CSCI 210: Computer Architecture
Lecture 34: Caches III

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Slides from Cynthia Taylor

CS History: The Williams Tube

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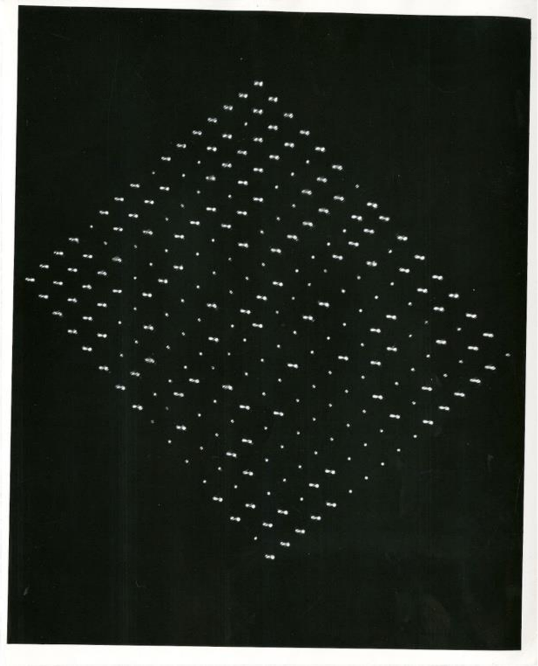

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- First random-access storage device
- Developed in 1946
- Displays a grid of dots over a cathode ray tube (using an electron beam to strike phosphor)
- Each dot represents a bit
- Each dot creates a small static electricity charge
- Charge at each location is read by a metal sheet in front of the display
- Needs to be periodically refreshed as charge fades over time

Three types of cache misses

- Compulsory (or cold-start) misses
  – first access to the data.
- Capacity misses
  – we missed only because the cache isn’t big enough.
- Conflict misses
  – we missed because the data maps to the same index as other data that forced it out of the cache.

<u>block address of misses</u>

4
8
12
4
8
20
4
8
20
24
12
8
4

tag	data

DM cache

Cache miss example (from StackOverflow)

32 kB direct-mapped cache

1. You repeatedly iterate over a 128 kB array
   - All misses but the first access to each block are capacity misses because the array does not fit in cache; the first are compulsory misses
2. You iterate over two 8 kB arrays that map to the same cache indices
   - These are conflict misses because if you changed the locations of the arrays to be consecutive, then both would fit in the cache

https://stackoverflow.com/a/33336918

Cache Miss Type

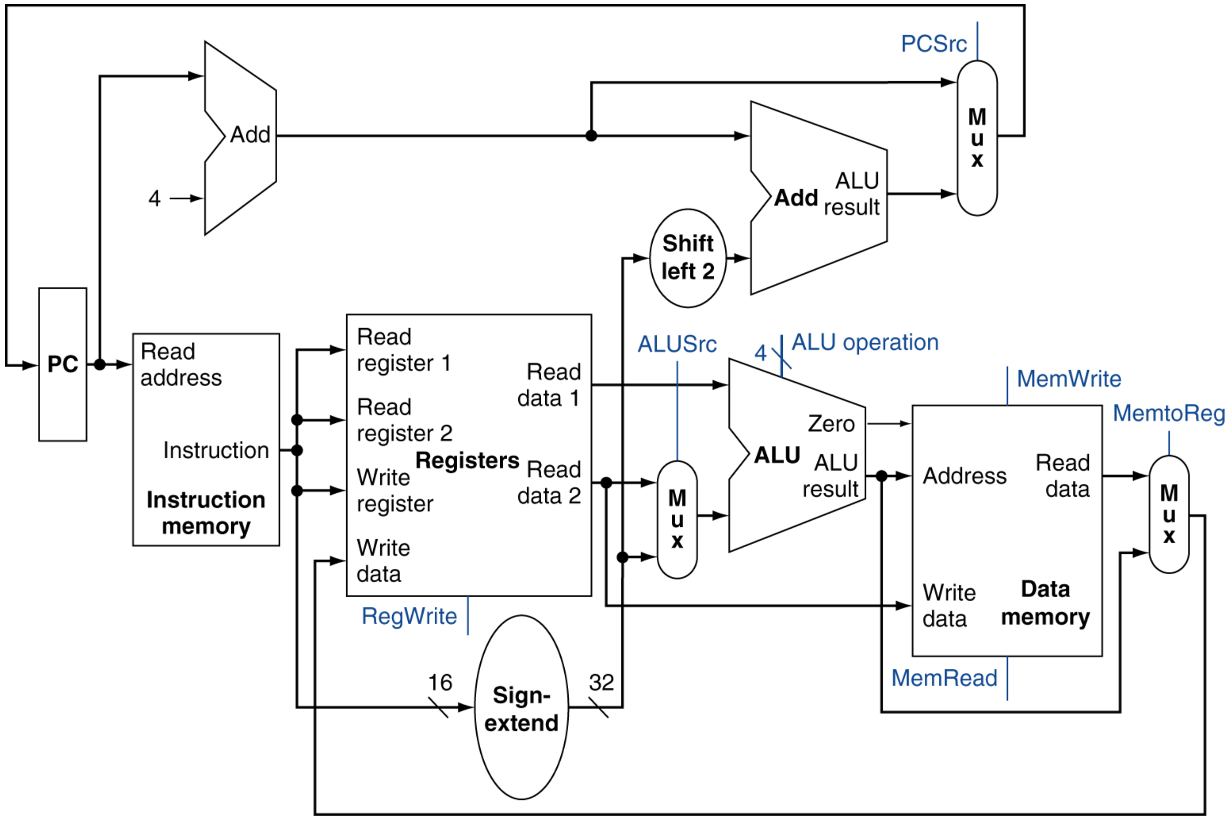
Suppose you experience a cache miss on a block (let's call it block A). You have accessed block A in the past. There have been precisely 1027 different blocks accessed between your last access to block A and your current miss. Your block size is 32-bytes and you have a 64 kB cache (recall a kB = 1024 bytes). What kind of miss was this?

Selection	Cache Miss
A	Compulsory
B	Capacity
C	Conflict
D	Both Capacity and Conflict
E	None of the above

Questions on associativity, replacement?

CACHE PERFORMANCE

I-cache vs D-cache



- Separate caches for instruction memory and data memory
- I-cache: instruction cache
- D-cache: data cache

Measuring Cache Performance

- Components of CPU time
  - Program execution cycles
    - Includes cache hit time
  - Memory stall cycles
    - Mainly from cache misses
- With simplifying assumptions:

$$\text{Memory stall cycles}$$

$$= \frac{\text{Memory accesses}}{\text{Program}} \times \text{Miss rate} \times \text{Miss penalty}$$

$$= \frac{\text{Instructio ns}}{\text{Program}} \times \frac{\text{Misses}}{\text{Instructio n}} \times \text{Miss penalty}$$

Miss Cycles Per Instruction

Given

- I-cache miss rate = 2%
- D-cache miss rate = 4%
- Miss penalty = 100 cycles
- Base CPI (ideal cache) = 2
- Load & stores are 36% of instructions

	I-cache	D-cache
A	.02 * 100	.04 * 100
B	.02	.04
C	.02 * .36 * 100	.04 * .36 * 100
D	.02 * 100	.04 * .36 * 100

Cache Performance Example

- Given
  - I-cache miss rate = 2%
  - D-cache miss rate = 4%
  - Miss penalty = 100 cycles
  - Base CPI (ideal cache) = 2
  - Load & stores are 36% of instructions
- Miss cycles per instruction
  - I-cache: $0.02 \times 100 = 2$
  - D-cache: $0.36 \times 0.04 \times 100 = 1.44$
- Actual CPI = $2 + 2 + 1.44 = 5.44$

Average Access Time

- Hit time is also important for performance
- Average memory access time (AMAT)
  - AMAT = Hit time + Miss rate × Miss penalty
- Example
  - hit time = 1 cycle, miss penalty = 20 cycles, I-cache miss rate = 5%
  - AMAT =

Cache Speed Factors

- Memory lookup time
- Hit rate
- Size
- Frequency of collisions

How Much Associativity

- Increased associativity decreases miss rate
  - But with diminishing returns
- Simulation of a system with 64 kB D-cache, 64-byte blocks
  Miss rate:
  - 1-way: 10.3%
  - 2-way: 8.6%
  - 4-way: 8.3%
  - 8-way: 8.1%

```
for(int i = 0; i<10,000,000;i++)
    sum+=A[i];
```

Assume each element of A is 4 bytes and sum is kept in a register. Assume a direct-mapped 32 kB cache with 32 byte blocks. Which changes would help the hit rate of the above code?

Selection	Change
A	Increase to 2-way set associativity
B	Increase block size to 64 bytes
C	Increase cache size to 64 kB
D	A and C combined
E	A, B, and C combined

```
for (int j = 0; j<10; j++) {
    for (int i = 0; i<1000;i++)
        s+=A[i*12];
}
```

Assume each element of A is 4 bytes and sum is kept in a register. Assume a direct-mapped 32 kB cache with 32 byte blocks. Which changes would help the hit rate of the above code?

Selection	Change
A	Increase to 2-way set associativity
B	Increase block size to 64 bytes
C	Increase cache size to 64 kB
D	A or B
E	A, B, and C combined

Performance Summary

- When CPU performance increases
  - Miss penalty becomes more significant
- Decreasing base CPI
  - Greater proportion of time spent on memory stalls
- Increasing clock rate
  - Memory stalls account for more CPU cycles
- Can’t neglect cache behavior when evaluating system performance

MAKING CACHES FASTER

Multilevel Caches

- Primary (or level-1) cache attached to CPU
  - Small, but fast
- Level-2 cache services misses from primary cache
  - Larger, slower, but still faster than main memory
- L-3 cache usually services multiple CPUs
- L-3 misses go to main memory

Multilevel Cache Example

- Given
  - CPU base CPI = 1, clock rate = 1 cycle/.25 ns
  - Miss rate/instruction = 2%
  - Main memory access time = 100 ns
- With just primary (L-1) cache
  - Miss penalty = 100 ns/(0.25 ns/cycle) = 400 cycles
  - Effective CPI = $1 + 0.02 \times 400 = 9$

- Now add L-2 cache
  - Access time = 5 ns
  - Global miss rate to main memory = 0.5%
- Primary miss with L-2 hit
  - Penalty = 5 ns/(0.25 ns/cycle) = 20 cycles
- Main memory still 400 cycle penalty, L1 miss rate of 2%
- The Total CPI will be

A. $1 + 2 \times 20 + 5 \times 400$

B. $1 + 0.02 \times 20 + 0.005 \times 400$

C. $1 + 0.02 \times 20 \times 0.005 \times 400$

D. $1 + 0.0195 \times 20 + 0.005 \times 400$

Multilevel Cache Considerations

- Primary cache
  - Focus on minimal hit time
- L-2 cache
  - Focus on low miss rate to avoid main memory access
  - Hit time has less overall impact
- Results
  - L-1 cache usually smaller than a single cache
  - L-1 block size smaller than L-2 block size
  - L-1 less associative than L-2

Interactions with Advanced CPUs

- Out-of-order CPUs can execute instructions during cache miss
  - Pending store stays in load/store unit
  - Dependent instructions wait in reservation stations
    - Independent instructions continue

Prefetching

- Hardware Prefetching
  - suppose you are accessing a single field in each object in an array of large objects
  - hardware determines the “stride” and starts grabbing values early

- Software Prefetching
  - Compiler adds extra instructions to load data before it is needed

Which data structure will have better memory access times assuming you have a prefetcher?

A. ArrayList

B. Linked List

C. There will not be any difference

Writing Cache-Aware Code

- Focus on your working set
- If your “working set” fits in L1 it will be vastly better than a “working set” that fits only on disk.
- If you have a large data set – do processing on it in chunks.
- Think about regularity in data structures (can a prefetcher guess where you are going – or are you pointer chasing)

Reading

- Next lecture: More Caches!