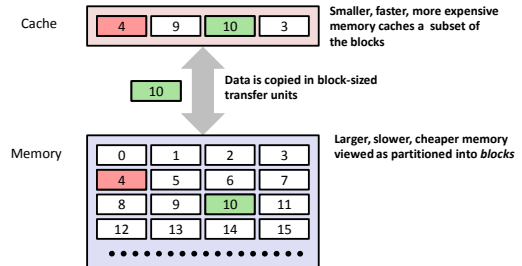


## Lecture 20

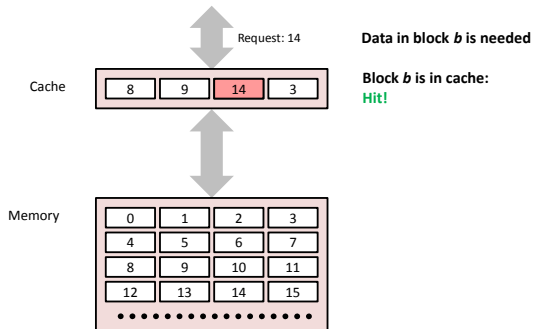
# Cache I

CPSC 275  
Introduction to Computer Systems

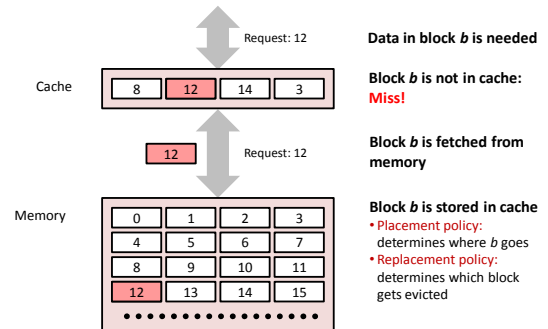
## General Cache Concepts



## General Cache Concepts: Hit



## General Cache Concepts: Miss



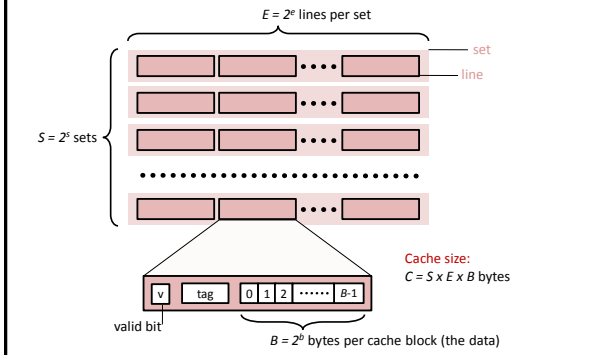
## Types of Cache Misses

- Cold (compulsory) miss
  - Cold misses occur because the cache is empty.
- Conflict miss
  - Most caches limit blocks at level  $k+1$  to a small subset (sometimes a singleton) of the block positions at level  $k$ .
    - e.g. Block  $i$  at level  $k+1$  must be placed in block  $(i \bmod 4)$  at level  $k$ .
  - Conflict misses also occur when the level  $k$  cache is large enough, but multiple data objects all map to the same level  $k$  block.
    - e.g. Referencing blocks 0, 8, 0, 8, 0, 8, ... would miss every time.
- Capacity miss
  - Occurs when the set of active cache blocks (*working set*) is larger than the cache.

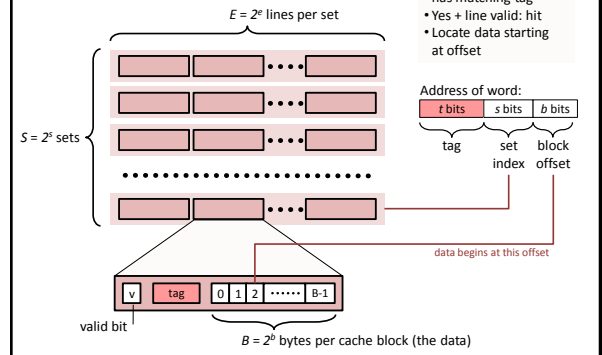
## Examples of Caching in the Hierarchy

Cache Type	What is Cached?	Where is it Cached?	Latency (cycles)	Managed By
Registers	4-8 bytes words	CPU core	0	Compiler
TLB	Address translations	On-Chip TLB	0	Hardware
L1 cache	64-bytes block	On-Chip L1	1	Hardware
L2 cache	64-bytes block	On/Off-Chip L2	10	Hardware
Virtual Memory	4-KB page	Main memory	100	Hardware + OS
Buffer cache	Parts of files	Main memory	100	OS
Disk cache	Disk sectors	Disk controller	100,000	Disk firmware
Network buffer cache	Parts of files	Local disk	10,000,000	AFS/NFS client
Browser cache	Web pages	Local disk	10,000,000	Web browser
Web cache	Web pages	Remote server disks	1,000,000,000	Web proxy server

## General Cache Organization ( $S, E, B$ )



## Cache Read



## Practice Problems

- Read CSaPP Sec. 6.4.0-6.4.1 and try Practice Problem 6.10.