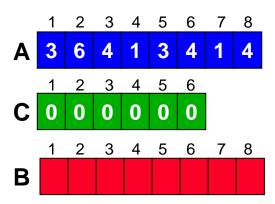
for i \leftarrow 2 to k

do C[i] \leftarrow C[i] + C[i-1]

for j \leftarrow length[A] downto 1

do B[C[A[j]]] \leftarrow A[j]

C[A[j]] \leftarrow C[A[j]] - 1
```

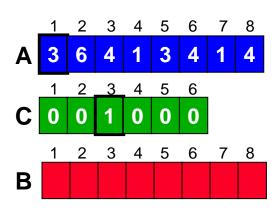


C inicializado

COUNTING-SORT(A,B,k)

for $i \leftarrow 1$ to kdo $C[i] \leftarrow 0$ for $j \leftarrow 1$ to length[A]

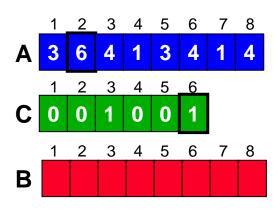
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COUNTING-SORT(A,B,k)

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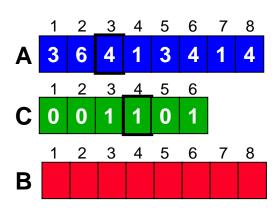
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COUNTING-SORT(A,B,k)

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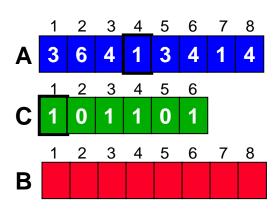
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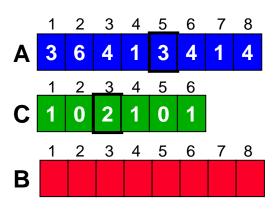


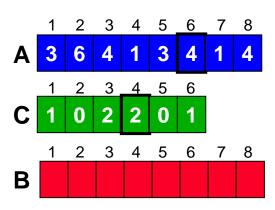
COUNTING-SORT(A,B,k)

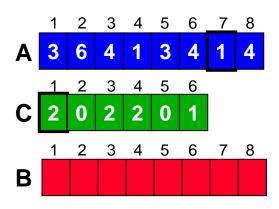
for $i \leftarrow 1$ to kdo $C[i] \leftarrow 0$ for $j \leftarrow 1$ to length[A]

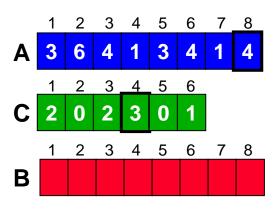
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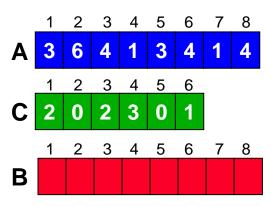




COUNTING-SORT(A,B,k)

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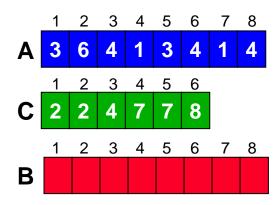


C[i] contém o número de elementos iguais a i

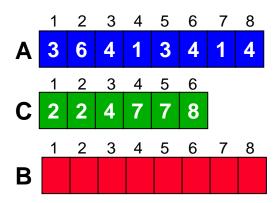
COUNTING-SORT(A,B,k)

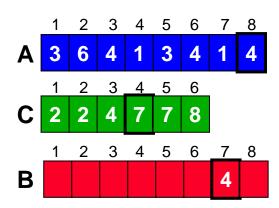
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C[i] contém o número de elementos iguais ou menores a i

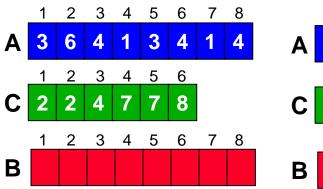


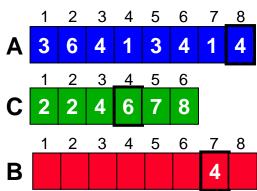


COUNTING-SORT(A,B,k)

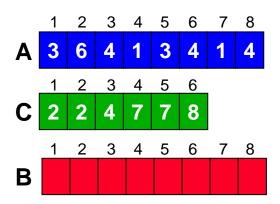
for $i \leftarrow 1$ to kdo $C[i] \leftarrow 0$ for $j \leftarrow 1$ to length[A]

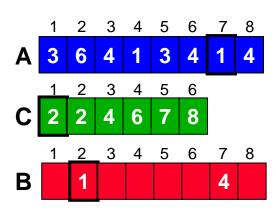
do $C[A[j]] \leftarrow C[A[j]] + 1$ for $i \leftarrow 2$ to kdo $C[i] \leftarrow C[i] + C[i-1]$ for $j \leftarrow length[A]$ downto 1do $B[C[A[j]]] \leftarrow A[j]$ $C[A[j]] \leftarrow C[A[j]] - 1$





Ao final da primeira iteração do último laço

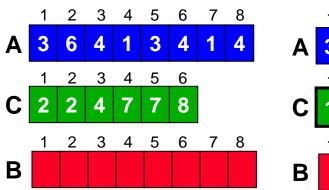


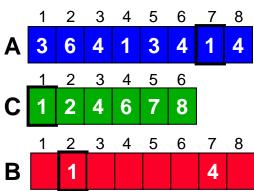


COUNTING-SORT(A,B,k)

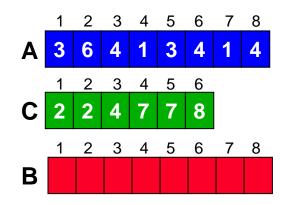
for $i \leftarrow 1$ to kdo $C[i] \leftarrow 0$ for $j \leftarrow 1$ to length[A]

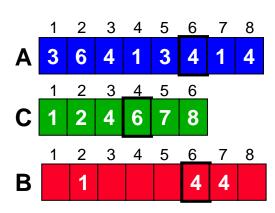
do $C[A[j]] \leftarrow C[A[j]] + 1$ for $i \leftarrow 2$ to kdo $C[i] \leftarrow C[i] + C[i-1]$ for $j \leftarrow length[A]$ downto 1do $B[C[A[j]]] \leftarrow A[j]$ $C[A[j]] \leftarrow C[A[j]] - 1$





Ao final da segunda iteração do último laço

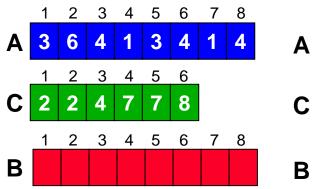


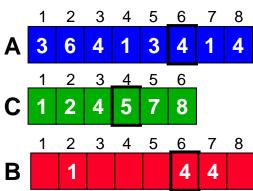


COUNTING-SORT(A,B,k)

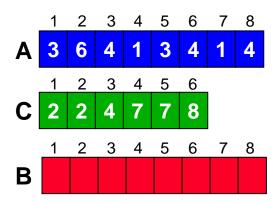
for $i \leftarrow 1$ to kdo $C[i] \leftarrow 0$ for $j \leftarrow 1$ to length[A]

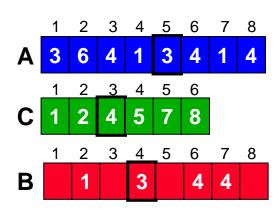
do $C[A[j]] \leftarrow C[A[j]] + 1$ for $i \leftarrow 2$ to kdo $C[i] \leftarrow C[i] + C[i-1]$ for $j \leftarrow length[A]$ downto 1do $B[C[A[j]] \leftarrow C[A[j]] - 1$





Ao final da terceira iteração do último laço

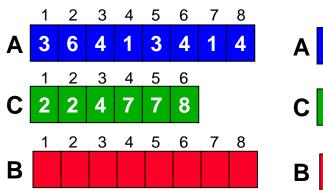


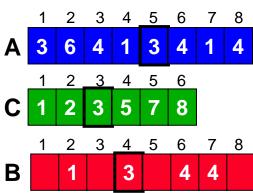


COUNTING-SORT(A,B,k)

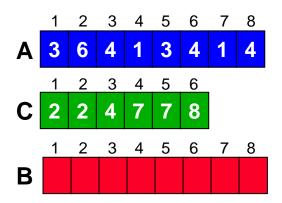
for $i \leftarrow 1$ to kdo $C[i] \leftarrow 0$ for $j \leftarrow 1$ to length[A]

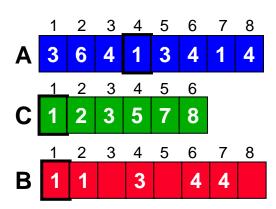
do $C[A[j]] \leftarrow C[A[j]] + 1$ for $i \leftarrow 2$ to kdo $C[i] \leftarrow C[i] + C[i-1]$ for $j \leftarrow length[A]$ downto 1do $B[C[A[j]]] \leftarrow A[j]$ $C[A[j]] \leftarrow C[A[j]] - 1$





Ao final da quarta iteração do último laço

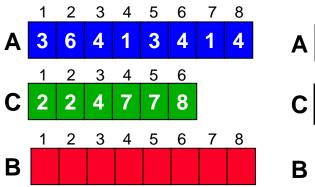


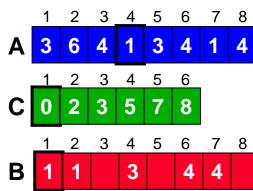


COUNTING-SORT(A,B,k)

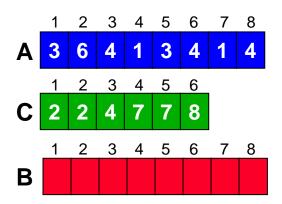
for $i \leftarrow 1$ to kdo $C[i] \leftarrow 0$ for $j \leftarrow 1$ to length[A]

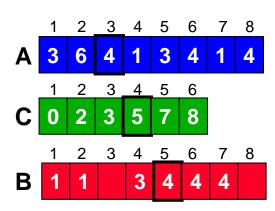
do $C[A[j]] \leftarrow C[A[j]] + 1$ for $i \leftarrow 2$ to kdo $C[i] \leftarrow C[i] + C[i-1]$ for $j \leftarrow length[A]$ downto 1do $B[C[A[j]]] \leftarrow A[j]$ $C[A[j]] \leftarrow C[A[j]] - 1$



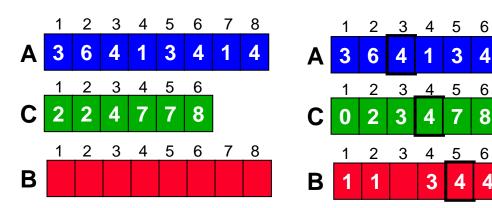


Ao final da quinta iteração do último laço





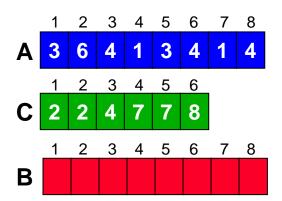
COUNTING-SORT(A,B,k) for $i \leftarrow 1$ to k do C[i] $\leftarrow 0$ for $j \leftarrow 1$ to length[A] $\operatorname{do} C[A[j]] \leftarrow C[A[j]] + 1$ for $i \leftarrow 2$ to k **do** $C[i] \leftarrow C[i] + C[i-1]$ for $j \leftarrow length[A]$ downto 1 do $B[C[A[i]]] \leftarrow A[i]$ $C[A[j]] \leftarrow C[A[j]] - 1$

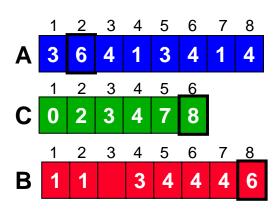


Ao final da sexta iteração do último laço

2 3 4 5 6

4 4

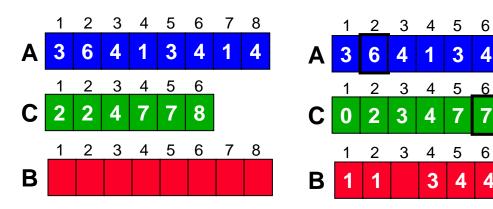




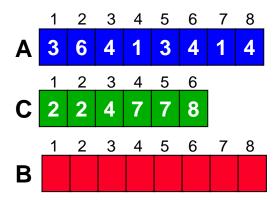
COUNTING-SORT(A,B,k)

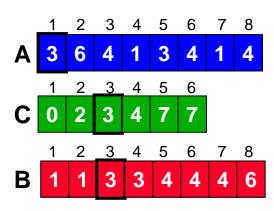
for $i \leftarrow 1$ to kdo $C[i] \leftarrow 0$ for $j \leftarrow 1$ to length[A]

do $C[A[j]] \leftarrow C[A[j]] + 1$ for $i \leftarrow 2$ to kdo $C[i] \leftarrow C[i] + C[i-1]$ for $j \leftarrow length[A]$ downto 1do $B[C[A[j]]] \leftarrow A[j]$ $C[A[j]] \leftarrow C[A[j]] - 1$



Ao final da sétima iteração do último laço

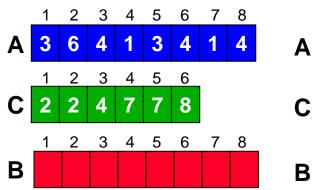


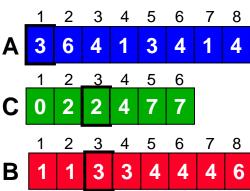


COUNTING-SORT(A,B,k)

for $i \leftarrow 1$ to kdo $C[i] \leftarrow 0$ for $j \leftarrow 1$ to length[A]

do $C[A[j]] \leftarrow C[A[j]] + 1$ for $i \leftarrow 2$ to kdo $C[i] \leftarrow C[i] + C[i-1]$ for $j \leftarrow length[A]$ downto 1do $B[C[A[j]]] \leftarrow A[j]$ $C[A[j]] \leftarrow C[A[j]] - 1$



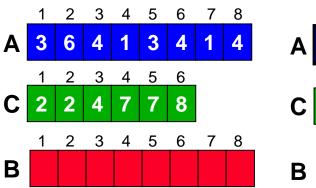


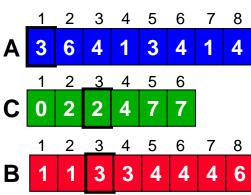
Ao final da última iteração do último laço

COUNTING-SORT(A,B,k)

for $i \leftarrow 1$ to kdo $C[i] \leftarrow 0$ for $j \leftarrow 1$ to length[A]

do $C[A[j]] \leftarrow C[A[j]] + 1$ for $i \leftarrow 2$ to kdo $C[i] \leftarrow C[i] + C[i-1]$ for $j \leftarrow length[A]$ downto 1do $B[C[A[j]]] \leftarrow A[j]$





RADIX-SORT(A,d)

for i ← 1 to d

do use COUNTING-SORT

to sort A on digit i

 $C[A[i]] \leftarrow C[A[i]] - 1$

Requer mais memória por item a ordenar do que QuickSort Localidade temporal (instruções)

Grande: laços

Localidade espacial (instruções)

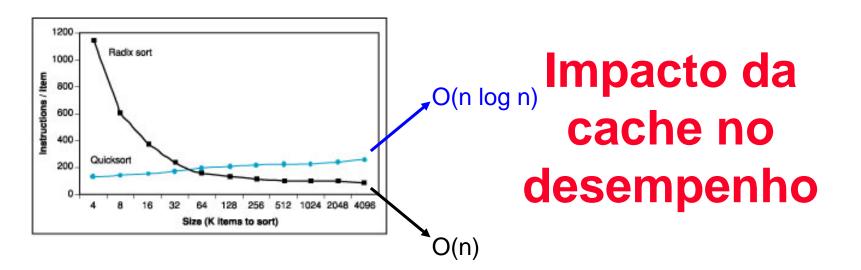
Pouca: BBs pequenos

Localidade espacial (dados)

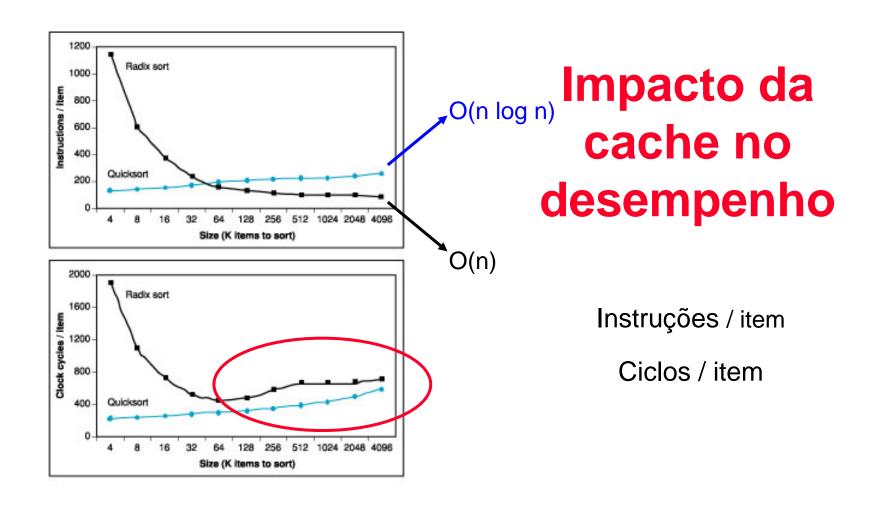
Pequena: só um dos arranjos sequencialmente

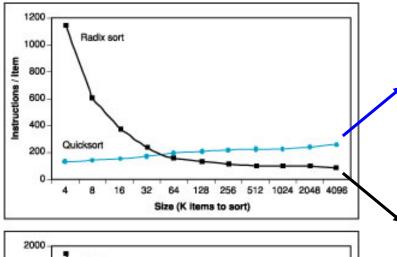
Localidade temporal (dados)

Média: C e A são revisitados várias vezes



Instruções / item





Impacto da cache no desempenho



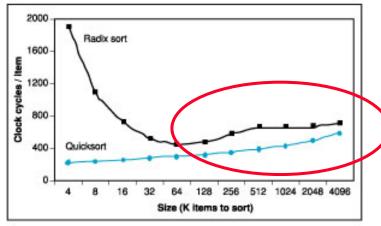
O(n)

Ciclos / item

Faltas / item

Maior número de ciclos gastos por item deve-se à menor localidade de RadixSort

Otimizar para a cache: algoritmo e compilador



Size (K items to sort)

256 512 1024 2048 4098

Luiz C. V. dos Santos, INE/CTC/UFSC

Radix sort

Cache misses / Item

Conclusão

- Para obter desempenho com:
 - CPUs com freqüências cada vez mais altas
 - DRAMs cada vez mais lentas (comparativamente)
- Soluções:
 - Aumento da associatividade
 - » Impacta mr
 - Múltiplos níveis de cache
 - » Impacta penalidade
 - Algoritmos e compiladores "cache-conscientes"
 - » Impactam mr