

Course: BCT 2408 COMPUTER ARCHITECTURE

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A. Direct-Mapped Cache with Consecutive Allocation

System Configuration:

- Cache size: 16 KB = 16,384 bytes
- Cache type: Direct-mapped
- Line size: 64 bytes
- Addressing: Physical
- Array element size: 4 bytes (single-precision float)
- Arrays **X** and **Y**: 4096 elements each, stored consecutively in memory

Loop Behavior:

- Iterates 4096 times
- Each iteration performs:
 - Load **X[i]**
 - Load **Y[i]**
 - Store **X[i]**
- Total memory operations: $3 \times 4096 = 12,288$

Memory Layout & Cache Mapping:

- **X**: $4096 \times 4 = 16$ KB
- **Y**: 16 KB
- Total: 32 KB (exceeds cache size)
- Cache lines: $16 \text{ KB} / 64 = 256$ lines
- Each cache line holds: $64 / 4 = 16$ elements
- Both **X** and **Y** span 256 cache lines

Since the cache is direct-mapped and the arrays are stored back-to-back, **X[i]** and **Y[i]** map to the **same cache lines**, leading to **conflict misses**.

Cache Miss Analysis:

- **Compulsory Misses:**

- 256 blocks for X + 256 for Y = **512 misses**
- **Conflict Misses:**
 - Every access after the first causes a miss:
 - Load $X[i]$: miss (conflicted by $Y[i]$)
 - Load $Y[i]$: miss (conflicted with $X[i]$)
 - Store $X[i]$: miss (block evicted by $Y[i]$)
 - Total: $3 \times 4096 = 12,288$ accesses
 - Subtract compulsory: $12,288 - 512 = \mathbf{11,776}$ conflict misses
- **Capacity Misses:** None — active working set is only two elements at any time

Final Stats:

- Total cache misses: **12,288**
- Miss rate: **100% (1.0)**

B. Optimization: Padding to Avoid Conflicts

Goal: Eliminate conflict misses by ensuring X and Y map to **different cache lines**

Strategy:

- Introduce a **padding array** between X and Y in memory
- Offset Y 's base address by at least 16 KB so it no longer shares lines with X
- Result: X and Y occupy disjoint cache regions

Mapping:

- X : occupies cache lines 0–255
Padding: occupies lines 256–511 (unused)
- Y : mapped to different cache lines, avoiding overlap

Cache Miss Analysis:

- **Compulsory Misses:**
 - X : 256
 - Y : 256
 - Total: **512**
- **Conflict Misses:** Eliminated (no line overlap)
- **Capacity Misses:** None — only a few elements used at once

Final Stats:

- Total cache misses: **512**
- Miss rate: $512 / 12,288 \approx 4.17\%$

C. Hardware-Based Optimization: 2-Way Set-Associative Cache

Upgrade:

- Cache remains 16 KB with 64-byte lines
- Switch from direct-mapped to **2-way set-associative**

New Configuration:

- Total cache lines: $16 \text{ KB} / 64 \text{ B} = 256$
- 2 lines per set \rightarrow 128 sets
- $X[i]$ and $Y[i]$ can now reside in the **same set without eviction**

Impact:

- Reduces conflict misses: X and Y can coexist
- No added capacity issues since working set is still minimal

Cache Miss Analysis:

- **Compulsory Misses:**
 - X : 256
 - Y : 256
 - Total: **512**
- **Conflict Misses:** None (2-way associativity resolves mapping conflict)
- **Capacity Misses:** None

Final Stats:

- Total cache misses: **512**
- Miss rate: $512 / 12,288 \approx 4.17\%$

Summary Comparison

Scenario	Compulsory Misses	Conflict Misses	Capacity Misses	Total Misses	Miss Rate
A. Direct-Mapped (No Padding)	512	11,776	0	12,288	100%
B. With Padding	512	0	0	512	4.17%
C. 2-Way Set-Associative	512	0	0	512	4.17%