

**Oct. 24, 2019**

Using the same trace of homework1, study the effects of different prefetching policies and report your results based on dineroIV simulator, and the provided trace in homework 1. Please use the prefetching capabilities provided in dineroIV (the `-tfetch`, `-pfdist` and `-pfabort` switches). Attempt to find the best prefetching policy and discuss why you feel this would be the best policy for the given workload. Make sure to explain prefetching policy per each switch (20pts).

Using the dineroIV with the same data source (trace.din), run with the different switches, I got the data presented in the Table 1 and Table 2.

Table 1 shows the total miss number and rate combined with demanded fetch and prefetch fetch, while Table 2 present the data of prefetch's only.

[illegible][illegible]

Table 2. Miss number and rate of prefetch fetch, under the various configuration of prefetch distance, abort

percentage, fetch policy (demand, always, miss, and tagged)

Figure 1 shows the screenshot of one of the results running with dineroIV

```

File Edit View Search Terminal Help
l1-uassoc 4
l1-urepl 1
l1-ufetch m
l1-upfdist 32
l1-unwalloc a
l1-unwback a
skipcount 0
flushcount 0
maxcount 0
stat-interval 0
informat d
on-trigger 0x0
off-trigger 0x0

--Simulation begins.
--Simulation complete.
l1-ucache
Metrics
-----
Demand Fetches      832477      597309      235168      130655      104513      0
Fraction of total    1.0000      0.7175      0.2825      0.1569      0.1255      0.0000
Prefetch Fetches     61          14          47          47          0           0
Fraction            1.0000      0.2295      0.7705      0.7705      0.0000      0.0000
Total Fetches       832538      597323      235215      130702      104513      0
Fraction            1.0000      0.7175      0.2825      0.1570      0.1255      0.0000

Demand Misses        297         14          283         47          236         0
Demand miss rate     0.0004      0.0000      0.0012      0.0004      0.0023      0.0000
Prefetch Misses      50          14          36          36          0           0
PF miss rate         0.8197      1.0000      0.7660      0.7660      0.0000      0.0000
Total Misses         347         28          319         83          236         0

```

Figure 1. A sample of simulation output by running dineroIV

## Problem 2

Write a program as such to detect column-major or row-major memory layout for 2-dimensional array in your system. The suggestion is to not use compiler optimization. You can use the example in power point slide. Make sure to run the loop for enough number of iterations. For performance evaluation, use gprof. Also use Pin to analyze the effect of column-major and row-major on the cache performance (cache hit rate). Report your results and analysis (30pts).

### Answer:

1) In the program named loop\_yu.c , I set up the 10000 x 10000 array, and run both column-major and row-major functions (in loop\_yu.c, set TYPE 'b', which means both, details please refer README.pdf in file package) . The program screen-shot refers the Figure 2a. I compiled with prof and run the program, then got the result as what was presented in Figure 2b, it shows the running time of main(), runColumnMajor and runRowMajor function, which are 0.56s, 1.14s and 0.26s. The running time of main() is of initializing the array.

When compare with the running time of runColumnMajor and runRowMajor , it shows obviously that the first one consumes much more time, reach to five times more than the latter. This is because the column-major loops method cause much higher cache miss rate of data access, due to long stride given by the index in inner loop. When the loop changes to row-major method, the stride change to 1, which means the data access is in a sequential order, so the miss rate drops down significantly.

```

//*****
// Function Name: main()
// Description: - initialize the array
//               - call row major or column major function
// Input file: none
// Output file: none
// Return: none
//*****
int main()
{
    int i, j;
    static int array[ROW][COL];
    //initial array value
    for (i=0;i<ROW; i++)
    {
        for (j=0;j<COL; j++) array[i][j]= i+j;
    }

    //run the test
    switch(TYPE)
    {
        case 'c' : runColumnMajor(array); break;
        case 'r' : runRowMajor(array);break;
        case 'b':{
            runColumnMajor(array);
            runRowMajor(array);
            break;
        }
    }
    // end of switch
    return 0;
}

```

Figure 2a. part of program source code

```

[yliu79@lws5047 homework2]$ vi loop_yu.c
[yliu79@lws5047 homework2]$ gcc -pg -o loop_yu.out loop_yu.c
[yliu79@lws5047 homework2]$ ./loop_yu.out
[yliu79@lws5047 homework2]$ gprof -b loop_yu.out gmon.out
Flat profile:

Each sample counts as 0.01 seconds.
 %   cumulative   self           self      total
time  seconds    seconds   calls   s/call   s/call   name
-----
58.80    1.14      1.14         1      1.14     1.14  runColumnMajor
28.62    1.70      0.56         1      0.56     0.56  main
13.53    1.96      0.26         1      0.26     0.26  runRowMajor

Call graph

granularity: each sample hit covers 2 byte(s) for 0.51% of 1.96 seconds
index % time   self   children   called    name
-----
[1]  100.0   0.56    1.40        1/1    <spontaneous>
      1.14    0.00        1/1    main [1]
      0.26    0.00        1/1    runColumnMajor [2]
      0.26    0.00        1/1    runRowMajor [3]
-----
[2]   58.2   1.14    0.00        1/1    main [1]
      1.14    0.00        1/1    runColumnMajor [2]
-----
[3]   13.4   0.26    0.00        1/1    main [1]
      0.26    0.00        1/1    runRowMajor [3]
-----

```

Figure 2b. gprof simulation shows row-major loop is more effective

2) I also use Pin to analyze the column-major (in loop\_yu2.c, set TYPE 'c') and row-major function (in loop\_yu2.c, set TYPE 'r'). The result shows the same conclusion as what is analyzed in gprof: in column major mode, the miss rate is much more higher than what is in the row major, which is 11.12% versus 1.39%. Refer the Table 3, raw output data is in the file of pin\_loop.pdf in package of "HW2\_prefetcher\_yu.zip".

	Column Major	Row Major
Instruction Hit	2000156973	2000156974
Instruction Miss	1131	1130
DataLoad Hit	799953188	887538637
<b>DataLoad Miss</b>	<b>100099886</b>	<b>12514437</b>
DataStore Hit	200027751	200027750
DataStore Miss	4521	4522
Data Hit	999980939	1087566387
Data Miss	100104407	12518959
Total Hit	3000137912	3087723361
Total Miss	100105538	12520089
Instruction Total	2000158104	2000158104
Data Total	1100085346	1100085346
Total	3100243450	3100243450
<b>DataLoad miss rate</b>	<b>11.12%</b>	<b>1.39%</b>
Hit Total	96.77%	99.60%
Miss Total	3.23%	0.40%

Table 3. In Pin simulation, data Load miss rate of Column-Major loops reaches to 11.12%

### Problem 3

Use Pin to create memory trace for Dhrystone and Linpack benchmarks. PinTools provides the instruction of generating memory trace. Use your cache simulator (developed in homework 1) to create the following cache model:

Data cache size: 16KB

Cache block size: 32B

Associativity: 4-way

Then, develop a stride prefetcher module next to the cache, with the following configurations:

Prefetcher buffer size: 500B, 1KB, 2KB, 4KB

Prefetching confidence bits:

- 2 (prefetcher prefetches confidence values equal or bigger than 2)
- 3 (prefetcher prefetches confidence values equal and bigger than 4).

Note: Number of Prefetcher controller entries is equal to Prefetcher buffer size divided by Cache block size.

Use your own desired interval to keep an unused prefetched block in prefetcher buffer.

Evaluate the performance of the cache without prefetcher and with prefetcher with various prefetcher buffer sizes.

Can you elaborate and identify the percentage of compulsory misses covered by prefetcher? (50pts)

### Answer:

The program source code please check what in the package of “HW2\_prefetcher\_yu.zip”, which includes source code, data source and README file.

After running the pin code, there are totally got 5,044,119 data items in Dhrystone.out and 4,672,663 data items in Linpack.out. Figure 3 shows the result of the prefetch simulation, which are miss numbers and miss rate of the two benchmarks. We can draw some conclusion as below:

Firstly, when we compare the different result with different configuration of the prefetcher, it shows:

- A prefetch with higher buffer size improves the prefetch performance(hit number and rate drop down) , but the improve trend will be flat when buffer size reach 1K size.
- Because Dhrystone focus on integer benchmark, while Linpack focus on float benchmark, the miss number of Linpack is higher, due to more out-of-order sequence.
- It also shows that, comparatively, confidence 2 is more suitable for Dhrystone, which get less miss number and rate. The reason is the data are more regular, which says the history data pattern is more regular. While confidence 4 is more fit to Linpack because of relatively out-of-order history data pattern.

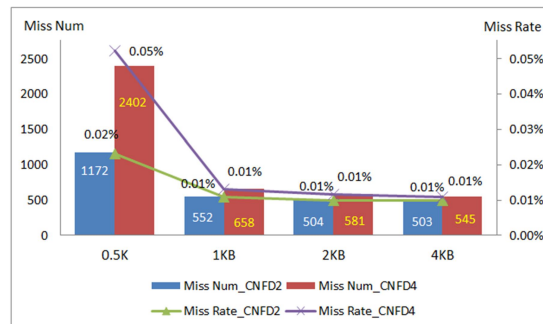


Figure 3a. Prefetch miss number and rate of Dhrystone

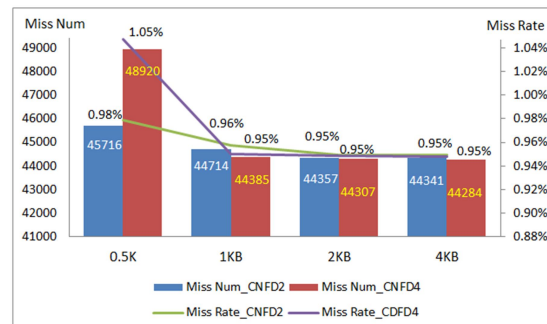


Figure 3b. Prefetch miss number and rate of Linpack

Secondly, comparing the miss number and rate from cache with prefetcher and without prefetcher, it indicates

obviously that the cache total hit performance improves a lot. For Dhrystone benchmark , the miss rate drops down from 0.10% to 0.01%; For Linpack benchmark, the miss rate drops from 0.34% to 0.24~0.27%. The data shows in Figure 4a and Figure 4b.



Figure 4a. Cache miss number and rate comparison of with prefetcher and without prefetcher in Dhrystone

Figure 4b. Cache miss number and rate comparison of with prefetcher and without prefetcher in Linpack