CS204 - Computer Architecture Course Project - Phase 3 Description Appending RISC-V pipeline with Caches

Deadline: 18th Apr 2023. 11.55PM.

Phase 3: Appending a cache module to Phase 2.

In this phase, you'll create the instruction (I\$) and data (D\$) cache modules. Instead of directly reading from .mc file (or some other temporary structure), you'll read the instructions, read/write data from these cache modules.

More details of Cache model:

- 1. You'll need to instantiate two caches, one will work as Instruction cache (I\$) and another will work as Data cache (D\$). So, all the requests from Fetch stage of your pipeline will be handled by I\$. Like wise, requests from Memory stage will be handled by D\$.
- 2. You'll give a provision to the user to specify input configurations for I\$ and D\$ separately.
- 3. Input parameters (for each cache): Cache size, Cache block size, Direct mapped (DM)/Full Assoc (FA)/ Set Assoc(SA), Number of ways for SA.
- 4. For FA and SA caches, LRU/FIFO/Random/LFU replacement policies as input.
- 5. Hit time of I\$ and D\$, Miss penalty in cycles. Default values can be 1 cycle and 20 cycles respectively.
- 6. As you are aware, when ever there is a miss in the cache, the pipeline will wait for data and has to stall. Update your Phase 2 pipeline logic to handle these memory stalls (at Fetch and Memory Access stages).
- 7. Output: Number of accesses, number of hits, number of misses, Number of cold, conflict, capacity misses. Total number of memory stalls. CPI (or IPC) with and without perfect caches.
- 8. At the end of simulation, two sets of stats will be printed one for I\$ and another for D\$.

GUI requirements for bonus points (1%):

- 1. You would require to show the user the content of all the sets of the cache (both I\$ and D\$) which have non-zero data.
- 2. For each Fetch, Load, Store, show the set that is accessed. Show the split of Tag-Index-BO from the requested address.
- 3. Upon a miss, show the victim block. Show the stalls at the pipeline.
- 4. The number of accesses, hits, misses (cold, conflict and capacity) are required to be shown.

Revert if you have any questions.