Chapter 4
Cache Memory
<table>
<thead>
<tr>
<th>Location</th>
<th>Internal (e.g. processor registers, cache, main memory)</th>
<th>External (e.g. optical disks, magnetic disks, tapes)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Capacity</td>
<td>Number of words</td>
<td>Number of bytes</td>
</tr>
<tr>
<td>Unit of Transfer</td>
<td>Word</td>
<td>Block</td>
</tr>
<tr>
<td>Access Method</td>
<td>Sequential</td>
<td>Direct</td>
</tr>
<tr>
<td></td>
<td>Random</td>
<td>Associative</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Performance</td>
<td>Access time</td>
<td>Cycle time</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Transfer rate</td>
</tr>
<tr>
<td>Physical Type</td>
<td>Semiconductor</td>
<td>Magnetic</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Optical</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Magneto-optical</td>
</tr>
<tr>
<td>Physical Characteristics</td>
<td>Volatile/nonvolatile</td>
<td>Erasable/nonerasable</td>
</tr>
<tr>
<td>Organization</td>
<td>Memory modules</td>
<td></td>
</tr>
</tbody>
</table>

**Table 4.1**

*Key Characteristics of Computer Memory Systems*
Characteristics of Memory Systems

- Location
  - Refers to whether memory is internal and external to the computer
  - Internal memory is often equated with main memory
  - Processor requires its own local memory, in the form of registers
  - Cache is another form of internal memory
  - External memory consists of peripheral storage devices that are accessible to the processor via I/O controllers

- Capacity
  - Memory is typically expressed in terms of bytes

- Unit of transfer
  - For internal memory the unit of transfer is equal to the number of electrical lines into and out of the memory module
Method of Accessing Units of Data

**Sequential access**
- Memory is organized into units of data called records
- Access must be made in a specific linear sequence
- Access time is variable

**Direct access**
- Involves a shared read-write mechanism
- Individual blocks or records have a unique address based on physical location
- Access time is variable

**Random access**
- Each addressable location in memory has a unique, physically wired-in addressing mechanism
- The time to access a given location is independent of the sequence of prior accesses and is constant
- Any location can be selected at random and directly addressed and accessed
- Main memory and some cache systems are random access

**Associative**
- A word is retrieved based on a portion of its contents rather than its address
- Each location has its own addressing mechanism and retrieval time is constant independent of location or prior access patterns
- Cache memories may employ associative access

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Capacity and Performance:

The two most important characteristics of memory

Three performance parameters are used:

Access time (latency)
• For random-access memory it is the time it takes to perform a read or write operation
• For non-random-access memory it is the time it takes to position the read-write mechanism at the desired location

Memory cycle time
• Access time plus any additional time required before second access can commence
• Additional time may be required for transients to die out on signal lines or to regenerate data if they are read destructively
• Concerned with the system bus, not the processor

Transfer rate
• The rate at which data can be transferred into or out of a memory unit
• For random-access memory it is equal to 1/(cycle time)
Memory

- The most common forms are:
  - Semiconductor memory
  - Magnetic surface memory
  - Optical
  - Magneto-optical

- Several physical characteristics of data storage are important:
  - Volatile memory
    - Information decays naturally or is lost when electrical power is switched off
  - Nonvolatile memory
    - Once recorded, information remains without deterioration until deliberately changed
    - No electrical power is needed to retain information
  - Magnetic-surface memories
    - Are nonvolatile
  - Semiconductor memory
    - May be either volatile or nonvolatile
  - Nonerasable memory
    - Cannot be altered, except by destroying the storage unit
    - Semiconductor memory of this type is known as read-only memory (ROM)

- For random-access memory the organization is a key design issue
  - Organization refers to the physical arrangement of bits to form words
Design constraints on a computer’s memory can be summed up by three questions:
- How much, how fast, how expensive

There is a trade-off among capacity, access time, and cost
- Faster access time, greater cost per bit
- Greater capacity, smaller cost per bit
- Greater capacity, slower access time

The way out of the memory dilemma is not to rely on a single memory component or technology, but to employ a memory hierarchy
Figure 4.1 The Memory Hierarchy
Figure 4.2 Performance of a Simple Two-Level Memory
Memory

- The use of three levels exploits the fact that semiconductor memory comes in a variety of types which differ in speed and cost.

- Data are stored more permanently on external mass storage devices.

- External, nonvolatile memory is also referred to as secondary memory or auxiliary memory.

- Disk cache
  - A portion of main memory can be used as a buffer to hold data temporarily that is to be read out to disk.
  - A few large transfers of data can be used instead of many small transfers of data.
  - Data can be retrieved rapidly from the software cache rather than slowly from the disk.
Figure 4.3 Cache and Main Memory
Figure 4.4 Cache/Main-Memory Structure
Figure 4.5 Cache Read Operation
Figure 4.6  Typical Cache Organization
<table>
<thead>
<tr>
<th><strong>Cache Addresses</strong></th>
<th><strong>Write Policy</strong></th>
<th><strong>Line Size</strong></th>
<th><strong>Number of caches</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Logical</td>
<td>Write through</td>
<td></td>
<td>Single or two level</td>
</tr>
<tr>
<td>Physical</td>
<td>Write back</td>
<td></td>
<td>Unified or split</td>
</tr>
<tr>
<td><strong>Cache Size</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Mapping Function</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Direct</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Associative</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Set Associative</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Replacement Algorithm</strong></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Least recently used (LRU)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>First in first out (FIFO)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Least frequently used (LFU)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Random</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Table 4.2**
Elements of Cache Design
Cache Addresses

Virtual Memory

- **Virtual memory**
  - Facility that allows programs to address memory from a logical point of view, without regard to the amount of main memory physically available
  - When used, the address fields of machine instructions contain virtual addresses
  - For reads to and writes from main memory, a hardware memory management unit (MMU) translates each virtual address into a physical address in main memory
Figure 4.7 Logical and Physical Caches
<table>
<thead>
<tr>
<th>Processor</th>
<th>Type</th>
<th>Year of Introduction</th>
<th>L1 Cachea</th>
<th>L2 cache</th>
<th>L3 Cache</th>
</tr>
</thead>
<tbody>
<tr>
<td>IBM 360/85</td>
<td>Mainframe</td>
<td>1968</td>
<td>16 to 32 kB</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>PDP-11/70</td>
<td>Minicomputer</td>
<td>1975</td>
<td>1 kB</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>VAX 11/780</td>
<td>Minicomputer</td>
<td>1978</td>
<td>16 kB</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>IBM 3033</td>
<td>Mainframe</td>
<td>1978</td>
<td>64 kB</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>IBM 3090</td>
<td>Mainframe</td>
<td>1985</td>
<td>128 to 256 kB</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Intel 80486</td>
<td>PC</td>
<td>1989</td>
<td>8 kB</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Pentium</td>
<td>PC</td>
<td>1993</td>
<td>8 kB/8 kB</td>
<td>256 to 512 KB</td>
<td>—</td>
</tr>
<tr>
<td>PowerPC 601</td>
<td>PC</td>
<td>1993</td>
<td>32 kB</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>PowerPC 620</td>
<td>PC</td>
<td>1996</td>
<td>32 kB/32 kB</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>PowerPC G4</td>
<td>PC/server</td>
<td>1999</td>
<td>32 kB/32 kB</td>
<td>256 KB to 1 MB</td>
<td>2 MB</td>
</tr>
<tr>
<td>IBM S/390 G6</td>
<td>Mainframe</td>
<td>1999</td>
<td>256 kB</td>
<td>8 MB</td>
<td>—</td>
</tr>
<tr>
<td>Pentium 4</td>
<td>PC/server</td>
<td>2000</td>
<td>8 kB/8 kB</td>
<td>256 KB</td>
<td>—</td>
</tr>
<tr>
<td>IBM SP</td>
<td>High-end server/supercomputer</td>
<td>2000</td>
<td>64 kB/32 kB</td>
<td>8 MB</td>
<td>—</td>
</tr>
<tr>
<td>CRAY MTAb</td>
<td>Supercomputer</td>
<td>2000</td>
<td>8 kB</td>
<td>2 MB</td>
<td>—</td>
</tr>
<tr>
<td>Itanium</td>
<td>PC/server</td>
<td>2001</td>
<td>16 kB/16 kB</td>
<td>96 KB</td>
<td>4 MB</td>
</tr>
<tr>
<td>Itanium 2</td>
<td>PC/server</td>
<td>2002</td>
<td>32 kB</td>
<td>256 KB</td>
<td>6 MB</td>
</tr>
<tr>
<td>IBM POWER5</td>
<td>High-end server</td>
<td>2003</td>
<td>64 kB</td>
<td>1.9 MB</td>
<td>36 MB</td>
</tr>
<tr>
<td>CRAY XD-1</td>
<td>Supercomputer</td>
<td>2004</td>
<td>64 kB/64 kB</td>
<td>1 MB</td>
<td>—</td>
</tr>
<tr>
<td>IBM POWER6</td>
<td>PC/server</td>
<td>2007</td>
<td>64 kB/64 kB</td>
<td>4 MB</td>
<td>32 MB</td>
</tr>
<tr>
<td>IBM z10</td>
<td>Mainframe</td>
<td>2008</td>
<td>64 kB/128 kB</td>
<td>3 MB</td>
<td>24-48 MB</td>
</tr>
<tr>
<td>Intel Core i7 EE 990</td>
<td>Workstation/server</td>
<td>2011</td>
<td>6 x 32 kB/32 kB</td>
<td>1.5 MB</td>
<td>12 MB</td>
</tr>
<tr>
<td>IBM zEnterprise 196</td>
<td>Mainframe/Server</td>
<td>2011</td>
<td>24 x 64 kB/128 kB</td>
<td>24 x 1.5 MB</td>
<td>24 MB L3 192 MB L4</td>
</tr>
</tbody>
</table>

* Two values separated by a slash refer to instruction and data caches.

b Both caches are instruction only; no data caches.

(Table can be found on page 134 in the textbook.)
# Mapping Function

- Because there are fewer cache lines than main memory blocks, an algorithm is needed for mapping main memory blocks into cache lines.
- Three techniques can be used:

<table>
<thead>
<tr>
<th>Direct</th>
<th>Associative</th>
<th>Set Associative</th>
</tr>
</thead>
<tbody>
<tr>
<td>- The simplest technique</td>
<td>- Permits each main memory block to be loaded into any line of the cache</td>
<td>- A compromise that exhibits the strengths of both the direct and associative approaches while reducing their disadvantages</td>
</tr>
<tr>
<td>- Maps each block of main memory into only one possible cache line</td>
<td>- The cache control logic interprets a memory address simply as a Tag and a Word field</td>
<td></td>
</tr>
</tbody>
</table>
Figure 4.8 Mapping From Main Memory to Cache:
Direct and Associative
Figure 4.9 Direct-Mapping Cache Organization
Figure 4.10 Direct Mapping Example
Direct Mapping Summary

- Address length = \((s + w)\) bits
- Number of addressable units = \(2^{s+w}\) words or bytes
- Block size = line size = \(2^w\) words or bytes
- Number of blocks in main memory = \(2^{s+w}/2^w = 2^s\)
- Number of lines in cache = \(m = 2^r\)
- Size of tag = \((s - r)\) bits

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Victim Cache

- Originally proposed as an approach to reduce the conflict misses of direct mapped caches without affecting its fast access time

- Fully associative cache

- Typical size is 4 to 16 cache lines

- Residing between direct mapped L1 cache and the next level of memory
Compare

1 if match
0 if no match

(hit in cache)

0 if match
1 if no match

(miss in cache)

Figure 4.11 Fully Associative Cache Organization
Figure 4.12  Associative Mapping Example
Associative Mapping Summary

- Address length = \((s + w)\) bits
- Number of addressable units = \(2^{s+w}\) words or bytes
- Block size = line size = \(2^w\) words or bytes
- Number of blocks in main memory = \(2^{s+w}/2^{w} = 2^{s}\)
- Number of lines in cache = undetermined
- Size of tag = \(s\) bits
Set Associative Mapping

- Compromise that exhibits the strengths of both the direct and associative approaches while reducing their disadvantages

- Cache consists of a number of sets

- Each set contains a number of lines

- A given block maps to any line in a given set

- e.g. 2 lines per set
  - 2 way associative mapping
  - A given block can be in one of 2 lines in only one set

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Figure 4.13 Mapping From Main Memory to Cache: 
$k$-way Set Associative
Figure 4.14  k-Way Set Associative Cache Organization
Set Associative Mapping Summary

- Address length = \((s + w)\) bits
- Number of addressable units = \(2^{s+w}\) words or bytes
- Block size = line size = \(2^w\) words or bytes
- Number of blocks in main memory = \(2^{s+w/2^w}=2^s\)
- Number of lines in set = \(k\)
- Number of sets = \(v = 2^d\)
- Number of lines in cache = \(m=kv = k \times 2^d\)
- Size of cache = \(k \times 2^{d+w}\) words or bytes
- Size of tag = \((s – d)\) bits


Figure 4.15  Two-Way Set Associative Mapping Example

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Figure 4.16  Varying Associativity over Cache Size
Replacement Algorithms

- Once the cache has been filled, when a new block is brought into the cache, one of the existing blocks must be replaced.

- For direct mapping there is only one possible line for any particular block and no choice is possible.

- For the associative and set-associative techniques a replacement algorithm is needed.

- To achieve high speed, an algorithm must be implemented in hardware.
The most common replacement algorithms are:

- **Least recently used (LRU)**
  - Most effective
  - Replace that block in the set that has been in the cache longest with no reference to it
  - Because of its simplicity of implementation, LRU is the most popular replacement algorithm

- **First-in-first-out (FIFO)**
  - Replace that block in the set that has been in the cache longest
  - Easily implemented as a round-robin or circular buffer technique

- **Least frequently used (LFU)**
  - Replace that block in the set that has experienced the fewest references
  - Could be implemented by associating a counter with each line
When a block that is resident in the cache is to be replaced there are two cases to consider:

If the old block in the cache has not been altered then it may be overwritten with a new block without first writing out the old block.

If at least one write operation has been performed on a word in that line of the cache then main memory must be updated by writing the line of cache out to the block of memory before bringing in the new block.

There are two problems to contend with:

More than one device may have access to main memory.

A more complex problem occurs when multiple processors are attached to the same bus and each processor has its own local cache - if a word is altered in one cache it could conceivably invalidate a word in other caches.
Write Through and Write Back

- Write through
  - Simplest technique
  - All write operations are made to main memory as well as to the cache
  - The main disadvantage of this technique is that it generates substantial memory traffic and may create a bottleneck

- Write back
  - Minimizes memory writes
  - Updates are made only in the cache
  - Portions of main memory are invalid and hence accesses by I/O modules can be allowed only through the cache
  - This makes for complex circuitry and a potential bottleneck
Line Size

When a block of data is retrieved and placed in the cache not only the desired word but also some number of adjacent words are retrieved.

As the block size increases, more useful data are brought into the cache.

The hit ratio will begin to decrease as the block becomes bigger, and the probability of using the newly fetched information becomes less than the probability of reusing the information that has to be replaced.

Two specific effects come into play:

- Larger blocks reduce the number of blocks that fit into a cache.
- As a block becomes larger, each additional word is farther from the requested word.

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Multilevel Caches

- As logic density has increased it has become possible to have a cache on the same chip as the processor.

- The on-chip cache reduces the processor’s external bus activity and speeds up execution time and increases overall system performance.
  - When the requested instruction or data is found in the on-chip cache, the bus access is eliminated.
  - On-chip cache accesses will complete appreciably faster than would even zero-wait state bus cycles.
  - During this period the bus is free to support other transfers.

- Two-level cache:
  - Internal cache designated as level 1 (L1).
  - External cache designated as level 2 (L2).

- Potential savings due to the use of an L2 cache depends on the hit rates in both the L1 and L2 caches.

- The use of multilevel caches complicates all of the design issues related to caches, including size, replacement algorithm, and write policy.
Figure 4.17 Total Hit Ratio (L1 and L2) for 8 Kbyte and 16 Kbyte L1
Unified Versus Split Caches

- Has become common to split cache:
  - One dedicated to instructions
  - One dedicated to data
  - Both exist at the same level, typically as two L1 caches

- Advantages of unified cache:
  - Higher hit rate
    - Balances load of instruction and data fetches automatically
    - Only one cache needs to be designed and implemented

- Trend is toward split caches at the L1 and unified caches for higher levels

- Advantages of split cache:
  - Eliminates cache contention between instruction fetch/decode unit and execution unit
  - Important in pipelining
<table>
<thead>
<tr>
<th>Problem</th>
<th>Solution</th>
<th>Processor on which Feature First Appears</th>
</tr>
</thead>
<tbody>
<tr>
<td>External memory slower than the system bus.</td>
<td>Add external cache using faster memory technology.</td>
<td>386</td>
</tr>
<tr>
<td>Increased processor speed results in external bus becoming a bottleneck for cache access.</td>
<td>Move external cache on-chip, operating at the same speed as the processor.</td>
<td>486</td>
</tr>
<tr>
<td>Internal cache is rather small, due to limited space on chip</td>
<td>Add external L2 cache using faster technology than main memory</td>
<td>486</td>
</tr>
<tr>
<td>Contention occurs when both the Instruction Prefetcher and the Execution Unit simultaneously require access to the cache. In that case, the Prefetcher is stalled while the Execution Unit’s data access takes place.</td>
<td>Create separate data and instruction caches.</td>
<td>Pentium</td>
</tr>
<tr>
<td>Increased processor speed results in external bus becoming a bottleneck for L2 cache access.</td>
<td>Create separate back-side bus that runs at higher speed than the main (front-side) external bus. The BSB is dedicated to the L2 cache.</td>
<td>Pentium Pro</td>
</tr>
<tr>
<td>Some applications deal with massive databases and must have rapid access to large amounts of data. The on-chip caches are too small.</td>
<td>Move L2 cache on to the processor chip.</td>
<td>Pentium II</td>
</tr>
<tr>
<td></td>
<td>Add external L3 cache.</td>
<td>Pentium III</td>
</tr>
<tr>
<td></td>
<td>Move L3 cache on-chip.</td>
<td>Pentium 4</td>
</tr>
</tbody>
</table>

(Table 4.4 Intel Cache Evolution (Table is on page 150 in the textbook.)
Figure 4.18 Pentium 4 Block Diagram
Table 4.5  Pentium 4 Cache Operating Modes

<table>
<thead>
<tr>
<th>Control Bits</th>
<th>Operating Mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>CD</td>
<td>NW</td>
</tr>
<tr>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

Note: CD = 0; NW = 1 is an invalid combination.
Summary

Chapter 4

- Computer memory system overview
  - Characteristics of Memory Systems
  - Memory Hierarchy
- Cache memory principles
- Pentium 4 cache organization

Elements of cache design
- Cache addresses
- Cache size
- Mapping function
- Replacement algorithms
- Write policy
- Line size
- Number of caches