CSE 560
Computer Systems Architecture

Cache

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Why Caches?

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Programs 101

C Code

```
int sum(int x, int y)
{
  int t = x+y;
  return t;
}
```

Generated IA32 Assembly

```
sum:
   pushl %ebp
   movl %esp,%ebp
   movl 12(%ebp),%eax
   addl 8(%ebp),%eax
   popl %ebp
   ret
```

High-level behavior: Instructions that read from/write to memory…

- Read data from memory (put in registers)
- Manipulate it
- Store it back to memory

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The Need for Speed

CPU Pipeline

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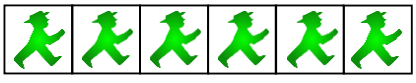
The Need for Speed

CPU Pipeline



Instruction speeds:

- `add,sub,shift`: 1 cycle
- `mult`: 3 cycles
- `load/store`: **100 cycles**
  off-chip 50(-70)ns
  2(-3) GHz processor → 0.5 ns clock

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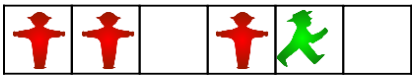
The Need for Speed

CPU Pipeline



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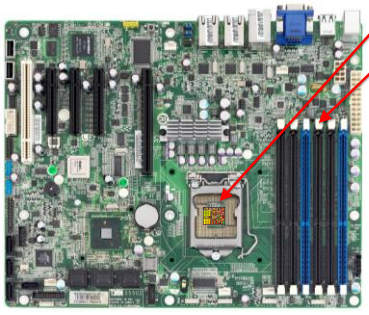
What's the problem?



Processor

Main Memory
- too slow
- too far away

SandyBridge Motherboard, 2011
http://news.softpedia.com

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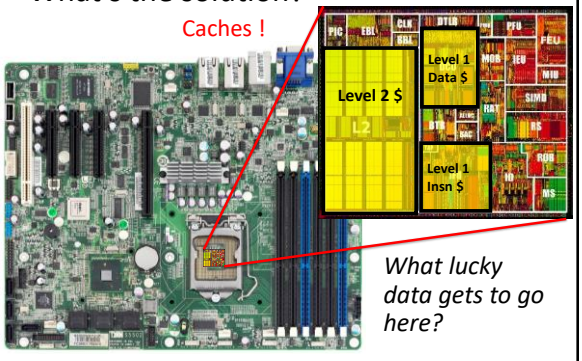
What's the solution?

Caches !



What lucky data gets to go here?

Intel Pentium 3, 1999

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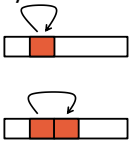
Locality Locality Locality

If you ask for something, you're likely to ask for:

- the same thing again soon
  → Temporal Locality
- something near that thing, soon
  → Spatial Locality



```
total = 0;
for (i = 0; i < n; i++)
    total += a[i];
return total;
```

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Your life is full of Locality

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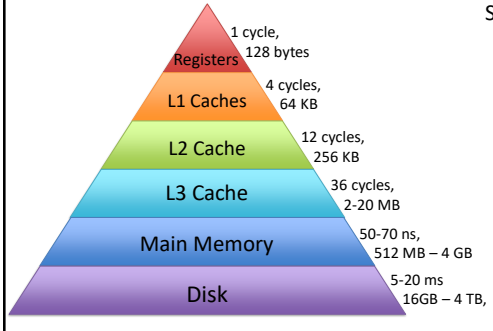
The Memory Hierarchy



Small, Fast

Big, Slow

Intel Haswell Processor, 2013

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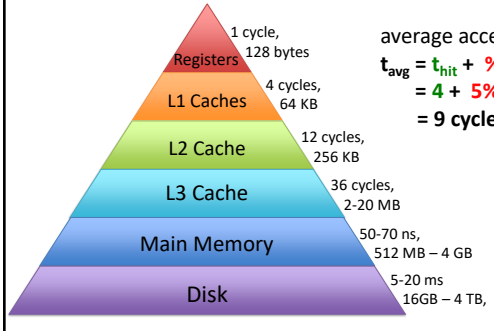
The Memory Hierarchy



average access time

$t_{avg} = t_{hit} + \%_{miss} \times t_{miss}$

$= 4 + 5\% \times 100$

$= 9$ cycles

Intel Haswell Processor, 2013

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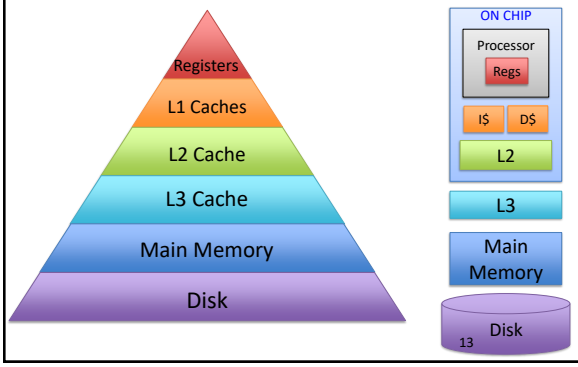
The Memory Hierarchy



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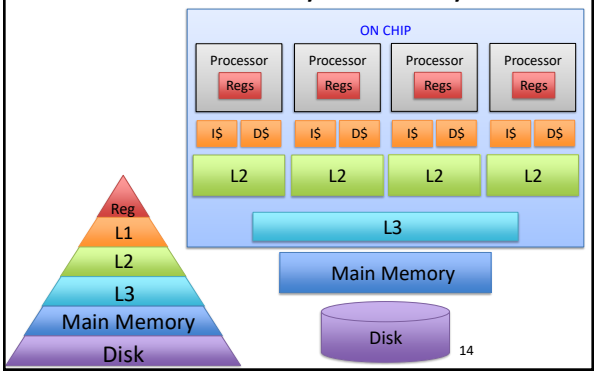
The Memory Hierarchy



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Basic Cache Design

Direct Mapped Caches

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16 Byte Memory

```
load 0x1100 → r1
```

- Byte-addressable memory
- 4 address bits → 16 bytes total
- b addr bits → 2^b bytes in memory

MEMORY

addr	data
0000	A
0001	B
0010	C
0011	D
0100	E
0101	F
0110	G
0111	H
1000	J
1001	K
1010	L
1011	M
1100	N
1101	O
1110	P
1111	Q

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4-Byte, Direct Mapped Cache

CACHE

index	addr	data
00	xxxx	X
01	xxxx	X
10	xxxx	X
11	xxxx	X

- entry = row = **cache line** = **cache block**
- **Block Size:** 1 byte
- **Direct mapped:**
  - Each address mapped to specific cache block
  - 4 entries → 2 index bits (2^n → n bits)

MEMORY

addr	data
0000	A
0001	B
0010	C
0011	D
0100	E
0101	F
0110	G
0111	H
1000	J
1001	K
1010	L
1011	M
1100	N
1101	O
1110	P
1111	Q

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Least Significant Bits as Index

index
XXXX

CACHE

index	addr	data
00	0000	A
01	0001	B
10	0010	C
11	0011	D

- Supports spatial locality

MEMORY

addr	data
0000	A
0001	B
0010	C
0011	D
0100	E
0101	F
0110	G
0111	H
1000	J
1001	K
1010	L
1011	M
1100	N
1101	O
1110	P
1111	Q

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4-Byte, Direct Mapped Cache

tag | index
XXXX

CACHE

index	tag	data
00	00	A
01	00	B
10	00	C
11	00	D

Tag: minimalist label/address

`address = tag + index`

MEMORY

addr	data
0000	A
0001	B
0010	C
0011	D
0100	E
0101	F
0110	G
0111	H
1000	J
1001	K
1010	L
1011	M
1100	N
1101	O
1110	P
1111	Q

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Simulation #1 of a 4-byte, DM Cache

tag | index
XXXX

CACHE

index	tag	data
00	00	0
01	00	0
10	00	0
11	00	0

Cache starts empty

`load 0x0000` Hit?

Lookup:
- Index into $
- Check tag

MEMORY

addr	data
0000	A
0001	B
0010	C
0011	D
0100	E
0101	F
0110	G
0111	H
1000	J
1001	K
1010	L
1011	M
1100	N
1101	O
1110	P
1111	Q

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4-Byte, Direct Mapped Cache

CACHE

index	V	tag	data
00	0	xx	X
01	0	xx	X
10	0	xx	X
11	0	xx	X

One last tweak: **valid bit**

MEMORY

addr	data
0000	A
0001	B
0010	C
0011	D
0100	E
0101	F
0110	G
0111	H
1000	J
1001	K
1010	L
1011	M
1100	N
1101	O
1110	P
1111	Q

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Simulation #1 of a 4-byte, DM Cache

tag | index
XXXX

CACHE

index	V	tag	data
00	0	xx	X
01	0	xx	X
10	0	xx	X
11	0	xx	X

`load 0x1100` Miss

Lookup:
- Index into $
- Check tag
- Check valid bit

MEMORY

addr	data
0000	A
0001	B
0010	C
0011	D
0100	E
0101	F
0110	G
0111	H
1000	J
1001	K
1010	L
1011	M
1100	N
1101	O
1110	P
1111	Q

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Simulation #1 of a 4-byte, DM Cache

tag | index
XXXX

CACHE

index	V	tag	data
00	1	11	N
01	0	xx	X
10	0	xx	X
11	0	xx	X

`load 0x1100` Miss

Lookup:
- Index into $
- Check tag
- Check valid bit

MEMORY

addr	data
0000	A
0001	B
0010	C
0011	D
0100	E
0101	F
0110	G
0111	H
1000	J
1001	K
1010	L
1011	M
1100	N
1101	O
1110	P
1111	Q

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Simulation #1 of a 4-byte, DM Cache

tag | index
XXXX

CACHE

index	V	tag	data
00	1	11	N
01	0	xx	X
10	0	xx	X
11	0	xx	X

`load 0x1100` Miss
`...`
`load 0x1100` Hit!

Awesome!

Lookup:
- Index into $
- Check tag
- Check valid bit

MEMORY

addr	data
0000	A
0001	B
0010	C
0011	D
0100	E
0101	F
0110	G
0111	H
1000	J
1001	K
1010	L
1011	M
1100	N
1101	O
1110	P
1111	Q

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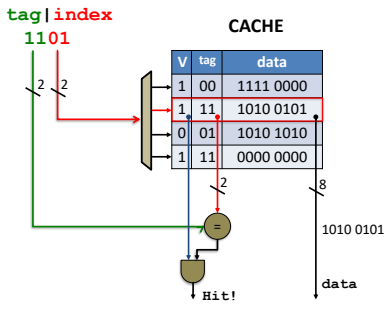
Block Diagram
4-entry, direct mapped Cache



Great!
Are we done?

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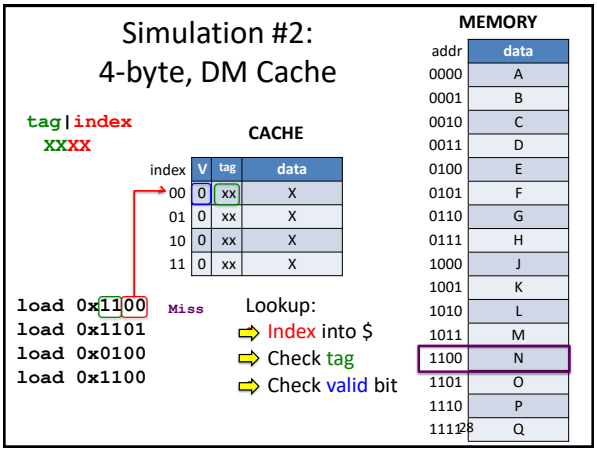
Simulation #2:
4-byte, DM Cache



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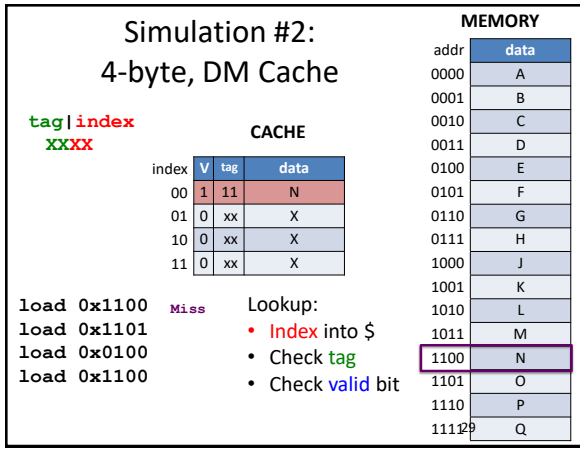
Simulation #2:
4-byte, DM Cache



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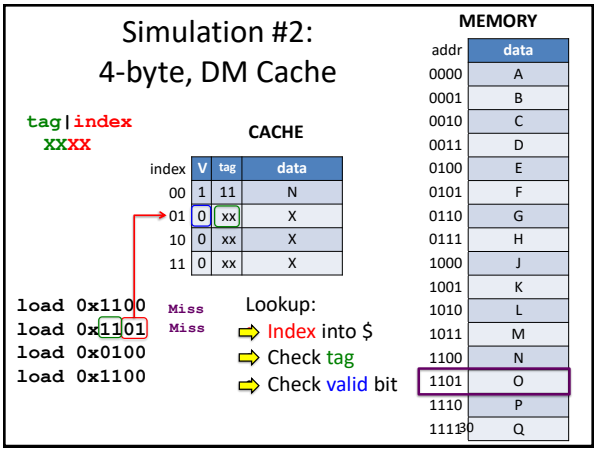
Simulation #2:
4-byte, DM Cache



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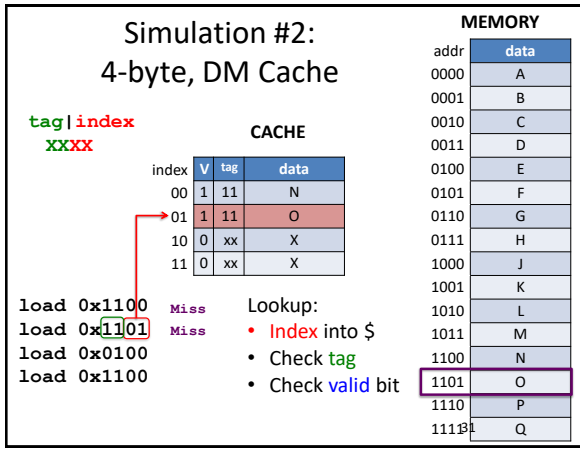
Simulation #2:
4-byte, DM Cache



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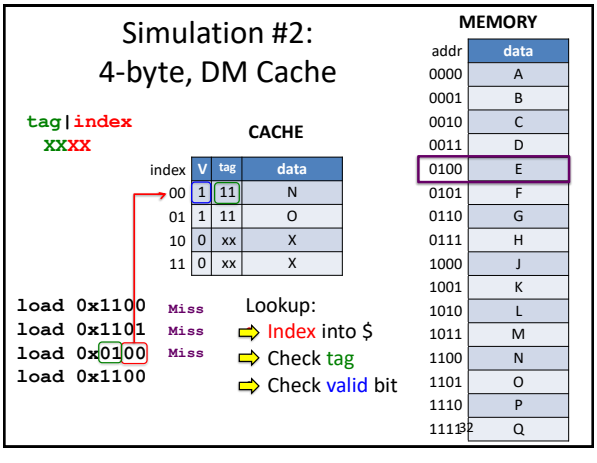
Simulation #2:
4-byte, DM Cache



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Simulation #2: 4-byte, DM Cache

tag | index
XXXX

CACHE

index	V	tag	data
00	1	01	E
01	1	11	O
10	0	xx	X
11	0	xx	X

```
load 0x1100   Miss
load 0x1101   Miss
load 0x0100   Miss
load 0x1100
```

Lookup:
- Index into $
- Check tag
- Check valid bit

MEMORY

addr	data
0000	A
0001	B
0010	C
0011	D
0100	E
0101	F
0110	G
0111	H
1000	J
1001	K
1010	L
1011	M
1100	N
1101	O
1110	P
1111	Q

Simulation #2: 4-byte, DM Cache

tag | index
XXXX

CACHE

index	V	tag	data
00	1	01	E
01	1	11	O
10	0	xx	X
11	0	xx	X

```
load 0x1100   Miss
load 0x1101   Miss
load 0x0100   Miss
load 0x1100   Miss
```

Lookup:
- ⇨ Index into $
- ⇨ Check tag
- ⇨ Check valid bit

MEMORY

addr	data
0000	A
0001	B
0010	C
0011	D
0100	E
0101	F
0110	G
0111	H
1000	J
1001	K
1010	L
1011	M
1100	N
1101	O
1110	P
1111	Q

Simulation #2: 4-byte, DM Cache

tag | index
XXXX

CACHE

index	V	tag	data
00	1	11	N
01	1	11	O
10	0	xx	X
11	0	xx	X

```
load 0x1100   Miss  cold
load 0x1101   Miss  cold
load 0x0100   Miss  cold
load 0x1100   Miss
```

Disappointed! ☹

MEMORY

addr	data
0000	A
0001	B
0010	C
0011	D
0100	E
0101	F
0110	G
0111	H
1000	J
1001	K
1010	L
1011	M
1100	N
1101	O
1110	P
1111	Q

Reducing Cold Misses by Increasing Block Size

Leveraging Spatial Locality

Increasing Block Size

offset
XXXX

CACHE

index	V	tag	data
00	0	x	A | B
01	0	x	C | D
10	0	x	E | F
11	0	x	G | H

- **Block Size:** 2 bytes
- **Block Offset:** least significant bits indicate where you live in the block
- Which bits are the index? tag?

MEMORY

addr	data
0000	A
0001	B
0010	C
0011	D
0100	E
0101	F
0110	G
0111	H
1000	J
1001	K
1010	L
1011	M
1100	N
1101	O
1110	P
1111	Q

Simulation #3: 8-byte, DM Cache

tag | index | offset
XXXX

CACHE

index	V	tag	data
00	0	x	X | X
01	0	x	X | X
10	0	x	X | X
11	0	x	X | X

```
load 0x1100   Miss
load 0x1101
load 0x0100
load 0x1100
```

Lookup:
- ⇨ Index into $
- ⇨ Check tag
- ⇨ Check valid bit

MEMORY

addr	data
0000	A
0001	B
0010	C
0011	D
0100	E
0101	F
0110	G
0111	H
1000	J
1001	K
1010	L
1011	M
1100	N
1101	O
1110	P
1111	Q

Simulation #3: 8-byte, DM Cache

tag | index | offset
xxxx

CACHE

index	V	tag	data
00	0	x	X | X
01	0	x	X | X
10	1	1	N | O
11	0	x	X | X

MEMORY

addr	data
0000	A
0001	B
0010	C
0011	D
0100	E
0101	F
0110	G
0111	H
1000	J
1001	K
1010	L
1011	M
1100	N
1101	O
1110	P
1111	Q

```
load 0x1100  Miss
load 0x1101
load 0x0100
load 0x1100
```

Lookup:
- Index into $
- Check tag
- Check valid bit

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Simulation #3: 8-byte, DM Cache

tag | index | offset
xxxx

CACHE

index	V	tag	data
00	0	x	X | X
01	0	x	X | X
10	1	1	N | O
11	0	x	X | X

MEMORY

addr	data
0000	A
0001	B
0010	C
0011	D
0100	E
0101	F
0110	G
0111	H
1000	J
1001	K
1010	L
1011	M
1100	N
1101	O
1110	P
1111	Q

```
load 0x1100  Miss
load 0x1101  Hit!
load 0x0100
load 0x1100
```

Lookup:
- Index into $
- Check tag
- Check valid bit

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Simulation #3: 8-byte, DM Cache

tag | index | offset
xxxx

CACHE

index	V	tag	data
00	0	x	X | X
01	0	x	X | X
10	1	1	N | O
11	0	x	X | X

MEMORY

addr	data
0000	A
0001	B
0010	C
0011	D
0100	E
0101	F
0110	G
0111	H
1000	J
1001	K
1010	L
1011	M
1100	N
1101	O
1110	P
1111	Q

```
load 0x1100  Miss
load 0x1101  Hit!
load 0x0100  Miss
load 0x1100
```

Lookup:
- Index into $
- Check tag
- Check valid bit

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Simulation #3: 8-byte, DM Cache

tag | index | offset
xxxx

CACHE

index	V	tag	data
00	0	x	X | X
01	0	x	X | X
10	1	0	E | F
11	0	x	X | X

MEMORY

addr	data
0000	A
0001	B
0010	C
0011	D
0100	E
0101	F
0110	G
0111	H
1000	J
1001	K
1010	L
1011	M
1100	N
1101	O
1110	P
1111	Q

```
load 0x1100  Miss
load 0x1101  Hit!
load 0x0100  Miss
load 0x1100
```

Lookup:
- Index into $
- Check tag
- Check valid bit

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Simulation #3: 8-byte, DM Cache

tag | index | offset
xxxx

CACHE

index	V	tag	data
00	0	x	X | X
01	0	x	X | X
10	1	0	E | F
11	0	x	X | X

MEMORY

addr	data
0000	A
0001	B
0010	C
0011	D
0100	E
0101	F
0110	G
0111	H
1000	J
1001	K
1010	L
1011	M
1100	N
1101	O
1110	P
1111	Q

```
load 0x1100  Miss
load 0x1101  Hit!
load 0x0100  Miss
load 0x1100  Miss
```

Lookup:
- Index into $
- Check tag
- Check valid bit

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Simulation #3: 8-byte, DM Cache

tag | index | offset
xxxx

CACHE

index	V	tag	data
00	0	x	X | X
01	0	x	X | X
10	1	0	E | F
11	0	x	X | X

MEMORY

addr	data
0000	A
0001	B
0010	C
0011	D
0100	E
0101	F
0110	G
0111	H
1000	J
1001	K
1010	L
1011	M
1100	N
1101	O
1110	P
1111	Q

```
load 0x1100  Miss  cold
load 0x1101  Hit!
load 0x0100  Miss  cold
load 0x1100  Miss  conflict
```

1 hit, 3 misses

3 bytes don't fit in an 8 byte cache?

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Removing Conflict Misses with Fully-Associative Caches

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8 byte, fully-associative Cache

XXXX

CACHE

V	tag	data	V	tag	data	V	tag	data	V	tag	data
0	xxx	X | X	0	xxx	X | X	0	xxx	X | X	0	xxx	X | X

What should the **offset** be?

What should the **index** be?

What should the **tag** be?

MEMORY

addr	data
0000	A
0001	B
0010	C
0011	D
0100	E
0101	F
0110	G
0111	H
1000	J
1001	K
1010	L
1011	M
1100	N
1101	O
1110	P
1111	Q

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Simulation #4: 8-byte, FA Cache

XXXX

tag | offset

CACHE

V	tag	data	V	tag	data	V	tag	data	V	tag	data
0	xxx	X | X	0	xxx	X | X	0	xxx	X | X	0	xxx	X | X

```
load 0x1100   Miss
load 0x1101
load 0x0100
load 0x1100
```

Lookup:

- ~~Index into $~~
- ⇨ Check tags
- ⇨ Check valid bits

MEMORY

addr	data
0000	A
0001	B
0010	C
0011	D
0100	E
0101	F
0110	G
0111	H
1000	J
1001	K
1010	L
1011	M
1100	N
1101	O
1110	P
1111	Q

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Simulation #4: 8-byte, FA Cache

XXXX

tag | offset

CACHE

V	tag	data	V	tag	data	V	tag	data	V	tag	data
1	110	N | O	0	xxx	X | X	0	xxx	X | X	0	xxx	X | X

```
load 0x1100   Miss
load 0x1101   Hit!
load 0x0100
load 0x1100
```

Lookup:

- ~~Index into $~~
- ⇨ Check tags
- ⇨ Check valid bits

MEMORY

addr	data
0000	A
0001	B
0010	C
0011	D
0100	E
0101	F
0110	G
0111	H
1000	J
1001	K
1010	L
1011	M
1100	N
1101	O
1110	P
1111	Q

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Simulation #4: 8-byte, FA Cache

XXXX

tag | offset

CACHE

V	tag	data	V	tag	data	V	tag	data	V	tag	data
1	110	N | O	0	xxx	X | X	0	xxx	X | X	0	xxx	X | X

```
load 0x1100   Miss
load 0x1101   Hit!
load 0x0100   Miss
load 0x1100
```

Lookup:

- ~~Index into $~~
- ⇨ Check tags
- ⇨ Check valid bits

MEMORY

addr	data
0000	A
0001	B
0010	C
0011	D
0100	E
0101	F
0110	G
0111	H
1000	J
1001	K
1010	L
1011	M
1100	N
1101	O
1110	P
1111	Q

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Simulation #4: 8-byte, FA Cache

XXXX

tag | offset

CACHE

V	tag	data	V	tag	data	V	tag	data	V	tag	data
1	110	N | O	1	010	E | F	0	xxx	X | X	0	xxx	X | X

```
load 0x1100   Miss
load 0x1101   Hit!
load 0x0100   Miss
load 0x1100   Hit!
```

Lookup:

- ~~Index into $~~
- ⇨ Check tags
- ⇨ Check valid bits

MEMORY

addr	data
0000	A
0001	B
0010	C
0011	D
0100	E
0101	F
0110	G
0111	H
1000	J
1001	K
1010	L
1011	M
1100	N
1101	O
1110	P
1111	Q

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Pros and Cons of Full Associativity

+ No more conflicts!
+ Excellent utilization!

But…

Parallel Reads
- lots of reading!

Serial Reads
- lots of waiting

$t_{avg} = t_{hit} + \%_{miss} \times t_{miss}$

= 4 + 5% x 100 = 9 cycles

= 6 + 3% x 100 = 9 cycles

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Reducing Conflict Misses with Set-Associative Caches

Not too conflict-y. Not too slow.

… Just Right!

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8 byte, 2-way set associative Cache

xxxx

CACHE

index	V	tag	data	V	tag	data
0	0	xx	E | F	0	xx	N | O
1	0	xx	C | D	0	xx	P | Q

What should the **offset** be?

What should the **index** be?

What should the **tag** be?

MEMORY

addr	data
0000	A
0001	B
0010	C
0011	D
0100	E
0101	F
0110	G
0111	H
1000	J
1001	K
1010	L
1011	M
1100	N
1101	O
1110	P
1111	Q

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8 byte, 2-way set associative Cache

xxxx

tag | index | offset

CACHE

index	V	tag	data	V	tag	data
0	0	xx	X | X	0	xx	X | X
1	0	xx	X | X	0	xx	X | X

```
load 0x1100   Miss
load 0x1101
load 0x0100
load 0x1100
```

Lookup:
- Index into $
- Check tag
- Check valid bit

MEMORY

addr	data
0000	A
0001	B
0010	C
0011	D
0100	E
0101	F
0110	G
0111	H
1000	J
1001	K
1010	L
1011	M
1100	N
1101	O
1110	P
1111	Q

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8 byte, 2-way set associative Cache

xxxx

tag | index | offset

CACHE

index	V	tag	data	V	tag	data
0	1	11	N | O	0	xx	X | X
1	0	xx	X | X	0	xx	X | X

```
load 0x1100   Miss
load 0x1101   Hit!
load 0x0100
load 0x1100
```

Lookup:
- Index into $
- Check tag
- Check valid bit

MEMORY

addr	data
0000	A
0001	B
0010	C
0011	D
0100	E
0101	F
0110	G
0111	H
1000	J
1001	K
1010	L
1011	M
1100	N
1101	O
1110	P
1111	Q

55

8 byte, 2-way set associative Cache

xxxx

tag | index | offset

CACHE

index	V	tag	data	V	tag	data
0	1	11	N | O	0	xx	X | X
1	0	xx	X | X	0	xx	X | X

```
load 0x1100   Miss
load 0x1101   Hit!
load 0x0100   Miss
load 0x1100
```

Lookup:
- Index into $
- Check tag
- Check valid bit

MEMORY

addr	data
0000	A
0001	B
0010	C
0011	D
0100	E
0101	F
0110	G
0111	H
1000	J
1001	K
1010	L
1011	M
1100	N
1101	O
1110	P
1111	Q

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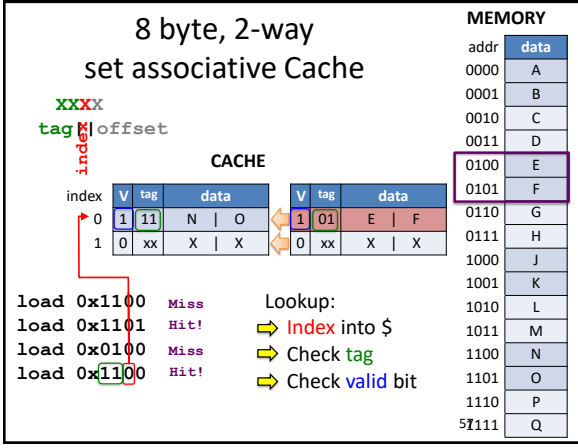
8 byte, 2-way set associative Cache



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Misses: the Three C's

Cold (compulsory) Miss:
never seen this address before

Conflict Miss:
cache associativity is too low

Capacity Miss:
cache is too small

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ABCs of Caches

$t_{avg} = t_{hit} + \%_{miss} \times t_{miss}$

+ Associativity:
  - ↓conflict misses ☺
  - ↑hit time ☹
+ Block Size:
  - ↓cold misses ☺
  - ↑conflict misses ☹
+ Capacity:
  - ↓capacity misses ☺
  - ↑hit time ☹

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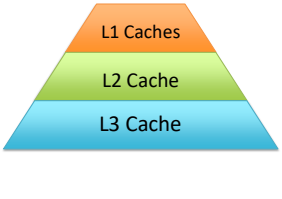
Which caches get what properties?

$t_{avg} = t_{hit} + \%_{miss} \times t_{miss}$



Design with speed in mind

More Associative
Bigger Block Sizes
Larger Capacity

Design with miss rate in mind

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Summary so far

- Things we've covered:
  - The Need for Speed
  - Locality to the Rescue!
  - Calculating average memory access time
  - $ Misses: Cold, Conflict, Capacity
  - $ Characteristics: Associativity, Block Size, Capacity
- Things we skipped (and are about to cover):
  - Cache Overhead
  - Replacement Policies
  - Writes

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