

inst.eecs.berkeley.edu/~cs61c

UC Berkeley CS61C : Machine Structures

Lecture 33 – Caches III

2007-04-11



Lecturer SOE Dan Garcia

www.cs.berkeley.edu/~ddgarcia

Future of movies is 3D? ⇒

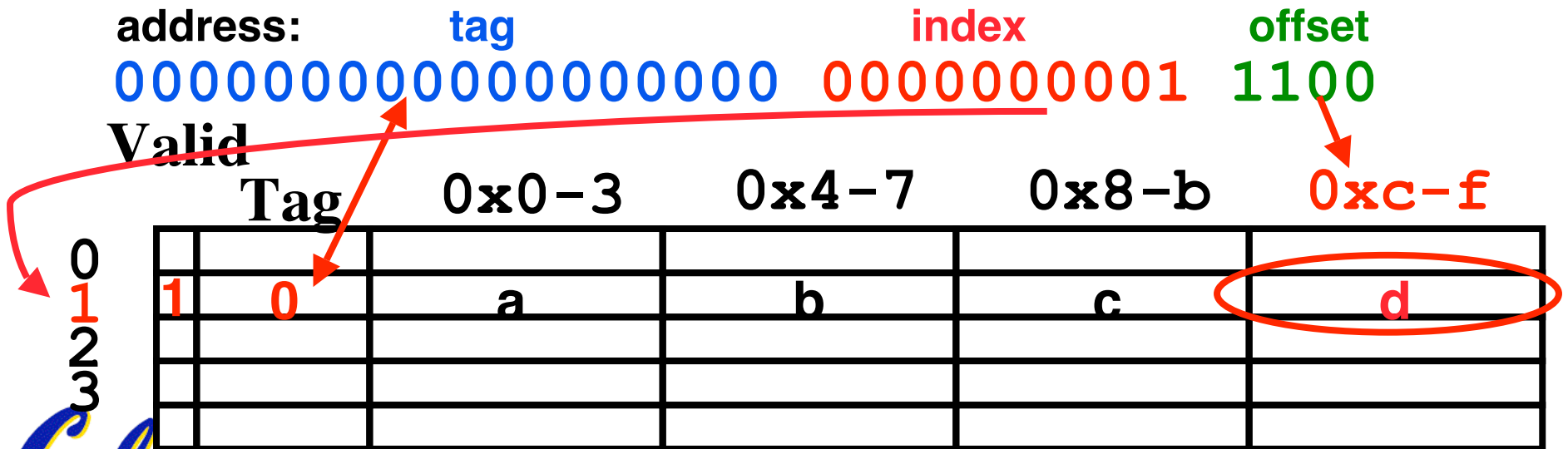
Dreamworks says they may exclusively release movies in this format. It's based on circular polarization. I recently saw "Meet the Robinsons" in 3D, and I wouldn't do it again. Eyestrain, headache, and screen too dim!



www.cnn.com/2007/TECH/fun.games/04/09/3d.movies.ap/
en.wikipedia.org/wiki/Disney_Digital_3-D

Review...

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



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?



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** = $1 - \text{Hit Rate}$



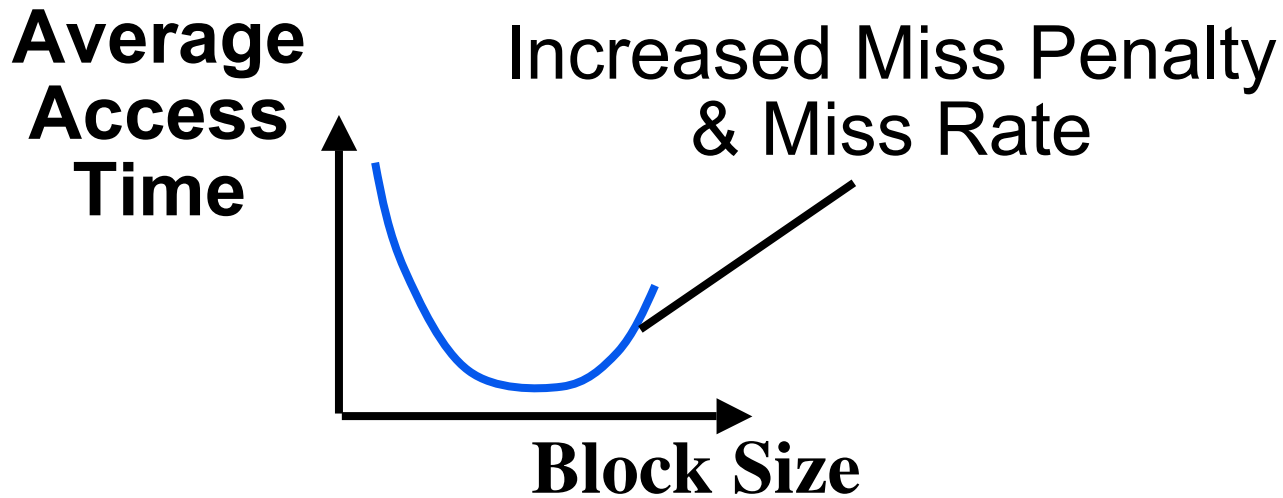
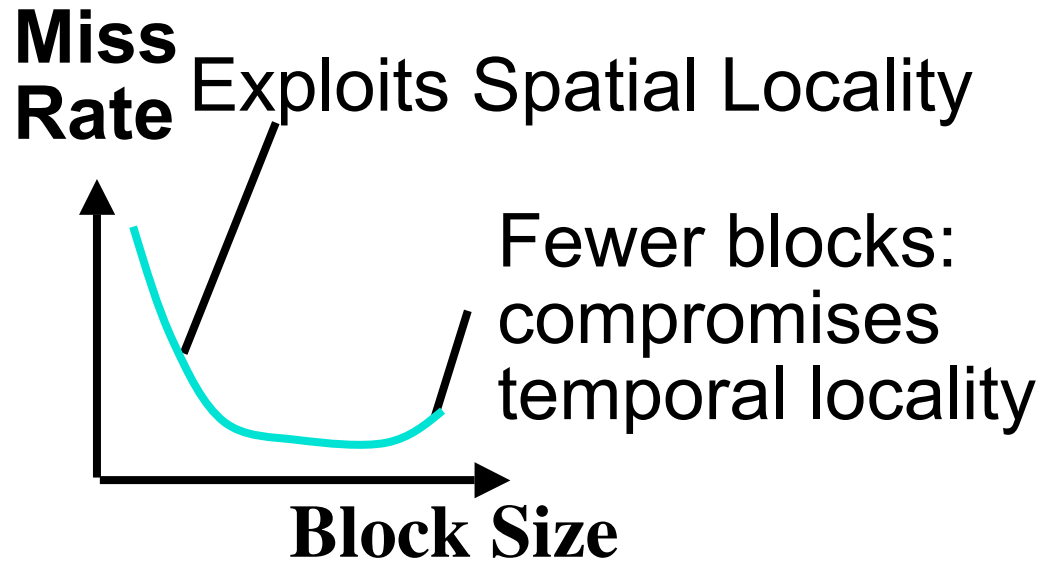
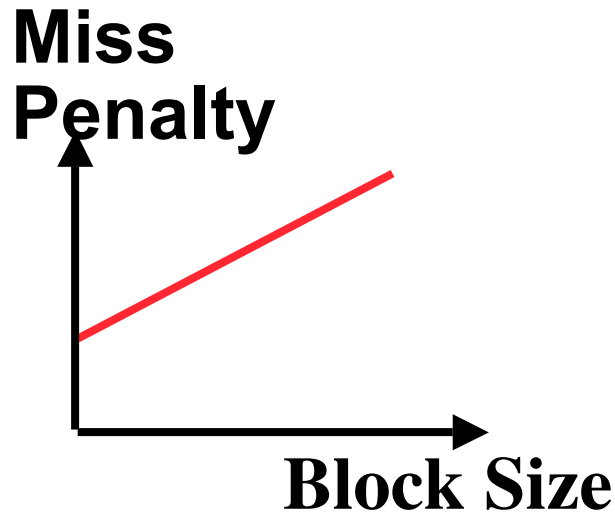
Extreme Example: One Big Block

Valid Bit	Tag	Cache Data
<input type="checkbox"/>	<input type="text"/>	<input type="text" value="B 3"/> <input type="text" value="B 2"/> <input type="text" value="B 1"/> <input type="text" value="B 0"/>

- **Cache Size = 4 bytes Block Size = 4 bytes**
 - Only **ONE** entry (row) in the cache!
- **If item accessed, likely accessed again soon**
 - **But unlikely will be accessed again immediately!**
- **The next access will likely to be a miss again**
 - **Continually loading data into the cache but discard data (force out) before use it again**
 - **Nightmare for cache designer: Ping Pong Effect**



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?**



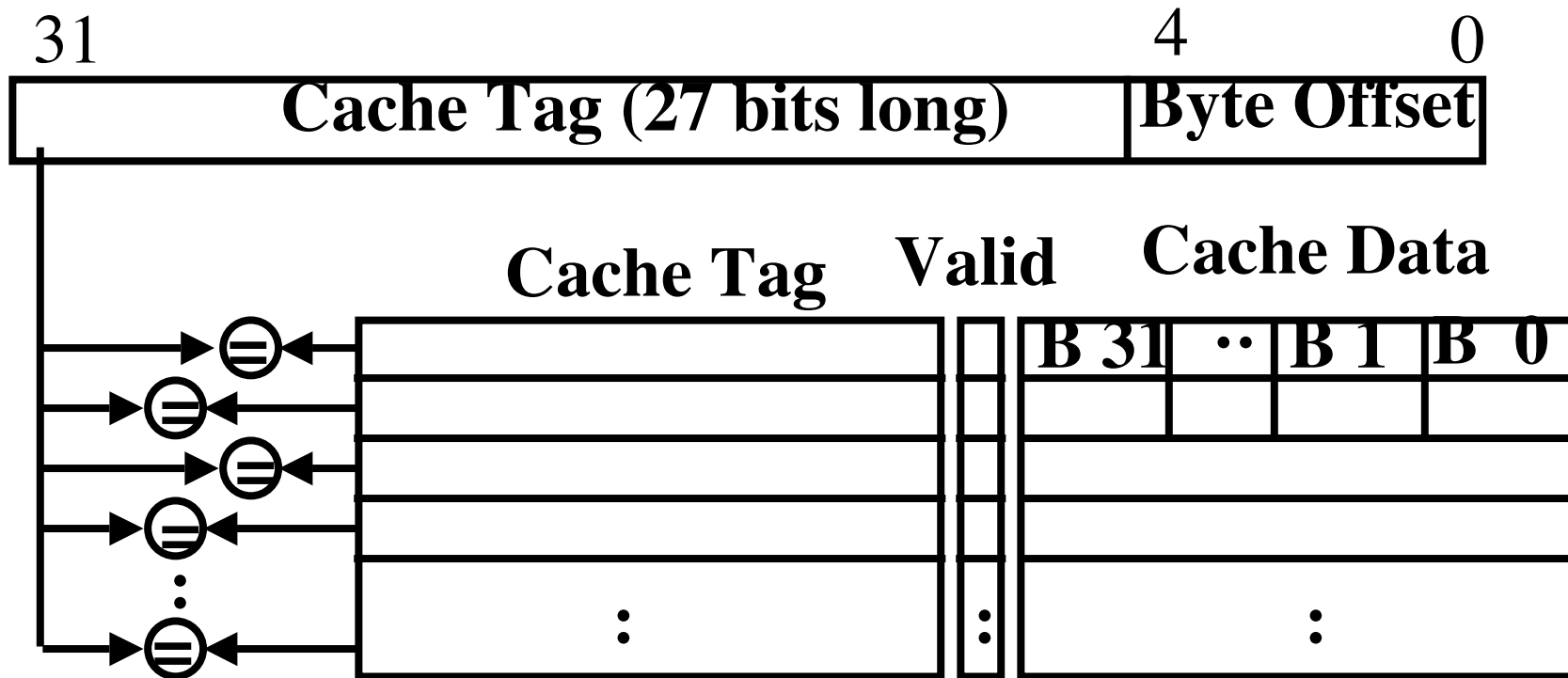
Fully Associative Cache (1/3)

- **Memory address fields:**
 - **Tag: same as before**
 - **Offset: same as before**
 - **Index: non-existent**
- **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.**

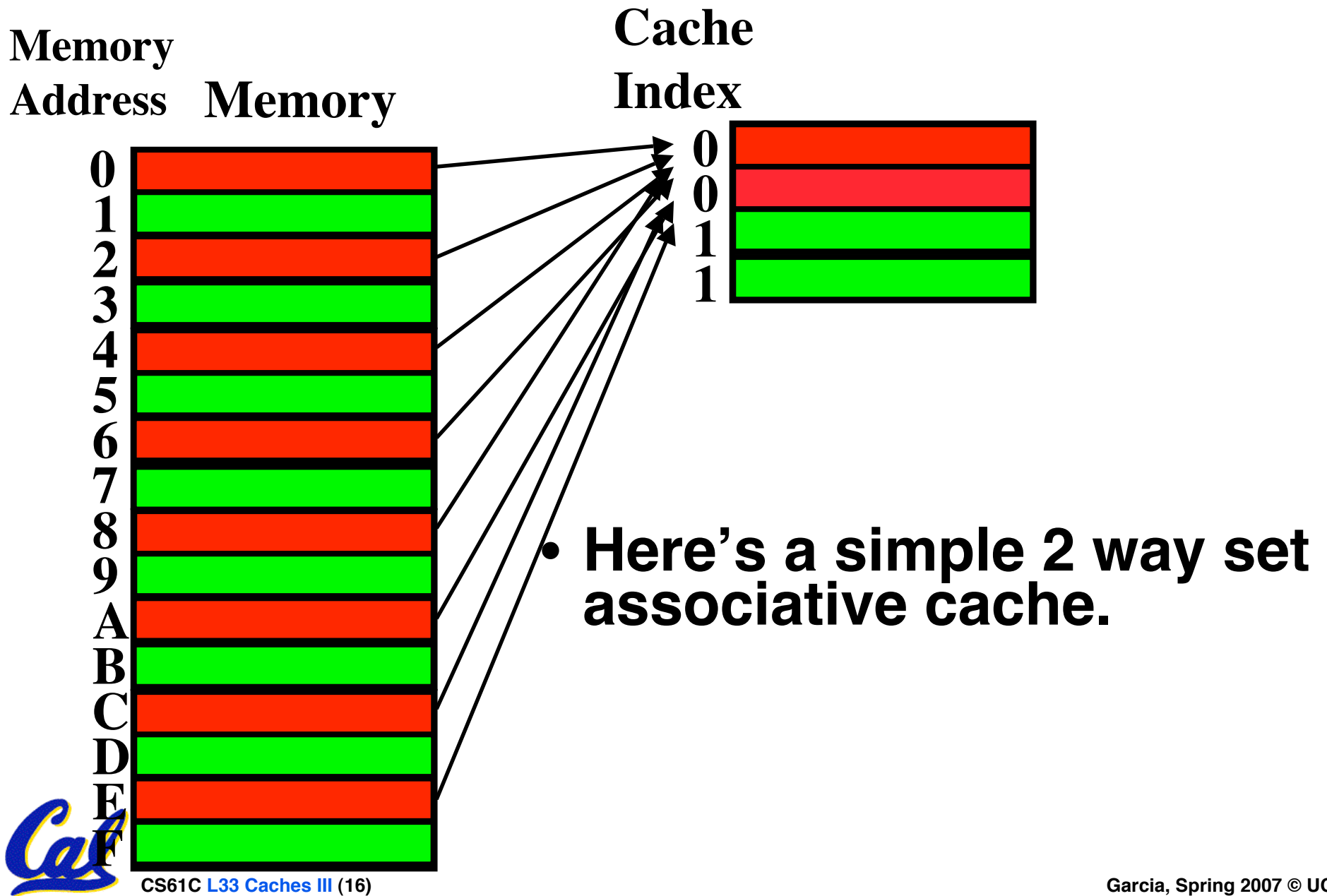


N-Way Set Associative Cache (1/3)

- **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



Associative Cache Example



N-Way Set Associative Cache (2/3)

- **Basic Idea**
 - 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
- **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.

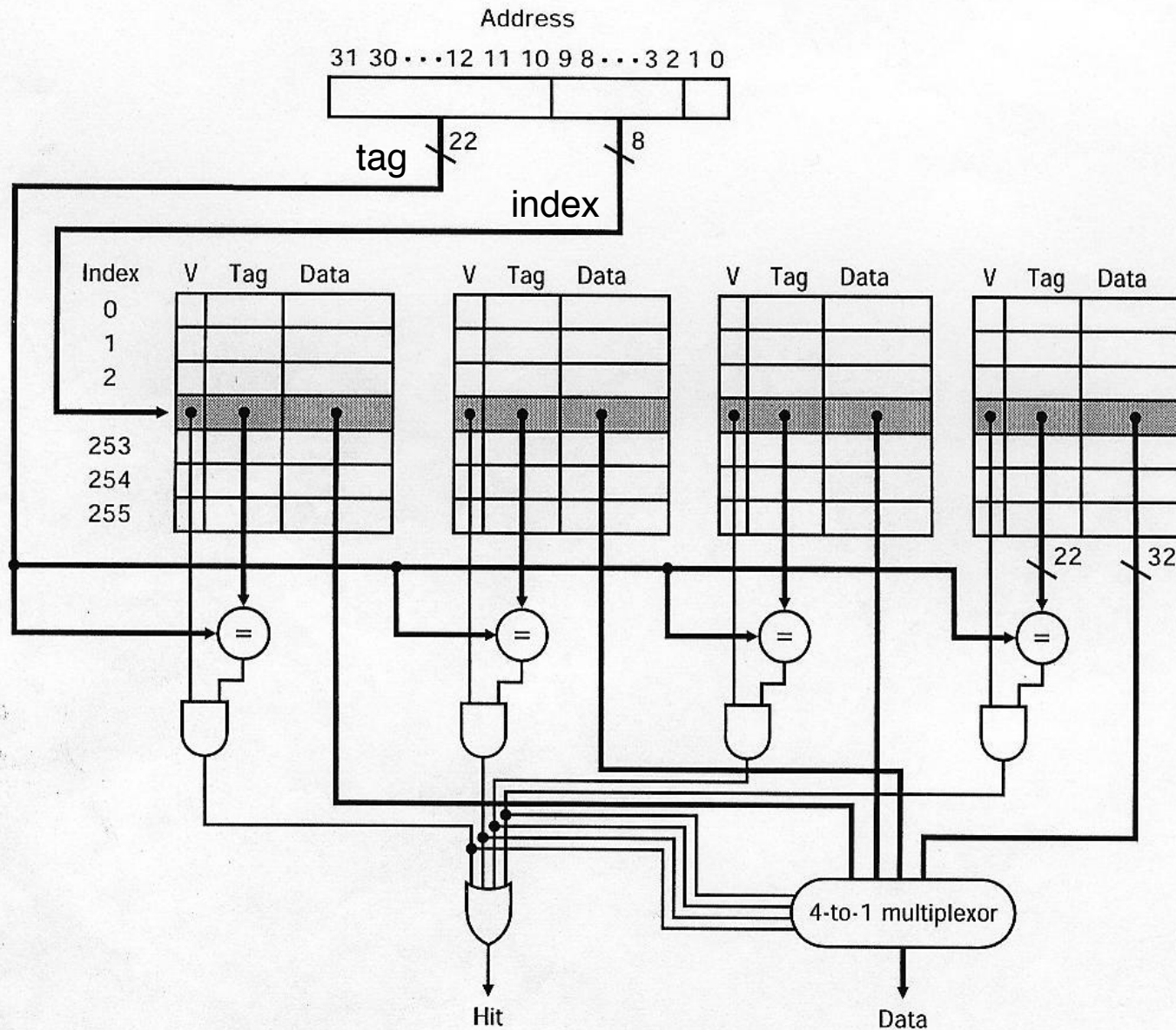


N-Way Set Associative Cache (3/3)

- **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



4-Way Set Associative Cache Circuit



Block Replacement Policy

- **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?
 - 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 much 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

	loc 0	loc 1
set 0	0	iru
set 1		
set 0	iru 0	2
set 1		
set 0	0	iru 2
set 1		
set 0	0	iru 2
set 1	1	iru
set 0	iru 0	4
set 1	1	iru
set 0	0	iru 4
set 1	1	iru



Big Idea

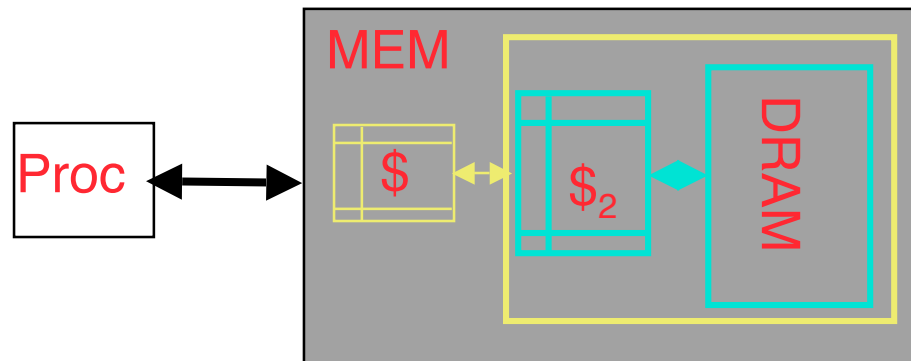
- How to choose between associativity, block size, replacement & write policy?
- Design against a performance model
 - Minimize: *Average Memory Access Time*
= Hit Time
+ Miss Penalty x Miss Rate
 - influenced by technology & program behavior
- Create the illusion of a memory that is large, cheap, and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



How can we improve miss penalty?

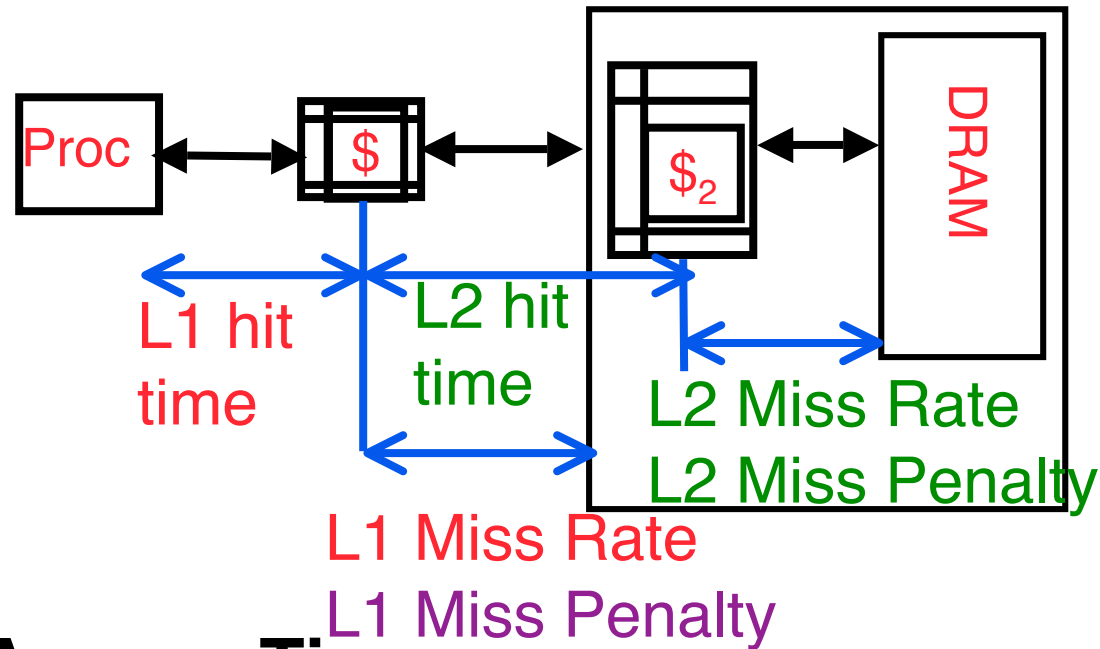
Improving Miss Penalty

- When caches first became popular, Miss Penalty ~ 10 processor clock cycles
- Today 2400 MHz Processor (0.4 ns per clock cycle) and 80 ns to go to DRAM \Rightarrow **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 =

$$\frac{\text{L1 Hit Time} + \text{L1 Miss Rate} * \text{L1 Miss Penalty}}{\text{L1 Miss Penalty} =}$$

L1 Miss Penalty =

$$\frac{\text{L2 Hit Time} + \text{L2 Miss Rate} * \text{L2 Miss Penalty}}{\text{Avg Mem Access Time =}}$$

Avg Mem Access Time =

$$\text{L1 Hit Time} + \text{L1 Miss Rate} *$$

$$(\text{L2 Hit Time} + \text{L2 Miss Rate} * \text{L2 Miss Penalty})$$



And in Conclusion...

- We've discussed memory caching in detail. Caching in general shows up over and over in computer systems
 - Filesystem cache
 - Web page cache
 - Game databases / tablebases
 - Software memoization
 - Others?
- **Big idea: if something is expensive but we want to do it repeatedly, do it once and cache the result.**
- **Cache design choices:**
 - Write through v. write back
 - 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?
- **Use performance model to pick between choices, depending on programs, technology, budget, ...**



Bonus slides

- **These are extra slides that used to be included in lecture notes, but have been moved to this, the “bonus” area to serve as a supplement.**
- **The slides will appear in the order they would have in the normal presentation**

Bonus



Example

- **Assume**
 - Hit Time = 1 cycle
 - Miss rate = 5%
 - Miss penalty = 20 cycles
 - Calculate AMAT...
- **Avg mem access time**
 - = $1 + 0.05 \times 20$
 - = 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 (bigger caches are slower)
- **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: $N=1$



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 = $1 + 0.05 * 35$
= **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 = $1 + 0.05 \times 200$
= 11 cycles**
- **4x faster with L2 cache! (2.75 vs. 11)**



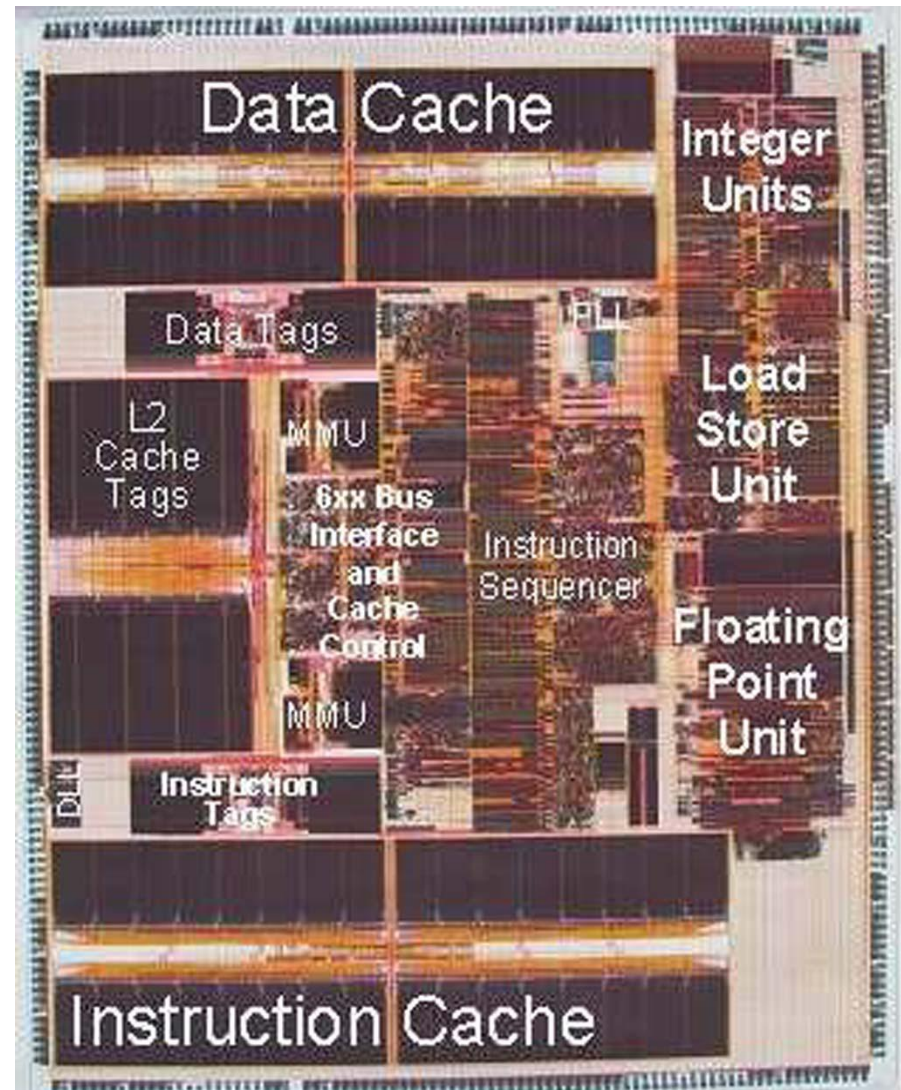
An actual CPU – Early PowerPC

- **Cache**

- 32 KByte Instructions and 32 KByte Data L1 caches
- External L2 Cache interface with integrated controller and cache tags, supports up to 1 MByte external L2 cache
- Dual Memory Management Units (MMU) with Translation Lookaside Buffers (TLB)

- **Pipelining**

- Superscalar (3 inst/cycle)
- 6 execution units (2 integer and 1 double precision IEEE floating point)

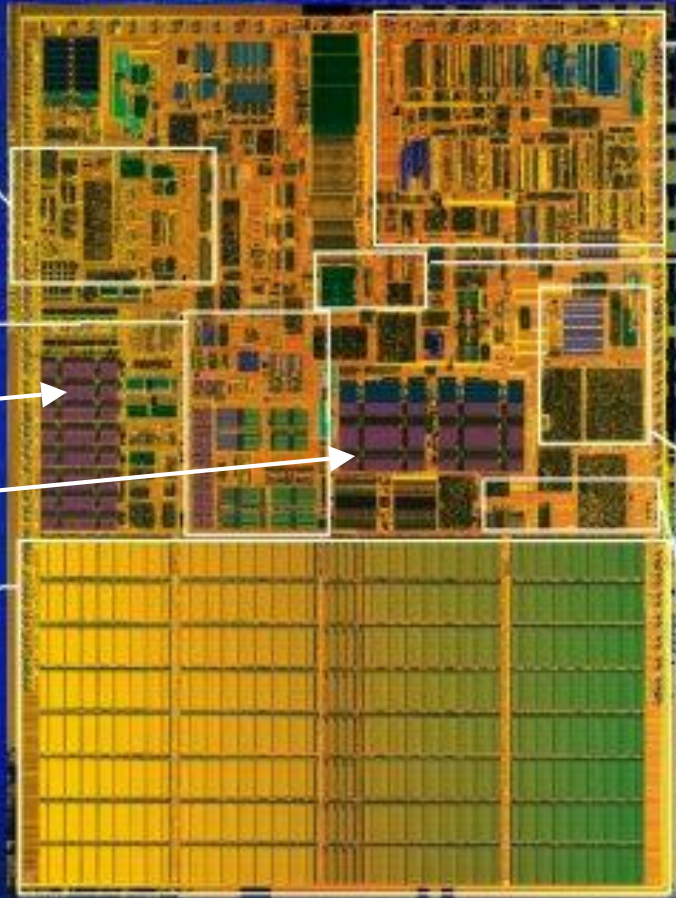


An Actual CPU – Pentium M

Intel® Pentium®
M Processor

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

Dedicated Stack Management – faster instruction at lower power levels

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

intel.

centrino
MOBILE TECHNOLOGY

32KB I\$

32KB D\$

1



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 \Rightarrow lower miss rate

	ABC
0 :	FFF
1 :	FFT
2 :	FTF
3 :	FTT
4 :	TFF
5 :	TFT
6 :	TF
7 :	TTT

