ECE485 Cash Controller Design Project

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Design Log

1. Objective
   1. Design a 4-way set associative L2 Cache for a 32-bit processor.
   2. Simulate the following three replacement policy: Random, LRU and Pseudo-LRU
2. Requirement Specification
   1. Cache & Cache Controller
      1. The Cache Line Size MUST BE greater than 4 bytes (32 bits)
      2. MUST implement **‘write-back’** and **‘write allocate’** policies
      3. MUST implement all of the following replacement policies
         1. Random
         2. LRU
         3. Pseudo-LRU
      4. The total Cache Size (including Tag, Valid, Dirty and LRU bits) SHOULD BE smaller than 2 MB for extra credit B
   2. Testbench
      1. MUST read memory access from a text file.
      2. MUST keep track of following key parameters
         1. Total number of memory references
         2. Number of reads
         3. Number of writes
         4. Number of cache hits
         5. Number of cache misses
         6. Hit ratio
      3. Should emulate a burst mode in memory read
      4. Might assume addressing by word and world-aligned memory
   3. Memory reference format in trace file



* + 1. Command: 0-read request/1-write request/2-instruction fetch(=read request)
    2. Address: – 32bit hex value

1. Design Decisions
   1. **Cache Size** **= 2MB** (to aim extra credit)
   2. **Cache Line Size = 64 bytes** – because it is the standard cache line size and the performance seems to be optimal between 16-64. (64 byte > 4 byte)
   3. **Number of Cache Lines**
      1. Random Replacement
         1. Cache line size calculation

(\*if the index bits are set to 13 bits, there should be 213 lines, which gives ((WordSize + 1 + 1 + NumTagBits)\* NumLines\*NumWays)/(8\*2^20) = **2.0508 MB > 2 MB**. Therefore, there should be 12 index bits)

* + - 1. Address bit configuration

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Configuration | Tag bits | Index | World Select | 00 |
| Size (32 total) | 14 | 12 | 4 | 2 |

* + - 1. Cache Line Configuration

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Configuration | Tag bits | Valid Bit | Dirty Bit | Data |
| Size | 14 bits | 1 bit | 1 bit | 64 bytes |

* + 1. LRU – Finite State Machine
       1. Cache line size calculation
       2. Address bit configuration

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Configuration | Tag bits | Index | World Select | 00 |
| Size (32 total) | 14 | 12 | 4 | 2 |

* + - 1. Cache Line Configuration

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Configuration | LRU Bits | Tag bits | Valid Bit | Dirty Bit | Data |
| Size | 5 bits | 14 bits | 1 bit | 1 bit | 64 bytes |

|  |
| --- |
| LRU Bits / line |
| 5 bits |

* + 1. LRU – Counter
       1. Cache line size calculation

* + - 1. Address bit configuration

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Configuration | Tag bits | Index | World Select | 00 |
| Size (32 total) | 14 | 12 | 4 | 2 |

* + - 1. Cache Line Configuration

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Configuration | LRU Bits | Tag bits | Valid Bit | Dirty Bit | Data |
| Size | 2 bits | 14 bits | 1 bit | 1 bit | 64 bytes |

* + 1. Pseudo-LRU
       1. Cache line size calculation

* + - 1. Address bit configuration

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Configuration | Tag bits | Index | World Select | 00 |
| Size (32 total) | 14 | 12 | 4 | 2 |

* + - 1. Cache Line Configuration

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Configuration | | Tag bits | | Valid Bit | Dirty Bit | Data |
| Size | | 14 bits | | 1 bit | 1 bit | 64 bytes |
| LRU Bits / line | |
| 3 bits | |

1. Block Diagram
   1. Level-0

Address(A31-A0)

Data(D63-D0)

Address(A0-A31)

Data(D63-D0)

Cache

Clock

* 1. Level-1

Addr

Data

Addr

Data

Clock

L2 Cache array

Cache

Controller

Addr

Data

Addr

Data

Addr

Data

1. Module Definitaion.
   1. **L1 Cache Module**
      1. Purpose: Read in memory reference from the trace file and make cache read/write request to L2 cache.
      2. Port Requirements
         1. Input : Data (64) – For the purpose of debugging.
         2. Output: WE(1) , Address (32), STB
      3. Algorithm

Open trace file

REPEAT

Read in memory reference

Output command and memory address

Until the last memory reference is read

End Algorithm

* + 1. Verilog Module Definition (prototype)

Module (addr\_out, we, stb, data\_inout);

* 1. **Memory Module**
     1. Purpose: Send data upon L2 cache request using burst mode.
     2. Port Requirements
        1. Input: Command(1), Address(32)
        2. Output: Data(64), Strobe(1)
     3. Requirements
        1. Implement burst mode with burst length of 8.
        2. Send out strobe signal along with each chunk of data (source synchronous)
     4. Algorithm Memory

Read in command and data line

IF the command is read

WHILE loop control variable < burst length DO

Output address to the data port

Increment loop control variable

Else if the command is write

Output the address for the write

End Algorithm

* + 1. Verilog Module Definition

Module Main\_Memory (data\_out, strb\_out, cmd\_in, addr\_in);

* 1. **L2 Cache Module**
     1. Purpose: Manage L2 cache according to the L1 cache request and the replacement policy.
     2. Requirements
     3. Algorithm L2 cache

Initialize L2 cache ( = create L2 cache array)

While (L1 Cache request Cache read/write)

Read in command and address line

IF command is read

PROCEDURE Check\_Addr

Repeat for way N

Check if the line is valid

If the line is valid

Check if the TAG bits match

If the Tag bits match

Cache hit!

Output data to data line.

Else

Do nothing

UNTIL all 4 ways are checked

IF no match found

Procedure Replacement\_Manager

Output data to L1 cache

ELSE IF command is write

PROCEDURE Check\_Addr

IF no match found

Procedure Replacement\_Manager

(Write data to cache)

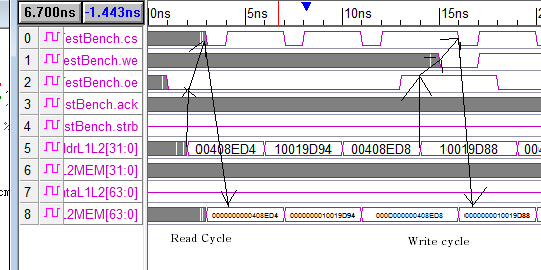
* + 1. Algorithms for procedures
       1. Check Addr
       2. Replacement Manager
    2. Verilog Module Definition

Module L2\_Cache\_Ctrler(addr\_out, data\_out, stb, we, addr\_in, data\_in)

1. ~~Protocol Definition~~
   1. ~~L2 Cache Read/Write Timing (Simplified SRAM timing diagram)~~

~~~~

~~~~

* 1. ~~Read: OE low ->Address->DataWh~~
     1. ~~Read Algorithm on L1 cache side~~
        1. ~~Read(decode) Command and Address~~
        2. ~~If Read, De-assert OE low~~
        3. ~~Output Address~~
        4. ~~Assert CS (Chip Select)~~
        5. ~~De-assert CS~~
        6. ~~Read Data~~
     2. ~~Read Algorithm on L2 cache side~~
        1. ~~When New Address Latched~~
        2. ~~Read OE~~
        3. ~~IF OE low~~
        4. ~~When CS is low,~~
        5. ~~Read Address~~
        6. ~~Read data from Address~~
        7. ~~Output Data~~
  2. ~~Write: OE high -> Address -> Data -> WE -> CS~~
     1. ~~Write Algorithm on L1 cache side~~
        1. ~~Read (decode) Command and Address~~
        2. ~~If Write, Assert OE high~~
        3. ~~Output Address~~
        4. ~~Output Data~~
        5. ~~Assert WE (Write Enable)~~
        6. ~~Assert CS (Chip Select)~~
        7. ~~De-Assert CS~~
        8. ~~De-Assert WE~~
     2. ~~Write Algorithm on L2 cache side~~
        1. ~~When New Address Latched~~
        2. ~~Read OE~~
        3. ~~IF OE high~~
        4. ~~When WE is low~~
        5. ~~And CS is low~~
        6. ~~Read Address~~
        7. ~~And Read Data~~
        8. ~~Write data to the Address~~
  3. ~~Test module1: Read-Write between L1 and L2 cache~~
     1. ~~Issues: Timing Parameter Needed…~~
     2. ~~Assuming tAA for L2 cache is 2 time units and tRC is 4 time units. All the addresses are valid.~~
     3. ~~~~
  4. **~~What has been done is not really needed, cache controller takes care of it.~~**

1. Protocol
   1. L1-L2 Protocol
      1. Address Follower: When valid address present, process the request.

L1 Cache Module

L2 Cache Module

Memory Module

* + 1. Minimum Requirement
       1. Read
          1. Read Command (WE)→
          2. Address →
          3. (Address Ready(STB) →)
          4. ←Data
          5. ←Data Ready (STB)
          6. (Data Read Complete (ACK)→)
       2. Write
          1. Write Command (WE)→
          2. Data →
          3. Address →
          4. (Address Ready (STB)→)
          5. ←Data Write Complete (STB)
  1. L2-Memory Protocol
     1. Synchronous
     2. strobe In/Out
     3. Assuming Following Parameters for the SDRAM
        1. 4 GB
        2. 1KB Page Size/8 banks/tRCD=CL=3no ECC
        3. Using 2Gb SDRAM x 2 x 8 = 16 chips
        4. 64/16 = 4 data lines/chip
        5. 512 M x 4 bits
        6. 29 address bits for 512 M – 64bit words
        7. **10 bits** of column address bits = 13 addr lines
        8. 29-10-3 = **16 row** address bits = 18 addr lines

|  |  |  |  |
| --- | --- | --- | --- |
| ROW | BANK | COLUMN | Byte |
| 16 | 3 | 10 | 3 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | CS# | RAS# | CAS# | WE# |
| ACTIVE | L | L | H | H |
| READ | L | H | L | H |
| WRITE | L | H | L | L |

* + 1. Read Protocol
       1. Clock0: CS#/RAS#/ROW ADDR →
       2. Clock 3:CS#/CAS#/COLUMN ADDR→
       3. Clock 6-9: ←Data x 8 (Burst)
    2. Write Protocol
       1. Clock0: CS#/RAS#/ROW ADDR →
       2. Clock 3:CS#/CAS#/WE#/COLUMN ADDR→
       3. Clock 6-9: Data x 8→ (Burst)

1. To do 11/19/2009 6:09 PM
   1. Freak out for 5 min
   2. Quickly learn how to use revision control system
   3. Setup coding environment.
   4. Finish documentation.
   5. Progress. 11/20/20092:36 AM
      1. L1 Cache stub
         1. inout port

inout [63:0] data\_inout;

assign data\_inout=(data\_dir)?64'bz:write\_data;

* + - 1. handshaking (we & stb)
  1. To do
     1. L2 – Memory protocol
     2. L2 Memory Module stub

1. SDsd