

# PROJECT 2: "FINE-TUNING CACHE HIERARCHY ON X86 ARCHITECTURE USING GEM5 SIMULATOR"

CE6304: COMPUTER ARCHITECTURE

Department of Electrical and Computer Engineering



Submitted By:

Srivishnu Srinivas (sxs220196)

Prathamesh Gadad (psg220003)

## OVERVIEW:

- Part 1 : Description of Gem5 Setup and Cache.
- Part 2 : Finding CPI.
- Part 3 : Optimize CPI for Benchmark.
- Part 4 : Define Cost Function.
- Part 5 : Evaluation Function Showing Trade Offs  
(CPI Vs Cache Parameter Trade Off Curves And  
Analysis/Discussion).

# PART 1: Description of GEM5 Setup And Cache

## Initial Gem5 Setup:

- For this project, we used Gem5 installed on the UTD server with the necessary dependencies. We copied Gem5 to our local directory using the command:  
`"cp-rf/usr/local/gem5/home/eng/s/sxs220196/CA_Project".`
- We then compiled it with `"scons build/X86/gem5.opt"`.
- We downloaded the 456.hmmer and 458.sjeng benchmark files from the provided GitHub link; `"git clone https://github.com/timberjack/Project1_SPEC.git"`. to our local directory for use in this project.
- We set up the Gem5 simulation environment, compiled it, and obtained standard benchmark programs to run simulations for this project.

## What is Cache?

A cache is on-chip memory that stores data and instructions to speed up subsequent requests. Cached data may be the output of a previous computation or a copy of data stored elsewhere. Caches use fast SRAM technology compared to slower DRAM.

## Terminologies:

- Cache Block/Line - Minimum cache allocation unit.
- Hit - Data found in cache.
- Hit Rate - Fraction of accesses served by cache.
- Hit Time - Time to access cache.
- Miss Rate -  $(1 - \text{Hit Rate})$ .
- Miss Penalty - Time to fetch data and load cache.
- Average Memory Access Time (AMAT) =  $\text{Hit Time} + (\text{Miss Rate} * \text{Miss Penalty})$ .

## Importance of Cache in Today's Computer System:

Growing gap between fast processors and slow memory. Caches bridge gap by storing frequently used data/instructions close to processor. Enable low-latency access, hiding memory latency. Absorb majority of memory requests. feeding processors at needed speeds. Make modern processor speeds possible.

## PART 2: Finding CPI From Equation

- Equation to calculate Cycles Per Instructions (CPI):

$$\text{CPI} = 1 + ((\text{IL1.miss\_num} + \text{DL1.miss\_num}) * 6) + (\text{L2.miss\_num} * 50) / \text{Total\_Inst\_num}.$$

- Changes made in the “runGem.sh” files for the given Benchmarks.

- 456.hmmmer:

```
$GEM5_DIR/build/X86/gem5.opt -d /home/eng/s/sxs220196/CA_Project/OutputsP3/Outputs_456_2/456L1S_128_128_L2S_8192_L1a_4_L2a_2_cbs_64
$GEM5_DIR/configs/example/se.py -c $BENCHMARK -o $ARGUMENT -I 50000000 --cpu-type=timing --caches --l2cache --l1d_size=128kB --l1i_size=128kB --
l2_size=8192kB --l1d_assoc=4 --l1i_assoc=4 --l2_assoc=2 --cacheline_size=64.
```

- 458.sjeng:

```
$GEM5_DIR/build/X86/gem5.opt -d /home/eng/s/sxs220196/CA_Project/OutputsP3/Outputs_458_1/458L1S_64_128_L2S_8192_L1a_4_L2a_2_cbs_64
$GEM5_DIR/configs/example/se.py -c $BENCHMARK -o $ARGUMENT -I 50000000 --cpu-type=timing --caches --l2cache --l1d_size=64kB --l1i_size=128kB --
l2_size=8192kB --l1d_assoc=4 --l1i_assoc=4 --l2_assoc=2 --cacheline_size=64
```

- Run the Script “sh runGem5.sh”.

## For 456.hmmer:

$$\text{CPI} = 1 + ((\text{IL1.miss\_num} + \text{DL1.miss\_num}) * 6) + (\text{L2.miss\_num} * 50) / \text{Total\_Inst\_num}.$$

system.cpu.dcache.overall_misses::total	199525	# number of overall misses
system.cpu.icache.overall_misses::total	1331	# number of overall misses
system.l2.overall_misses::total	7036	# number of overall misses

$$\begin{aligned}\text{CPI} &= 1 + ((199525 + 1331) * 6) + (7036 * 50) / 500000000 \\ &= 1.01118622\end{aligned}$$



## For 458.sjeng:

$$\text{CPI} = 1 + ((\text{IL1.miss\_num} + \text{DL1.miss\_num}) * 6) + (\text{L2.miss\_num} * 50) / \text{Total\_Inst\_num}.$$

system.cpu.dcache.overall_misses::total	8422909	# number of overall misses
system.cpu.icache.overall_misses::total	2773	# number of overall misses
system.l2.overall_misses::total	8381043	# number of overall misses

$$\begin{aligned}\text{CPI} &= 1 + ((8422909 + 2773) * 6) + (8381043 * 50) / 500000000 \\ &= 9.549833\end{aligned}$$

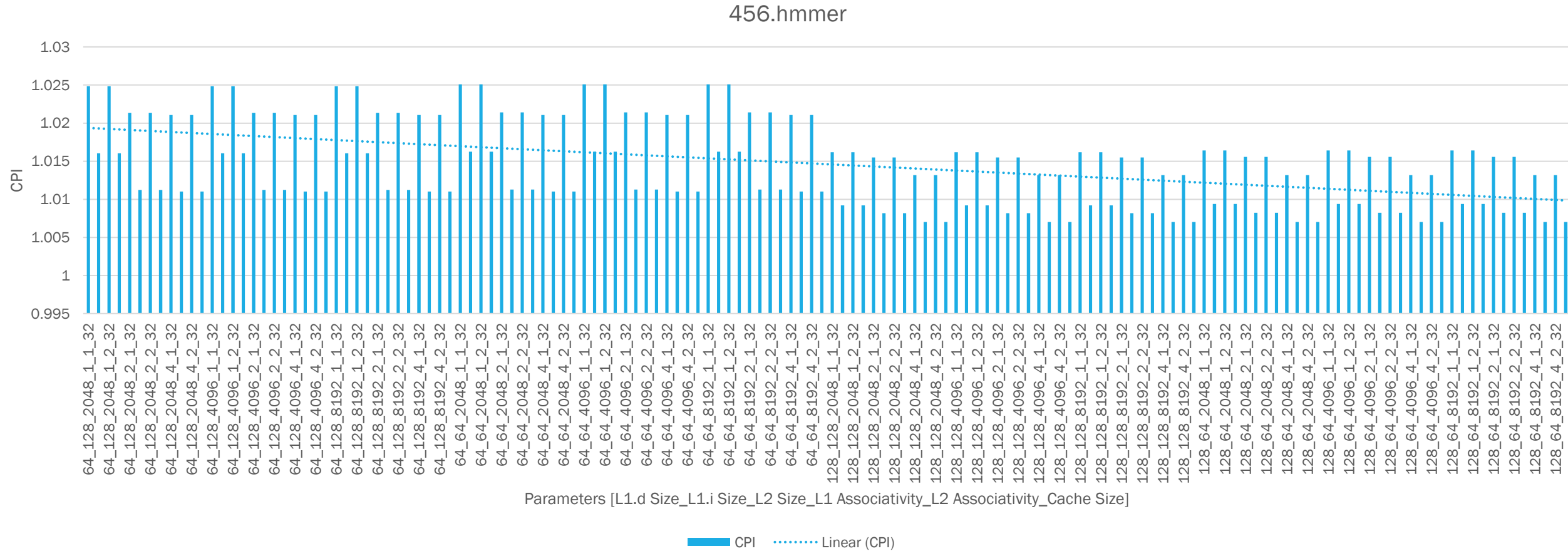
## **PART 3: Optimize CPI For Benchmark**



## Configuration:

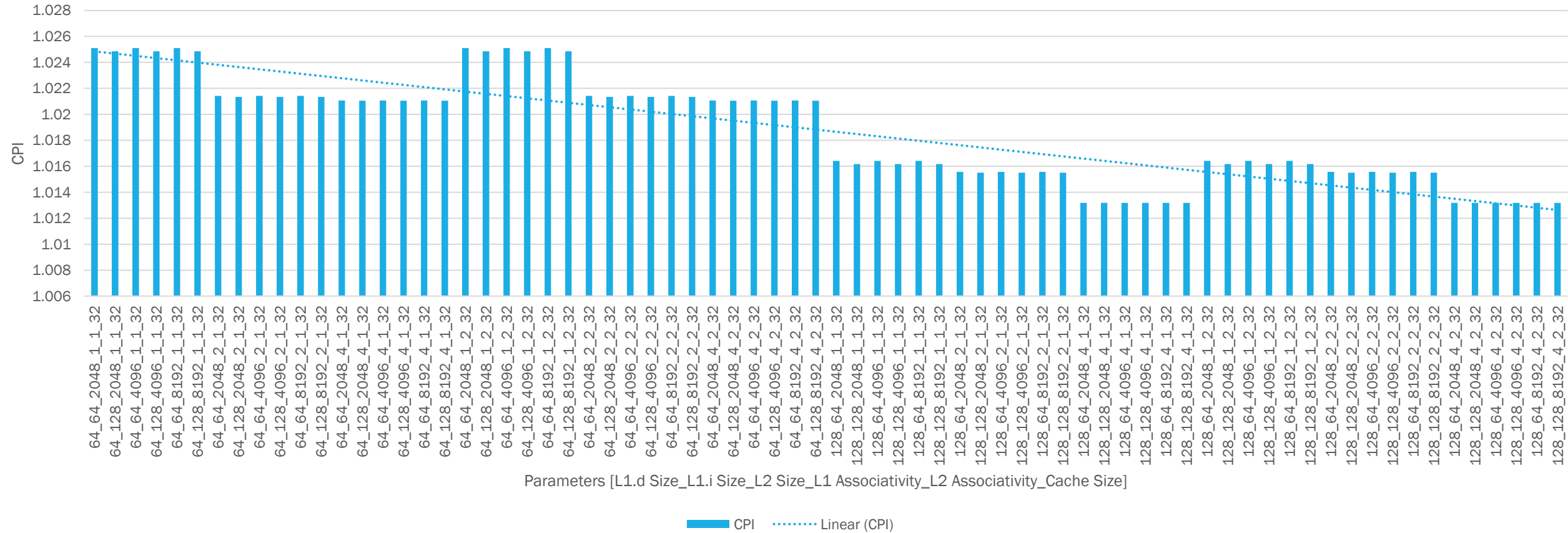
Benchmarks	L1d	L1i	L2	L1a	L2a	Cache Size
456.hmmer	64, 128	64, 128	2048, 4096, 8192	1, 2, 4	1, 2	32, 64
458.sjeng	64, 128	64, 128	2048, 4096, 8192	1, 2, 4	1, 2	32, 64

# For 456.hmmmer:



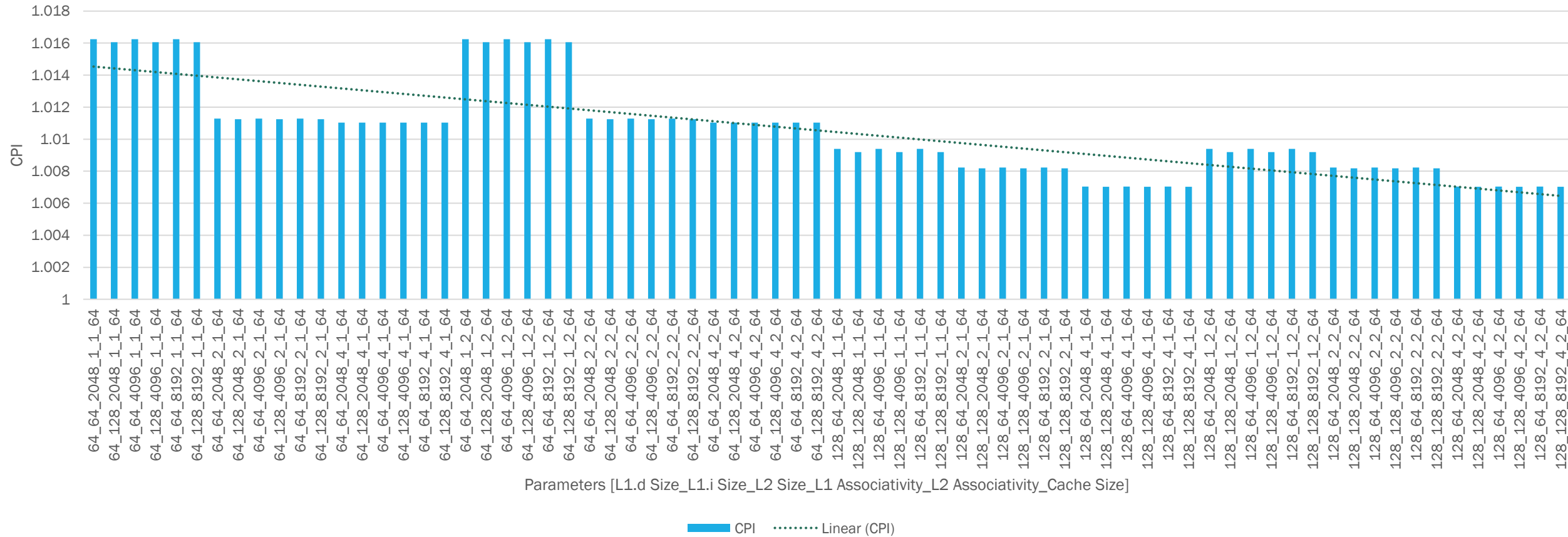
# For 456.hmmmer:

456.hmmmer; Cache Size: 32

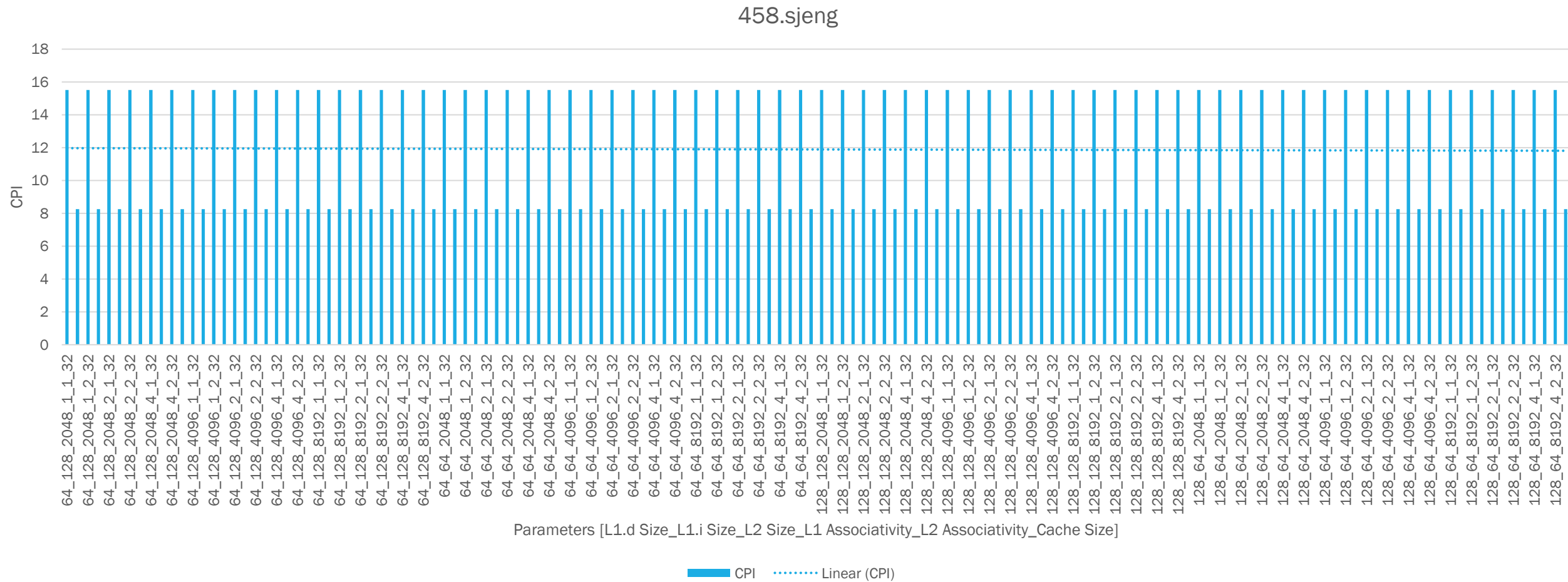


# For 456.hmmmer:

456.hmmmer; Cache Size: 64

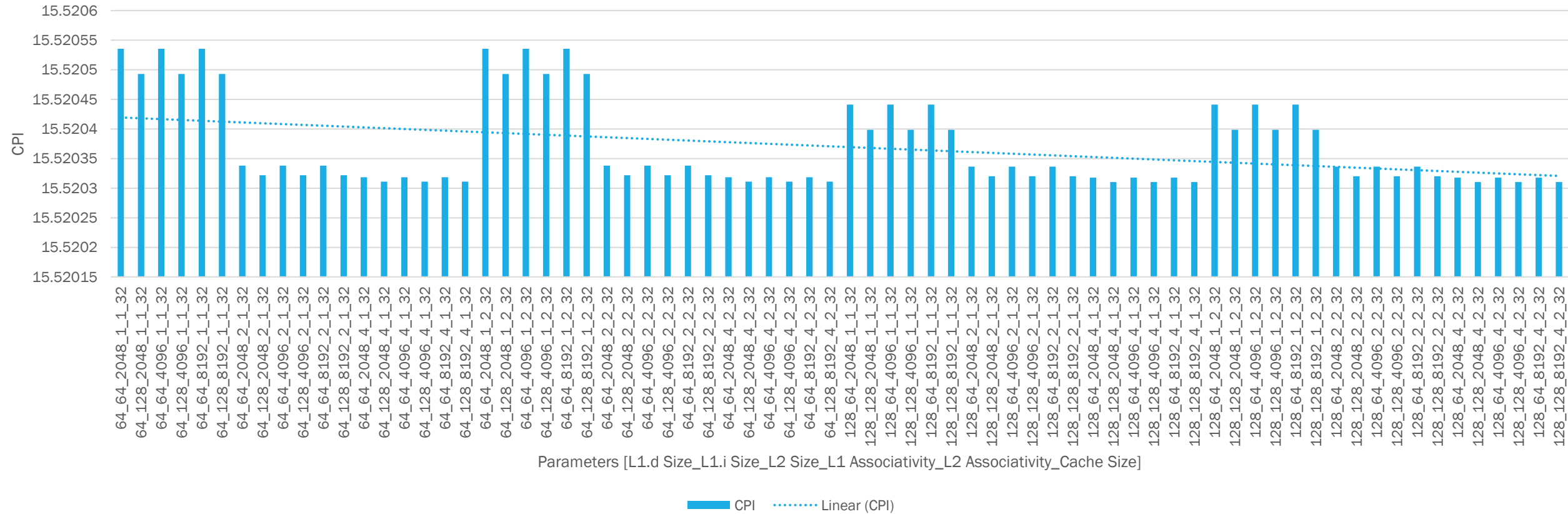


## For 458.sjeng:



# For 458.sjeng:

458.sjeng; Cache Size: 32





## For 458.sjeng:

458.sjeng; Cache Size: 64



## From the Graphs, for 456.hmmmer and 458.sjeng:

- Observations:
  - Cache Size, 32  $\rightarrow$  64, CPI  $\downarrow$
  - L1 & L2 Cache Size and Associativity  $\uparrow$ , CPI  $\downarrow \rightarrow$  As CPI  $\downarrow$ , Performance  $\uparrow$ .
- Optimal Configuration i.e., Lowest CPI:
  - 456.hmmmer:  
**L1.d = 128, L1.i = 128, L2 = 2048, L1 Associativity = 4, L2 Associativity = 2, Cache Size = 64,**  
**the CPI is 1.07033.**
  - 458.sjeng:  
**L1.d = 128, L1.i = 128, L2 = 2048, L1 Associativity = 4, L2 Associativity = 2, Cache Size = 64,**  
**the CPI is 7.26059.**

# PART 4: Define Cost Function

- The Cost Function is directly proportional to L1i, L1d, L2 size, L1a, and L2a while it is indirectly proportional to the overall cache size (CS)
- L1 Caches are more costly than L2 Caches.
- Thus, the cost function is defined as below:

$$CF = (L1i + L1d) * 0.02 + L2 * 0.01 + L1a + L2a * 0.5 + (20/CS)$$

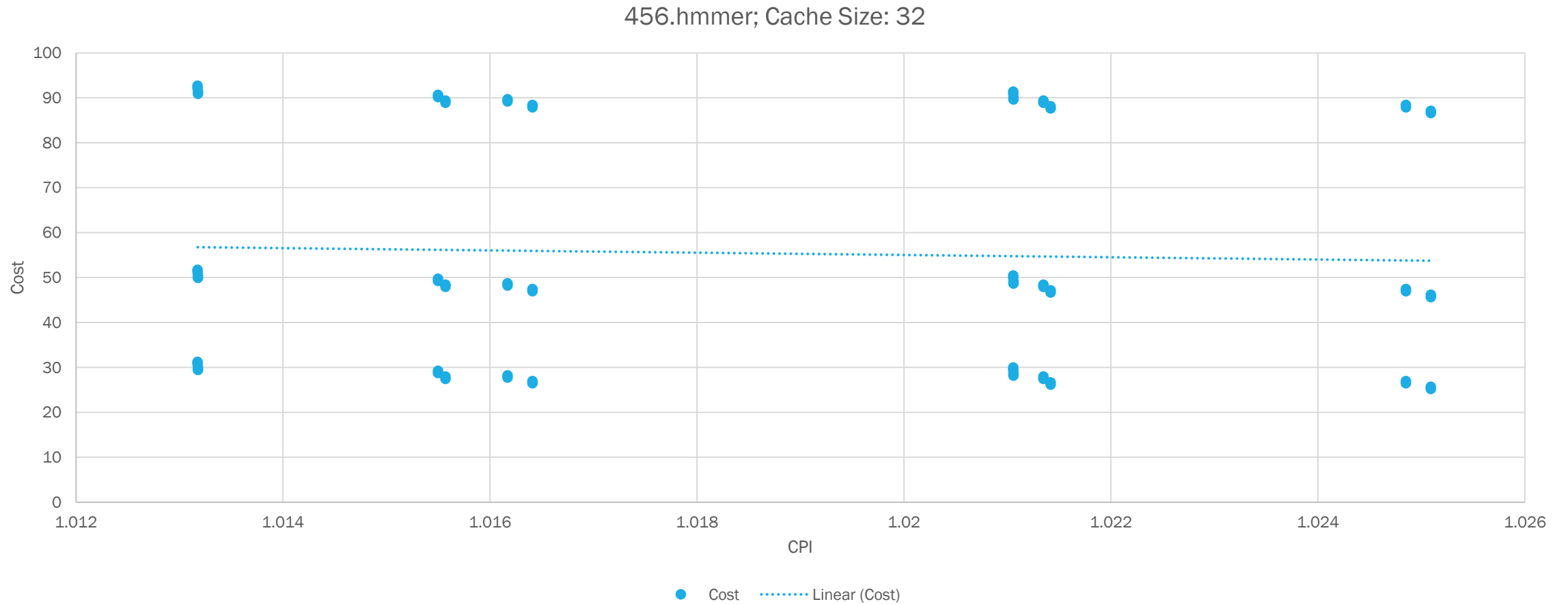
- Optimal Configuration i.e., Lowest Cost:

L1.d = 64, L1.i = 64, L2 = 2048, L1 Associativity = 1, L2 Associativity = 1, Cache Size = 64.

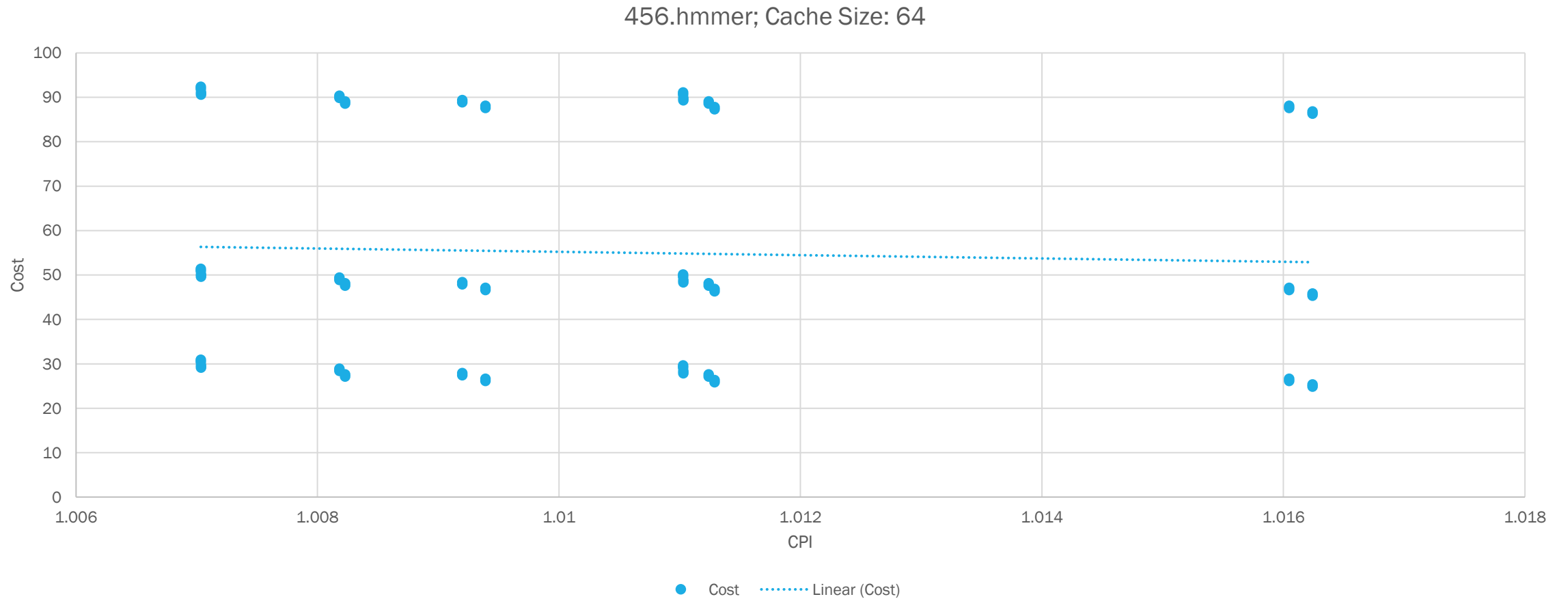
the **Cost** is **24.3525**.

# **PART 5: Evaluation Function Showing Trade Offs (CPI Vs Cache Parameter Trade Off Curves And Analysis/Discussion)**

## For 456.hmmmer:

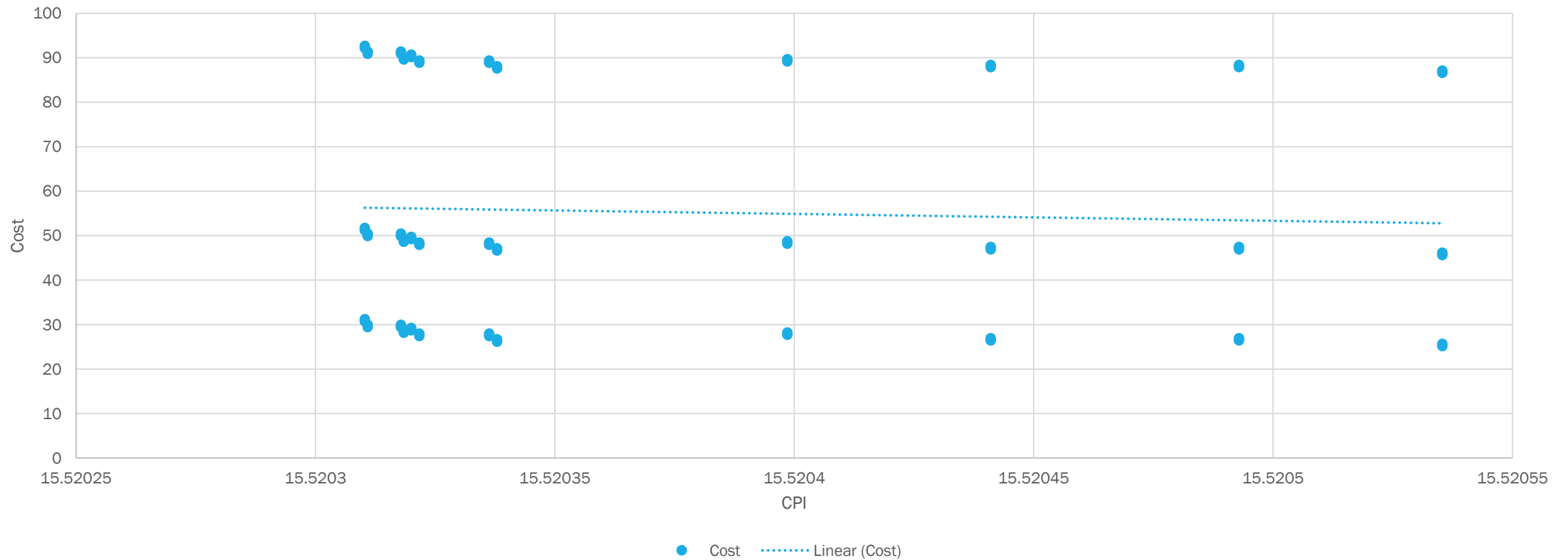


## For 456.hmmmer:



## For 458.sjeng:

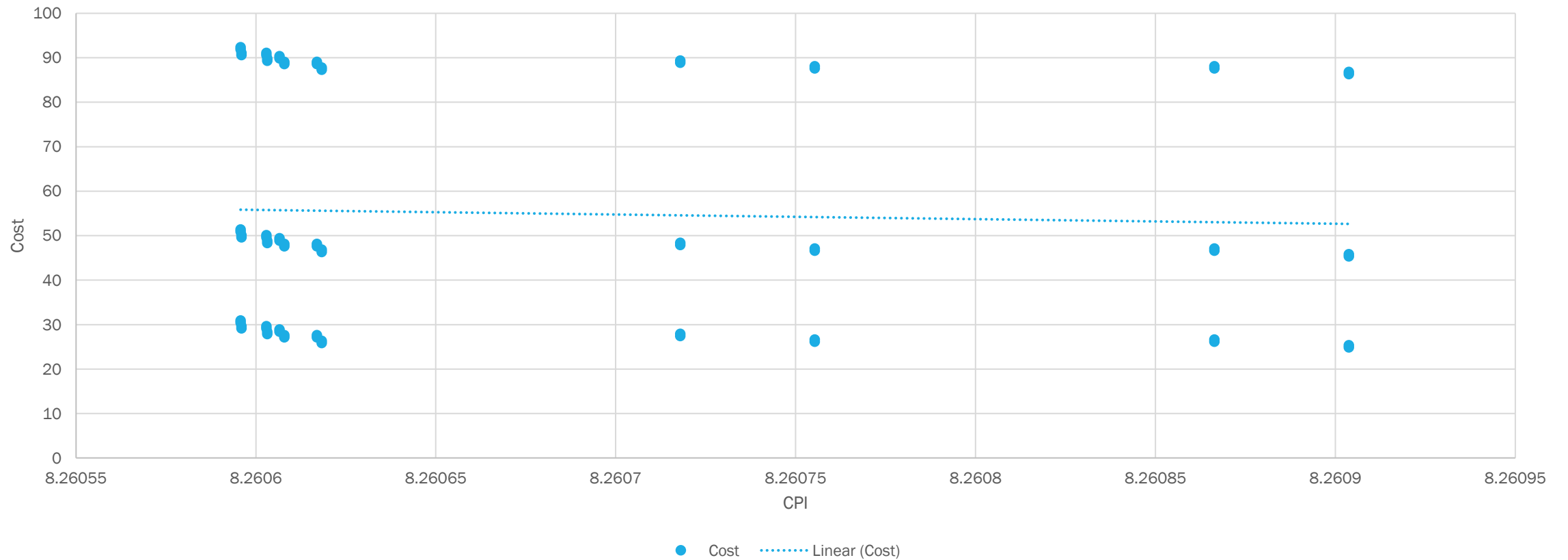
458.sjeng; Cache Size: 32





## For 458.sjeng:

458.sjeng; Cache Size: 64



## From the Graphs, for 456.hmmer and 458.sjeng:

- Observations:
  - $\text{CPI} \propto \frac{1}{\text{Cost Function}}$  ; Highest CPI will have Lowest Cost.
  - By Increasing Cache Block Size, we get Good Performance with Minimum Cost.
- Optimal Configuration, Low CPI with Low Cost:
  - 456.hmmer:  
L1.d = 64, L1.i = 64, L2 = 2048, L1 Associativity = 2, L2 Associativity = 1, Cache Size = 64,  
the **CPI is 1.01128888** and **Cost Function is 24.8525**.
  - 458.sjeng:  
L1.d = 64, L1.i = 64, L2 = 2048, L1 Associativity = 2, L2 Associativity = 1, Cache Size = 64,  
the **CPI is 8.26061832** and **Cost Function is 24.8525**.

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# Appendix



## Automation Steps:

- Defined cache parameter ranges.
- Executed "runGem5.sh" in benchmark folders, specifying output locations.
- Ran scripts iteratively using "sh runGem5.sh" for each cache size.
- Created two scripts per benchmark to expedite the process.
- Executed scripts in parallel, completing all iterations simultaneously (each script takes approximately 12 hours).
- Generated 144 combinations for each benchmark.
- Extracted essential data from outputs and inputted values into an Excel sheet.
- Calculated CPI for each combination.

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**THANK YOU!**