Caches 2

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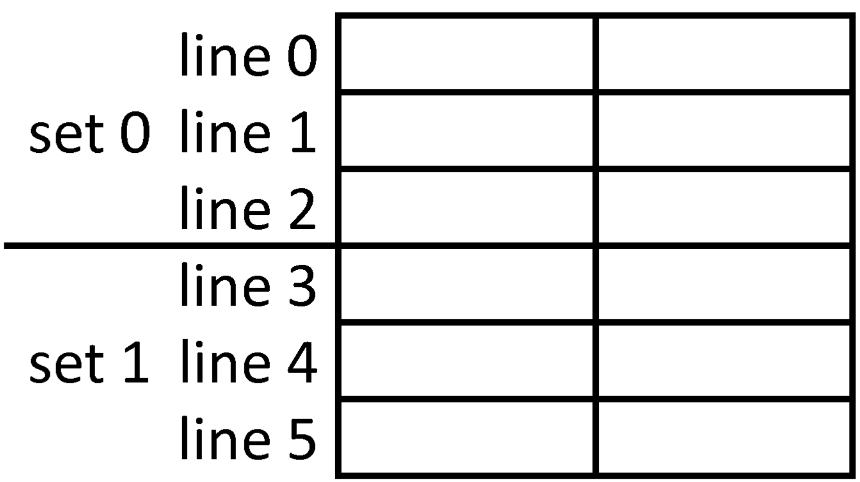
P & H Chapter 5.2 (writes), 5.3, 5.5

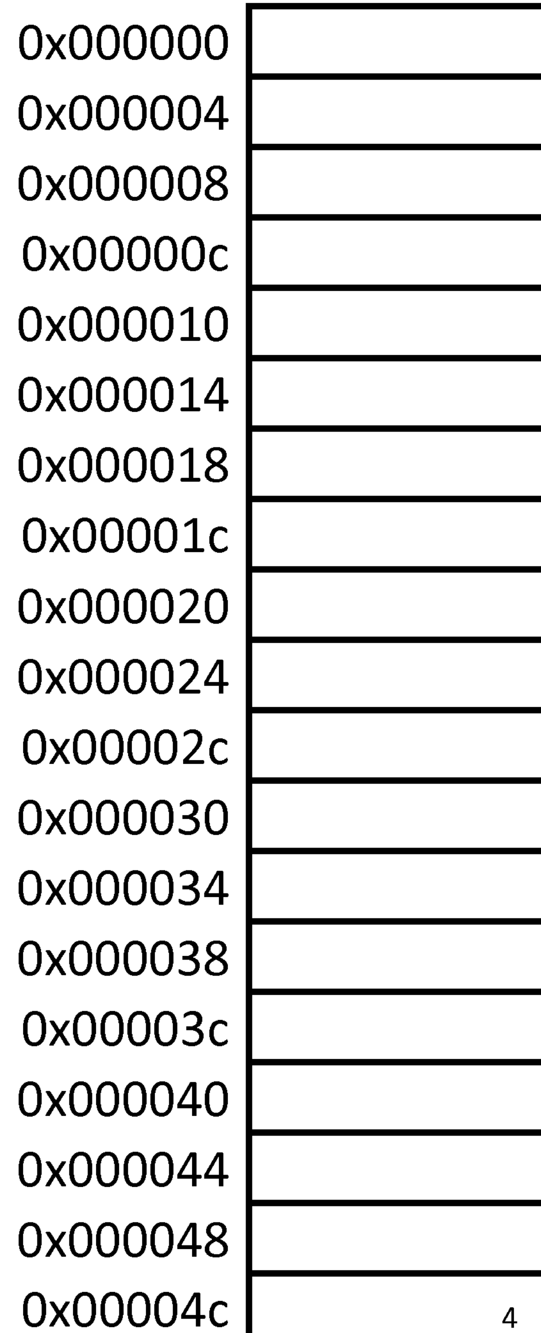
Direct Mapped		Fully Associative
+ Smaller	Tag Size	Larger –
+ Less	SRAM Overhead	More –
+ Less	Controller Logic	More –
+ Faster	Speed	Slower –
+ Less	Price	More –
+ Very	Scalability	Not Very –
– Lots	# of conflict misses	Zero +
– Low	Hit rate	High +
– Common	Pathological Cases?	?

Set Associative Caches

Set Associative Cache

- Each block number mapped to a single cache line set index
- Within the set, block can go in any line





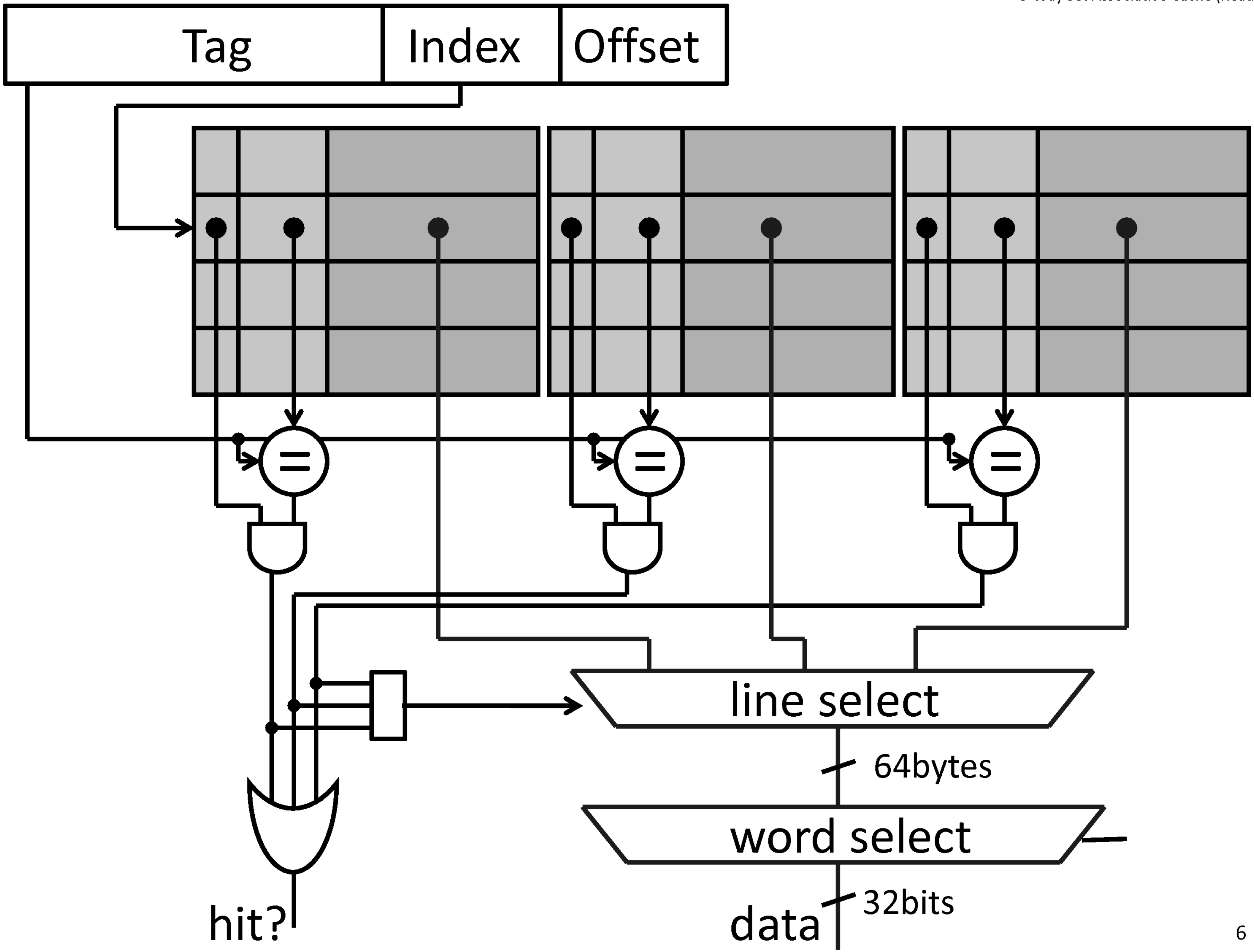
Set Associative Cache

Like direct mapped cache

- Only need to check a few lines for each access…
  so: fast, scalable, low overhead

Like a fully associative cache

- Several places each block can go…
  so: fewer conflict misses, higher hit rate


Tag
Index
Offset
line select
64bytes
word select
hit?
data
32bits

Using **byte addresses** in this example! Addr Bus = 5 bits

Processor

lb $1 ← M[1]
lb $2 ← M[13]
lb $3 ← M[0]
lb $3 ← M[6]
lb $2 ← M[5]
lb $2 ← M[6]
lb $2 ← M[10]
lb $2 ← M[12]

$1	
$2	
$3	
$4	

2-Way Set Associative Cache

A =

V	tag	data	

V	tag	data	

Hits: Misses:

Memory

0	101
1	103
2	107
3	109
4	113
5	127
6	131
7	137
8	139
9	149
10	151
11	157
12	163
13	167
14	173
15	179
16	181

A Pathological Case

Processor

lb $1 ← M[1]
lb $2 ← M[8]
lb $3 ← M[1]
lb $3 ← M[8]
lb $2 ← M[1]
lb $2 ← M[16]
lb $2 ← M[1]
lb $2 ← M[8]

$1	
$2	
$3	
$4	

Direct Mapped

2-Way Set Associative

Fully Associative

Memory

0	101
1	103
2	107
3	109
4	113
5	127
6	131
7	137
8	139
9	149
10	151
11	157
12	163
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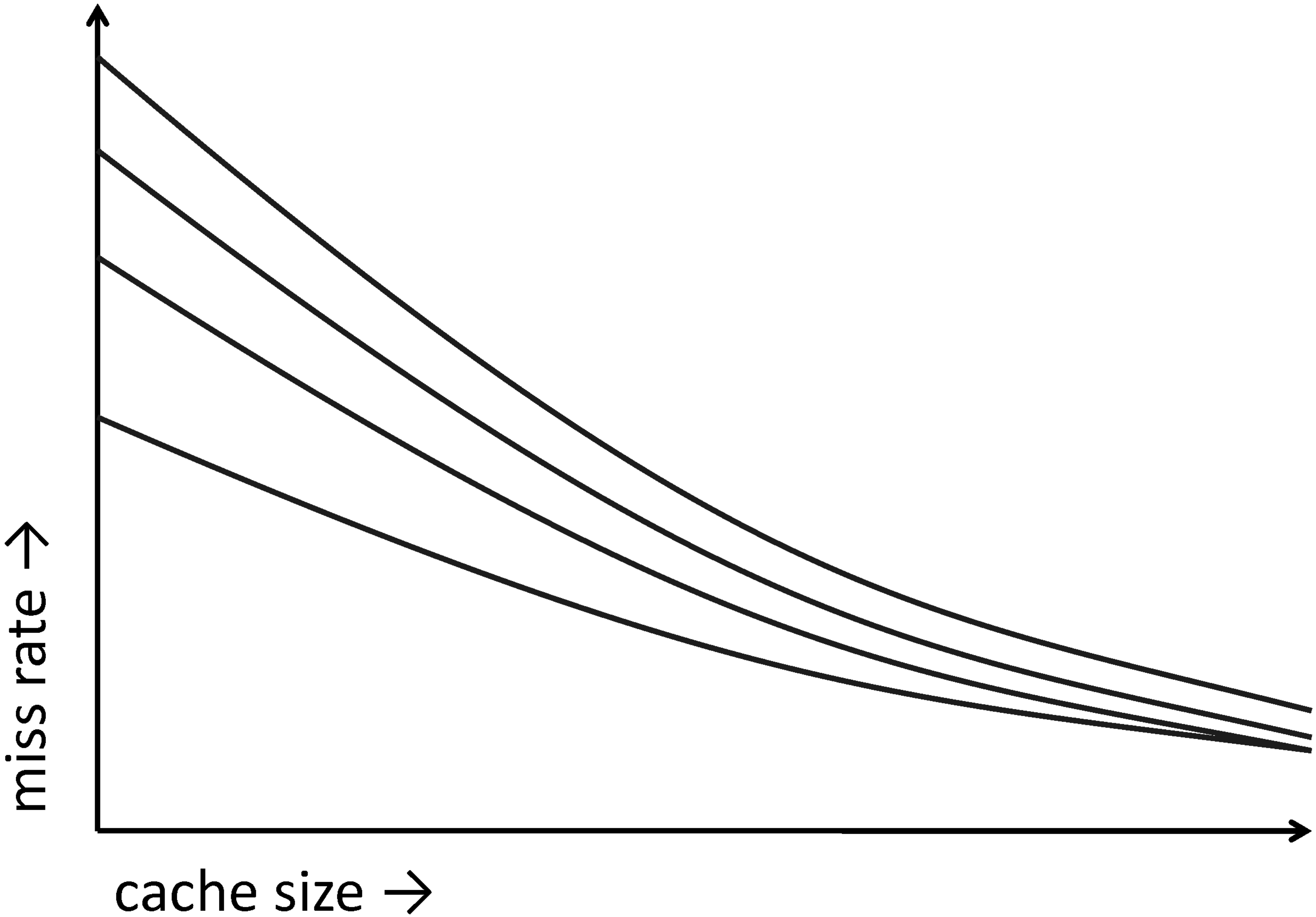
To Do:

- Evicting cache lines
- Picking cache parameters
- Writing using the cache

Cache Parameters

direct mapped, 2-way, 8-way, fully associative



Q: Which line should we evict to make room?

For direct-mapped?

A: no choice, must evict the indexed line

For associative caches?

A: FIFO: oldest line (timestamp per line)

A: LRU: least recently used (ts per line)

A: LFU: (need a counter per line)

A: MRU: most recently used (?!) (ts per line)

A: round-robin (need a finger per set)

A: random (free!)

A: Belady's: optimal (need time travel)

Need to determine parameters:

- Block size (aka line size)
- Number of ways of set-associativity (1, N, ∞)
- Eviction policy
- Number of levels of caching, parameters for each
- Separate I-cache from D-cache, or Unified cache
- Prefetching policies
- Write policy

Dual-core 3.16GHz Intel (purchased in 2009)

```
> dmidecode -t cache
Cache Information
        Configuration: Enabled, Not Socketed, Level 1
        Operational Mode: Write Back
        Installed Size: 128 KB
        Error Correction Type: None
Cache Information
        Configuration: Enabled, Not Socketed, Level 2
        Operational Mode: Varies With Memory Address
        Installed Size: 6144 KB
        Error Correction Type: Single-bit ECC
> cd /sys/devices/system/cpu/cpu0; grep cache/*/*
cache/index0/level:1
cache/index0/type:Data
cache/index0/ways_of_associativity:8
cache/index0/number_of_sets:64
cache/index0/coherency_line_size:64
cache/index0/size:32K
cache/index1/level:1
cache/index1/type:Instruction
cache/index1/ways_of_associativity:8
cache/index1/number_of_sets:64
cache/index1/coherency_line_size:64
cache/index1/size:32K
cache/index2/level:2
cache/index2/type:Unified
cache/index2/shared_cpu_list:0-1
cache/index2/ways_of_associativity:24
cache/index2/number_of_sets:4096
cache/index2/coherency_line_size:64
cache/index2/size:6144K
```

Dual-core 3.16GHz Intel (purchased in 2009)

Dual 32K L1 Instruction caches

- 8-way set associative
- 64 sets
- 64 byte line size

Dual 32K L1 Data caches

- Same as above

Single 6M L2 Unified cache

- 24-way set associative (!!!)
- 4096 sets
- 64 byte line size

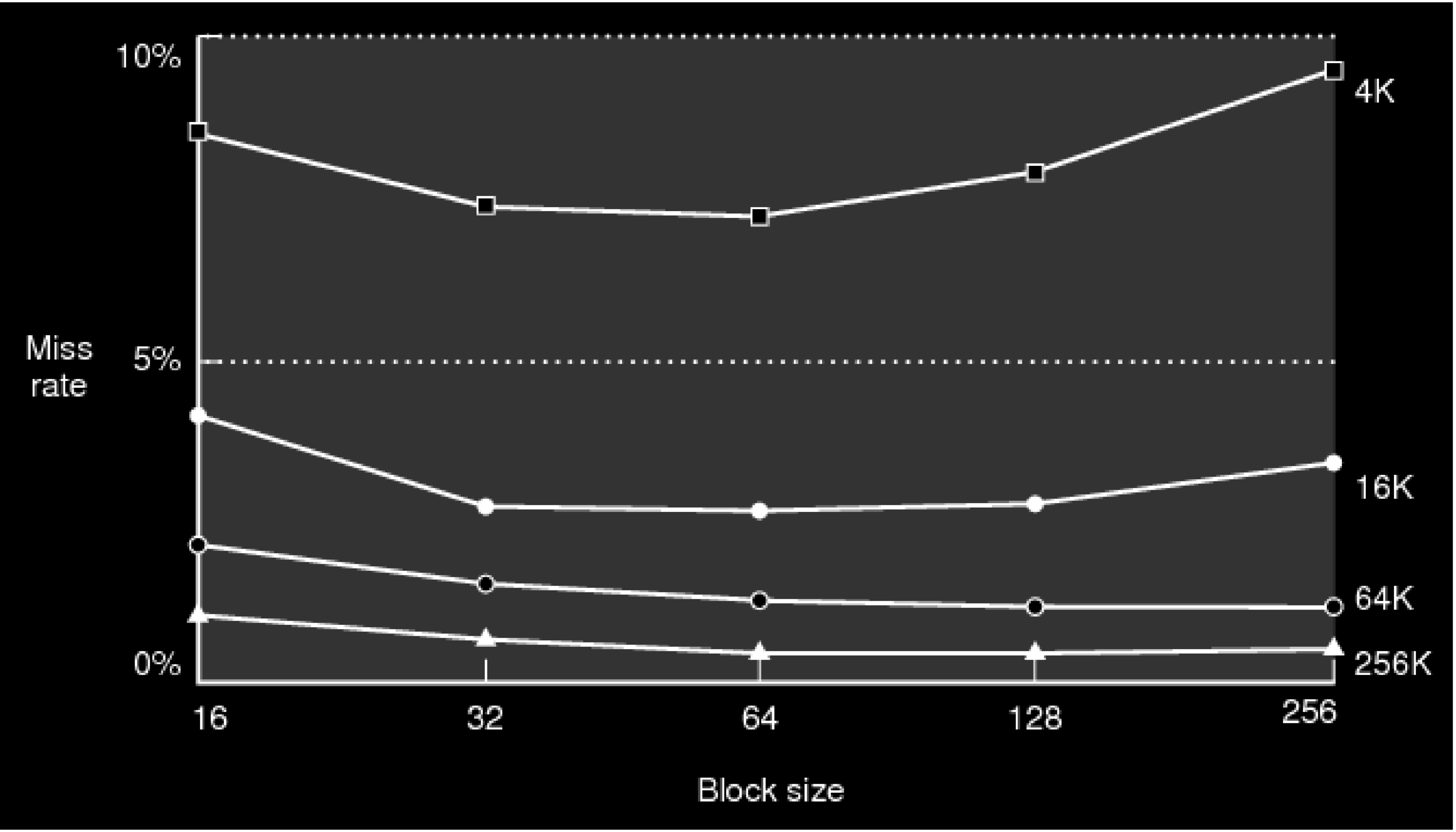
4GB Main memory

1TB Disk

Q: How to decide block size?

A: Try it and see

But: depends on cache size, workload, associativity, …



10%
5%
0%
Miss rate
4K
16K
64K
256K
16
32
64
128
256
Block size

For a given total cache size,

larger block sizes mean….

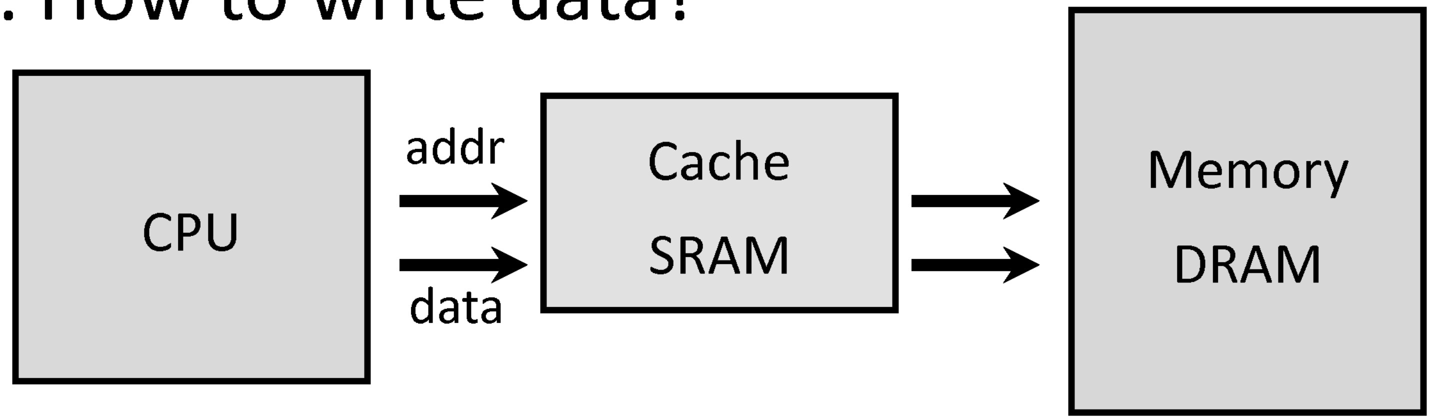
- fewer lines
- so fewer tags (and smaller tags for associative caches)
- so less overhead
- and fewer cold misses (within-block “prefetching”)

But

- fewer blocks available (for scattered accesses!)
- so more conflicts
- and miss penalty (time to fetch block) is larger

Writing with Caches

Q: How to write data?



If data is already in the cache…

No-Write

- writes invalidate the cache and go directly to memory

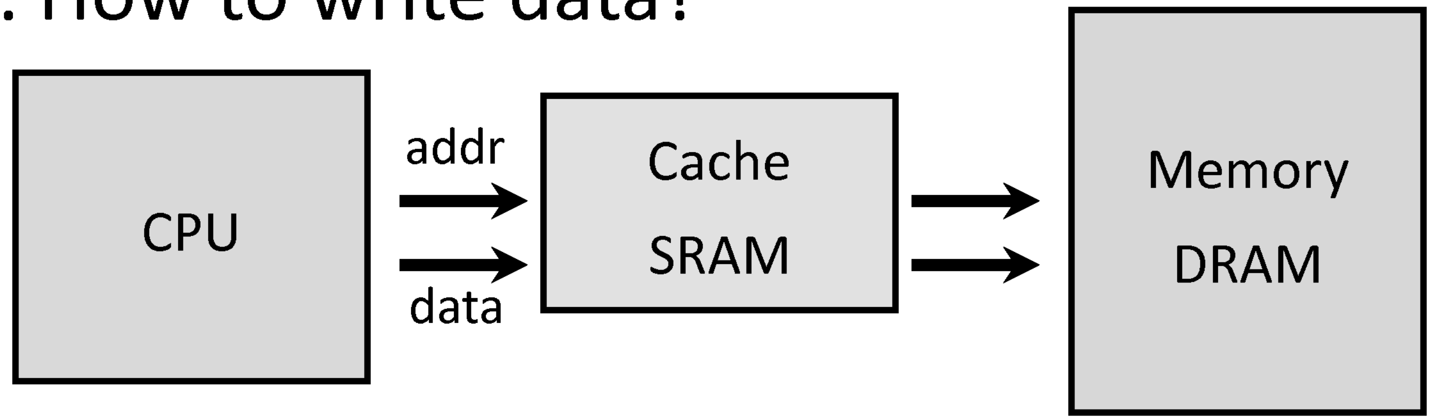
Write-Through

- writes go to main memory and cache

Write-Back

- CPU writes only to cache
- cache writes to main memory later (when block is evicted)

Q: How to write data?



If data is not in the cache…

Write-Allocate

- allocate a cache line for new data (and maybe write-through)

No-Write-Allocate

- ignore cache, just go to main memory

Using **byte addresses** in this example! Addr Bus = 5 bits

Processor

lb $1 ← M[1]
lb $2 ← M[7]
sb $2 → M[0]
sb $1 → M[5]
lb $2 ← M[9]
sb $1 → M[5]
sb $1 → M[0]

$1	
$2	
$3	
$4	

Direct Mapped Cache
+ Write-through
+ Write-allocate

V	tag	data	

Hits: Misses:

Memory

0	101
1	103
2	107
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Write-through performance

Each miss (read or write) reads a block from mem

- 5 misses → 10 mem reads

Each store writes an item to mem

- 4 mem writes

Using **byte addresses** in this example! Addr Bus = 5 bits

Processor

lb $1 ← M[1]
lb $2 ← M[7]
sb $2 → M[0]
sb $1 → M[5]
lb $2 ← M[9]
sb $1 → M[5]
sb $1 → M[0]

$1	
$2	
$3	
$4	

Direct Mapped Cache + Write-back + Write-allocate

V	D	tag	data	

Hits: Misses:

Memory

0	101
1	103
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Write-back performance

Each miss (read or write) reads a block from mem

- 5 misses → 10 mem reads

Some evictions write a block to mem

- 1 dirty eviction → 2 mem writes
- (+ 2 dirty evictions later → +4 mem writes)

Write-Back Meta-Data

V	D	Tag	Byte 1	Byte 2	... Byte N

V = 1 means the line has valid data

D = 1 means the bytes are newer than main memory

When allocating line:

- Set V = 1, D = 0, fill in Tag and Data

When writing line:

- Set D = 1

When evicting line:

- If D = 0: just set V = 0
- If D = 1: write-back Data, then set D = 0, V = 0

Performance: Write-back versus Write-through

Assume: large associative cache, 16-byte lines

```
for (i=1; i<n; i++)
      A[0] += A[i];
```

```
for (i=0; i<n; i++)
      B[i] = A[i]
```

Q: Hit time: write-through vs. write-back?

A: Write-through slower on writes.

Q: Miss penalty: write-through vs. write-back?

A: Write-back slower on evictions.

Q: Writes to main memory are **slow!**

A: Use a write-back buffer

- A small queue holding dirty lines
- Add to end upon eviction
- Remove from front upon completion

Q: What does it help?

A: short bursts of writes (but not sustained writes)

A: fast eviction reduces miss penalty

Write-through is slower

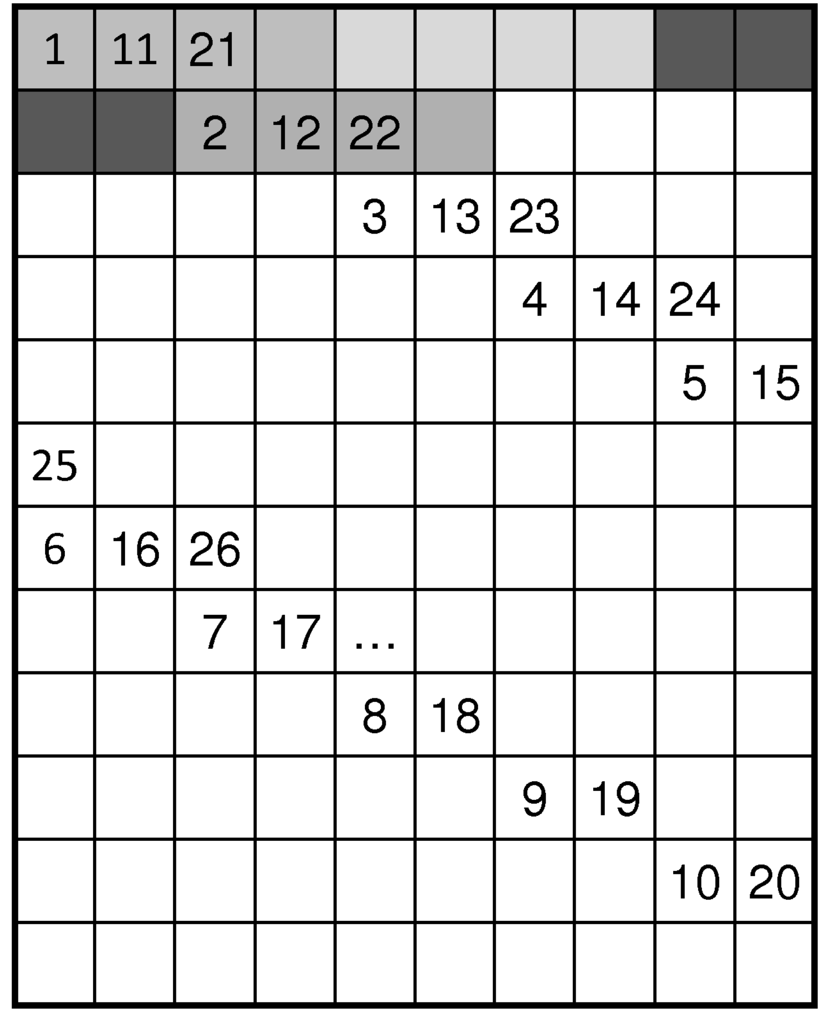
- But simpler (memory always consistent)

Write-back is almost always faster

- But what about multiple cores sharing memory?

```
// H = 12, W = 10
int A[H][W];

for(x=0; x < W; x++)
   for(y=0; y < H; y++)
      sum += A[y][x];
```

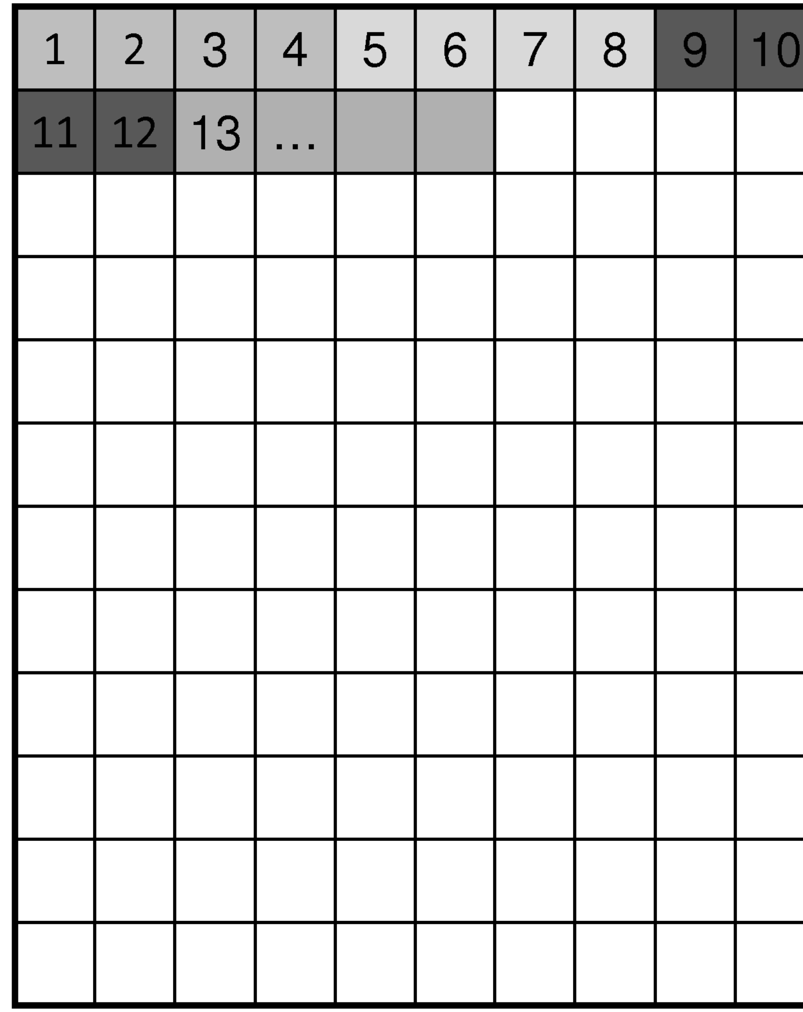


Every access is a cache miss!

(unless *entire* matrix can fit in cache)

```
// H = 12, W = 10
int A[H][W];

for(y=0; y < H; y++)
   for(x=0; x < W; x++)
      sum += A[y][x];
```



Block size = 4 → 75% hit rate

Block size = 8 → 87.5% hit rate

Block size = 16 → 93.75% hit rate

And you can easily prefetch to warm the cache.

Memory performance matters!

- often more than CPU performance
- … because it is the bottleneck, and not improving much
- … because most programs move a LOT of data

Design space is huge

- Gambling against program behavior
- Cuts across all layers:
  users → programs → os → hardware

Multi-core / Multi-Processor is complicated

- Inconsistent views of memory
- Need to “snoop” in each other’s caches
- Extremely complex protocols, very hard to get right