

# Memory & Caches II

CSE 351 Winter 2024

## Instructor:

Justin Hsia

## Teaching Assistants:

Adithi Raghavan

Aman Mohammed

Connie Chen

Eyoel Gebre

Jiawei Huang

Malak Zaki

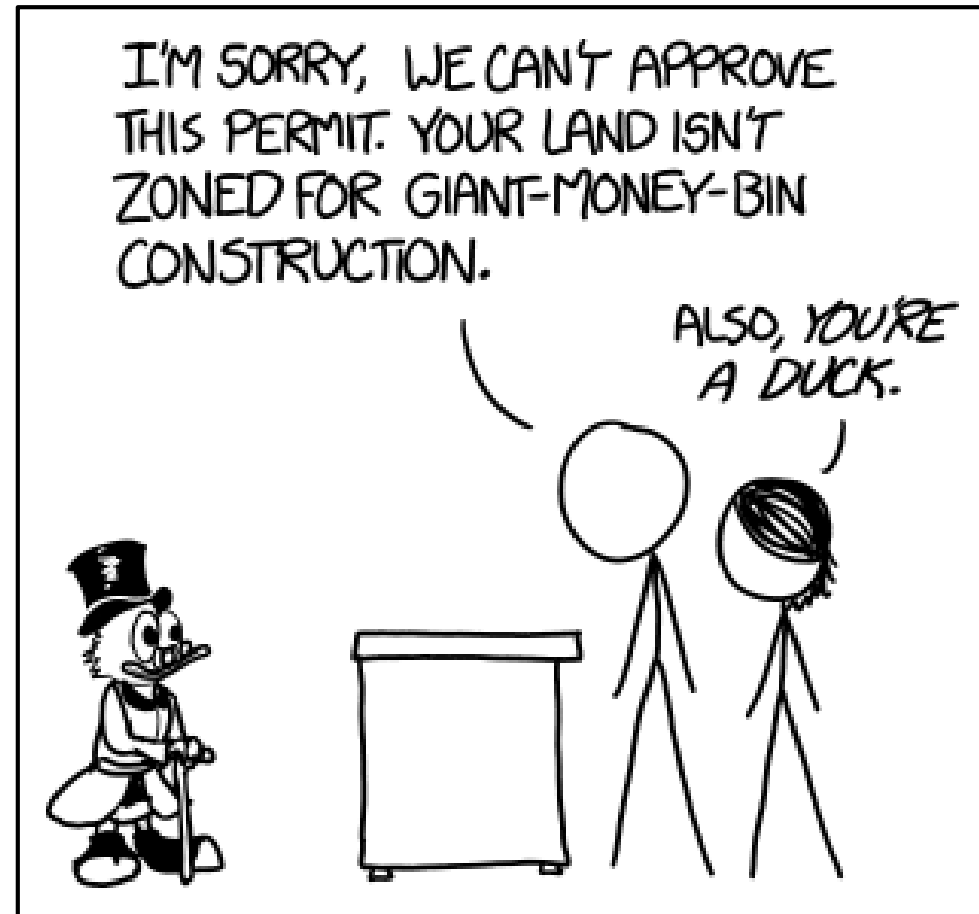
Naama Amiel

Nathan Khuat

Nikolas McNamee

Pedro Amarante

Will Robertson



<https://what-if.xkcd.com/111/>

# Relevant Course Information

- ❖ HW14 due tonight, HW15 due Wednesday, HW16 due Friday
- ❖ Lab 3 due Friday (2/16), late deadline is Monday (2/19)
  - President's Day: no lecture, but some support hours (see Ed)
- ❖ Midterm grades will be released when we can
  - Regrade requests will be available afterward

# Mid-Quarter Survey Summary

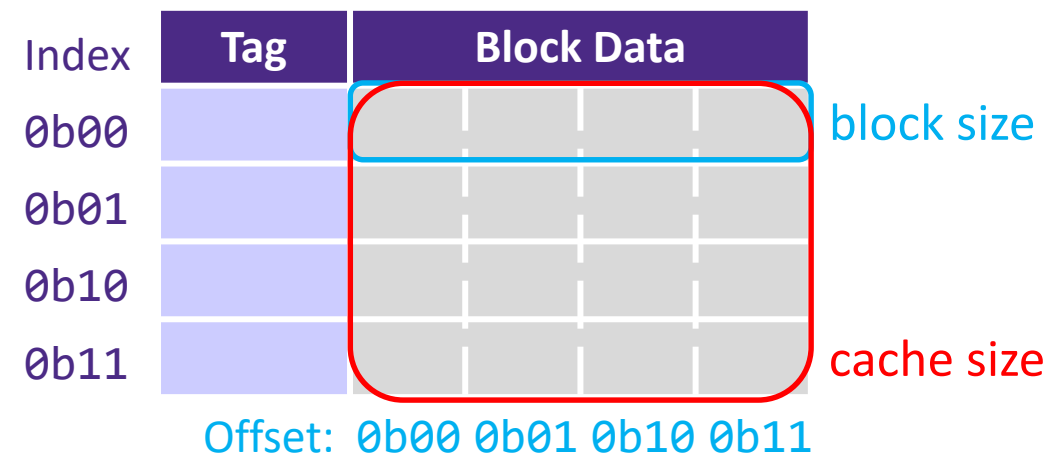
- ❖ Lessons:
  - There's a lot of content... some lessons (videos) are too long
  - Wish there were more practice problems and worked examples
  - Would like if the slides used in the videos were posted (will do)
  - Organization of Ed Lessons could be improved (FYI, website schedule by due dates)
- ❖ Lecture:
  - Would like a different balance of content review & work time (but no agreement)
  - Would like more practice problems and worked examples
- ❖ Section: want more practice problems (?)
- ❖ Support hours: want more total, more later in day, more on Zoom

A detailed, colorful micrograph of a microchip die, showing a complex grid of circuitry and various colored regions. The text 'Caches II' is overlaid on the left side of the image.

# Caches II

# Lesson Summary (1/2)

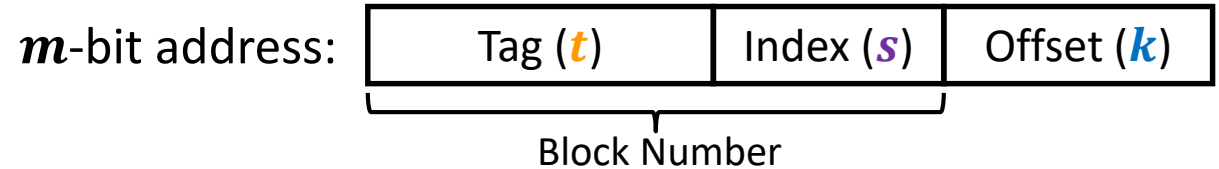
- ❖ Cache parameters define the cache geometry:
  - **Block size** is number of bytes per block
  - **Cache size** is number of bytes (or blocks) of data the cache can hold
- ❖ Finding a byte in the cache:
  - **Offset** refer to which byte in block
  - **Index** refers to which block in cache
- ❖ Example:
  - $K = 4 \text{ B}$ ,  $C = 16 \text{ B} = 4 \text{ blocks}$



# Lesson Summary (2/2)

- ❖ **Direct-mapped cache:** each block in cache is assigned a unique index
  - Uses hash function of (block number) mod (# of cache indices)
    - Deterministic placement of each block, with many blocks mapping into the same index
    - Tag bits stored in cache and used to distinguish between blocks that map to same index

- ❖ Accessing the cache:  
(TIO address breakdown)



- 1) **Index** field tells you where to look in cache (width  $s = \log_2 S$ )
- 2) **Tag** field lets you check that data is the block you want (width  $t = m - s - k$ )
- 3) **Offset** field selects specified start byte within block (width  $k = \log_2 K$ )

# Lesson Q&A

- ❖ Learning Objectives:
  - Determine how memory addresses and data interact with the cache (*i.e.*, cache lookups, data movement).
  - Analyze how changes to cache parameters [and policies] affect performance metrics such as AMAT.
  
- ❖ What lingering questions do you have from the lesson?
  - Chat with your neighbors about the lesson for a few minutes to come up with questions



A detailed, colorful micrograph of a microchip die, showing a complex grid of circuitry and various colored regions. The text "Caches II – Practice" is overlaid in white with a drop shadow.

# Caches II – Practice



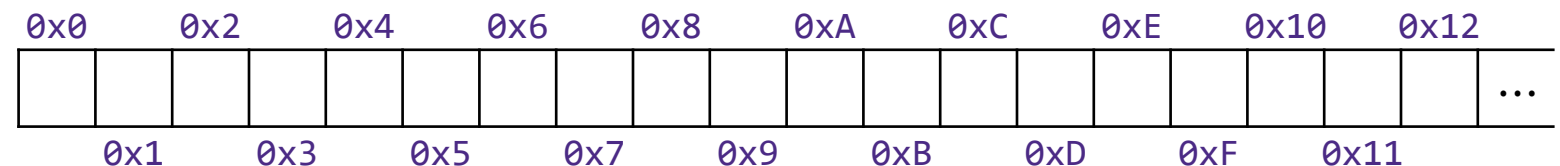
# Polling Questions (1/2)

- ❖ We have a direct-mapped cache with the following parameters:
  - Block size of 8 bytes
  - Cache size of 4 KiB
- ❖ How many blocks can the cache hold?
- ❖ How many bits wide is the block offset field?
- ❖ Which of the following addresses would fall under block number 3?  
A. 0x3      B. 0x1F      C. 0x30      D. 0x38

## Polling Questions (2/2)

- ❖ Based on the following behavior, which of the following block sizes is NOT possible for our cache?
  - Cache starts *empty*, also known as a *cold cache*
  - Access (addr: hit/miss) stream:
    - (0xE: miss), (0xF: hit), (0x10: miss)

- A. 4 bytes
- B. 8 bytes
- C. 16 bytes
- D. 32 bytes



# Homework Setup (1/2)

```
struct WolfPos {  
    float x;  
    float y;  
    float z;  
    int id;  
};  
struct WolfPos grid[16][16];
```

- Assume `&grid = 0`

- ❖ What are the addresses of the following pieces of data?
  - `&(grid[0][0].id) =`
  - `&(grid[1][0].y) =`
  - `&(grid[3][4].x) =`

## Homework Setup (2/2)

```
struct WolfPos {  
    float x;  
    float y;  
    float z;  
    int id;  
};  
struct WolfPos grid[16][16];
```

- Assume `&grid = 0`

- ❖ Cold direct-mapped cache with  $C = 1024$  B and  $K = 16$  B
  - What happens if we access `grid[0][0].x` and then `grid[4][0].x`?

# Group Work Time

- ❖ During this time, you are encouraged to work on the following:
  - 1) If desired, continue your discussion
  - 2) Work on the homework problems
  - 3) Work on the lab (if applicable)
  
- ❖ Resources:
  - You can revisit the lesson material
  - Work together in groups and help each other out
  - Course staff will circle around to provide support