# [Microprocessor Applications] Lab 5: Cache Optimization

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### **Outline**

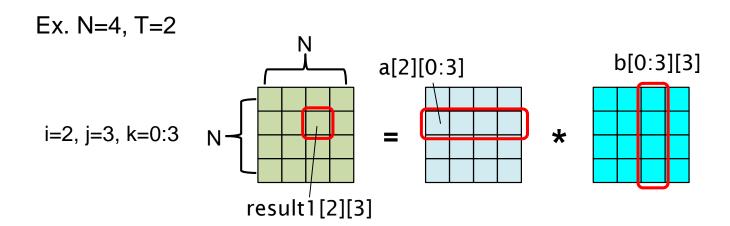
- Objectives
- □ Description
- ☐ Block diagram
- Source codes
- Evaluation

# **Objectives**

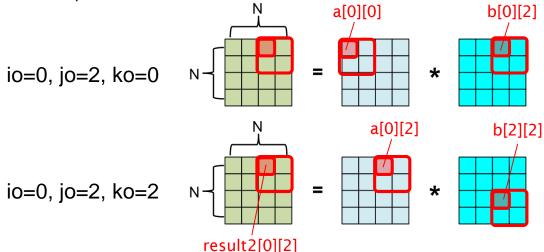
☐ Optimizing a C application whose performance is dominated by memory access by reducing the number of cache misses

### ☐ Matrix multiplication without tiling

```
for(i=0;i<N;i++)
    for(j=0;j<N;j++)
        for(k=0;k<N;k++)
        result1[i][j] += a[i][k]*b[k][j];</pre>
```



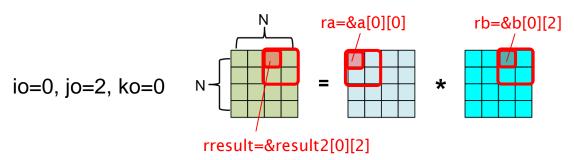
### ■ Matrix multiplication with tiling





☐ Matrix multiplication with tiling (cont'd)

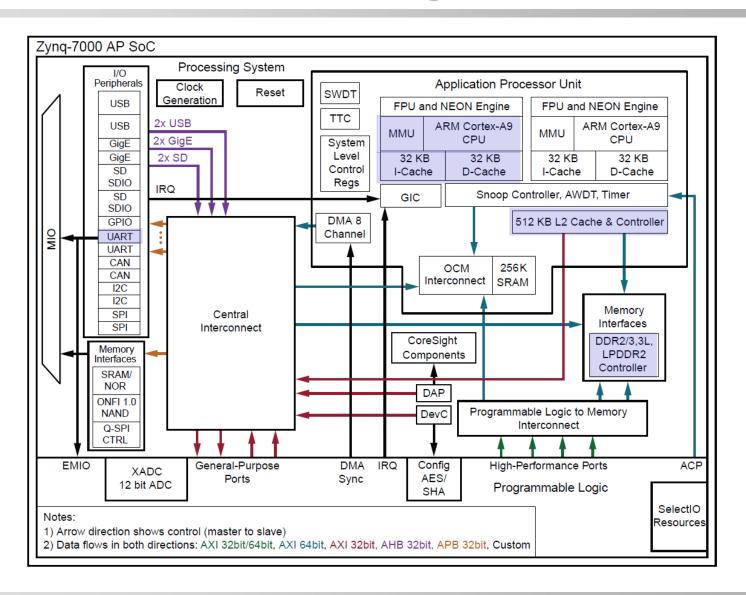
Ex. N=4, T=2 (io=0, jo=2, ko=0)



☐ Matrix multiplication with tiling (cont'd)

Ex. N=4, T=2 (io=0, jo=2, ko=0)

```
ii=0, ki=0, ji=0:1
t=0, ki=1, ji=0:1
t=0
```



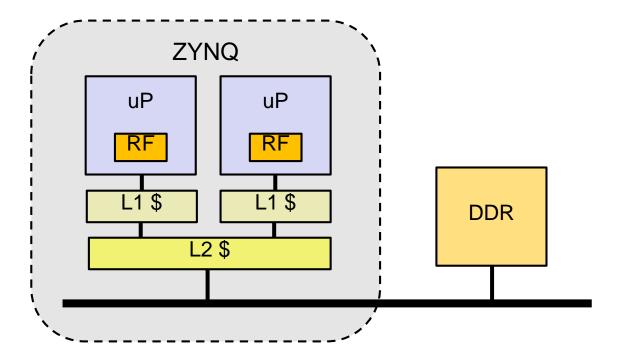


### ☐ Latency comparison (pipeline: 1x)

RF/L1 cache: 1x

L2 cache: 25x

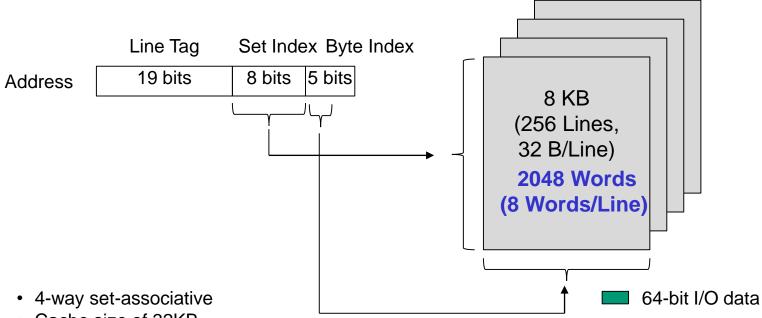
• DDR: 65x



#### ☐ L1 cache

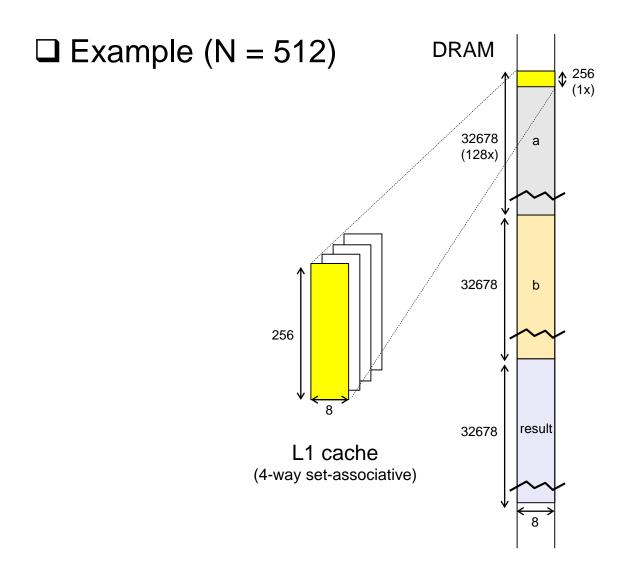
- One for instruction and another for data per processor
- Separate instruction and data caches
- 4-way set-associative
- Cache size of 32KB
- Cache line size of 32 bytes (8 words)
- Cache replacement policy of pseudo round-robin or pseudo random
- Only write-back/write-allocation supported for data
  - ✓ Neither write-through nor write-back/read-allocation
- Exclusive w.r.t. L2 cache for data
  - ✓ At any time, a given address is cached in either L1 data cache or L2 cache, but not in both

### ☐ L1 cache (cont'd)



- Cache size of 32KB
- Cache line size of 32 bytes (8 words)
- 64-bit data paths throughout memory system

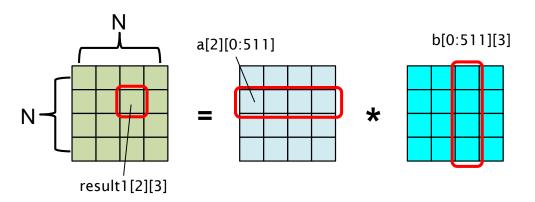
### DRAM vs. Cache



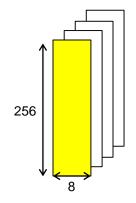
# **DRAM Data Layout**

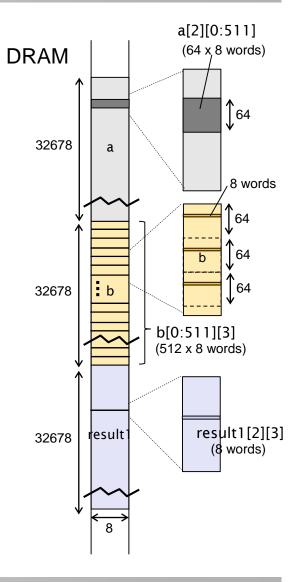
### ☐ Matrix multiplication without tiling

• N multiplications (N = 512)



L1 cache (4-way set-associative)

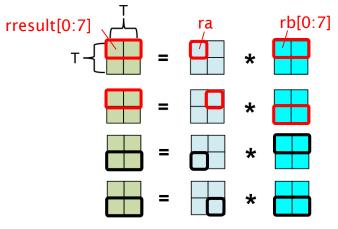




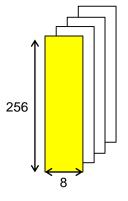
# **DRAM Data Layout**

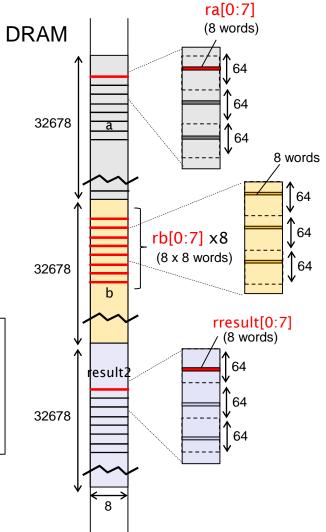
### ☐ Matrix multiplication with tiling

•  $T^3$  multiplications (N = 512, T = 8)



L1 cache (4-way set-associative)







### **Source Codes**

#### ☐ main.c

```
h benchmarking.h
                                        🔎 main.c 🔀
🙆 benchmarking.c
   int a[N][N],b[N][N],result1[N][N],result2[N][N];

⊚ unsigned mat mult(unsigned int uiParam0, unsigned int uiParam1, unsigned int uiParam2, unsigned int uiParam3)

        int i,j,k;
        for(i=0;i<N;i++)</pre>
           for(j=0;j<N;j++)</pre>
              for(k=0;k<N;k++)
                 result1[i][j] += a[i][k]*b[k][j];
        return 1;

⊕unsigned mat mult tiling(unsigned int uiParam0, unsigned int uiParam1, unsigned int uiParam2, unsigned int uiParam3)
        int io,jo,ko,ii,ki,ji;
        int *rresult, *rb, *ra;
        for (io = 0; io < N; io += T)
            for (jo = 0; jo < N; jo += T)
                for (ko = 0; ko < N; ko += T)
                    for (ii = 0, rresult = &result2[io][jo], ra = &a[io][ko];
                         ii < T; ii++, rresult += N, ra += N)
                         for (ki = 0, rb = &b[ko][jo]; ki < T; ki++, rb += N)
                             for (ji = 0; ji < T; ji++)</pre>
                                 rresult[ji] += ra[ki] * rb[ji];
        return 1;
```

### References

☐ Zynq-7000 All Programmable, technical reference manual, Xilinx UG585