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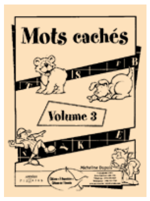
CS61C : Machine Structures

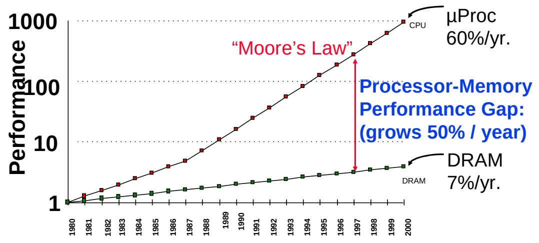
Lecture #21: Caches 3



2005-07-27

Andy Carle

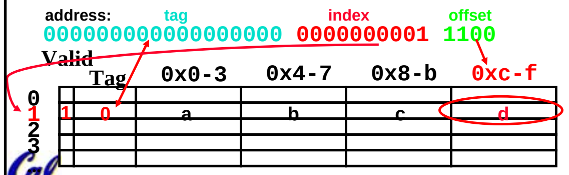
Review: Why We Use Caches



- 1989 first Intel CPU with cache on chip
- 1998 Pentium III has two levels of cache on chip

Review…

- Mechanism for transparent movement of data among levels of a storage hierarchy
    - set of address/value bindings
    - address => index to set of candidates
    - compare desired address with tag
    - service hit or miss
        - load new block and binding on miss



Block Size Tradeoff (1/3)

- Benefits of Larger Block Size
    - Spatial Locality: if we access a given word, we're likely to access other nearby words soon
    - Very applicable with Stored-Program Concept: if we execute a given instruction, it's likely that we'll execute the next few as well
    - Works nicely in sequential array accesses too

Block Size Tradeoff (2/3)

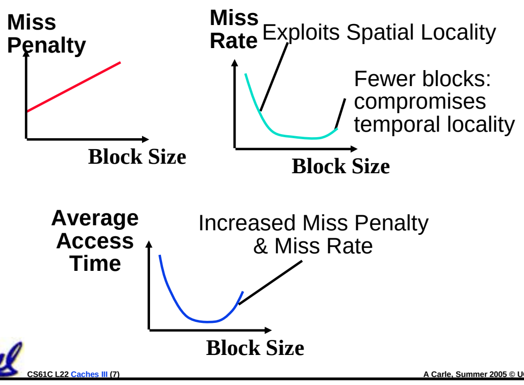
- Drawbacks of Larger Block Size
    - Larger block size means larger miss penalty
        - on a miss, takes longer time to load a new block from next level
    - If block size is too big relative to cache size, then there are too few blocks
        - Result: miss rate goes up
- In general, minimize Average Memory Access Time (AMAT)

    = Hit Time
    + Miss Penalty x Miss Rate

Block Size Tradeoff (3/3)

- Hit Time = time to find and retrieve data from current level cache
- Miss Penalty = average time to retrieve data on a current level miss (includes the possibility of misses on successive levels of memory hierarchy)
- Hit Rate = % of requests that are found in current level cache
- Miss Rate = 1 - Hit Rate

Block Size Tradeoff Conclusions



Types of Cache Misses (1/2)

- "Three Cs" Model of Misses
- 1st C: Compulsory Misses
  - occur when a program is first started
  - cache does not contain any of that program's data yet, so misses are bound to occur
  - can't be avoided easily, so won't focus on these in this course

Types of Cache Misses (2/2)

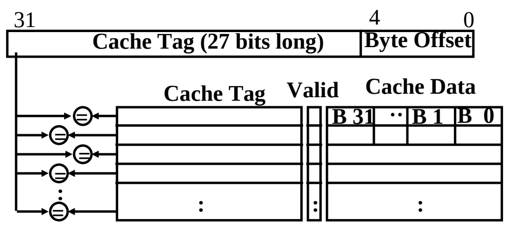
- 2nd C: Conflict Misses
  - miss that occurs because two distinct memory addresses map to the same cache location
  - two blocks (which happen to map to the same location) can keep overwriting each other
  - big problem in direct-mapped caches
  - how do we lessen the effect of these?
- Dealing with Conflict Misses
  - Solution 1: Make the cache size bigger
    - Fails at some point
  - Solution 2: Multiple distinct blocks can fit in the same cache Index?

Fully Associative Cache (1/3)

- Memory address fields:
  - Tag: same as before
  - Offset: same as before
  - Index: non-existant
- What does this mean?
  - no "rows": any block can go anywhere in the cache
  - must compare with all tags in entire cache to see if data is there

Fully Associative Cache (2/3)

- Fully Associative Cache (e.g., 32 B block)
  - compare tags in parallel



Fully Associative Cache (3/3)

- Benefit of Fully Assoc Cache
  - No Conflict Misses (since data can go anywhere)
- Drawbacks of Fully Assoc Cache
  - Need hardware comparator for every single entry: if we have a 64KB of data in cache with 4B entries, we need 16K comparators: infeasible

Third Type of Cache Miss

- Capacity Misses
  - miss that occurs because the cache has a limited size
  - miss that would not occur if we increase the size of the cache
  - sketchy definition, so just get the general idea
- This is the primary type of miss for Fully Associative caches.

N-Way Set Associative Cache (1/4)

- Memory address fields:
  - Tag: same as before
  - Offset: same as before
  - Index: points us to the correct "row" (called a set in this case)
- So what's the difference?
  - each set contains multiple blocks
  - once we've found correct set, must compare with all tags in that set to find our data

N-Way Set Associative Cache (2/4)

- Summary:
  - cache is direct-mapped w/respect to sets
  - each set is fully associative
  - basically N direct-mapped caches working in parallel: each has its own valid bit and data

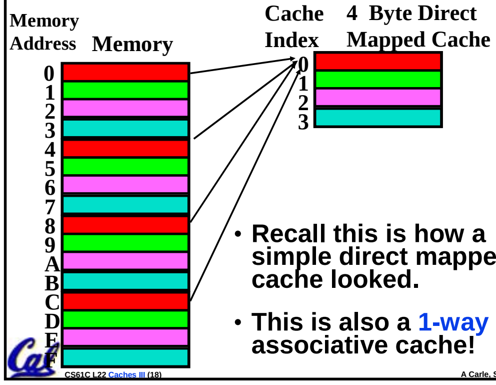
N-Way Set Associative Cache (3/4)

- Given memory address:
  - Find correct set using Index value.
  - Compare Tag with all Tag values in the determined set.
  - If a match occurs, hit!, otherwise a miss.
  - Finally, use the offset field as usual to find the desired data within the block.

N-Way Set Associative Cache (4/4)

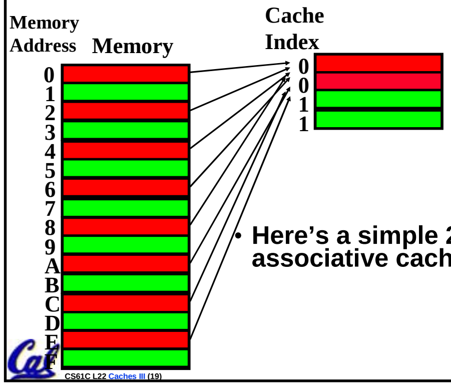
- What's so great about this?
  - even a 2-way set assoc cache avoids a lot of conflict misses
  - hardware cost isn't that bad: only need N comparators
- In fact, for a cache with M blocks,
  - it's Direct-Mapped if it's 1-way set assoc
  - it's Fully Assoc if it's M-way set assoc
  - so these two are just special cases of the more general set associative design

Associative Cache Example



- Recall this is how a simple direct mapped cache looked.
- This is also a 1-way set-associative cache!

Associative Cache Example



- Here's a simple 2 way set associative cache.

Block Replacement Policy (1/2)

- Direct-Mapped Cache: index completely specifies position which position a block can go in on a miss
- N-Way Set Assoc: index specifies a set, but block can occupy any position within the set on a miss
- Fully Associative: block can be written into any position
- Question: if we have the choice, where should we write an incoming block?

Block Replacement Policy (2/2)

- If there are any locations with valid bit off (empty), then usually write the new block into the first one.
- If all possible locations already have a valid block, we must pick a replacement policy: rule by which we determine which block gets "cached out" on a miss.

Block Replacement Policy: LRU

- LRU (Least Recently Used)
  - Idea: cache out block which has been accessed (read or write) least recently
  - Pro: temporal locality $\Rightarrow$ recent past use implies likely future use: in fact, this is a very effective policy
  - Con: with 2-way set assoc, easy to keep track (one LRU bit); with 4-way or greater, requires complicated hardware and more time to keep track of this

Block Replacement Example

- We have a 2-way set associative cache with a four word ***total*** capacity and one word blocks. We perform the following word accesses (ignore bytes for this problem):

  0, 2, 0, 1, 4, 0, 2, 3, 5, 4

  How many hits and how many misses will there be for the LRU block replacement policy?

Block Replacement Example: LRU

- Addresses 0, 2, 0, 1, 4, 0, ...

  0: miss, bring into set 0 (loc 0)

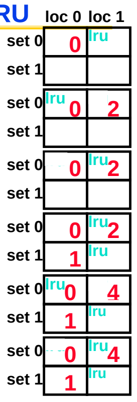
  2: miss, bring into set 0 (loc 1)

  0: hit

  1: miss, bring into set 1 (loc 0)

  4: miss, bring into set 0 (loc 1, replace 2)

  0: hit



Big Idea

- How to choose between associativity, block size, replacement policy?
- Design against a performance model
  - Minimize: *Average Memory Access Time*
    = Hit Time
    + Miss Penalty x Miss Rate
  - influenced by technology & program behavior
  - Note: Hit Time encompasses Hit Rate!!!
- Create the illusion of a memory that is large, cheap, and fast - on average

Example

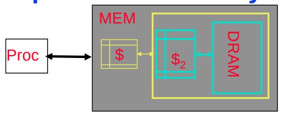
- Assume
  - Hit Time = 1 cycle
  - Miss rate = 5%
  - Miss penalty = 20 cycles
  - Calculate AMAT…
- Avg mem access time
  - = 1 + 0.05 x 20
  - = 1 + 1 cycles
  - = 2 cycles

Ways to reduce miss rate

- Larger cache
  - limited by cost and technology
  - hit time of first level cache < cycle time
- More places in the cache to put each block of memory – associativity
  - fully-associative
    - any block any line
  - N-way set associated
    - N places for each block
    - direct map: N=1

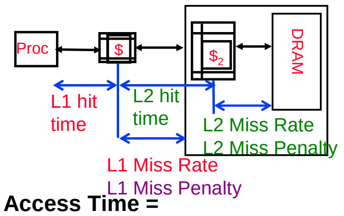
Improving Miss Penalty

- When caches first became popular, Miss Penalty ~ 10 processor clock cycles
- Slightly more modern:
  2400 MHz Processor (0.4 ns per clock cycle) and 80 ns to go to DRAM
  ⇒ 200 processor clock cycles!



Solution: another cache between memory and the processor cache: Second Level (L2) Cache

Analyzing Multi-level cache hierarchy



Avg Mem Access Time =
L1 Hit Time + L1 Miss Rate * L1 Miss Penalty

L1 Miss Penalty =
L2 Hit Time + L2 Miss Rate * L2 Miss Penalty

Avg Mem Access Time =
L1 Hit Time + L1 Miss Rate *
(L2 Hit Time + L2 Miss Rate * L2 Miss Penalty)

Typical Scale

- L1
  - size: tens of KB
  - hit time: complete in one clock cycle
  - miss rates: 1-5%
- L2:
  - size: hundreds of KB
  - hit time: few clock cycles
  - miss rates: 10-20%
- L2 miss rate is fraction of L1 misses that also miss in L2
  - why so high?

Example: with L2 cache

- Assume
  - L1 Hit Time = 1 cycle
  - L1 Miss rate = 5%
  - L2 Hit Time = 5 cycles
  - L2 Miss rate = 15% (% L1 misses that miss)
  - L2 Miss Penalty = 200 cycles
- L1 miss penalty = 5 + 0.15 * 200 = 35
- Avg mem access time = 1 + 0.05 x 35
  = 2.75 cycles

Example: without L2 cache

- Assume
  - L1 Hit Time = 1 cycle
  - L1 Miss rate = 5%
  - L1 Miss Penalty = 200 cycles
- Avg mem access time = 1 + 0.05 x 200
  = 11 cycles
- 4x faster with L2 cache! (2.75 vs. 11)

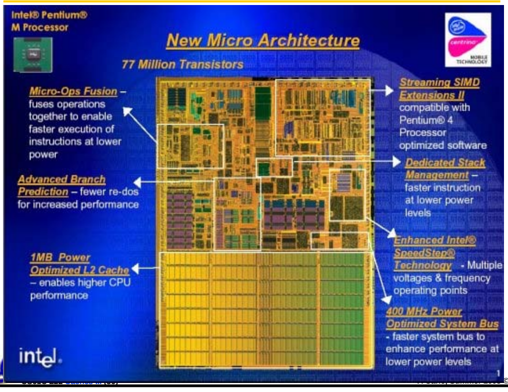
What to do on a write hit?

- Write-through
  - update the word in cache block and corresponding word in memory
- Write-back
  - update word in cache block
  - allow memory word to be “stale”

  ⇒ add ‘dirty’ bit to each block indicating that memory needs to be updated when block is replaced

  ⇒ OS flushes cache before I/O…
- Performance trade-offs?

An Actual CPU – Pentium M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New Micro Architecture
77 Million Transistors
Micro-Ops Fusion – fuses operations together to enable faster execution of instructions at lower power
Advanced Branch Prediction – fewer re-dos for increased performance
1MB Power Optimized L2 Cache – enables higher CPU performance
Streaming SIMD Extensions II compatible with Pentium® 4 Processor optimized software
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Enhanced Intel® SpeedStep® Technology - Multiple voltages & frequency operating points
400 MHz Power Optimized System Bus - faster system bus to enhance performance at lower power levels
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Peer Instructions

1. In the last 10 years, the gap between the access time of DRAMs & the cycle time of processors has decreased. (I.e., is closing)
2. A 2-way set-associative cache can be outperformed by a direct-mapped cache.
3. Larger block size ⇒ lower miss rate

And in Conclusion…

- Cache design choices:
  - size of cache: speed v. capacity
  - direct-mapped v. associative
  - for N-way set assoc: choice of N
  - block replacement policy
  - 2nd level cache?
  - 3rd level cache?
  - Write through v. write back?
- Use performance model to pick between choices, depending on programs, technology, budget, ...