

The Memory Hierarchy

CSC 211 – December 9, 2020

Datapath Lab Q&A

Pay attention to file names when you submit.

You can use MARS to test assembly programs

- don't set \$sp to 0xFF80

- printing to terminal uses the `syscall` instruction in MARS, not sb to 0xFF

When Caches Fail

Cache Misses

What are the three types of cache misses? They all start with C.

Capacity Miss - the cache runs out of space, so it had to evict something we are now accessing.

Compulsory Miss - this is the first time accessing a location, so it is not yet in the cache.

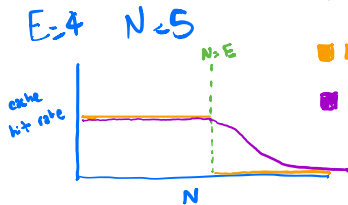
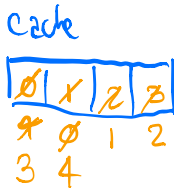
Conflict Miss - the value used to be in the cache, but another cached value replaced it. The cache may not have been full at the time.

Array Accesses

```
#define N ____  
int arr[N] = {...};
```

```
for(int i=0; i<N; i++) {  
① printf("%d\n", arr[i]);  
}
```

```
for(int i=0; i<N; i++) {  
② printf("%d\n", arr[i]);  
}
```



Imagine this code executing on a processor with a fully-associative cache that uses 4-byte cache lines, and has E cache entries.

How does the cache perform when...

N is less than E

N ^{← compulsory misses} misses in the first loop

0 misses in the second loop

N is equal to E

N ^{← compulsory} misses in the first loop

→ 0 misses in the second loop

⇒ N is larger than E

N ^{← compulsory} misses in the first loop

■ LRU eviction policy

■ Random replacement

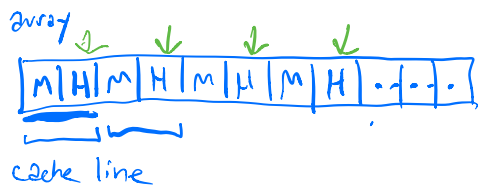
→ N misses in the second loop
_{← capacity / conflict}

Array Accesses

```
#define N ____  
int arr[N] = {...};
```

```
for(int i=0; i<N; i++) {  
    printf("%d\n", arr[i]);  
}
```

```
for(int i=0; i<N; i++) {  
    printf("%d\n", arr[i]);  
}
```



Using LRU replacement

What if we use the same fully-associative cache, but now with 8-byte cache lines?

What values of N lead to the following outcomes? Express N in terms of E .

$N/2$ cache misses in the first loop, none in the second.

25% miss rate

$$- N \leq E \cdot 2$$

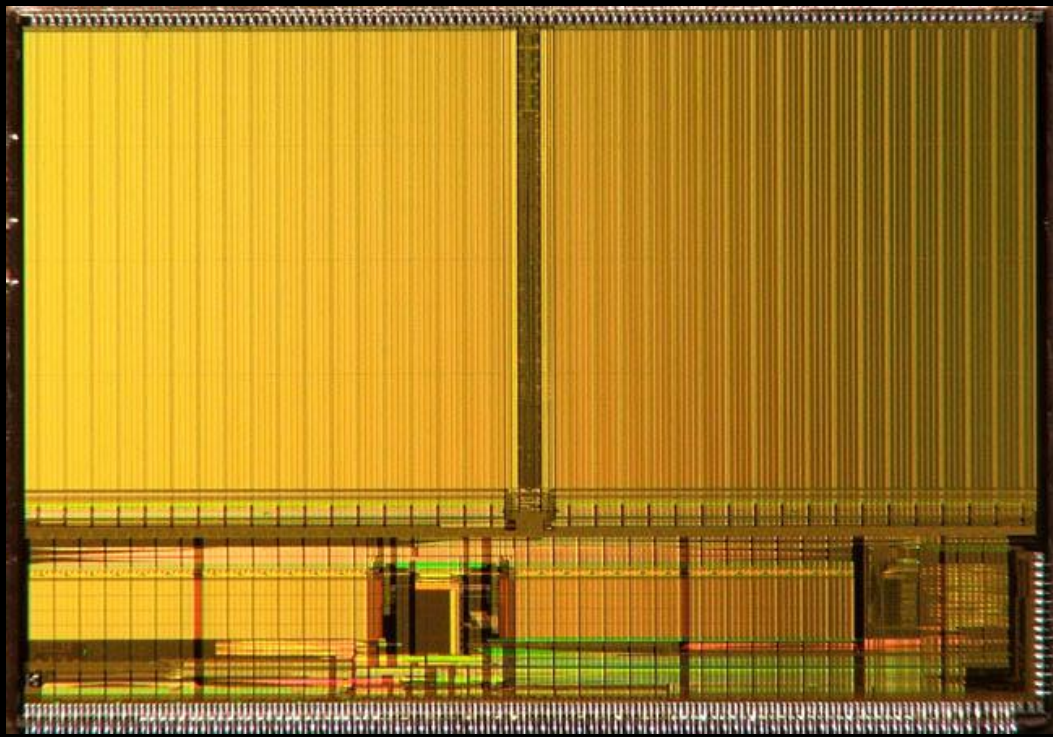
$N/2$ cache misses in the first loop, $N/2$ cache misses in the second loop.

50% miss rate

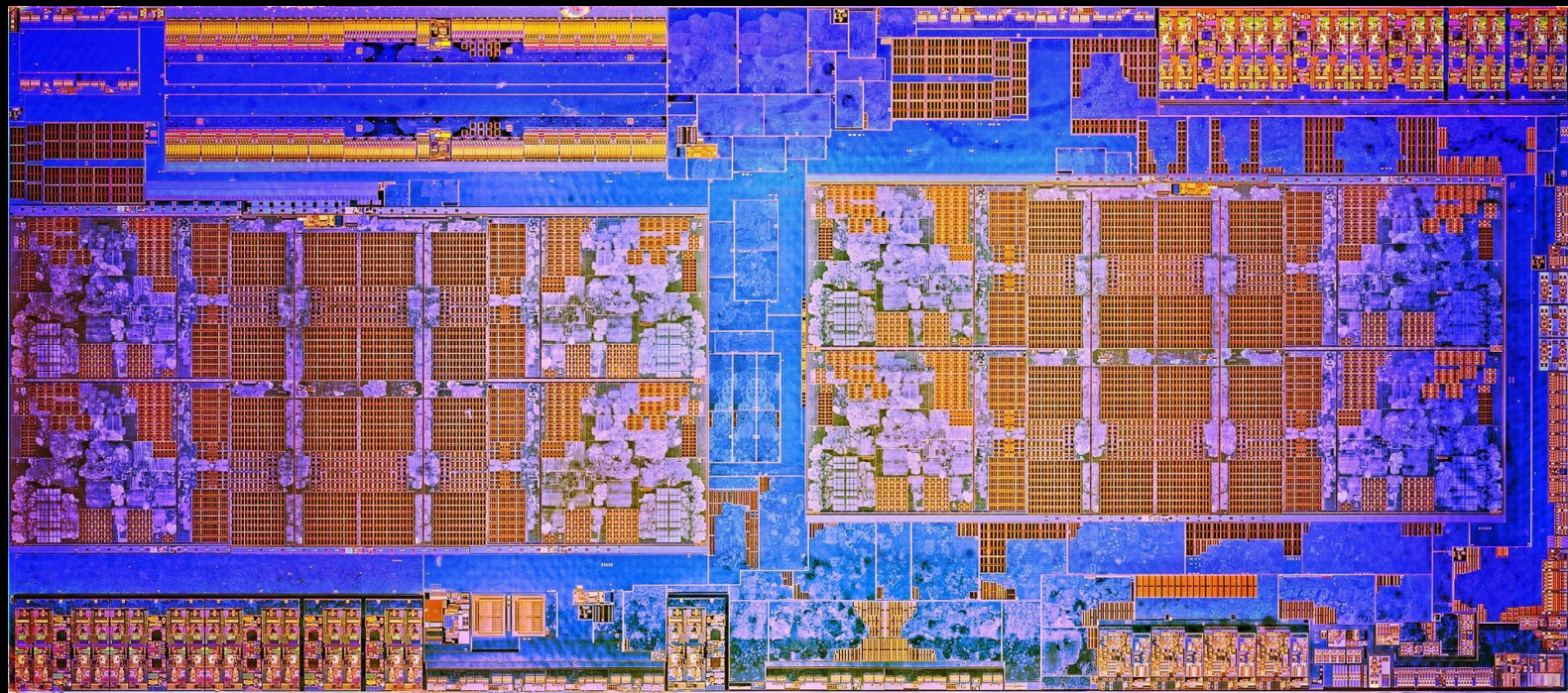
$$N > 2 \cdot E$$

spatial locality helps, even though we over-fill the cache

Multi-Level Caching



Intel Pentium Pro 256KB Cache (source: CPU-World)



AMD Ryzen 4-Core Unit (source: PCWorld)

Virtual Memory