ADVANCED ARCHITECTURE

INTENSIVE COMPUTATION

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Lecture 1-2

OVERVIEW OF COMPUTER ARCHITECTURE AND ORGANIZATION

- On these slides you will find a summary of the conventional computer architecture and organization: **Von Neumann architecture**

- http://WilliamStallings.com/COA/COA7e.html

Architecture & Organization

In describing computers, a distinction is often made:

- **Architecture -** attributes visible to the programmer
  - Instruction set, number of bits used for data representation, I/O mechanisms, addressing techniques
  - e.g. Is there a multiply **instruction**?
- **Organization -** operational units and their interconnections that realize the architectural specifications
  - Control signals, interfaces, memory technology
  - e.g. Is there a **hardware** multiply unit or is it done by repeated addition?

Structure and Function

- A **computer** is a complex system containing millions of elementary electronic components

- The key to describe a computer is to recognize its hierarchical nature, as for most complex systems:
  - At each level, the system consists of a **set of components**
  - The **interrelationships** between components
  - The **behavior at each level** depends only on a simplified, abstracted characterization of the system at the next lower level

Structure and Function

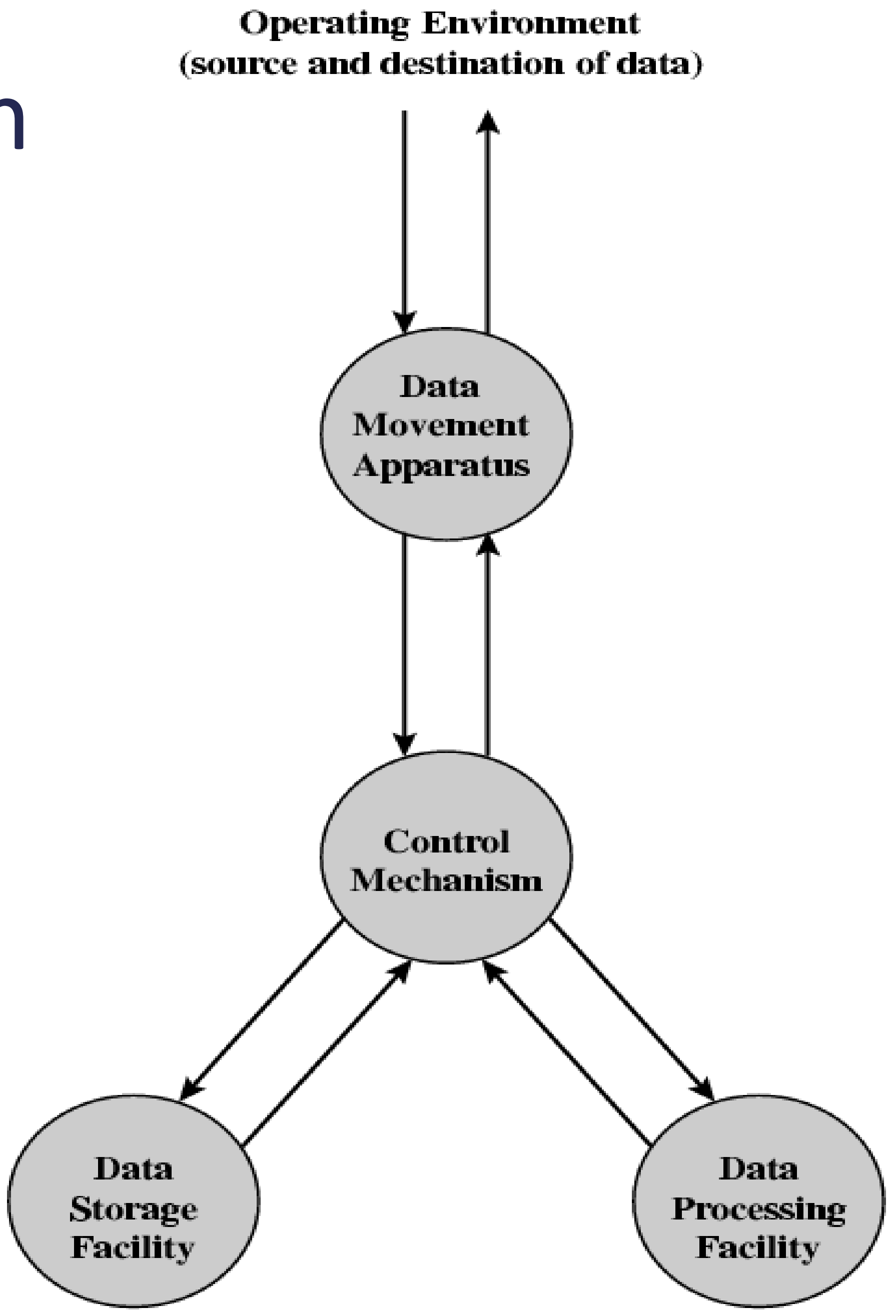
- At each level, we are concerned with:
  - **Structure** - the way in which components relate to each other
  - **Function** - the operation of individual components as part of the structure

- The **basic functions** that a computer can perform are:
  - *Data processing*
  - *Data storage*
  - *Data movement*
  - *Control*

Structure and Function

The computer must be able:

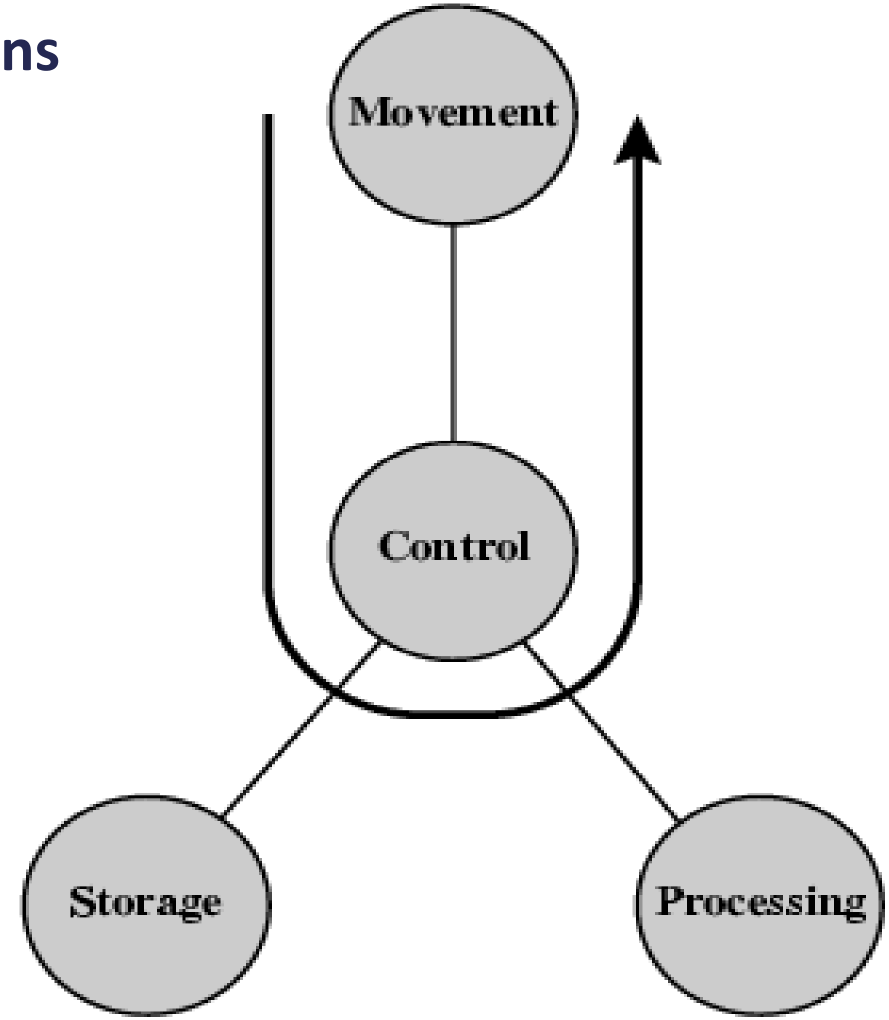
- To **process data**, that may take a wide variety of forms
- To **store data** - temporarily store at least those pieces of data that are being worked on at any given moment
- To **move data** between itself and the outside world
- To **control** these three functions



Operations - Data movement

Four possible types of operations

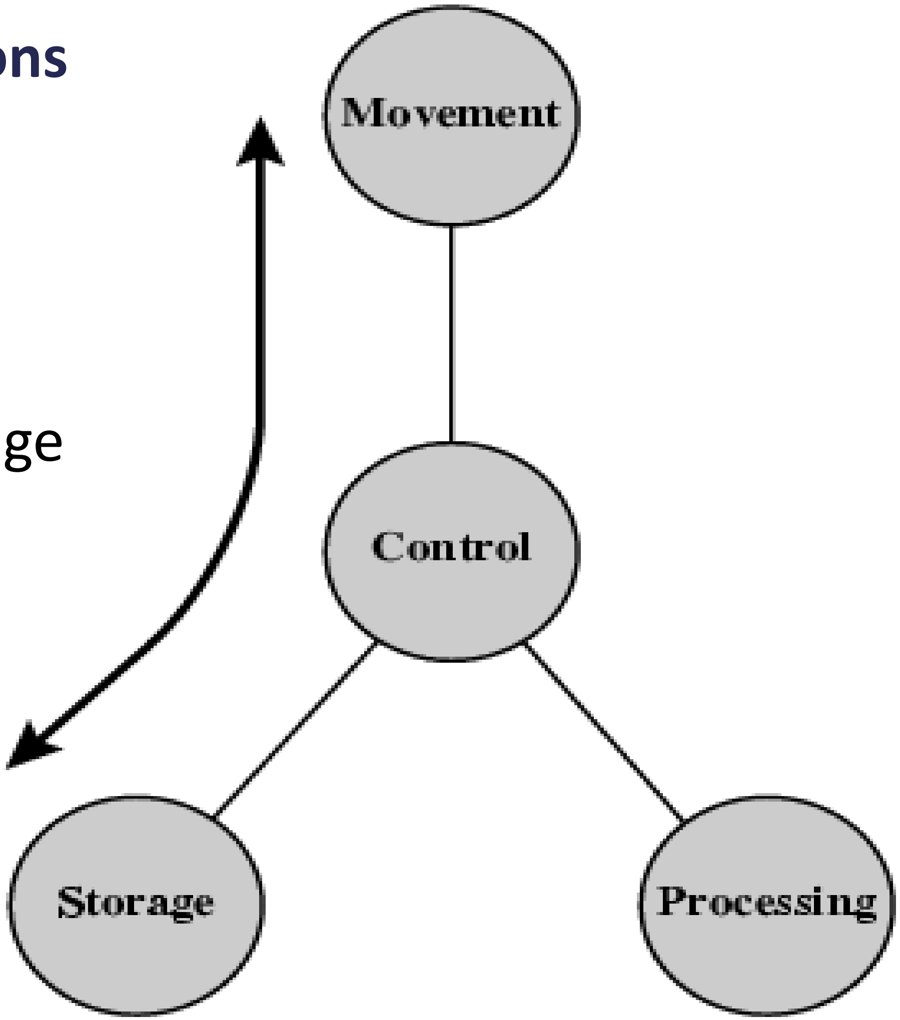
The *computer* can function as a data movement device, simply transferring data from one peripheral or communications line to another



Operations - Storage

Four possible types of operations

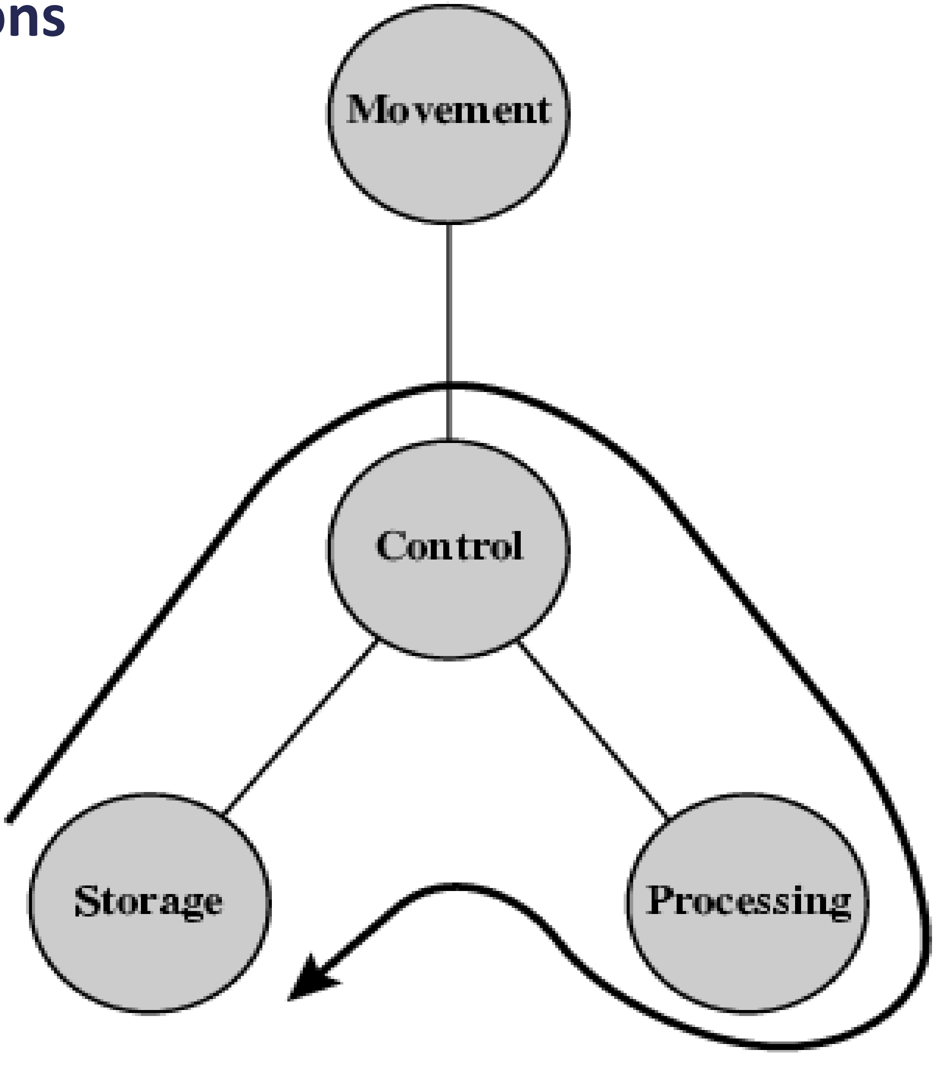
The *computer* can function as a data storage device, with data transferred from the external environment to computer storage (*read*) and vice versa (*write*)



Operation - Processing from/to storage

Four possible types of operations

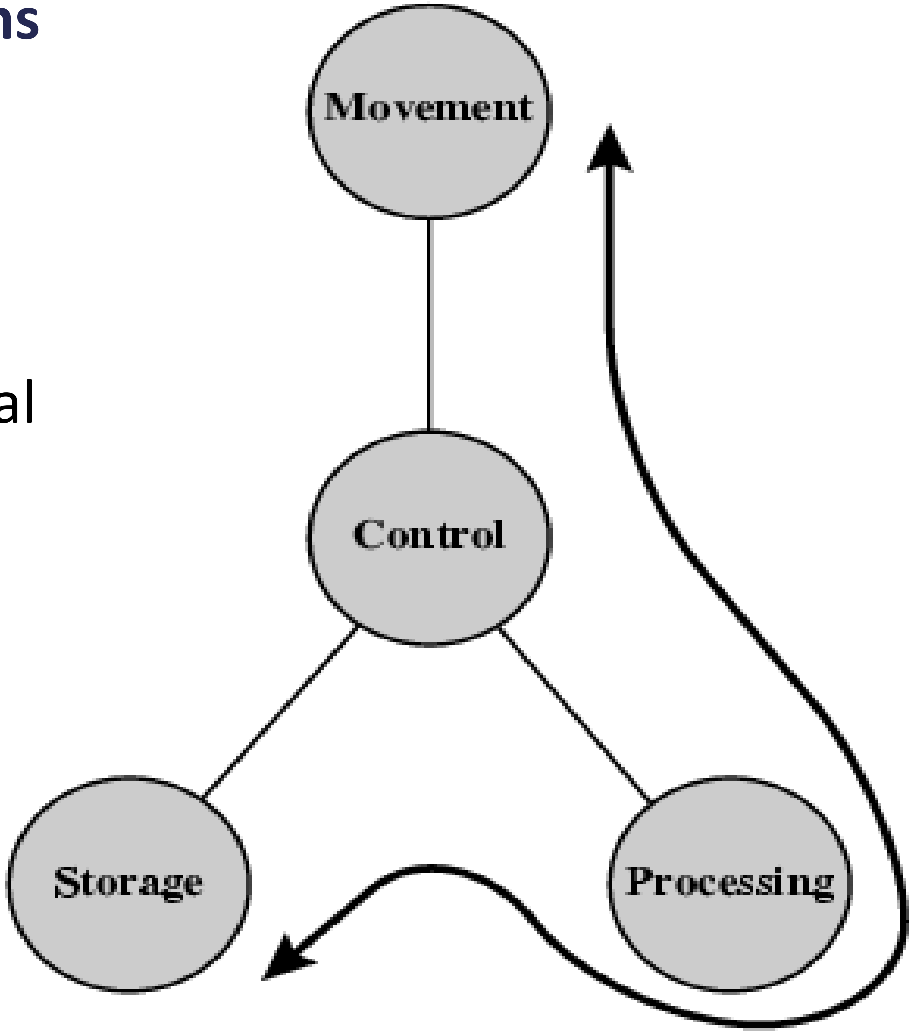
The *computer* can execute operations involving data processing, on *data in storage*



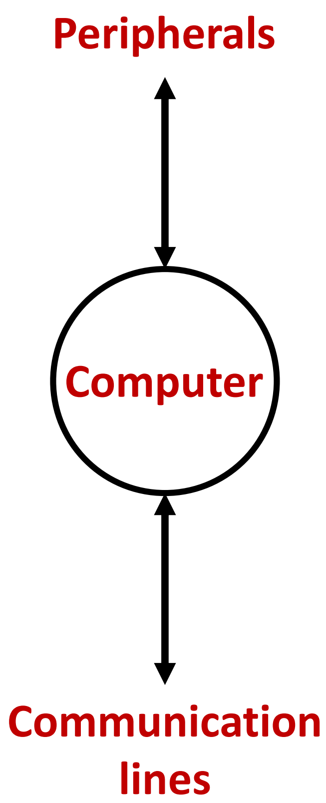
Operation - Processing from storage to I/O

Four possible types of operations

The *computer* can execute operations involving data processing, on *data en route* between storage and the external environment



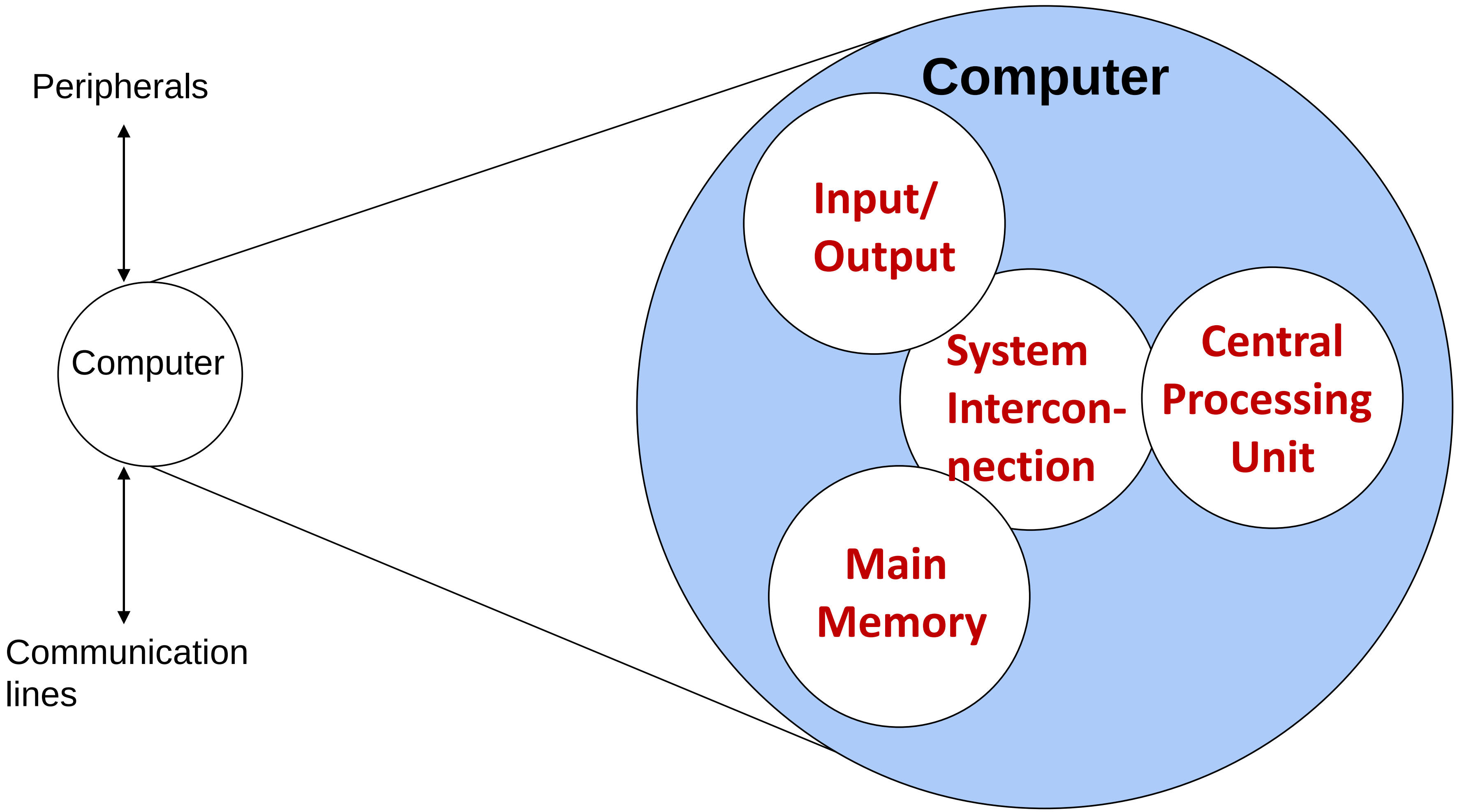
Structure - Top Level



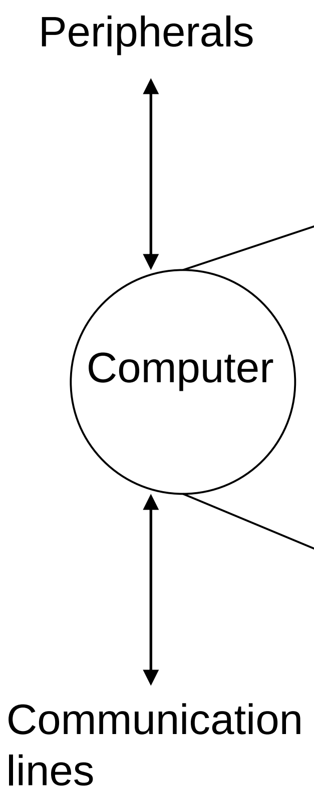
The internal structure of the computer consists of four main structural components:

- **Central processing unit** (CPU): Controls the operation of the computer and performs its data processing functions (processor)
- **Main memory**: Stores data
- **I/O devices**: Moves data between the computer and its external environment
- **System interconnection**: Some mechanism that provides for communication among CPU, main memory, and I/O (for example a system bus)

Structure - Top Level

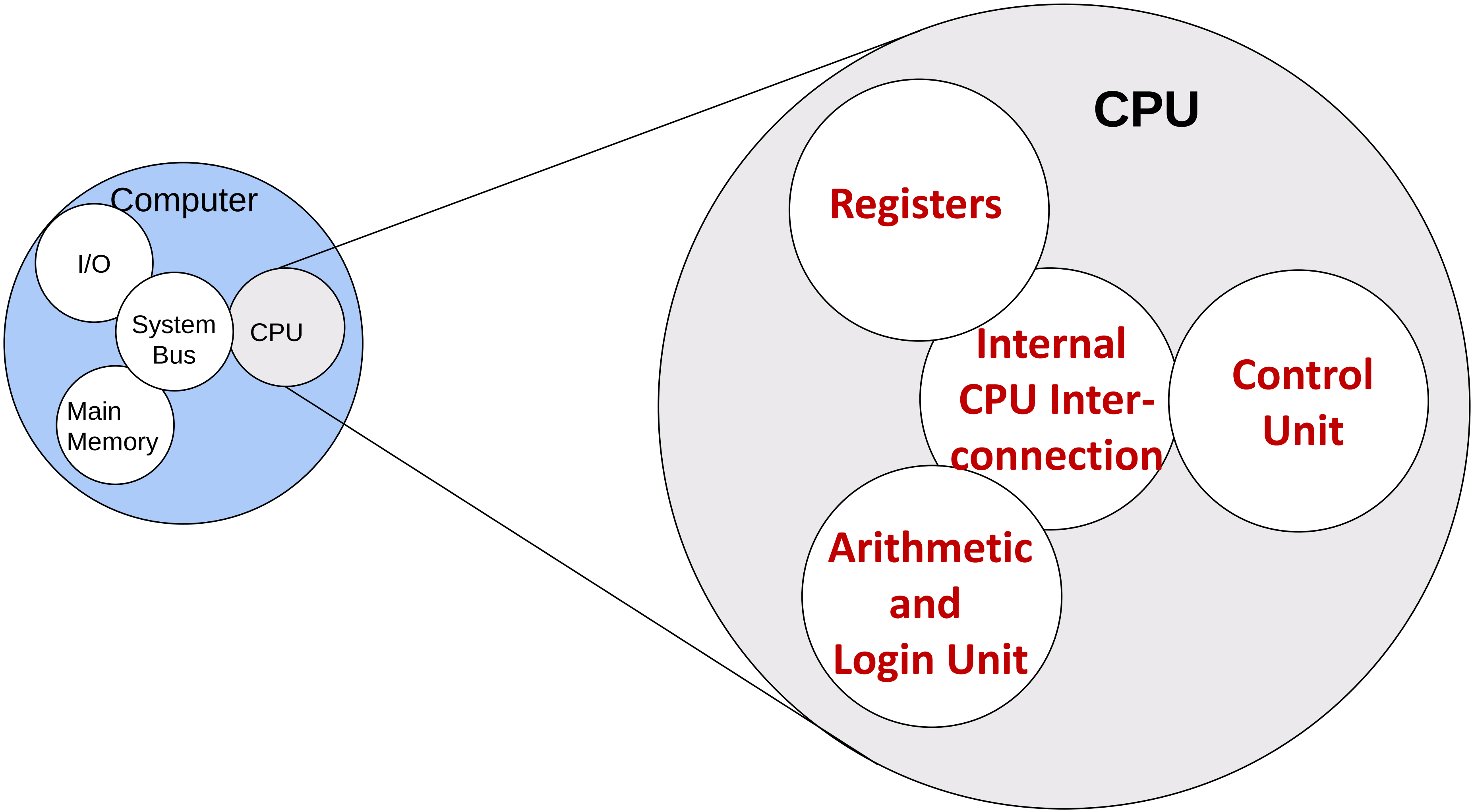


Structure - Top Level



- The **Central Processing Unit** is constituted by:
  - Control Unit
  - Arithmetic and Logic Unit
- Data and instructions get into the system and results out
  - **Input/output**
- Temporary storage of code and results is needed
  - **Main memory**

Structure - The CPU

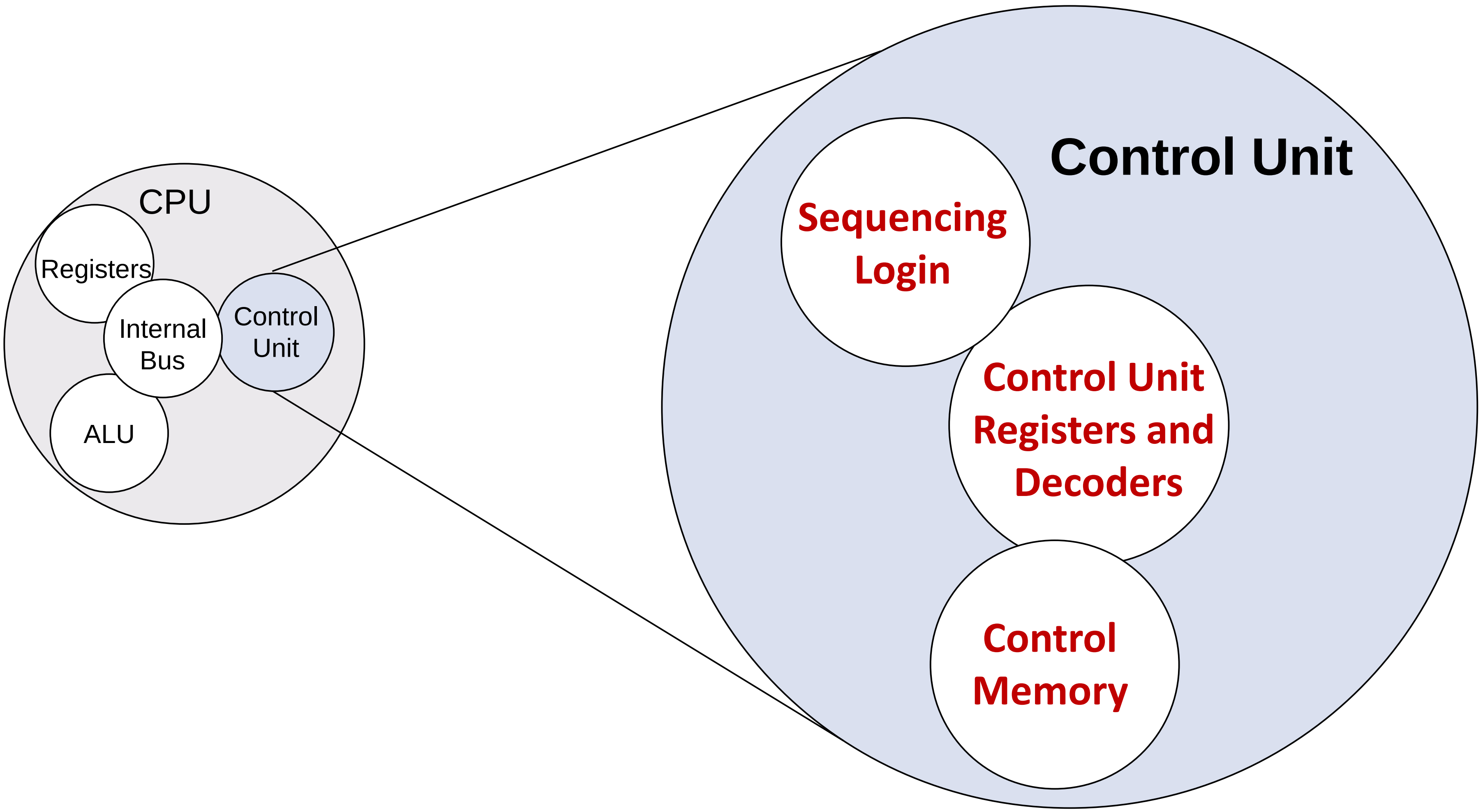


Components

Basic element of a Central Processing Unit (processor)

- Control Unit
- ALU Arithmetic and Logic Unit
- Registers
- Internal data paths
- External data paths

Structure - The Control Unit



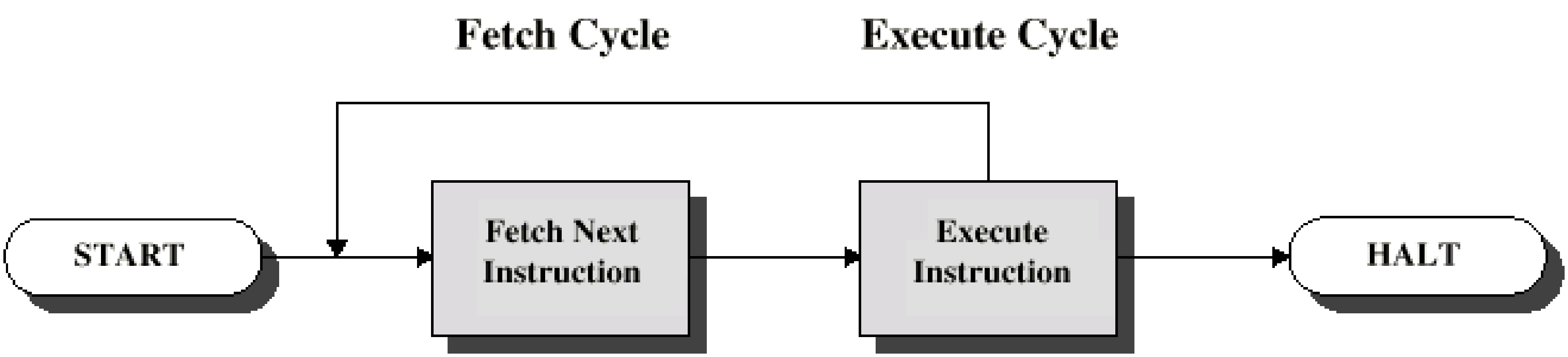
Observations

- Traditionally, the computer has been viewed as a **sequential** machine
- Most **computer programming languages** require the programmer to specify algorithms as ***sequences*** of instructions
- **Processors** execute **programs** by executing machine instructions in a ***sequence*** and one at a time
- Each **instruction** is executed in a ***sequence*** of operations (fetch instruction, fetch operands, perform operation, store results)
- *This view of the computer has never been entirely true*

INSTRUCTION EXECUTION

Instruction Cycle

- The processing required for a single instruction is called an ***instruction cycle***
- The instruction cycle can be illustrated using a simplified two-step description
- The two steps are referred to as the ***fetch cycle*** and the ***execute cycle***



Fetch Cycle

- **Program Counter** (PC) holds address of next instruction to fetch
- Processor fetches instruction from memory location pointed to by PC
- Increment PC
  - Unless told otherwise
- Instruction loaded into **Instruction Register** (IR)
- Processor interprets instruction and performs required actions

Execute Cycle

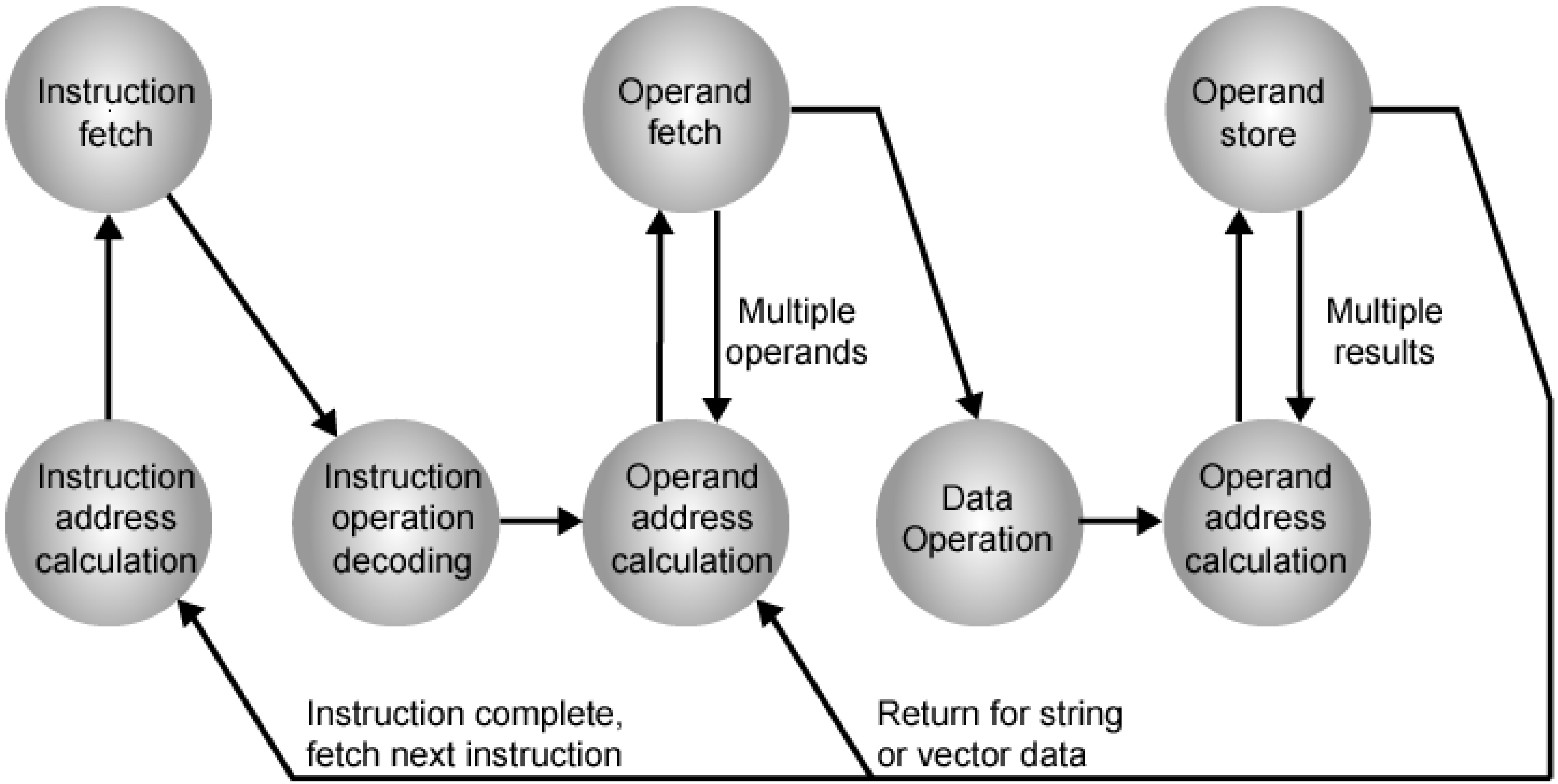
- Processor-memory
  - data transfer between CPU and main memory
- Processor I/O
  - Data transfer between CPU and I/O module
- Data processing
  - Some arithmetic or logical operation on data
- Control
  - Alteration of sequence of operations
  - e.g. jump
- Combination of above

Instruction Execution

The requirements placed on the processor (that is the things that it must do):

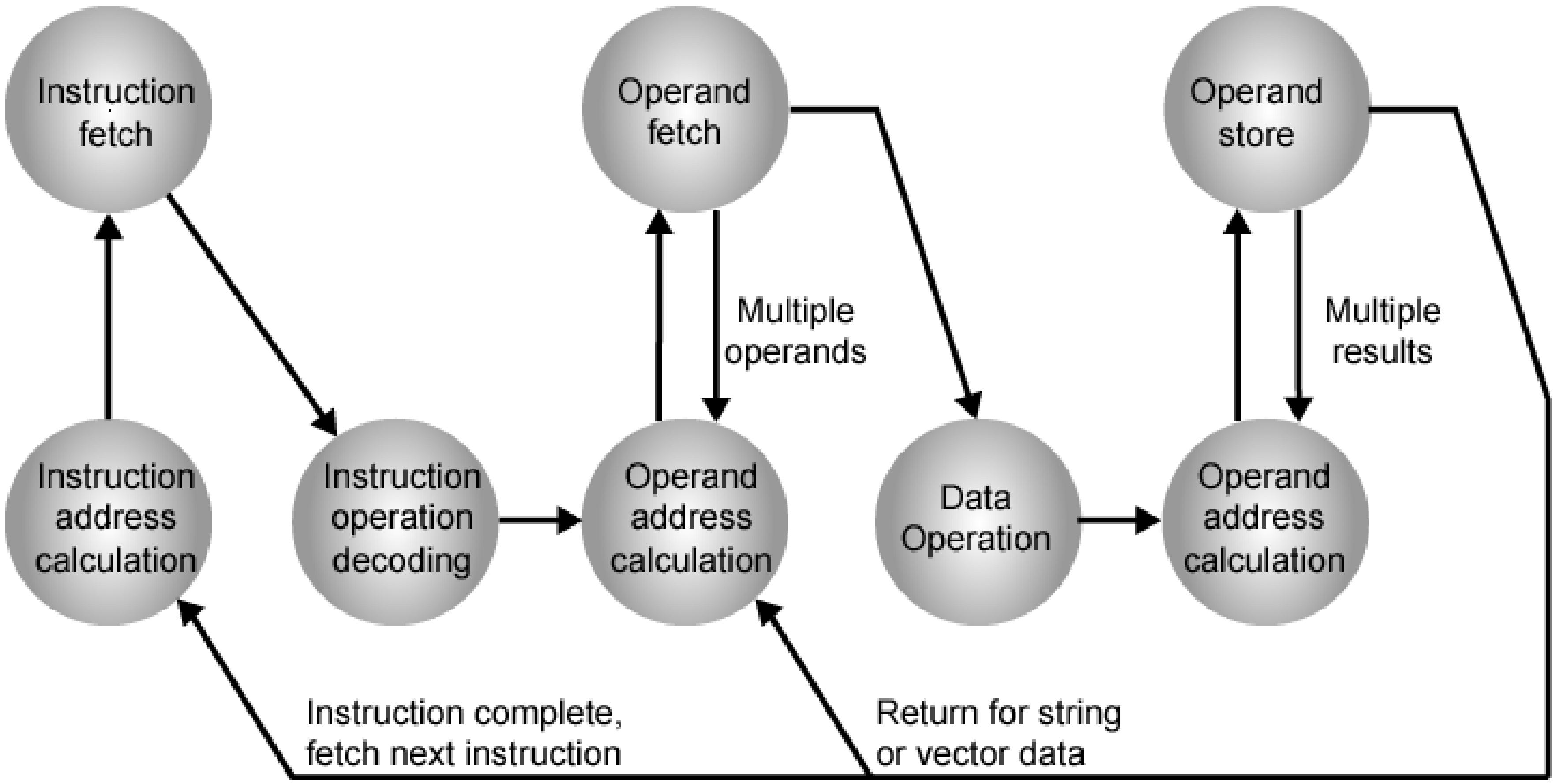
- **Fetch instruction**: The processor reads an instruction from memory (register, cache, main memory)
- **Interpret instruction**: The instruction is decoded to determine what action is required
- **Fetch data**: The execution of an instruction may require reading data from memory or an I/O module
- **Process data**: The execution of an instruction may require performing some arithmetic or logical operation on data.
- **Write data**: The results of an execution may require writing data to memory or an I/O module

Instruction Cycle State Diagram



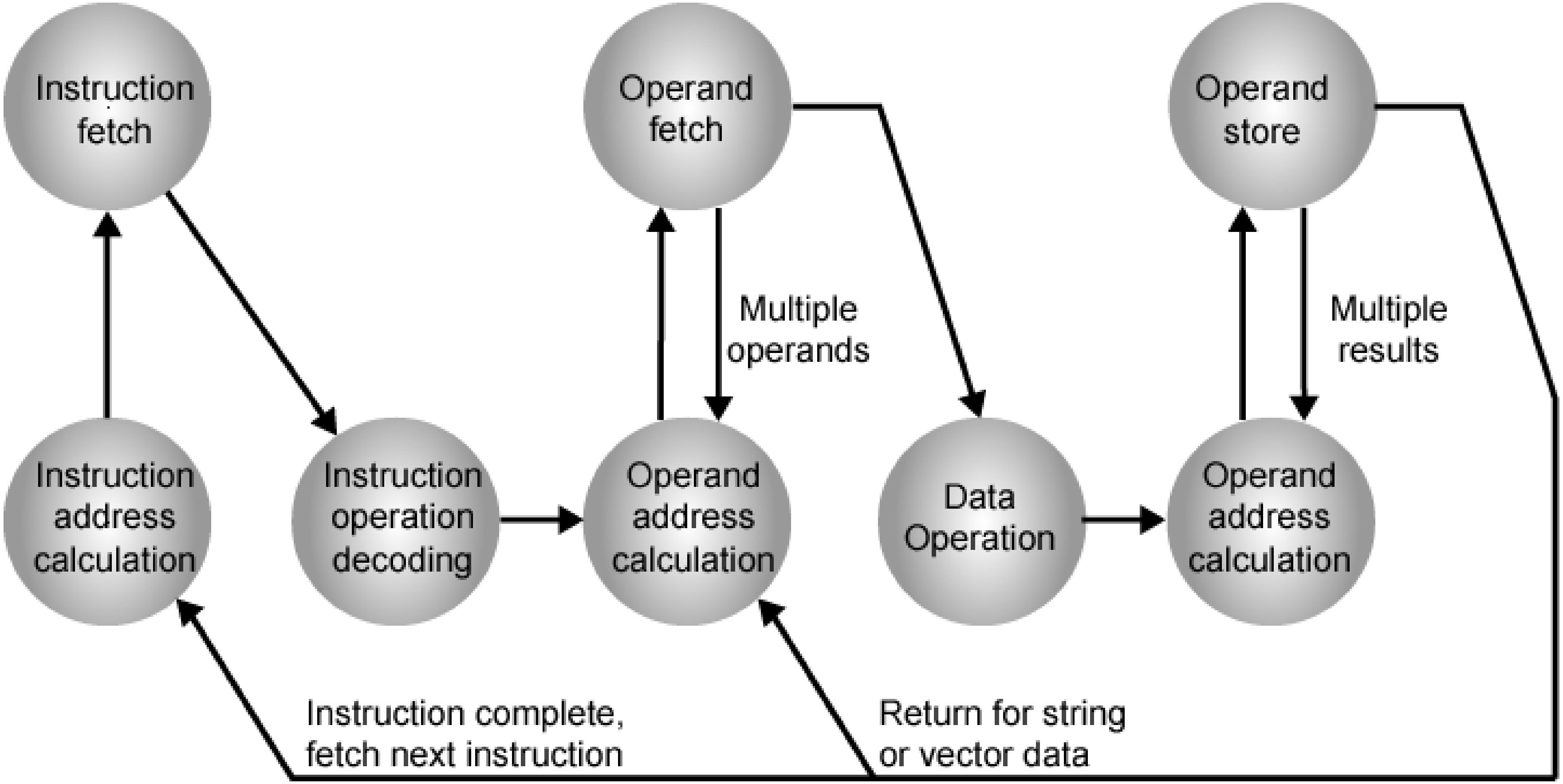
Instruction address calculation (iac): Determine the address of the next instruction to be executed (usually, adding a fixed number to the address of the previous instr.)

Instruction Cycle State Diagram



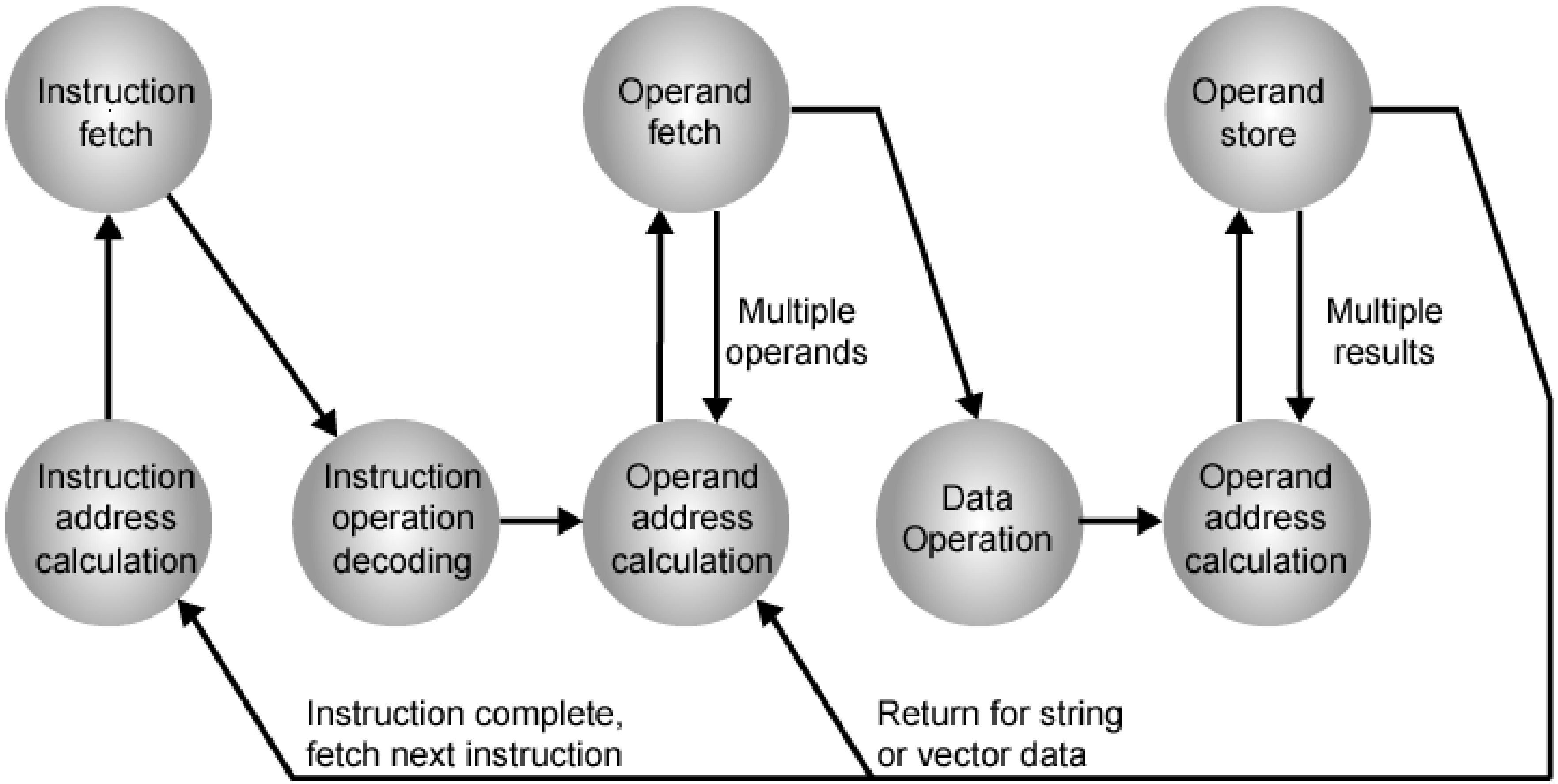
Instruction fetch (if): Read instruction from its memory location into the processor

Instruction Cycle State Diagram



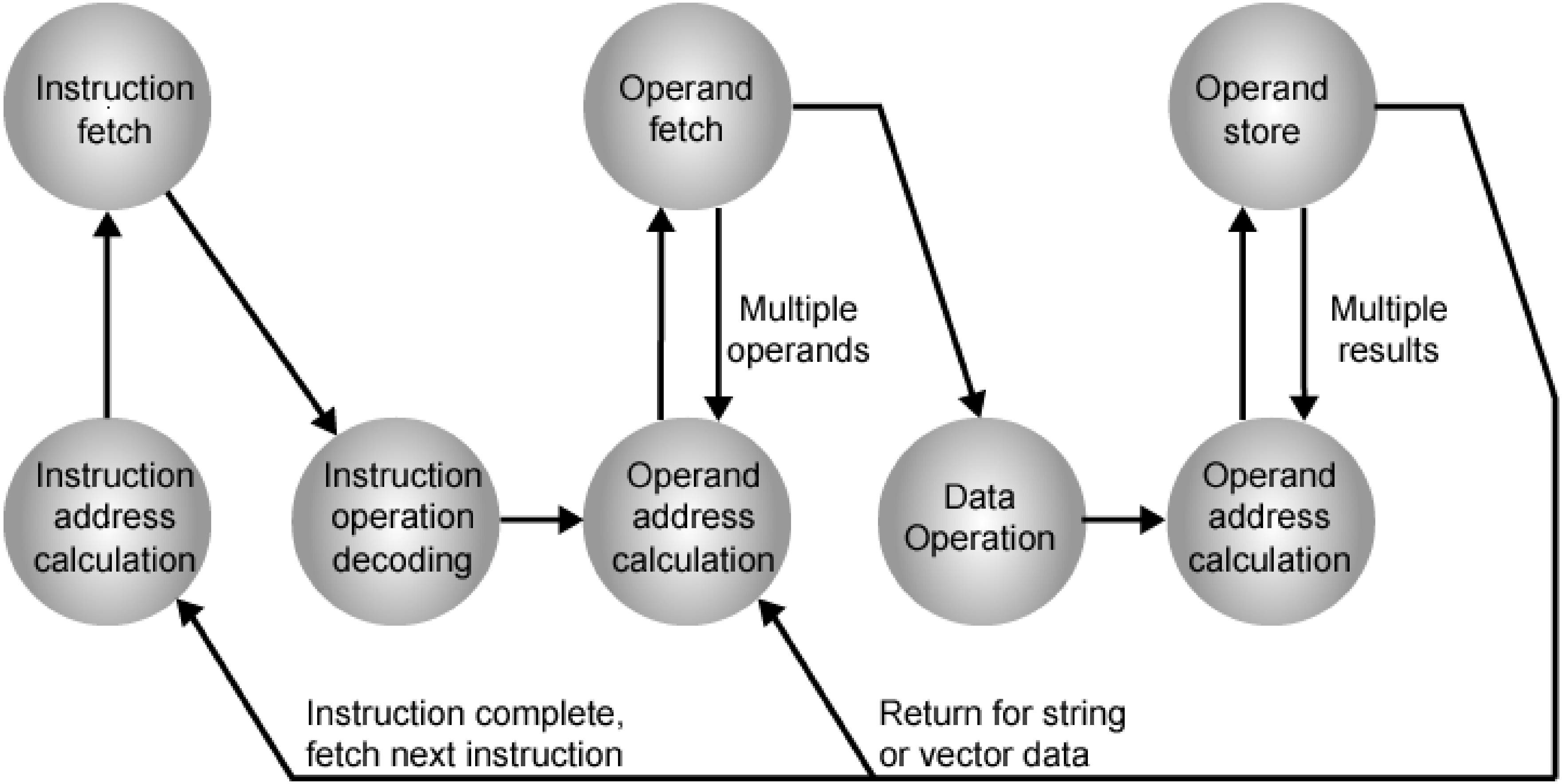
Instruction operation decoding (iod): Analyze instruction to determine type of operation to be performed and operand(s) to be used

Instruction Cycle State Diagram



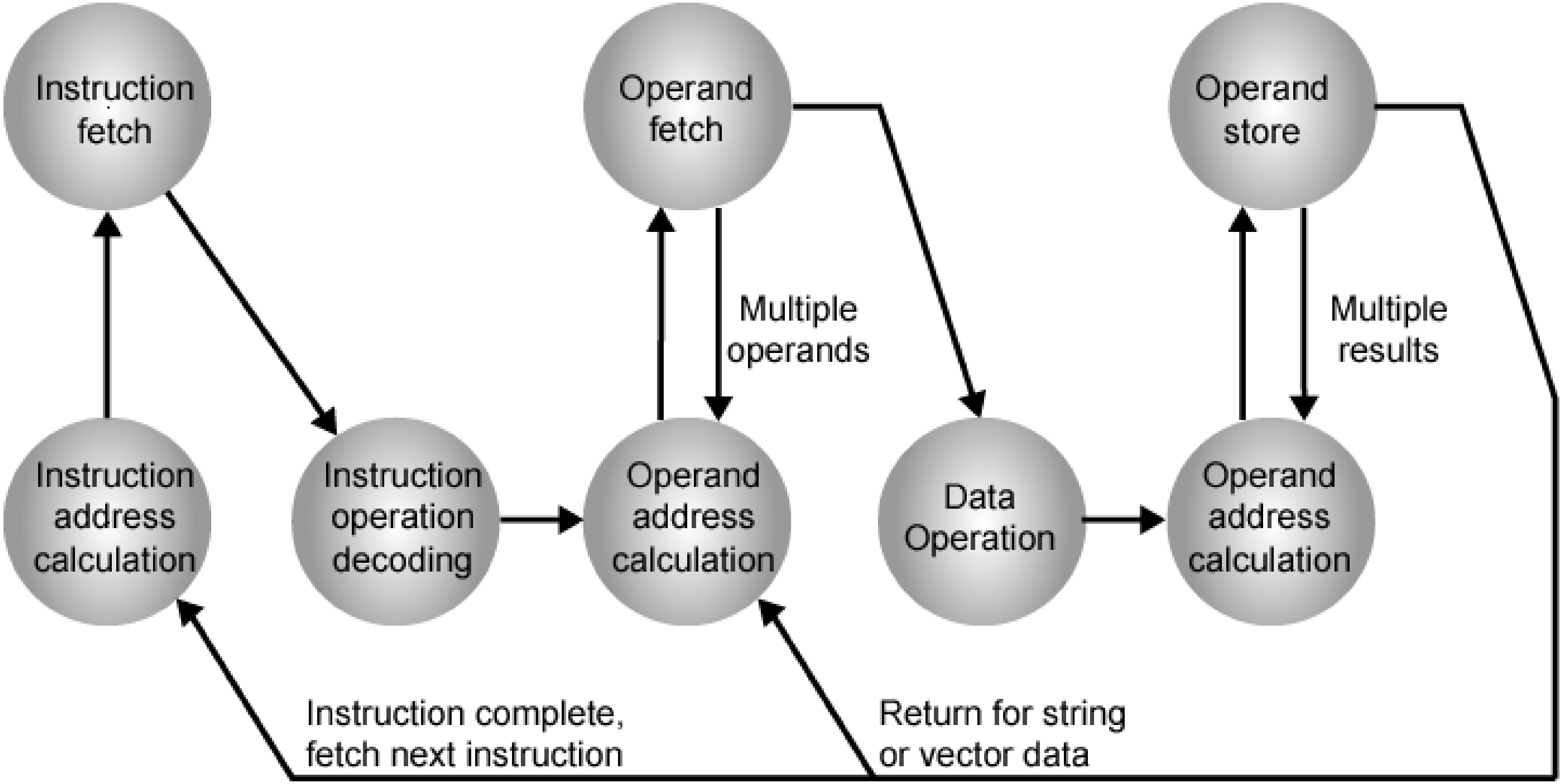
Operand address calculation (oac): If the operation involves reference to an operand in memory or available via I/O, then determine the address of the operand

Instruction Cycle State Diagram



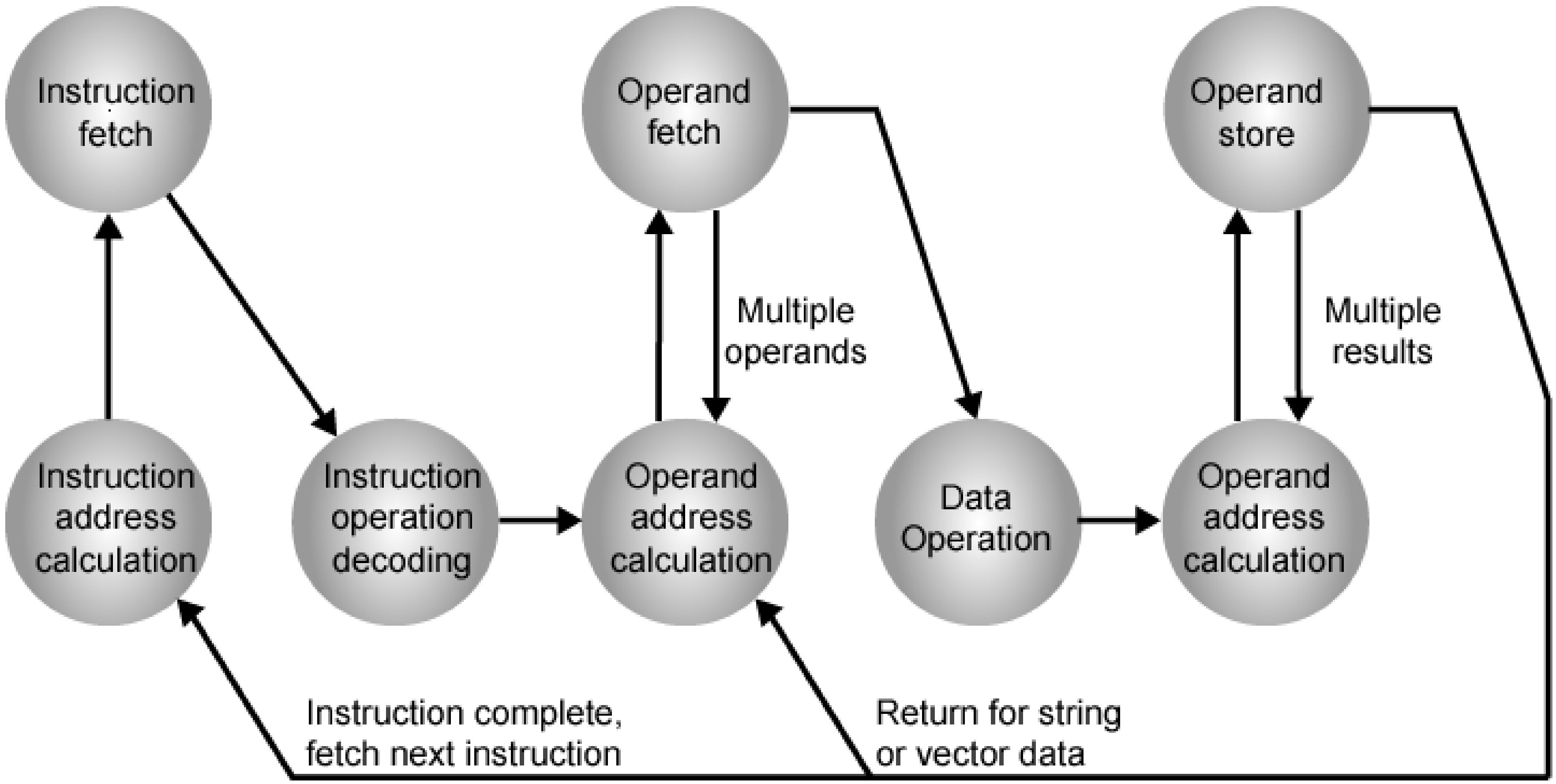
Operand fetch (of): Fetch the operand from memory or read it in from I/O

Instruction Cycle State Diagram



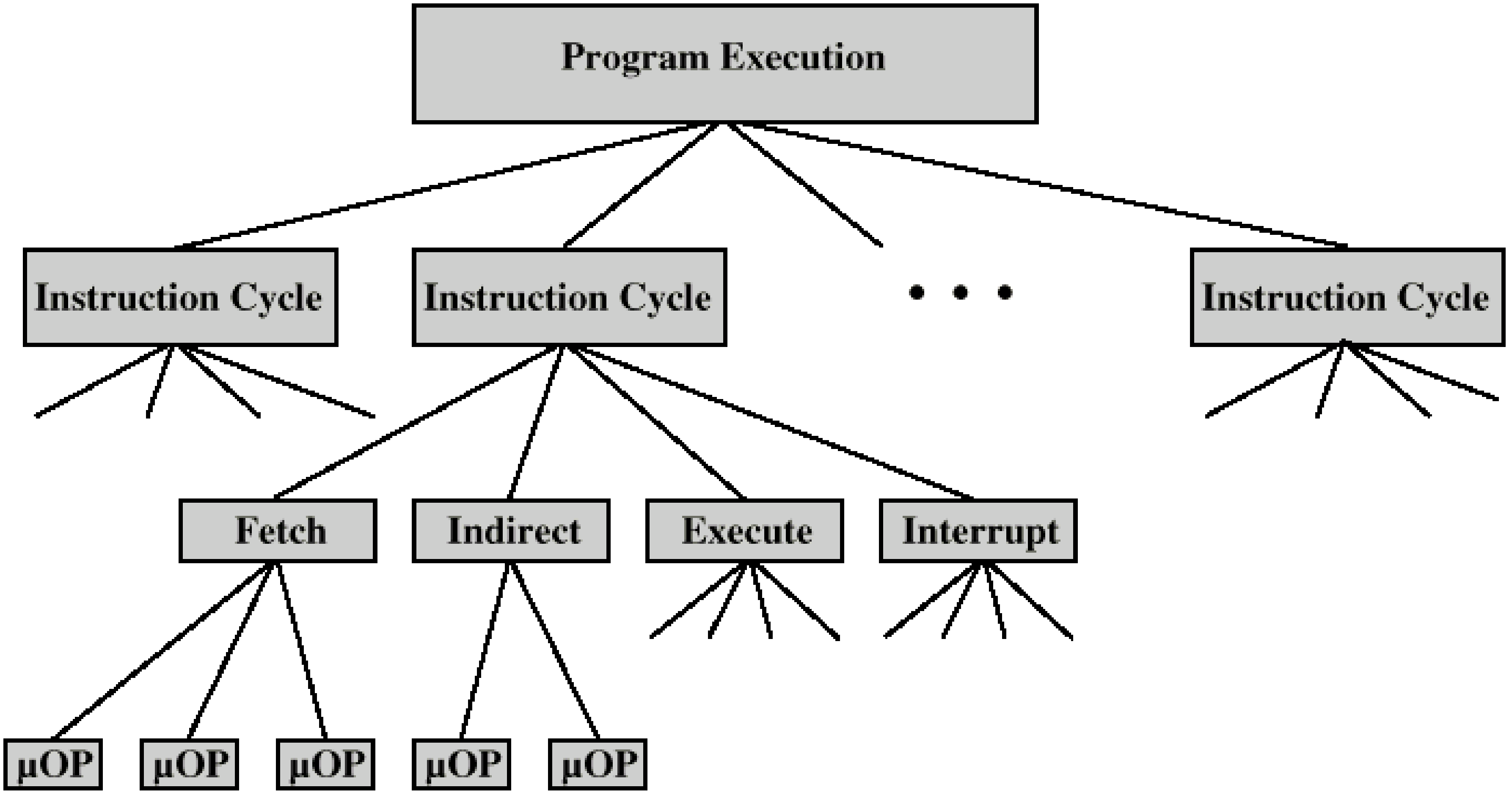
Data operation (do): Perform the operation indicated in the instruction

Instruction Cycle State Diagram



Operand store (os): Write the result into memory or out to I/O

Constituent Elements of Program Execution



The instruction cycle is decomposed into sequence of elementary *micro-operations*

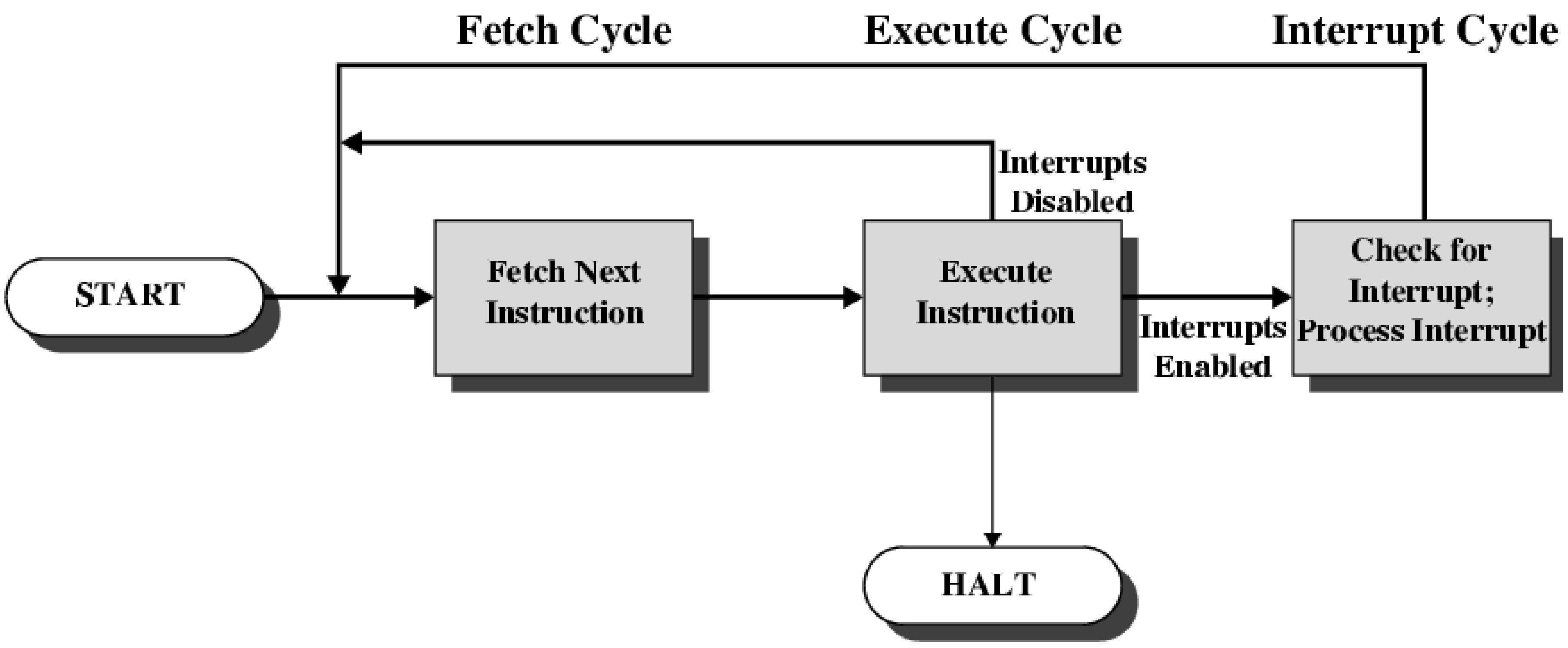
Interrupts

- **Interrupt** is the mechanism by which ***other modules may interrupt normal sequence of processing***
- Program
  - e.g. overflow, division by zero
- Timer
  - Generated by internal processor timer
  - Used in pre-emptive multi-tasking
- I/O
  - from I/O controller
- Hardware failure
  - e.g. memory parity error

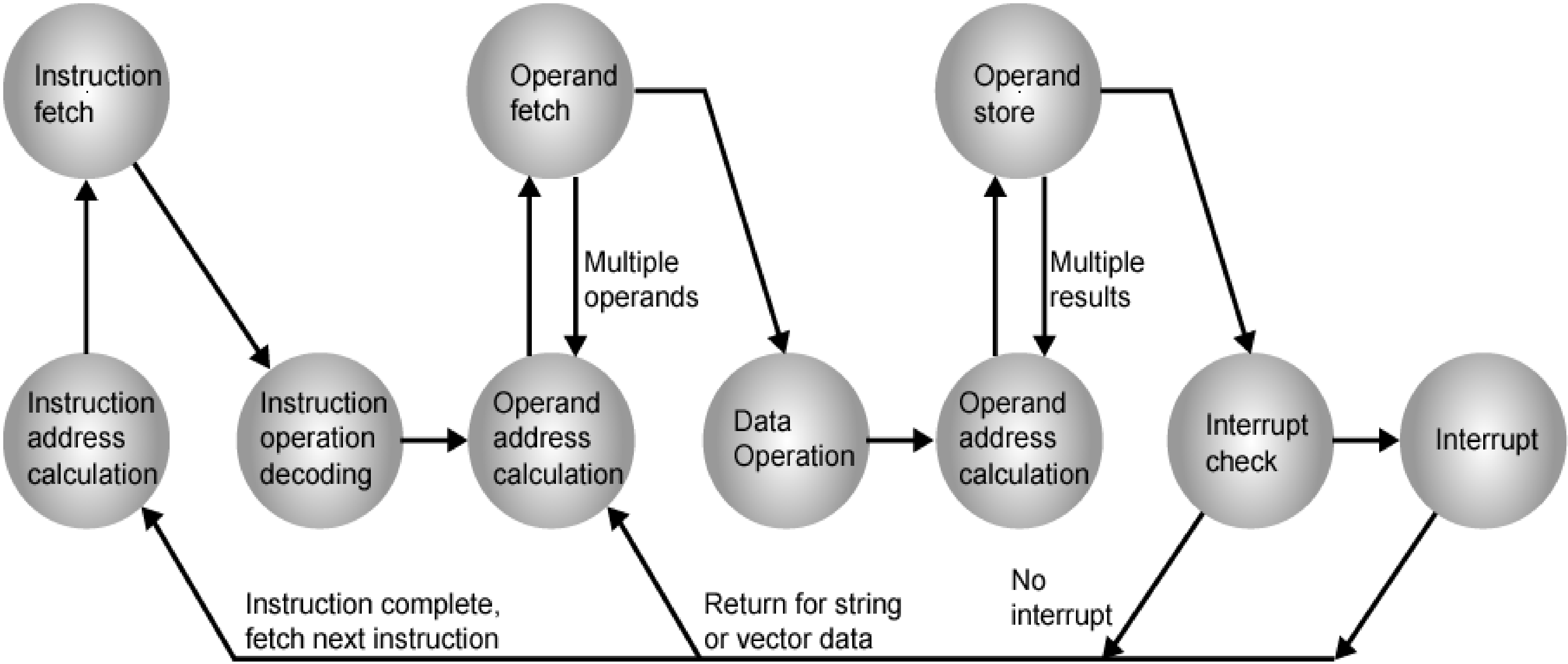
Interrupt Cycle

- **Added to instruction cycle**
- Processor checks for interrupt
  - Indicated by an interrupt signal
- If no interrupt, fetch next instruction
- If interrupt pending:
  - Suspend execution of current program
  - Save context
  - Set PC to start address of interrupt handler routine
  - Process interrupt
  - Restore context and continue interrupted program

Instruction Cycle with Interrupts



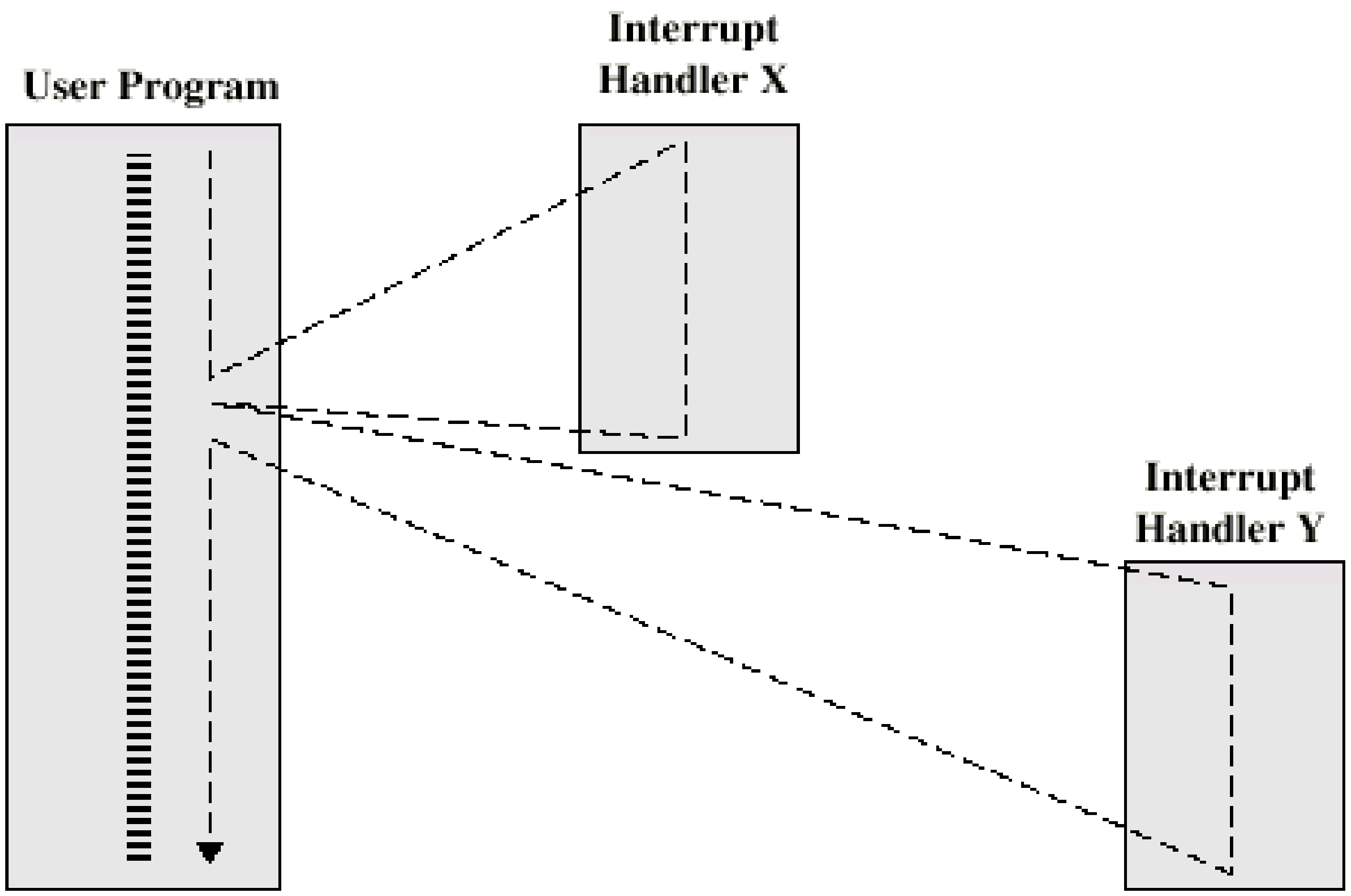
Instruction Cycle with Interrupts - State Diagram



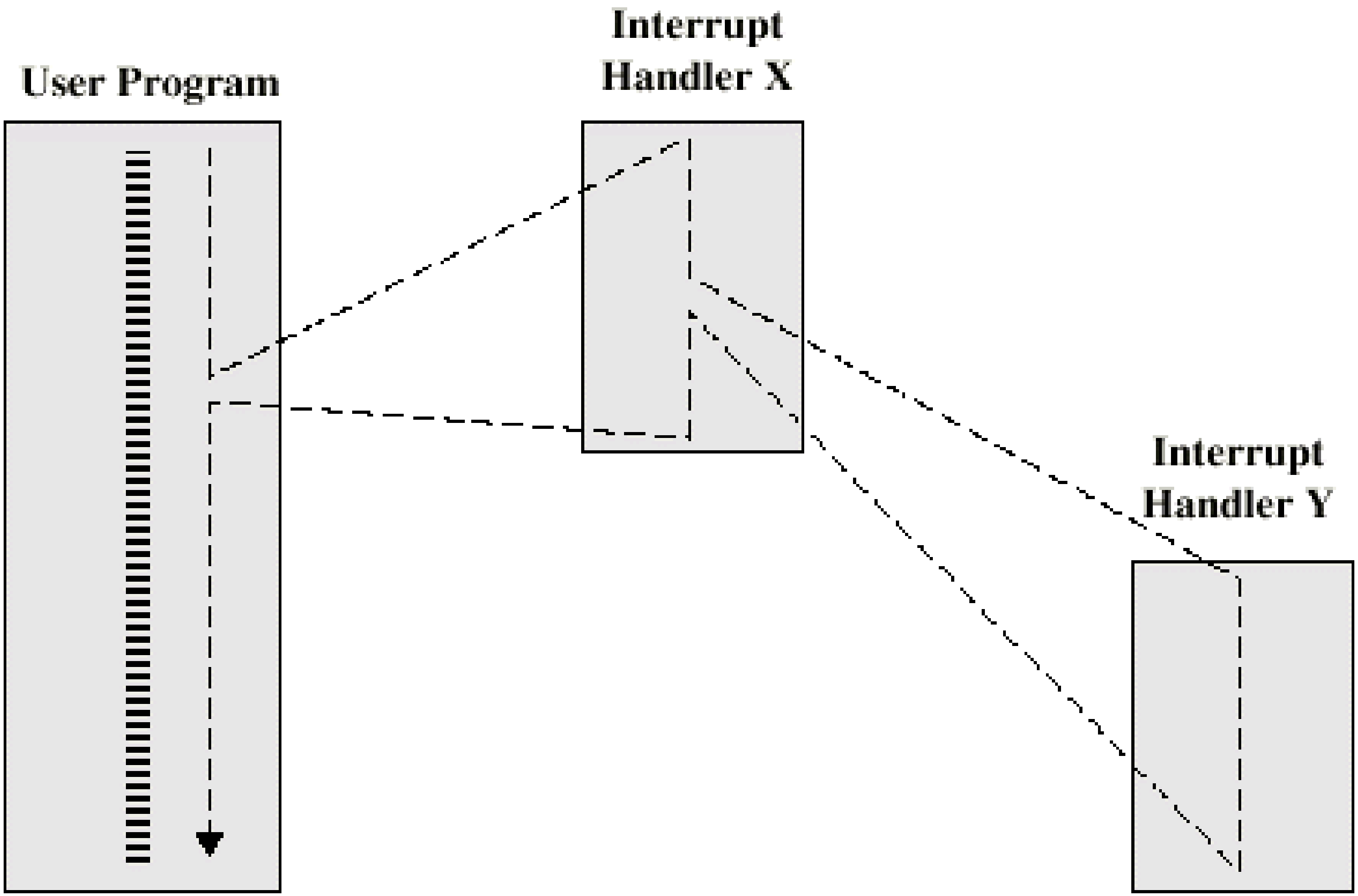
Multiple Interrupts

- Disable interrupts – sequential interrupts
  - Processor will ignore further interrupts whilst processing one interrupt
  - Interrupts remain pending and are checked after first interrupt has been processed
  - Interrupts handled in sequence as they occur
- Define priorities – nested interrupts
  - Low priority interrupts can be interrupted by higher priority interrupts
  - When higher priority interrupt has been processed, processor returns to previous interrupt

Multiple Interrupts - Sequential



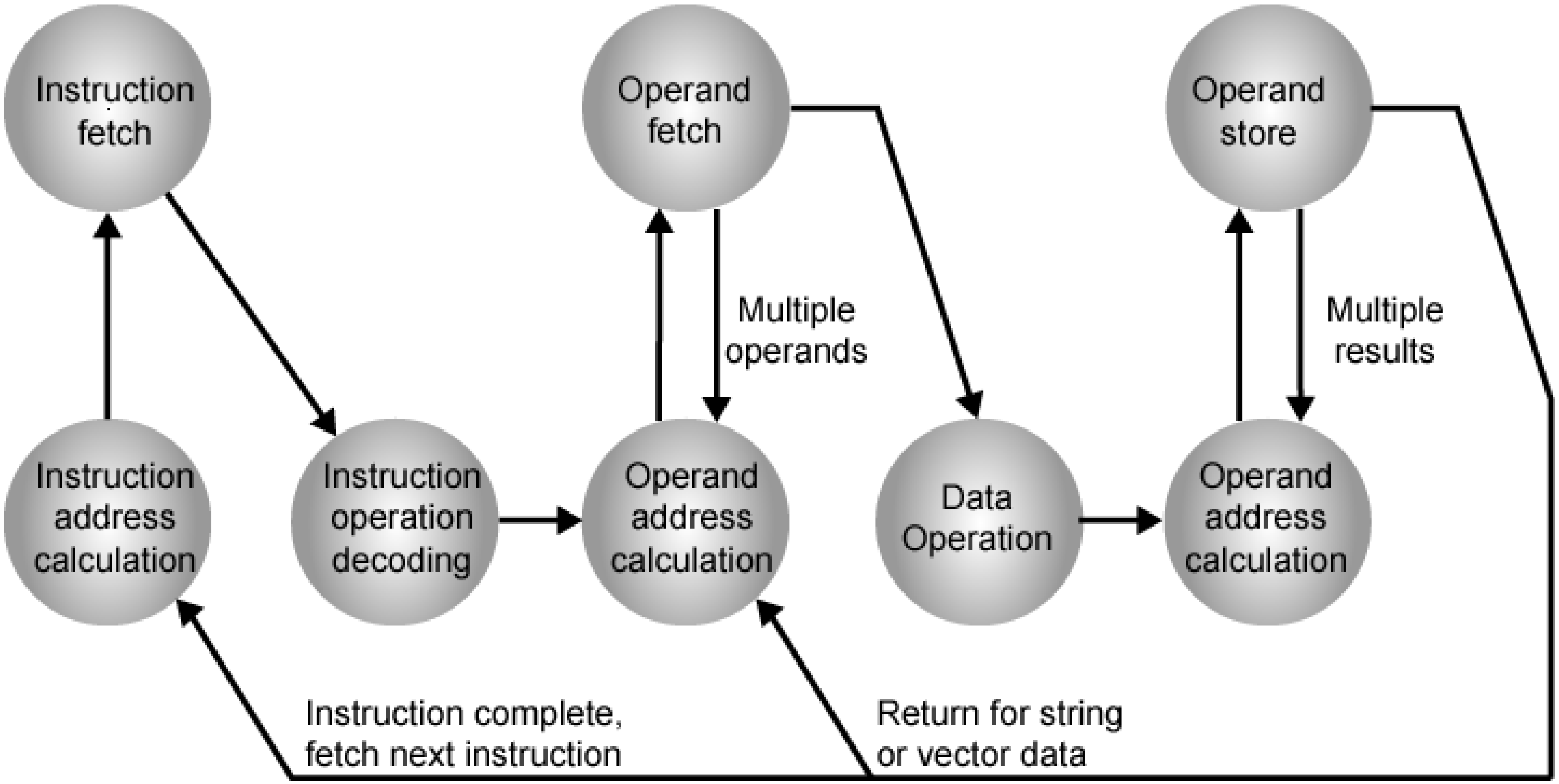
Multiple Interrupts – Nested



INSTRUCTION CHARACTERISTICS

Instruction Set

- The **instruction set** is the complete collection of instructions that the processor can execute
- Each **instruction must contain the information** required by the processor for execution



Elements of an Instruction

Elements of a machine instruction are:

- **Operation code** (Op code)
  - Do this
- **Source Operand reference**
  - To this
- **Result Operand reference**
  - Put the answer here
- **Next Instruction Reference**
  - When you have done that, do this...

Instruction Representation

- In machine code each instruction has a unique bit pattern
- For human understanding (e.g., programmers) a ***symbolic representation*** is used
  - **Opcodes** - e.g. ADD, SUB, LOAD
- Operands can also be represented symbolically
  - ADD A,B

Instruction Types

We can categorize instruction types as follows:

- **Data processing** - Arithmetic and logic instructions
- **Data storage** (main memory) - Movement of data into or out of register and or memory locations
- **Data movement** - I/O instructions
- **Control** - Test and branch instructions

Number of Addresses

- An instruction could plausibly be required to contain **four** address references:
  - **two** source operands
  - **one** destination operand
  - the address of the **next** instruction

- In most architectures, most instructions have:
  - one, two, or three **operand addresses**
  - address of the **next instruction implicit** (obtained from the program counter)

Number of Addresses

- **3 addresses** (not common)
  - Operand 1, Operand 2, Result -> a = b + c;
  - (next instruction implicit)
  - Needs very long words to hold everything

- Three-address instruction formats are **not** common because they require a relatively long instruction format to hold the three address references

Number of Addresses

- **2 addresses**
  - One address doubles as operand and result   b = a + b
  - Reduces length of instruction
  - Requires some extra work (to avoid altering the value of an operand, a MOVE instruction is used to move one of the values to a temporary location before performing the operation)

- **1 address** (Common on early machines)
  - Implicit second address - Usually a register (accumulator)
- **0 addresses**
  - All addresses implicit - applicable to a memory organization as a stack

How Many Addresses

- **More addresses**
  - More complex (powerful?) instructions
  - More registers
    - Inter-register operations are quicker
  - Fewer instructions per program

- **Fewer addresses**
  - Less complex (powerful?) instructions
  - More instructions per program
  - Faster fetch/execution of instructions

Instruction Set Design

- The design of an **instruction set** is very complex because it affects many aspects of the computer system

- The instruction set:
  - **defines** many of the **functions** performed by the processor
  - **has** a significant effect on the **implementation** of the processor
  - **is** the programmer’s means of controlling the processor

Instruction Set Design

The most important of fundamental design issues include:

- **Operation repertoire**
  - How many and which operations to provide
  - How complex operations should be
- **Data types**
  - Various types of data upon which operations are performed
- **Instruction formats**
  - Instruction length (in bits)
  - Number of addresses
  - Size of various fields

Instruction Set Design

The most important of fundamental design issues include:

- **Registers**
  - Number of CPU registers available
  - Which operations can be performed on which registers
- **Addressing modes**
  - The modes by which the address of an operand is specified
- **RISC v CISC**

Types of Operand

- Machine instructions operate on data

- The most important general categories of data are:
  - **Addresses**
  - **Numbers**
    - Integer/floating point
  - **Characters**
    - ASCII etc.
  - **Logical Data**
    - Bits or flags

ADDRESSING MODES AND FORMATS

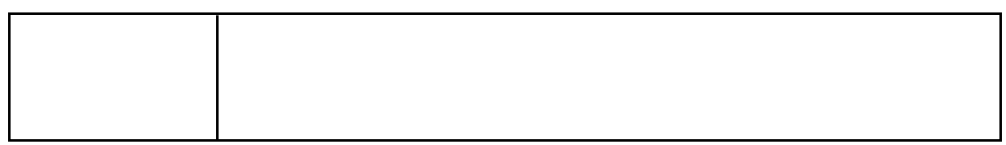
Addressing Modes

- The address field or fields in a typical instruction format are relatively small
- We would like to be able to reference a large range of locations in main memory
- A variety of addressing techniques has been employed
  - Immediate
  - Direct
  - Indirect
  - Register
  - Register Indirect
  - Displacement (Indexed)
  - Stack

Immediate Addressing

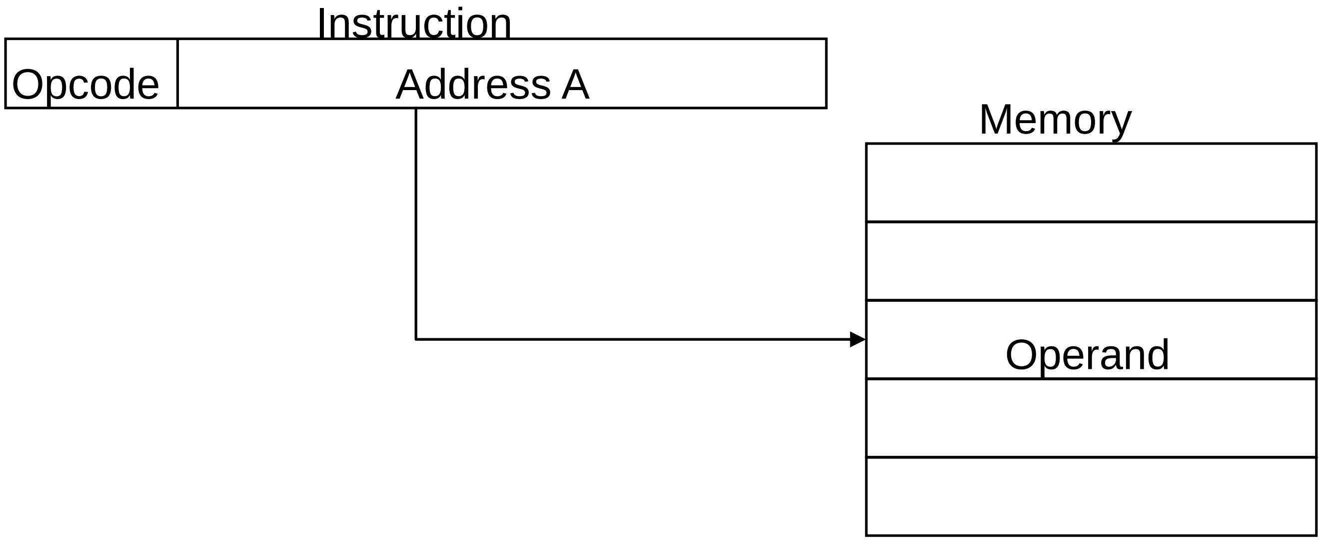
- **Operand is part of instruction**
- Operand = address field
- e.g. ADD 5
  - Add 5 to contents of accumulator
  - 5 is operand
- No memory reference to fetch data
- Fast
- Limited range

Instruction



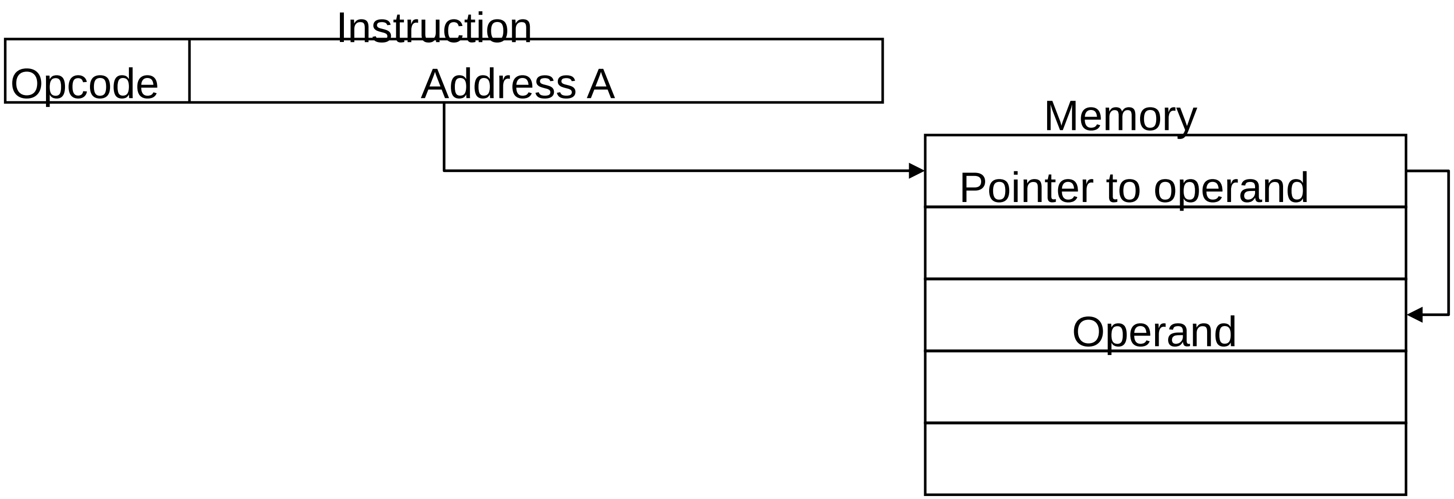
Direct Addressing

- Address field contains **address of operand**
- Effective address (EA) = address field (A)
- Single memory reference to access data
- No additional calculations to work out effective address
- Limited address space



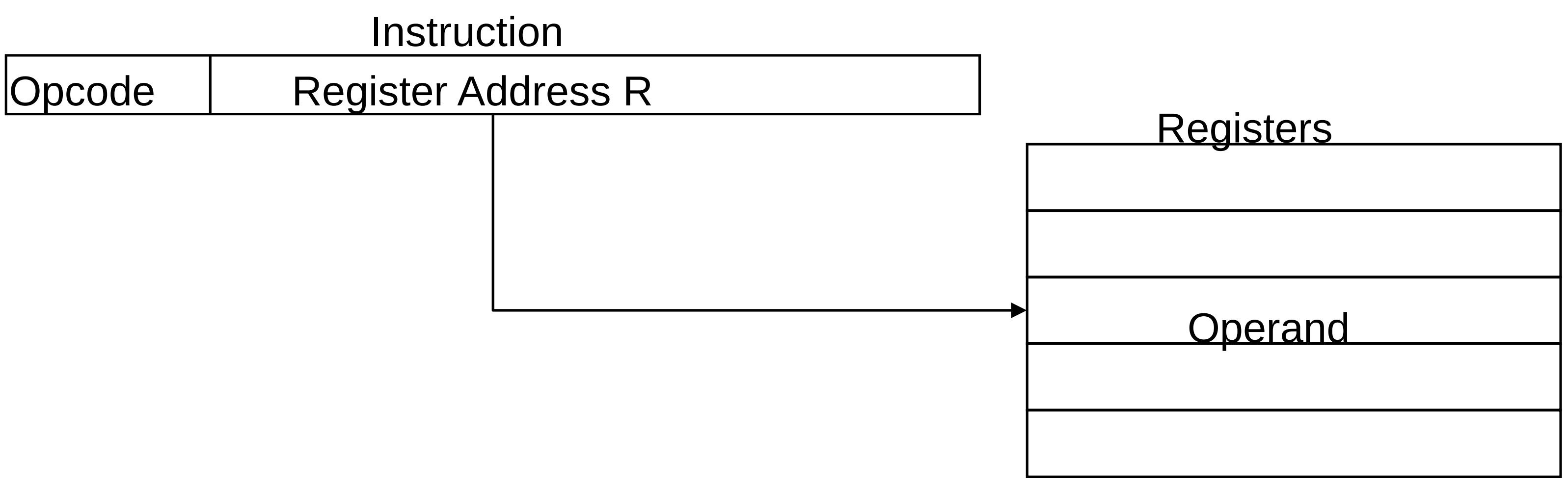
Indirect Addressing

- **Memory cell** pointed to by address field contains the address of (pointer to) the operand
- EA = (A)
    - Look in A, find address (A) and look there for operand
- Large address space - 2^n where n = word length
- Multiple memory accesses to find operand - hence slower



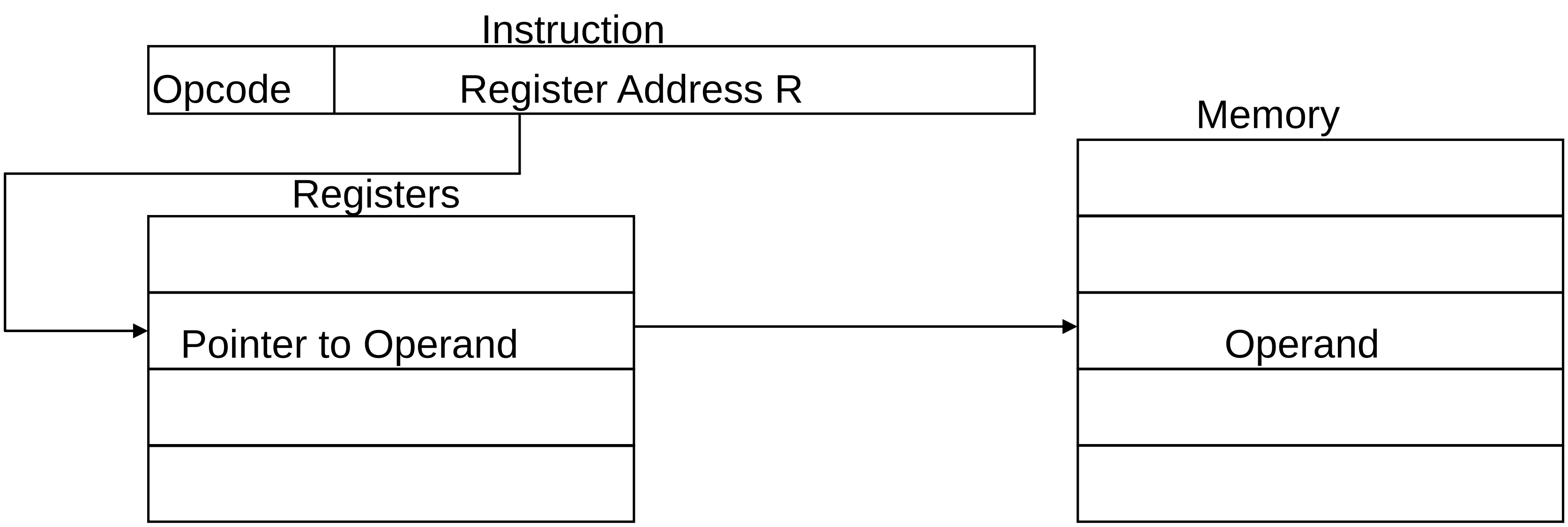
Register Addressing

- Operand is held in **register** named in address filed
- Limited number of registers
- Very small address field needed
  - Shorter instructions - Faster instruction fetch
- No memory access -Very fast execution
- Very limited address space
- Multiple registers helps performance



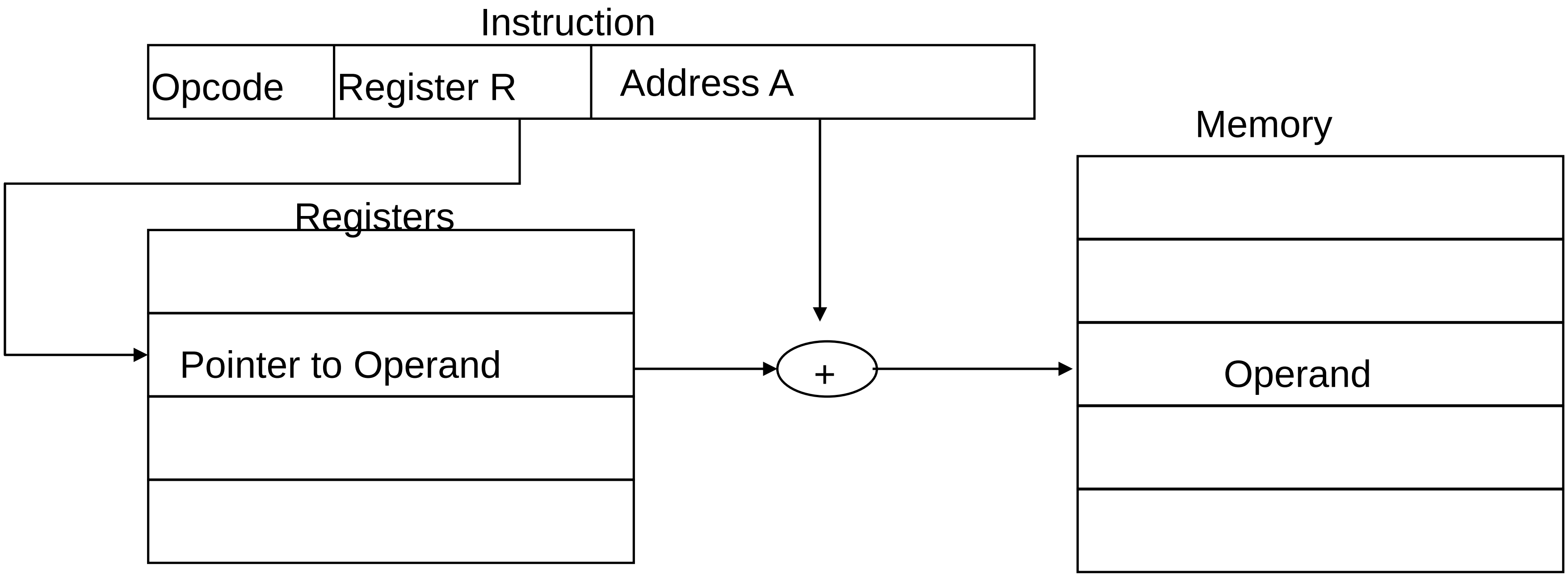
Register Indirect Addressing

- It is **indirect addressing**
- EA = (R)
- Operand is in memory cell pointed to by contents of register R
- Large address space (2^n)
- One fewer memory access than indirect addressing



Displacement Addressing

- EA = A + (R)
- Address field hold **two values**
  - A = base value
  - R = register that holds displacement
  - or vice versa



Relative Addressing

- A version of **displacement addressing**
- R = Program counter, PC
- EA = A + (PC)
- i.e. operand from A cells from current location pointed to by PC
- locality of reference & cache usage

Base-Register Addressing

- A version of **displacement addressing**
- A holds displacement
- R holds pointer to base address
- R may be explicit or implicit
- e.g. segment registers in 80x86

Indexed Addressing

- A version of **displacement addressing**
- A = base address
- R = displacement
- EA = A + R
- Good for accessing arrays
  - EA = A + R
  - R++

Stack Addressing

- A **stack** is a linear array of reserved memory locations
- Can be sometimes referred to as a ***pushdown list*** or ***last-in-first-out queue***
- Items are appended to the top of the stack
- At any given time, the location block is partially filled
- Associated with the stack is a pointer - **stack pointer** - whose value is the address of the top of the stack

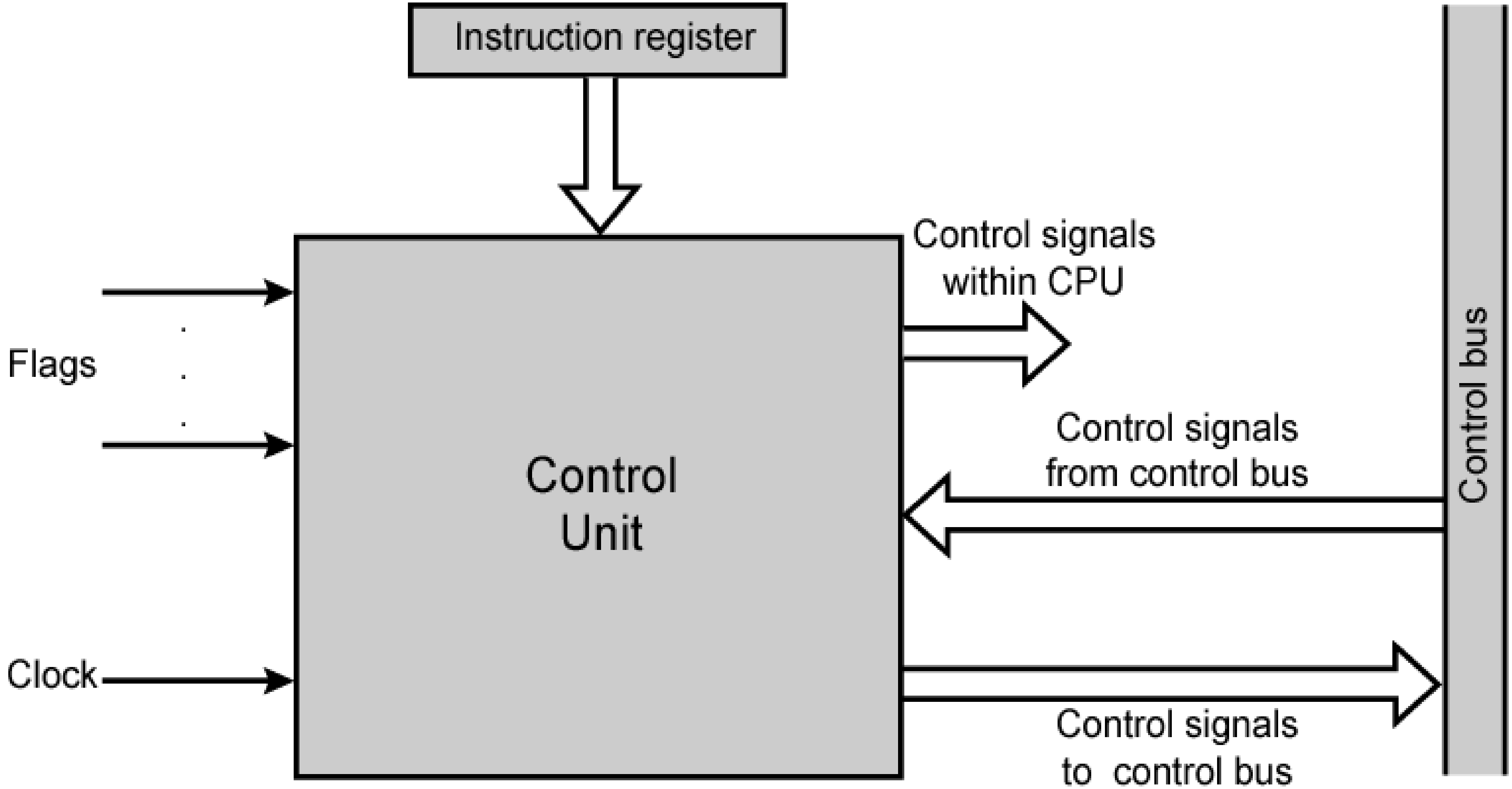
CONTROL UNIT

Control unit

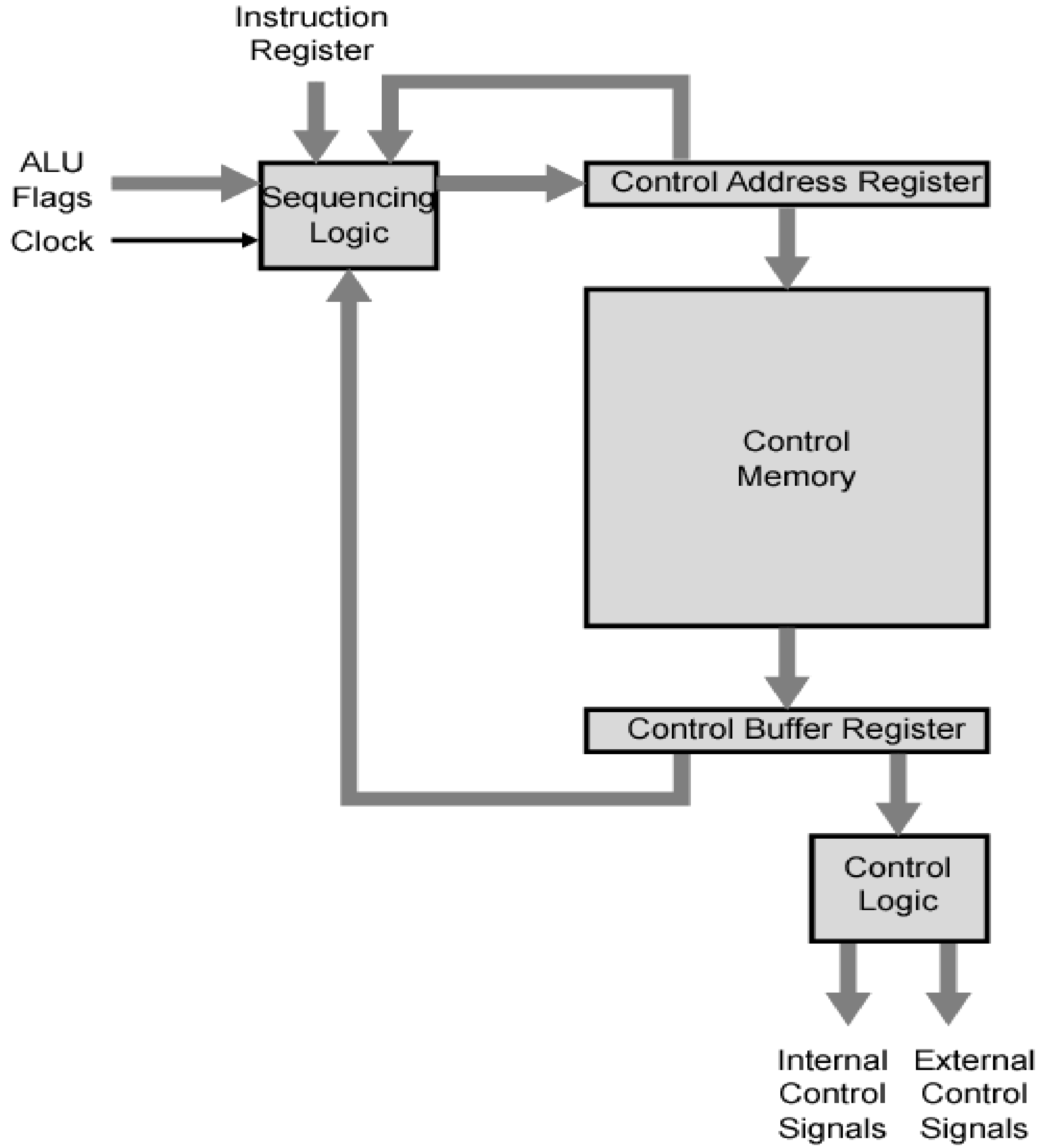
- The **control unit** is that portion of the processor that actually causes things to happen
- The control unit issues:
  - Control signals **external** to the processor to cause data exchange with memory and I/O modules
  - Control signals **internal** to the processor to move data between registers, to cause the ALU to perform a specified function, and to regulate other internal operations

- Input to the control unit consists of the instruction register, flags, and control signals from external sources (e.g., interrupt signals).

Model of Control Unit



Control Unit Organization



Types of Micro-operation

- The execution of a program consists of *operations* involving different processor elements
- Operations consist of a sequence of **micro-operations**

- All micro-operations fall into one of the following categories:
  - Transfer data between registers
  - Transfer data from register to external
  - Transfer data from external to register
  - Perform an arithmetic or logical operation, using registers for input and output

Functions of Control Unit

- Sequencing
  - Causing the CPU to step through a series of micro-operations
- Execution
  - Causing the performance of each micro-op
- This is done using Control Signals

Control Signals

- **Clock**
  - One micro-instruction (or set of parallel micro-instructions) per clock cycle
- **Instruction register**
  - Op-code for current instruction
  - Determines which micro-instructions are performed
- **Flags**
  - State of CPU
  - Results of previous operations
- **From control bus**
  - Interrupts
  - Acknowledgements

Control Signals - output

- **Within CPU**
  - Cause data movement
  - Activate specific functions

- **Via control bus**
  - To memory
  - To I/O modules

Example Control Signal Sequence - Fetch

- MAR ← (PC)
  - Control unit activates signal to open gates between PC and MAR
- MBR ← (memory)
  - Open gates between MAR and address bus
  - Memory read control signal
  - Open gates between data bus and MBR

Internal Organization

- Usually a single internal bus

- Gates control movement of data onto and off the bus
- Control signals control data transfer to and from external systems bus
- Temporary registers needed for proper operation of ALU

Implementations

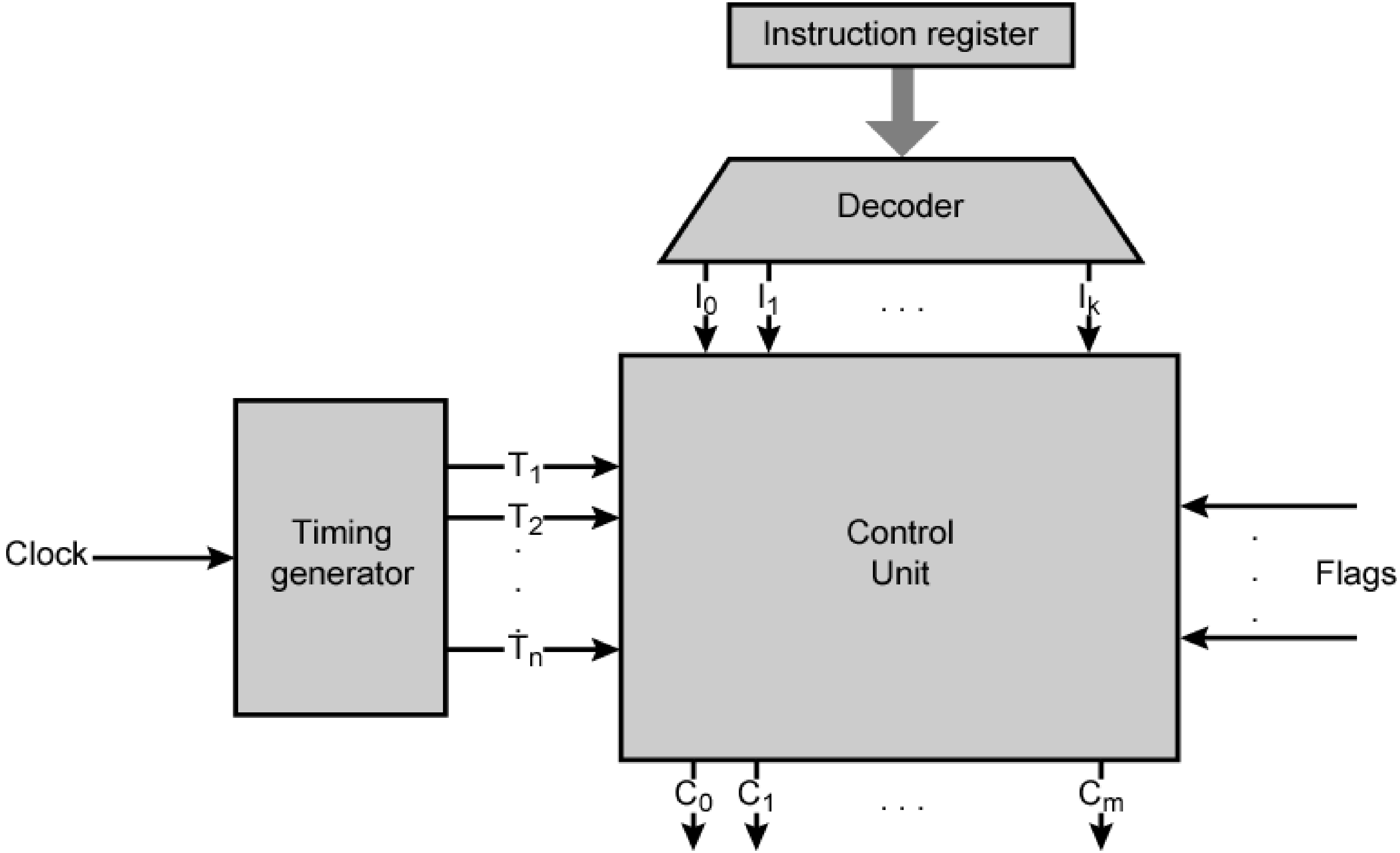
- We have discussed the control unit in terms of its inputs, output, and functions
- A wide variety of techniques for the control unit implementation have been used
- Most of these fall into one of two categories:
  - **Hardwired** implementation
  - **Microprogrammed** implementation

- In a **hardwired** implementation, the control unit is essentially a **state machine circuit**:
  - Its input logic signals are transformed into a set of output logic signals, which are the control signals

Hardwired Implementation

- Control unit inputs
- Flags and control bus (each bit means something)
- Instruction register
  - Different control signals for each different instruction
  - Unique logic for each op-code
  - Decoder takes encoded input and produces single output
  - n binary inputs and 2^n outputs
- Clock
  - Repetitive sequence of pulses
  - Must be long enough to allow signal propagation
  - Different control signals at different times within instruction cycle

Control Unit with Decoded Inputs



Problems With Hardwired Designs

- Complex sequencing & micro-operation logic
- Difficult to design and test
- Inflexible design
- Difficult to add new instructions

Microprogrammed Control

- An alternative to a hardwired control unit is a **microprogrammed control unit**
- The logic of the control unit is specified by a microprogram, consisting of a sequence of instructions in a microprogramming language
- The (very simple) instructions specifies micro-operations

- A microprogrammed control unit is a relatively simple logic circuit that is capable of
  - **sequencing** through microinstructions
  - **generating control signals** to execute each microinstruction

Microprogrammed Control

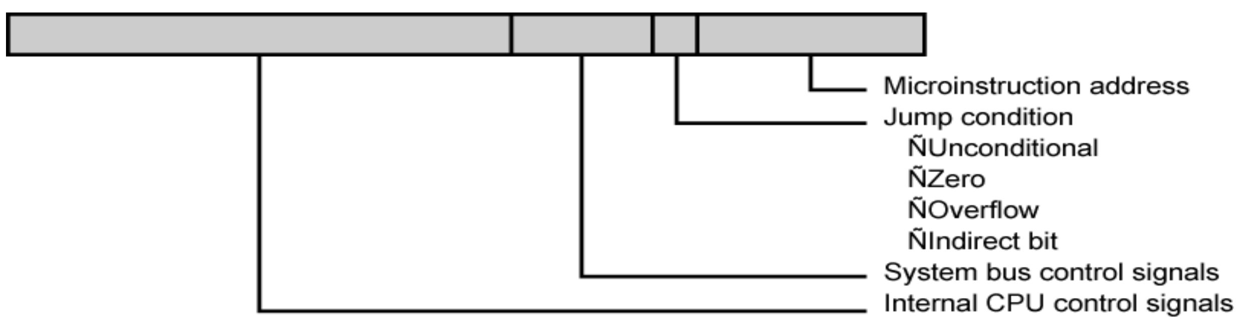
- Each **microinstruction** line describes a **set of micro-operations** occurring at one time
- For each **micro-operation**, all that the control unit is allowed to do is **generate a set of control signals**
- Thus, for any micro-operation, each control line emanating from the control unit is either on or off
- Each micro-operation is represented by a different pattern of 1s and 0s: the **control word**
- In a *control word* each bit represents one control line
- A **sequence of control words** represents the sequence of micro-operations performed by the control unit

Implementation

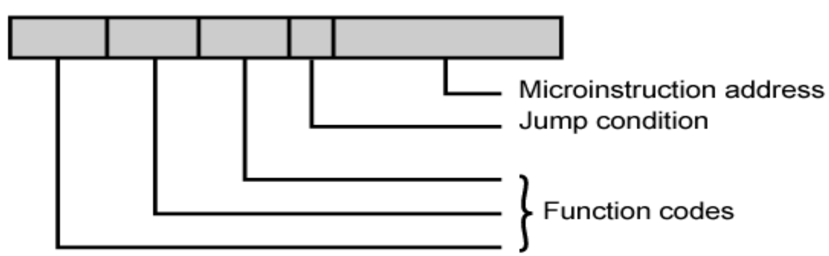
- **Control words** are put in a memory and each word has a unique address
- An address field is added to each control word indicating the location of the next control word to be executed if a certain condition is true
- There is a sequence of control words for each machine code instruction
- Today’s large microprocessor
  - Many instructions and associated register-level hardware
  - Many control points to be manipulated

Micro-instruction Types

- ***Vertical* micro-programming*:*** each micro-instruction specifies (single or few) micro-operations to be performed
- ***Horizontal* micro-programming:** each micro-instruction specifies many different micro-operations to be performed in parallel



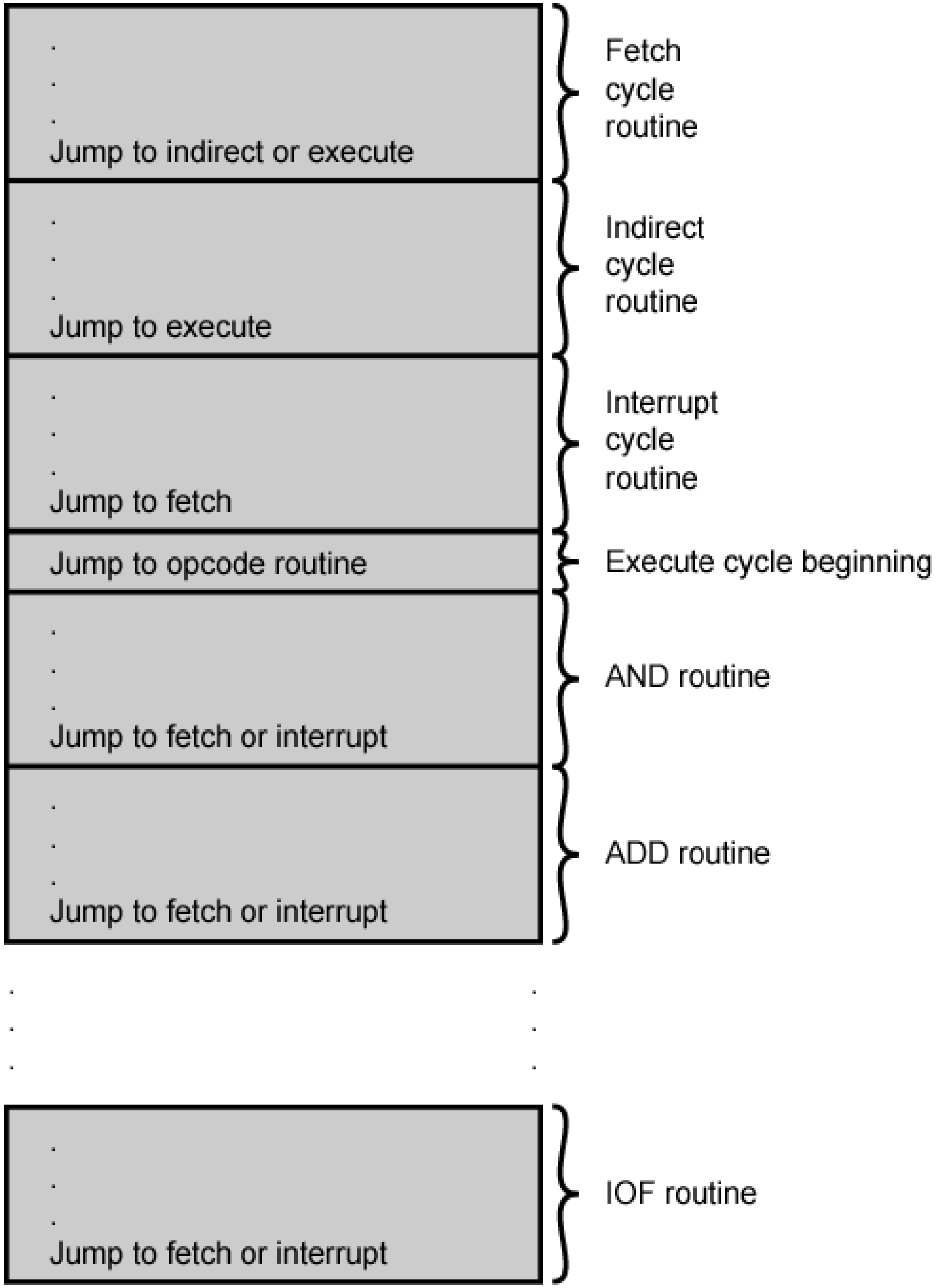
(a) Horizontal microinstruction



(b) Vertical microinstruction

Organization of Control Memory

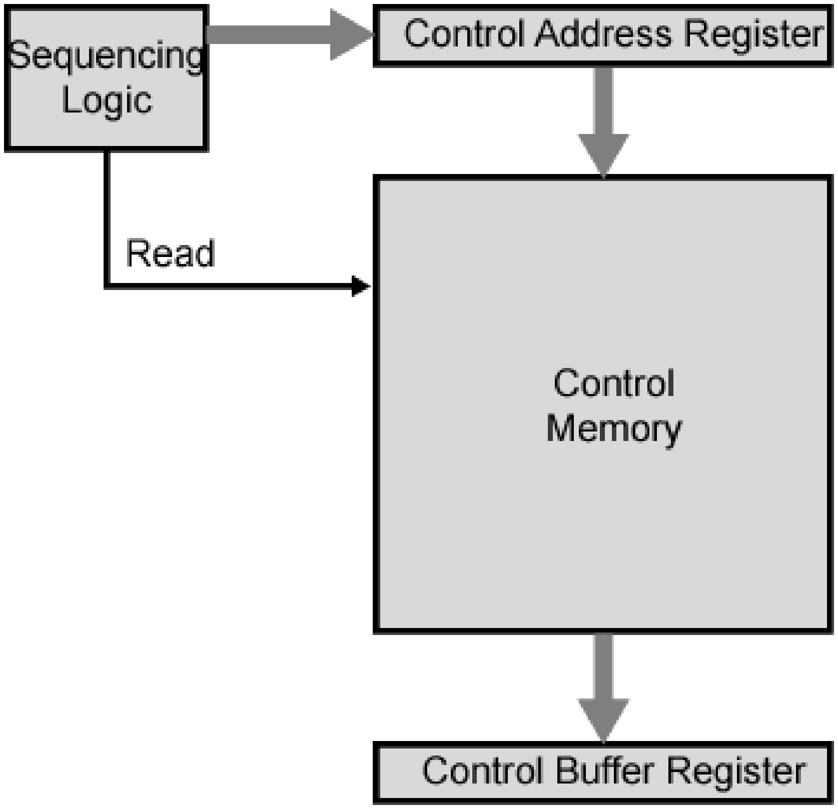
- Microinstructions (or control words) are arranged in a **control memory** (ROM)
- Microinstructions in a routine are executed sequentially
- Each routine ends with a branch or jump instruction indicating where to go next
- A special execute cycle routine specifies the instruction routine (AND, ADD, and so on) to be executed next (according to the current opcode)



Control Unit

Key elements of microprogrammed implementation:

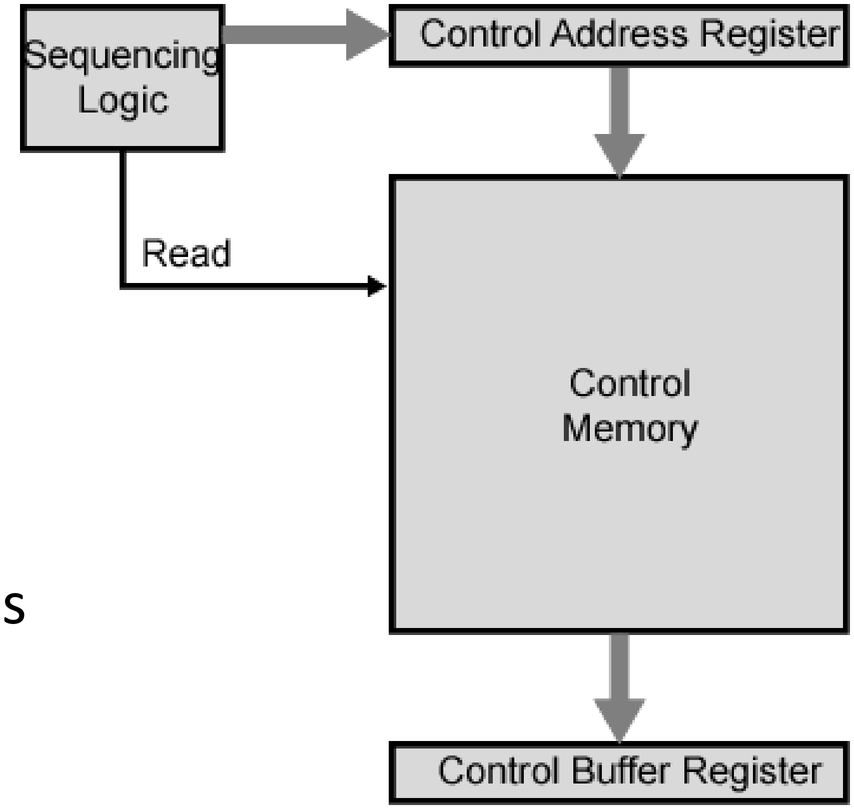
- The set of microinstructions is stored in the *control memory*
- The *control address register* contains the address of the next microinstruction to be read



Control Unit

Key elements of microprogrammed implementation:

- When a microinstruction is read from the control memory, it is transferred to a *control buffer register*
- *Reading* a microinstruction from the control memory is the same as *executing* that microinstruction
- The *sequencing unit* loads the control address register and issues a read command

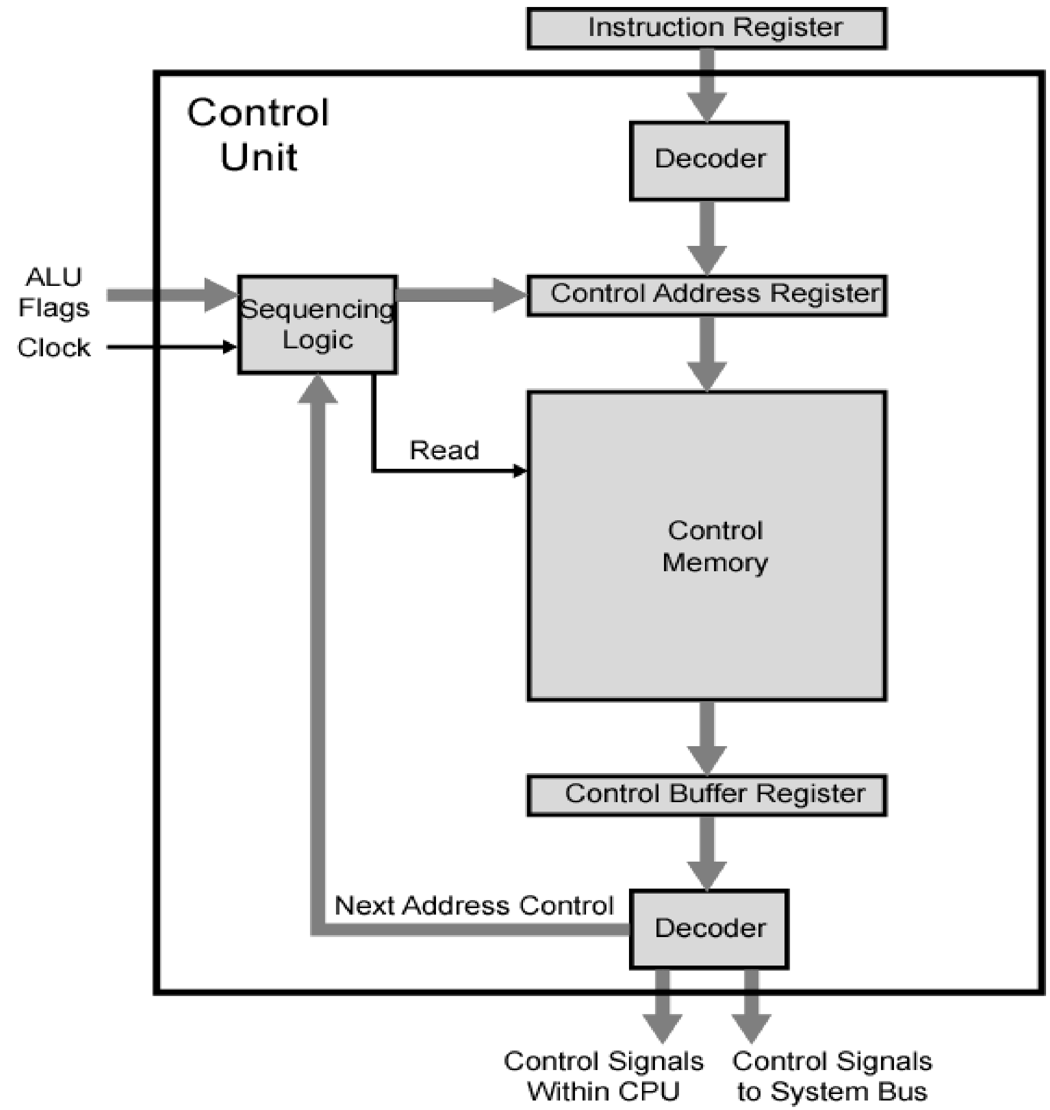


Functioning of Microprogrammed Control Unit

The control unit functions as follows:

1. To execute an instruction, the sequencing logic unit issues a READ command to the control memory

2. The word whose address is specified in the control address register is read into the control buffer register

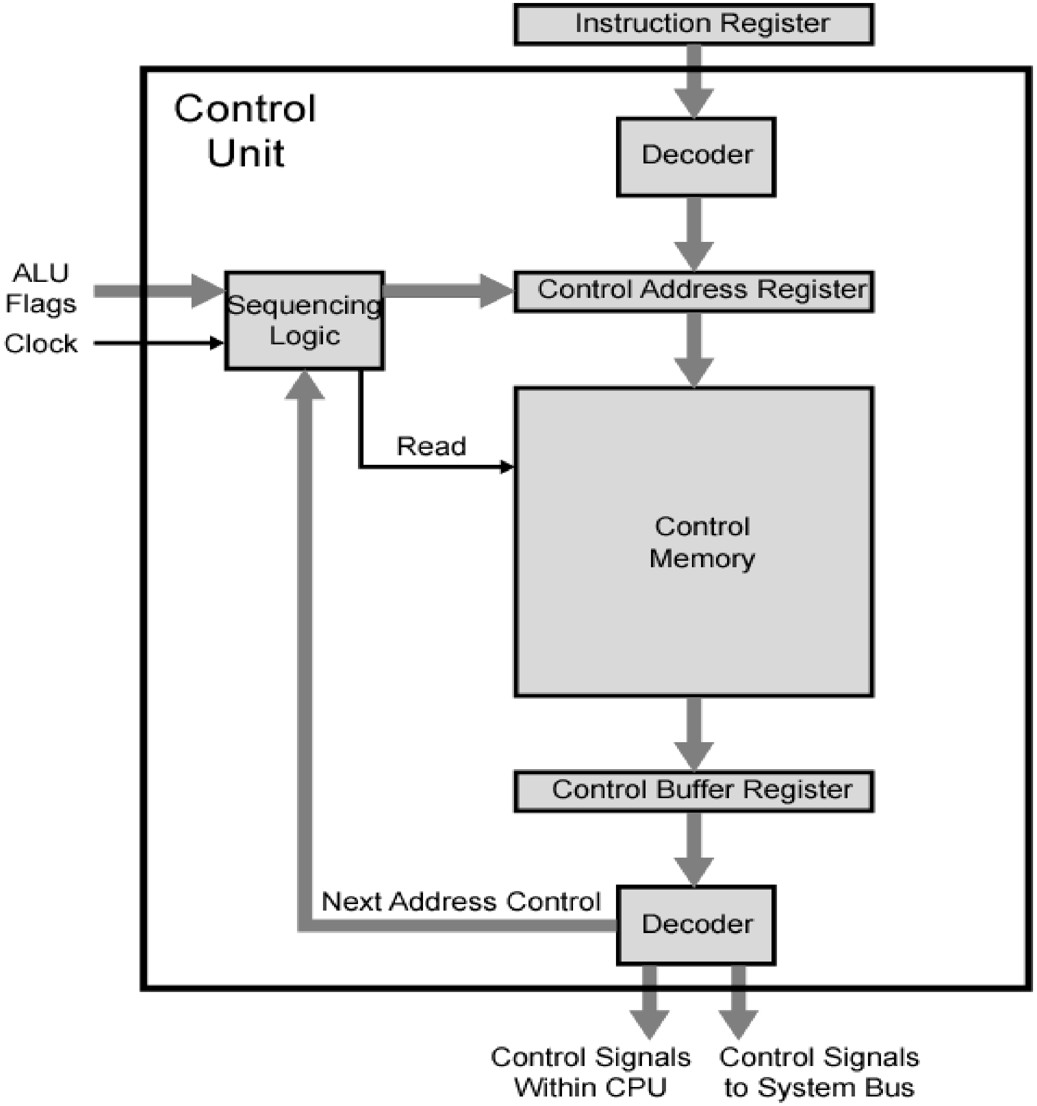


Functioning of Microprogrammed Control Unit

3. The content of the control buffer register generates control signals and next address information for the sequencing logic unit

4. The sequencing logic unit loads a new address into the control address register (based on the next-address information from the control buffer register and the ALU flags)

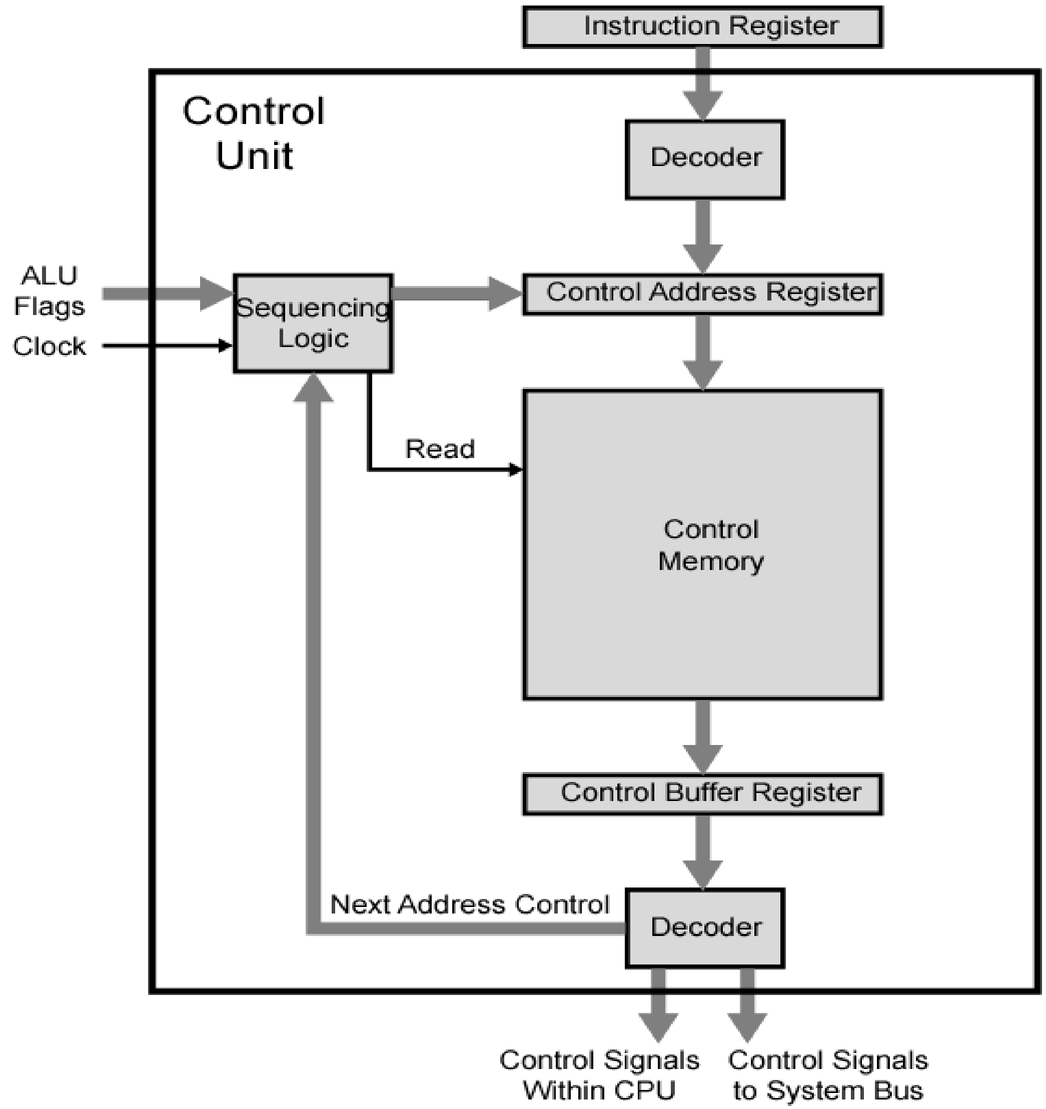
All this happens during one clock pulse



Functioning of Microprogrammed Control Unit

Figure shows two ***decoder:***

- The upper decoder translates the opcode of the IR into a control memory address
- The lower decoder is used for *vertical microinstructions*



MEMORY HIERARCHY

Memory Hierarchy

- The three key characteristics of memory:
  - Capacity
  - Access time
  - Cost
- A variety of technologies are used to implement memory systems.
- The following relationships hold:
  - Faster access time, greater cost per bit
  - Greater capacity, smaller cost per bit
  - Greater capacity, slower access time

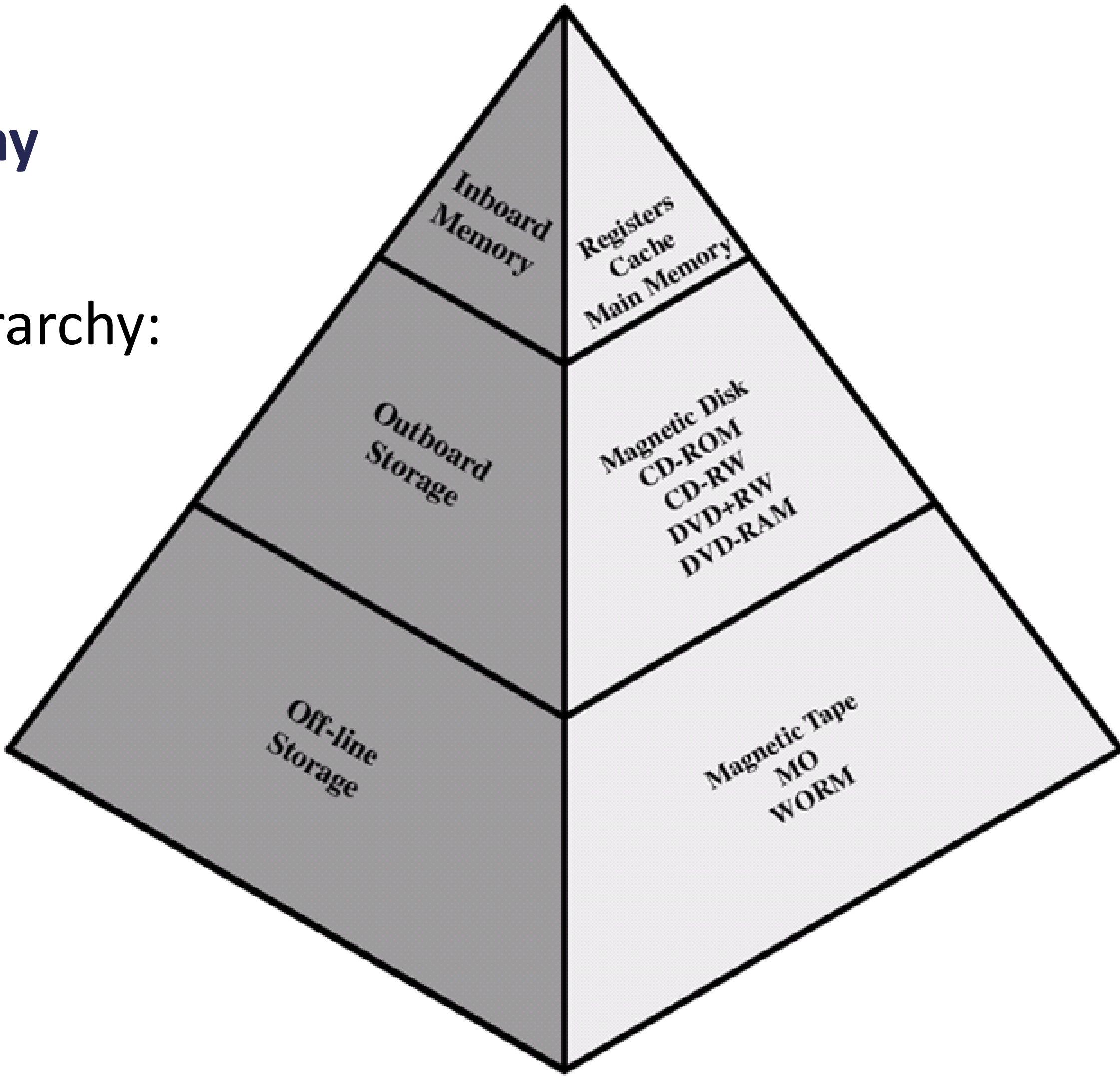
Memory Hierarchy

The solution is to employ

a **memory hierarchy**

As one goes down the hierarchy:

- Decreasing ***cost*** per bit
- Increasing ***capacity***
- Increasing ***access time***
- Decreasing ***frequency of access*** of the memory by the processor



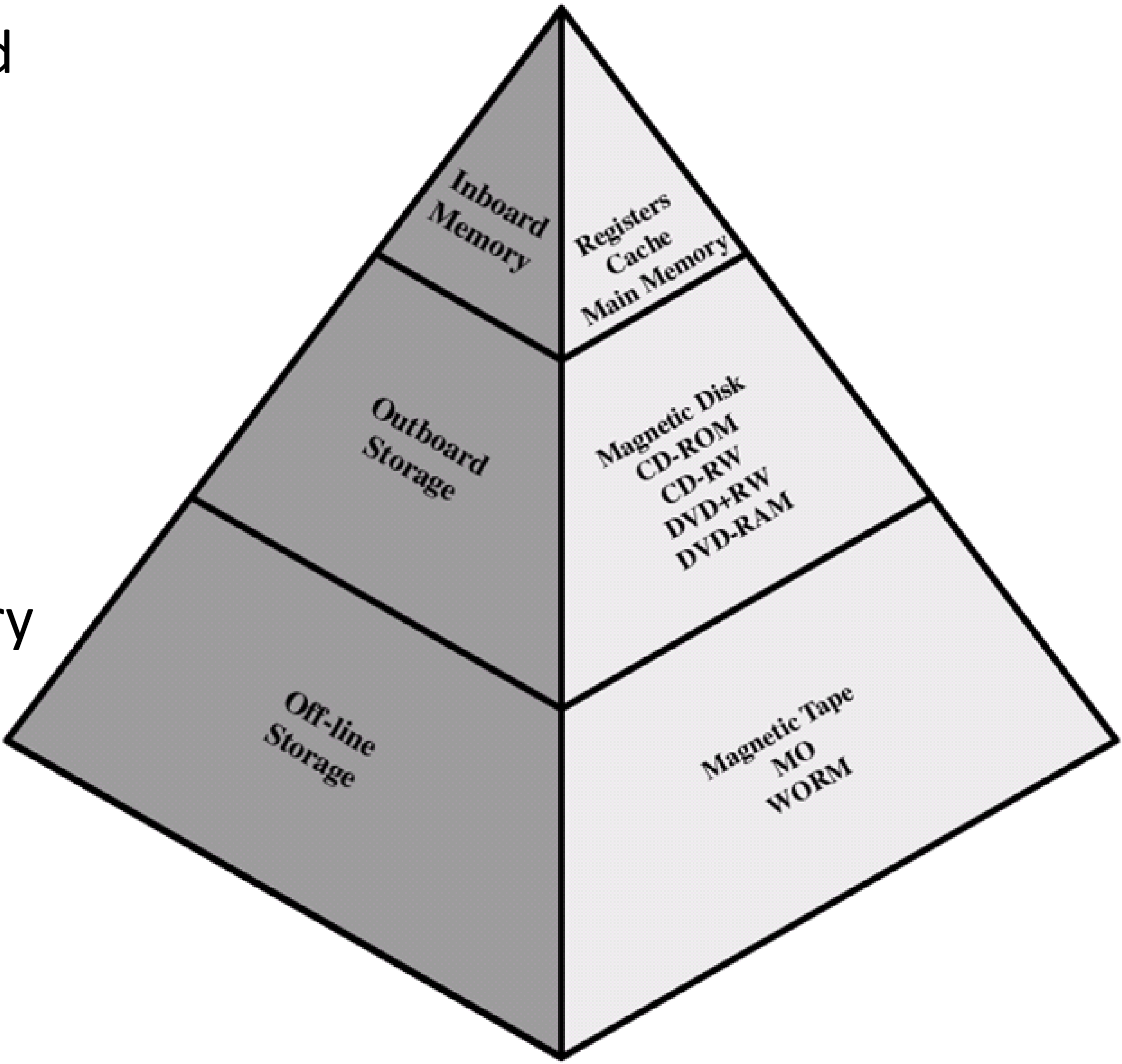
Memory Hierarchy

- During the execution of a program, memory references for instructions and data tend to cluster: **locality of reference**
- Programs typically contain a number of iterative loops and subroutines (repeated references to a small set of instructions)
- Similarly, operations on tables and arrays involve access to a clustered set of data words

- It is possible to **organize data across the hierarchy** such that the percentage of accesses to each successively lower level is substantially less than that of the level above

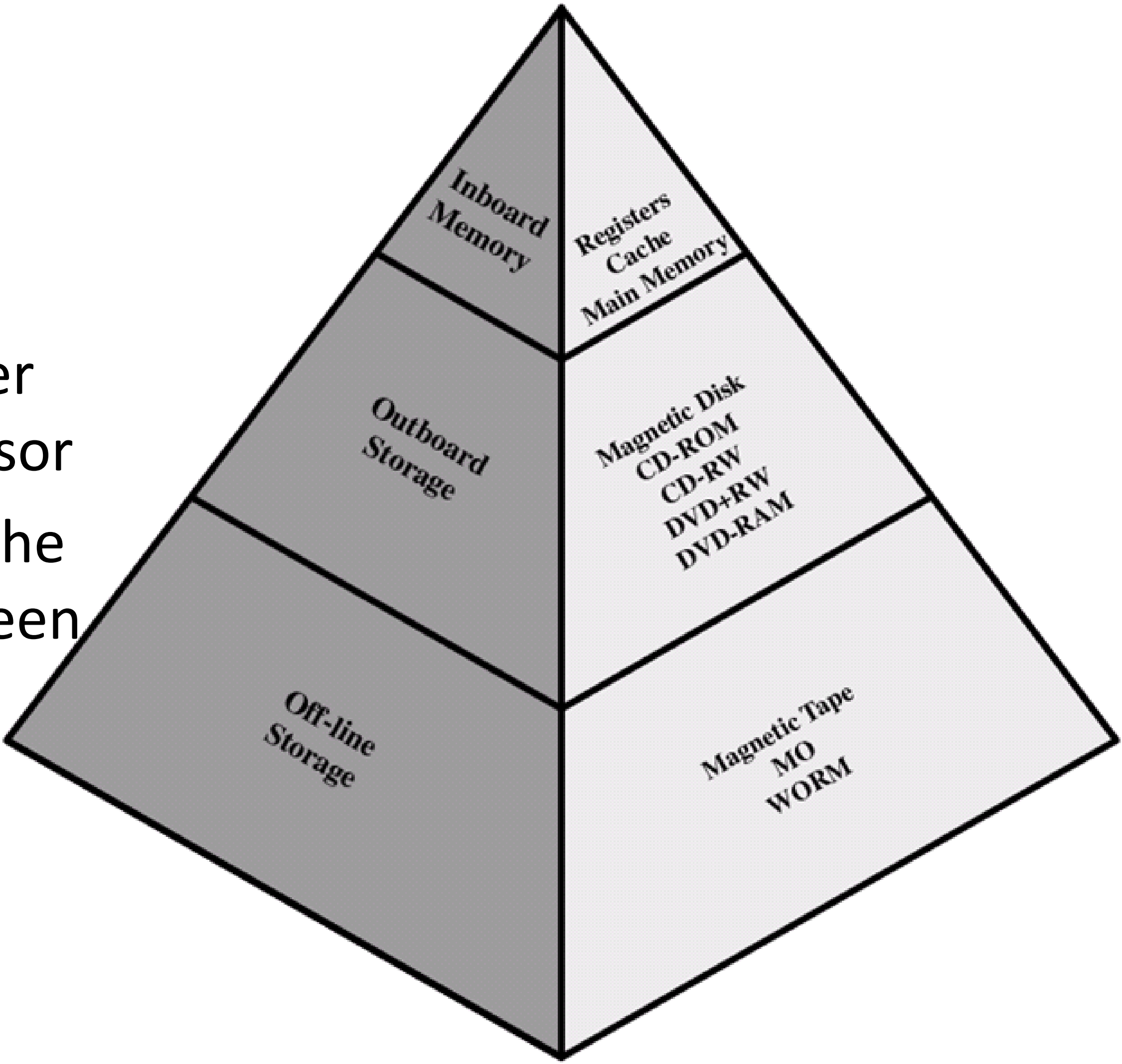
Memory Hierarchy

- The fastest, smallest, and most expensive type of memory consists of the **registers** internal to the processor
- **Main memory** is the principal internal memory system of the computer



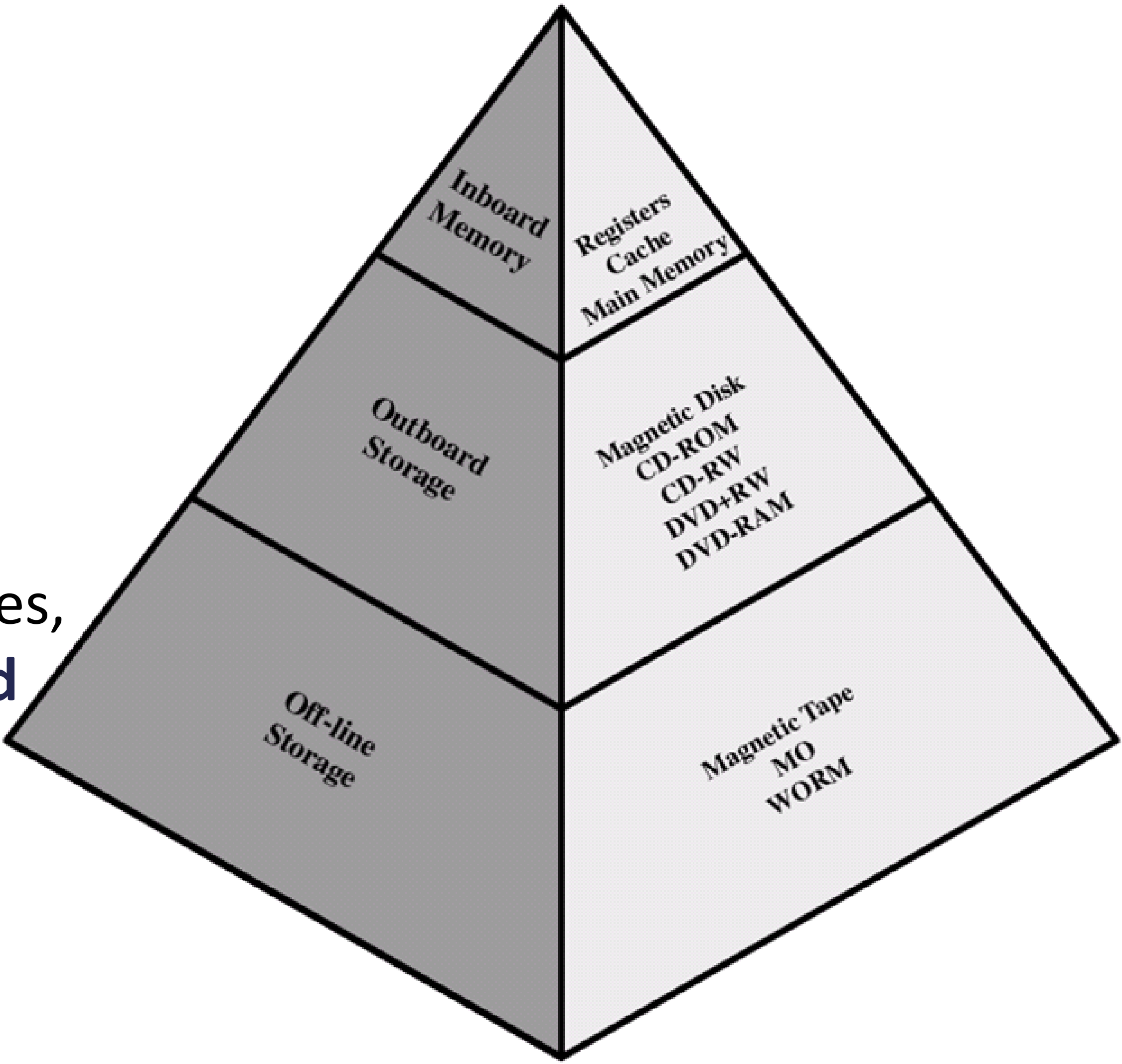
Memory Hierarchy

- Main memory is usually extended with a higher-speed, smaller **cache**
- The cache is not usually visible to the programmer or, indeed, to the processor
- It is a device for staging the movement of data between main memory and processor registers to improve performance



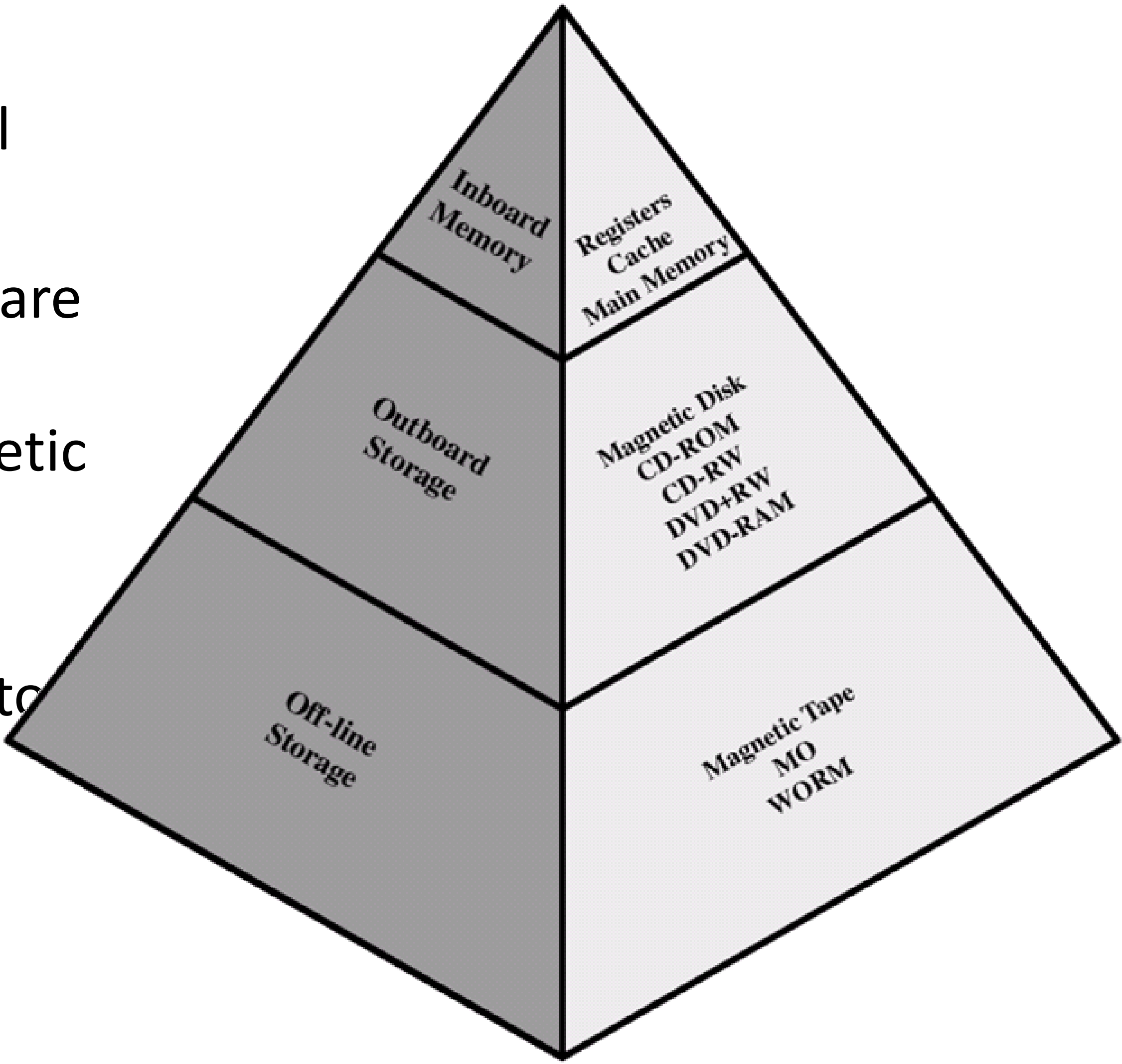
Memory Hierarchy

- These three forms of memory are **volatile** and employ **semiconductor technology**
- The use of three levels exploits the fact that semiconductor memory comes in a variety of types, which differ in **speed and cost**



Memory Hierarchy

- Data are stored more **permanently** on external mass storage devices
- The most common ones are hard disk and removable media (removable magnetic and optical storage)
- External, nonvolatile memory is also referred to as **secondary memory**
- or **auxiliary memory**



Characteristics of memory systems

- Location
  - Internal (e.g. processor registers, main memory, cache)
  - External (e.g. optical disks, magnetic disks, tapes)
- Capacity
  - Word size
  - Number of words, Number of bytes
- Unit of transfer
  - Word
  - Block

Characteristics

- Access method
  - Sequential (e.g. tape)
    - Start at the beginning and read through in order
    - Access time depends on location of data and previous location
  - Direct (e.g. disk)
    - Individual blocks have unique address
    - Access time depends on location and previous location
  - Random (e.g. RAM)
    - Individual addresses identify locations exactly
    - Access time is independent of location or previous access
  - Associative (e.g. Cache)
    - Data is located by a comparison with contents of a portion of the store
    - Access time is independent of location or previous access

Characteristics

- Performance
  - Access time
    - Time between presenting the address and getting the valid data
  - Memory Cycle time
    - Time may be required for the memory to “recover” before next access
    - Cycle time is access + recovery
  - Transfer Rate
    - Rate at which data can be moved

Characteristics

- Physical type
  - Semiconductor (RAM)
  - Magnetic (Disk & Tape)
  - Optical (CD & DVD)
- Physical characteristics
  - Volatile/nonvolatile
  - Erasable/nonerasable
  - Power consumption
- Organization
  - Physical arrangement of bits into words
  - Memory modules

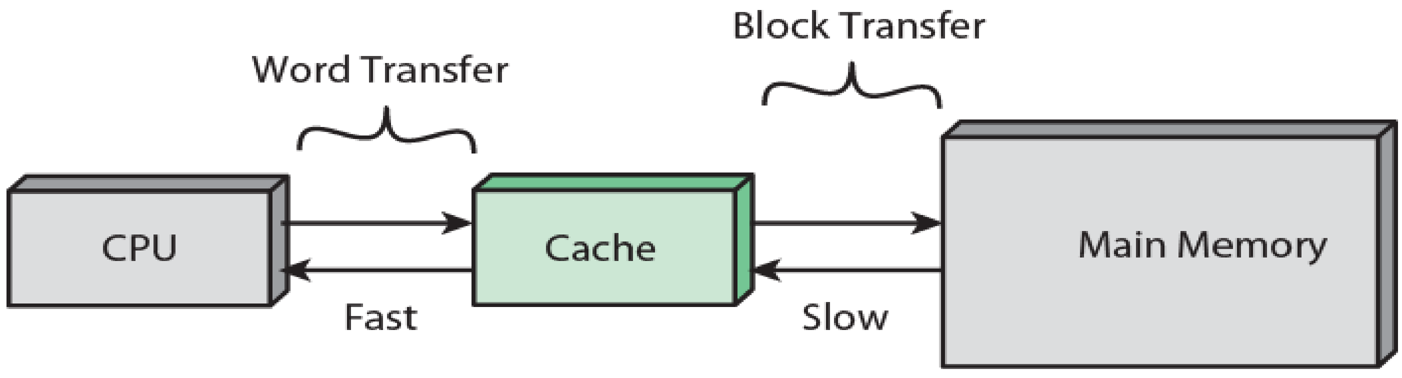
Hierarchy List

- Registers
- L1 Cache
- L2 Cache
- L3 Cache
- Main memory
- Disk cache
- Disk
- Optical
- Tape

CACHE MEMORY

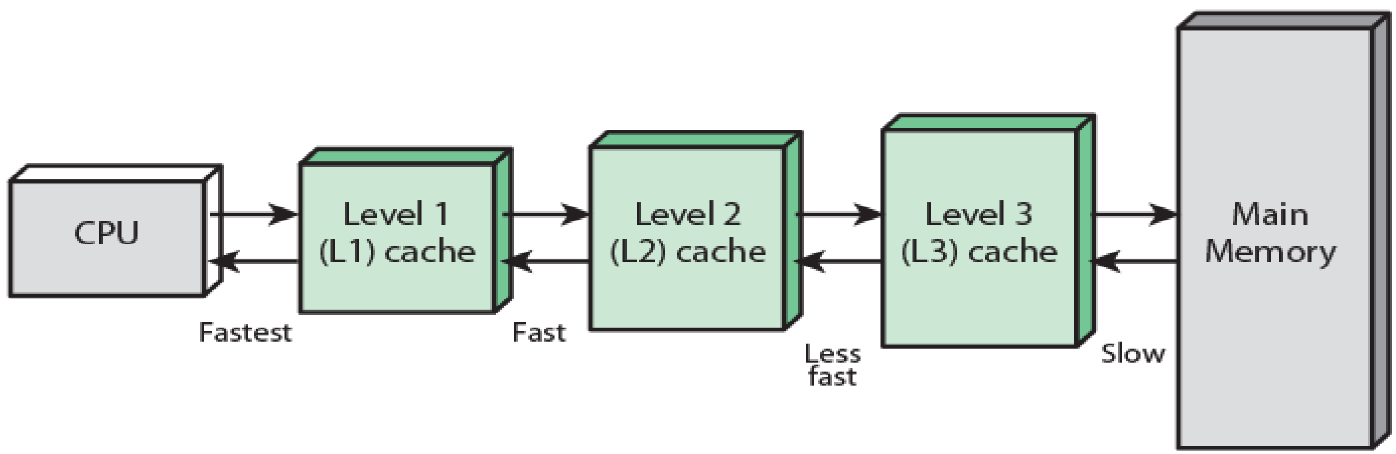
Cache and Main Memory

- A relatively *large* and *slow* main memory together with a smaller, faster cache memory



(a) Single cache

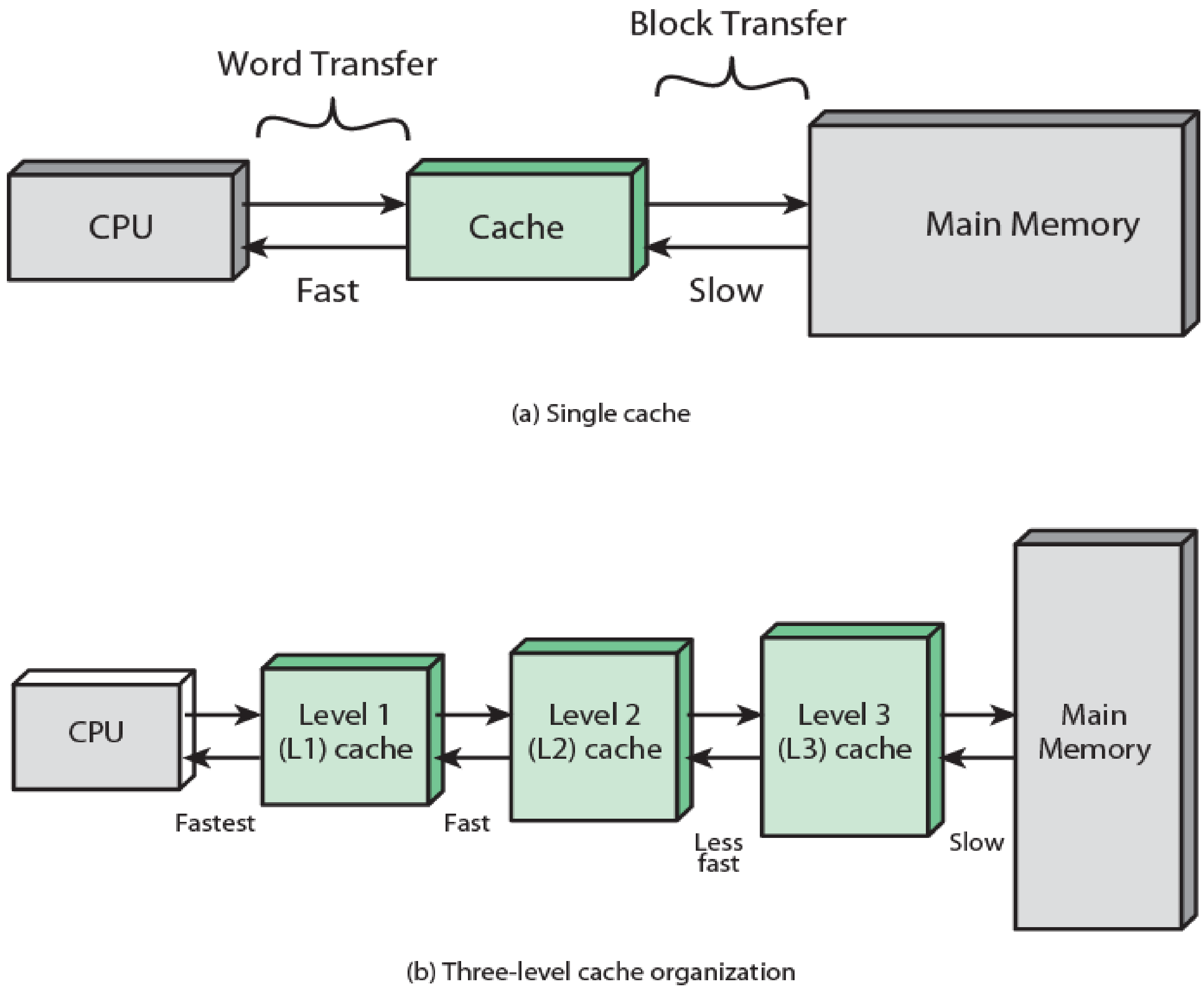
- The cache contains a copy of portions of main memory



(b) Three-level cache organization

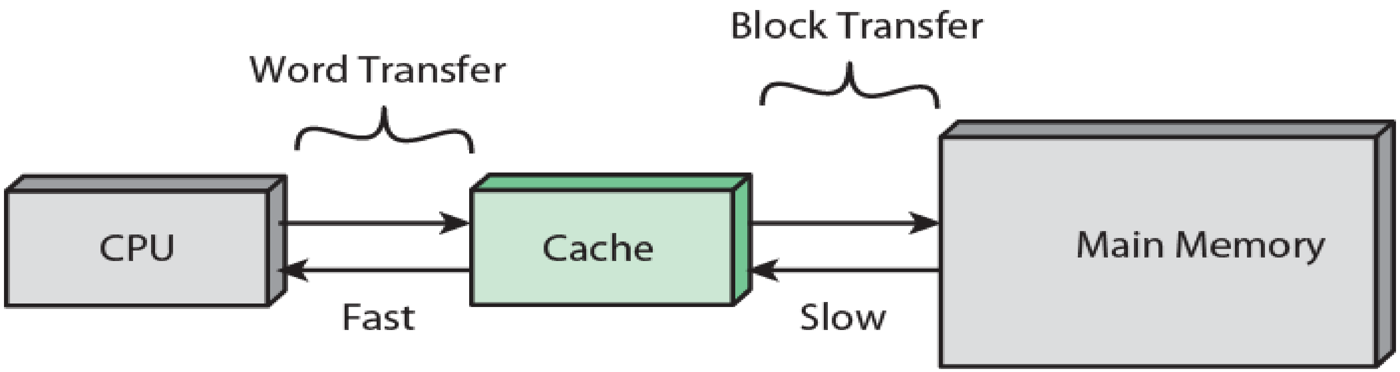
Cache and Main Memory

- *Multiple levels of cache*
- The L2 cache is slower and typically larger than the L1 cache
- The L3 cache is slower and typically larger than the L2 cache

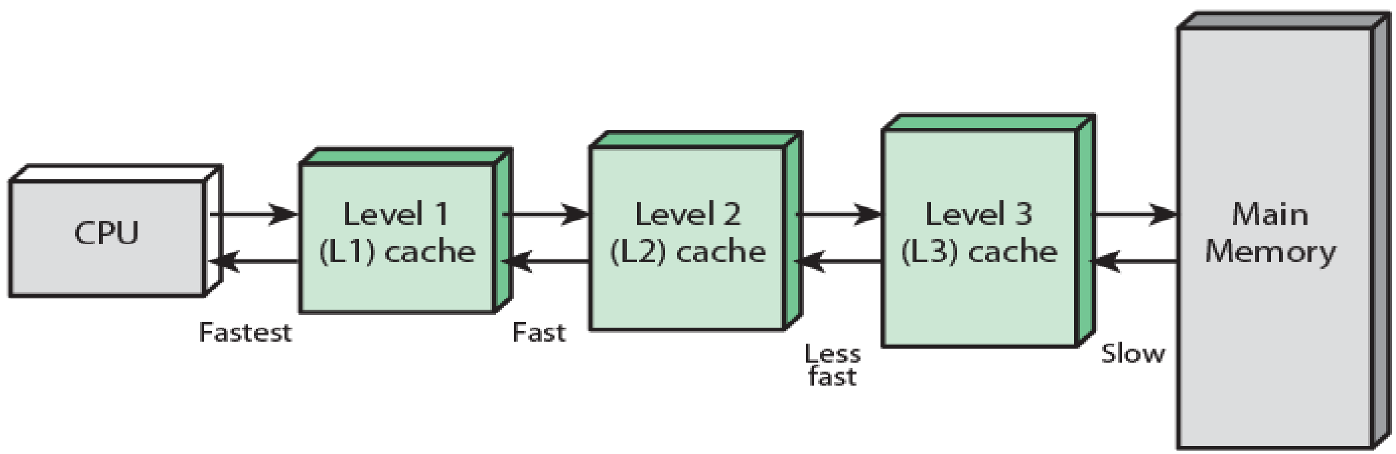


Cache and Main Memory

- When the processor attempts to read a word of memory, a check is made to determine if the word is in the cache



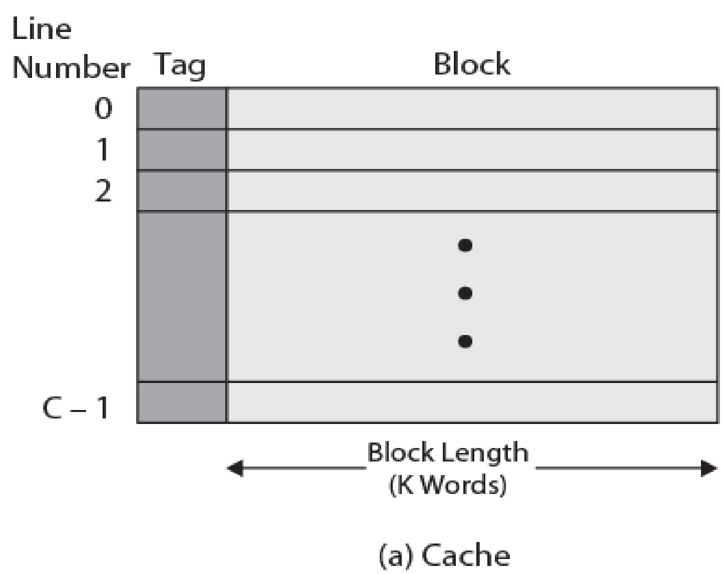
(a) Single cache

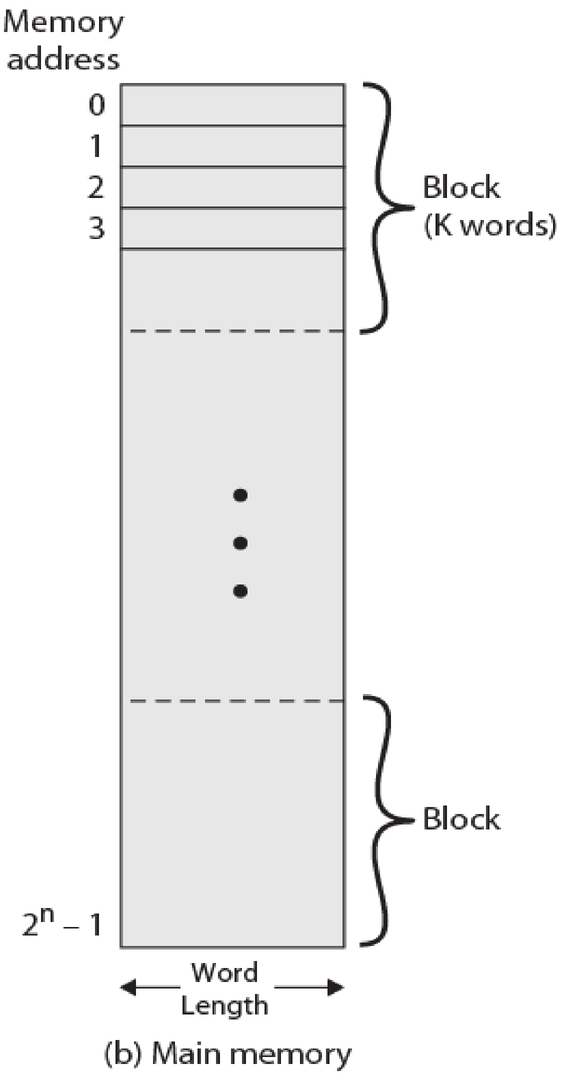


(b) Three-level cache organization

Cache/Main Memory Structure

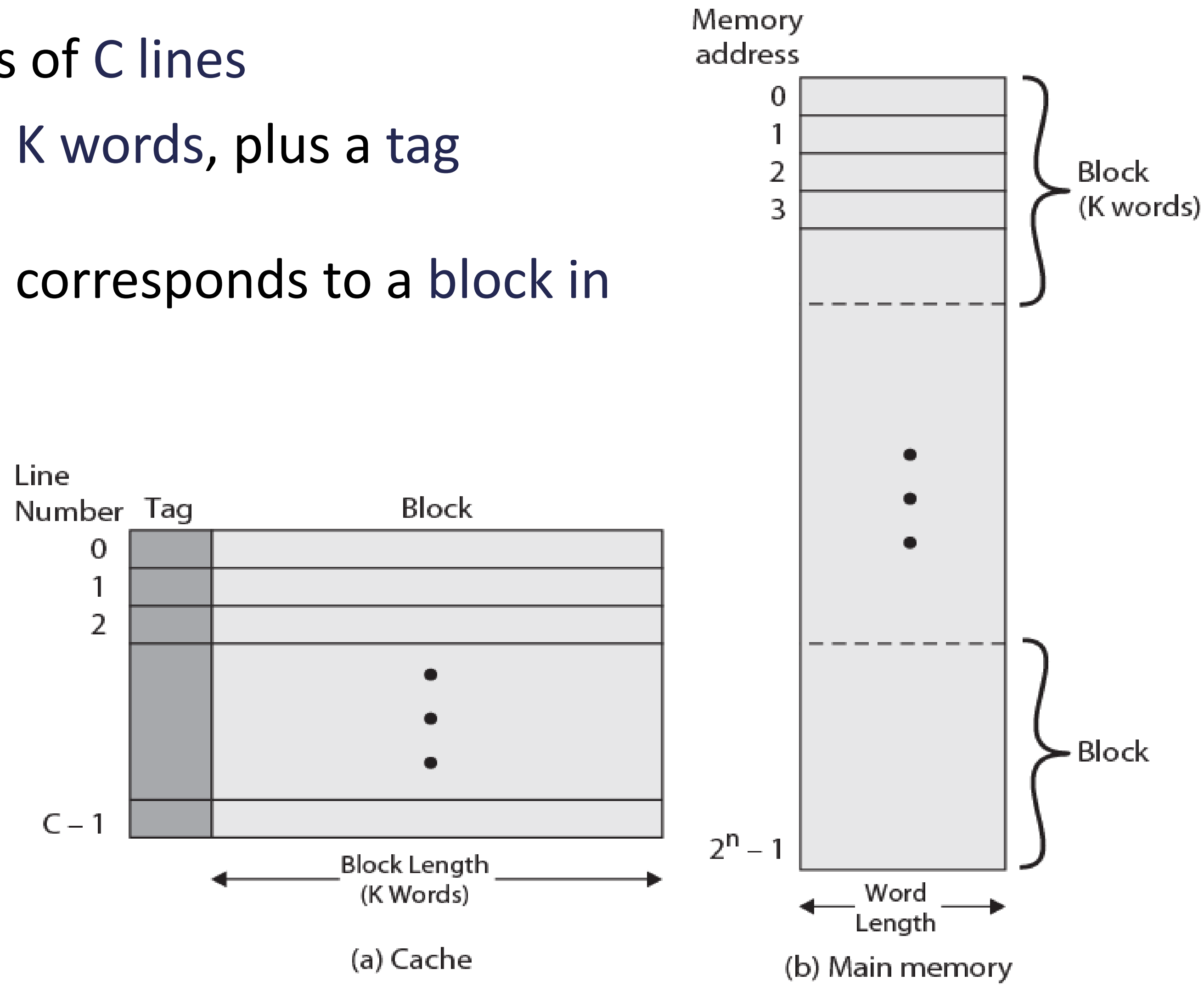
- Main memory - up to 2^n *addressable words*
- Each word - *unique n-bit address*
- Main memory is considered to consist of
- M blocks of K words each → $M=2^n/K$ blocks





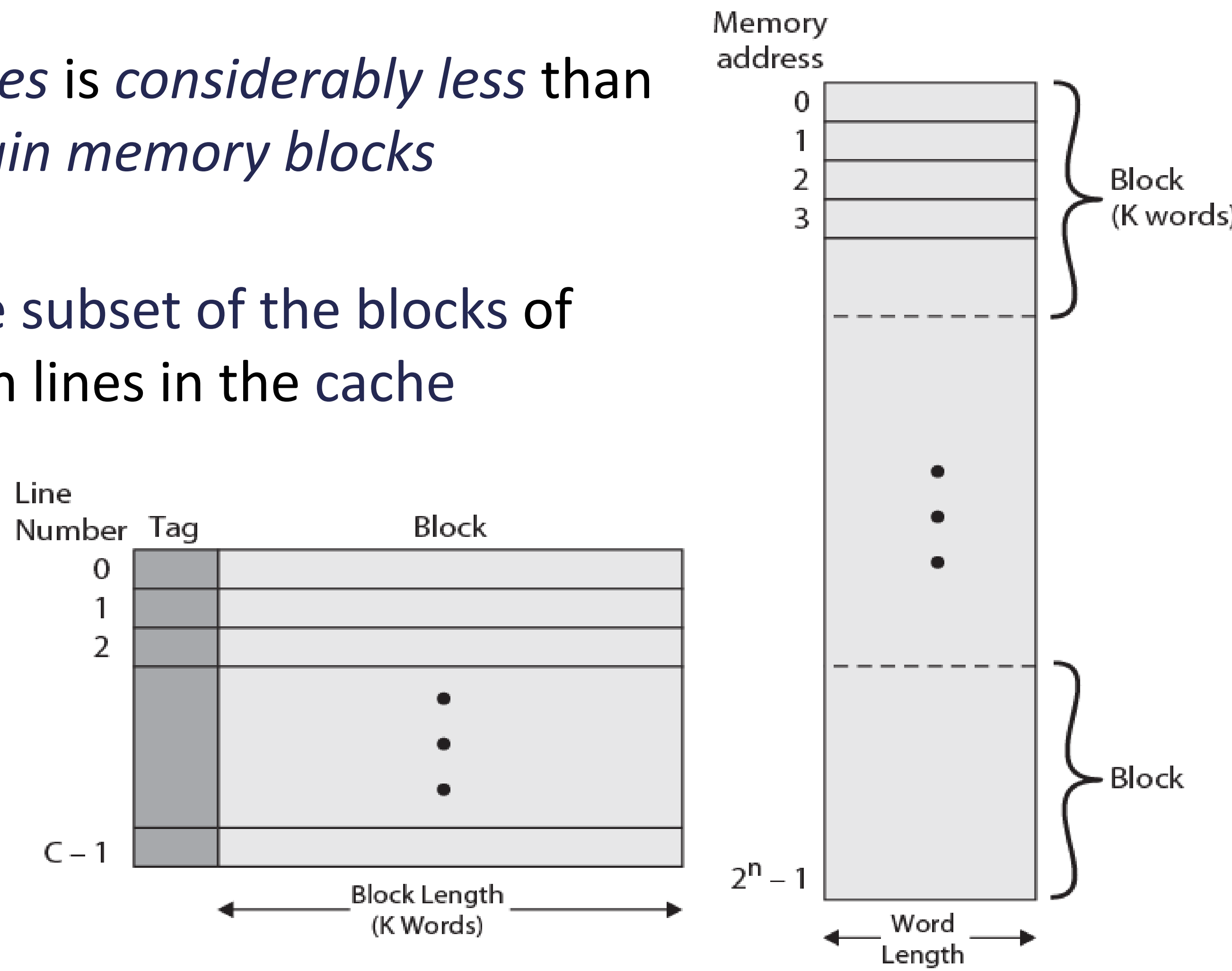
Cache/Main Memory Structure

- The cache consists of C lines
- Each line contains K words, plus a tag
- Each line of cache corresponds to a block in main memory



Cache/Main Memory Structure

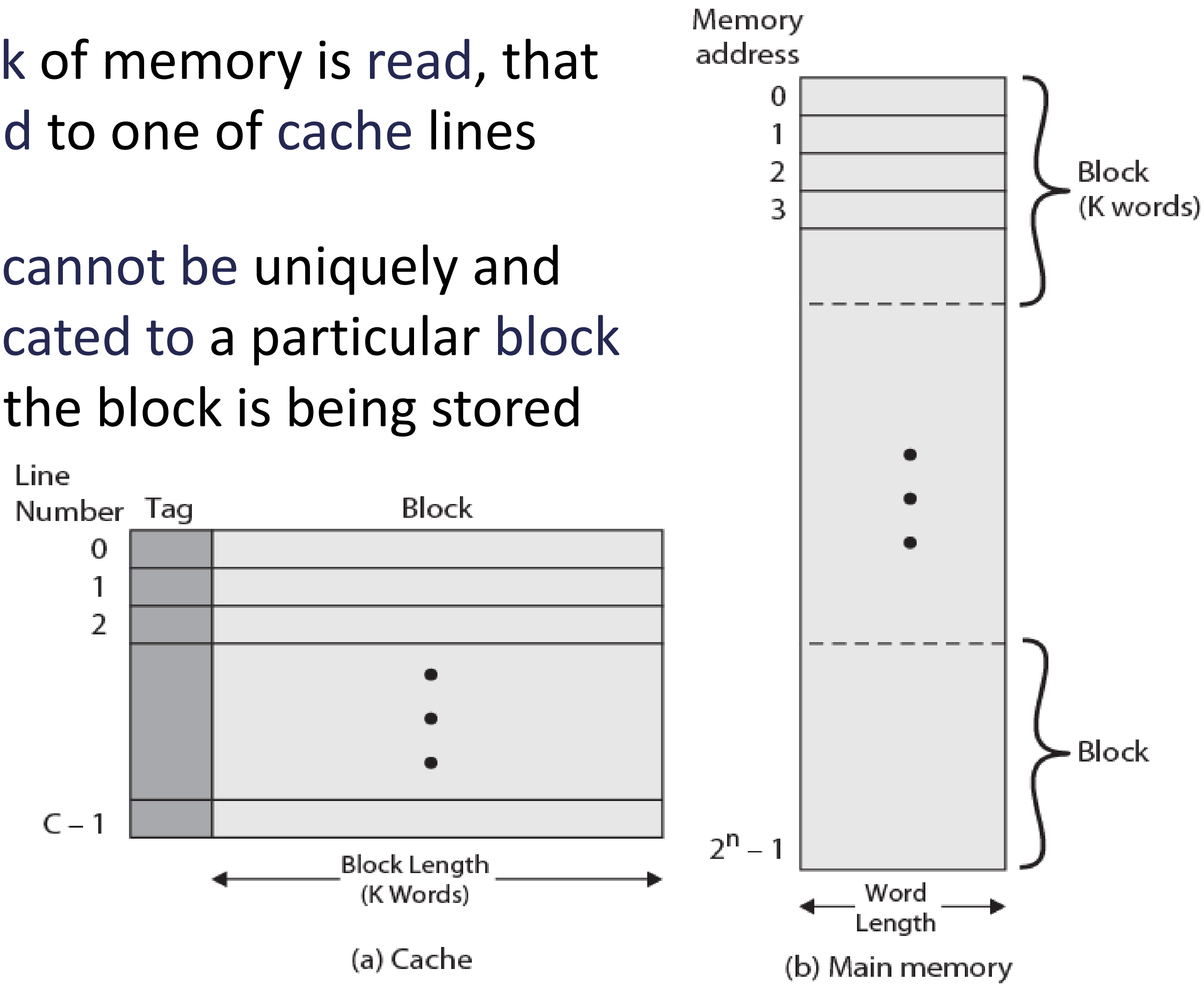
- The *number of lines* is *considerably less* than the *number of main memory blocks*
- At any time, some subset of the blocks of memory resides in lines in the cache



(a) Cache (b) Main memory

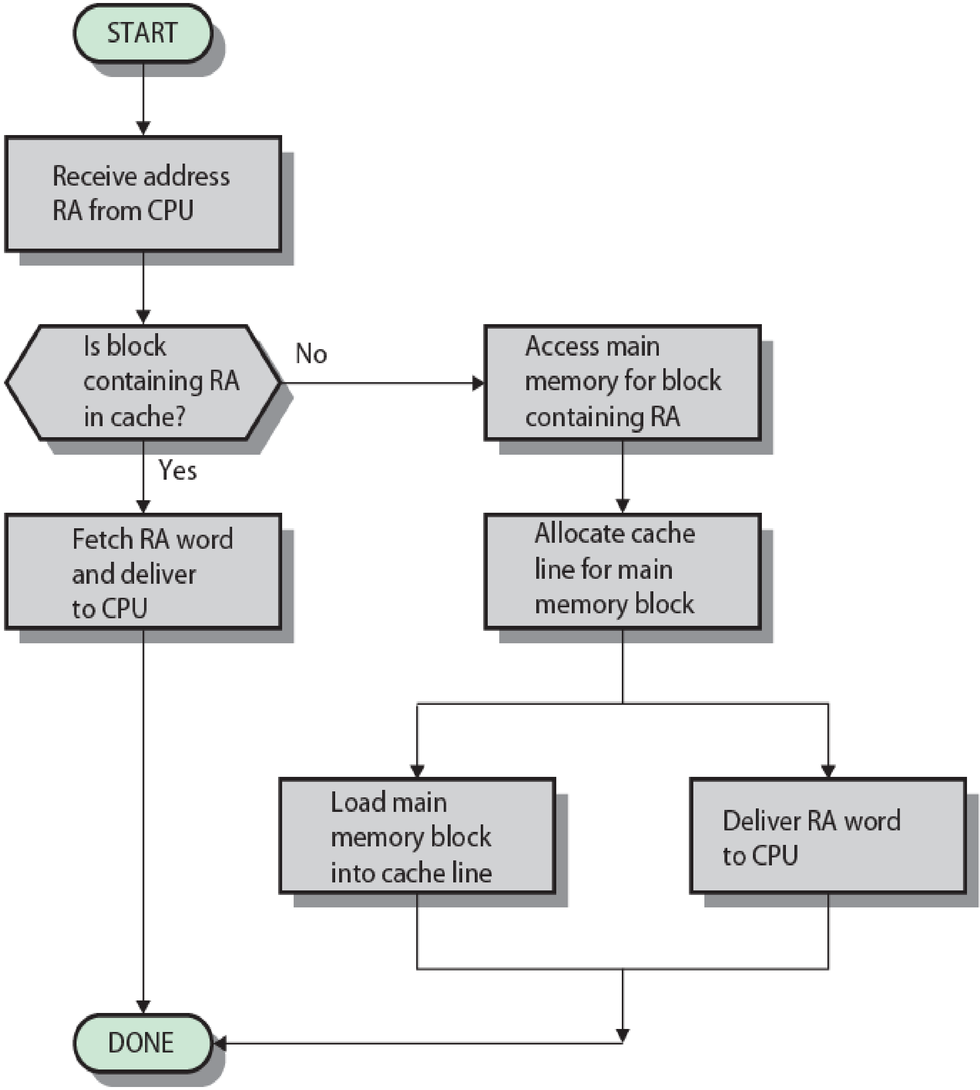
Cache/Main Memory Structure

- If a word in a block of memory is read, that block is transferred to one of cache lines
- An individual line cannot be uniquely and permanently dedicated to a particular block → tag identifying the block is being stored



Cache – Read operation

- CPU requests contents of memory location
- Check cache for this data
- If present:
  - get from cache
  - else read required block from main memory to cache
- Then deliver to CPU

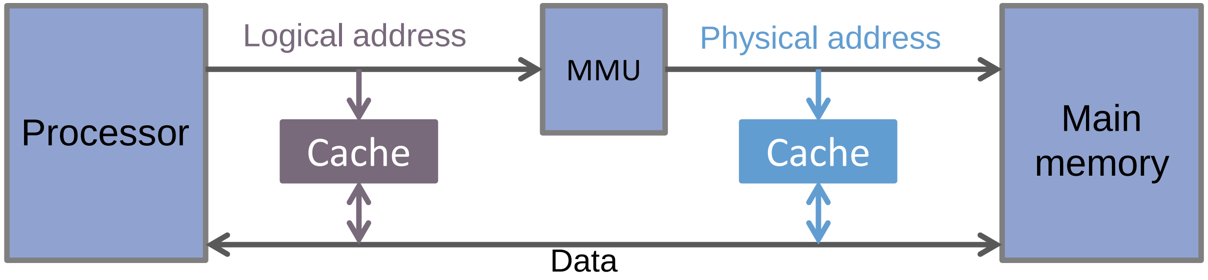


Cache Design

- Addressing
- Size
- Mapping Function
  - Direct
  - Associative
  - Set Associative
- Replacement Algorithm
  - Least recently used (LRU)
  - First in first out (FIFO)
  - Least frequently used (LFU)
  - Random
- Write Policy
  - Write through
  - Write back
  - Write once
- Line(Block) Size
- Number of Caches
  - Levels
  - Unified or split

Cache Addresses

- Cache can be located
  - **Between processor and virtual MMU**
  - **Between MMU and main memory**
- **Logical cache** (virtual cache) stores data using virtual addresses
  - Processor accesses cache directly, not thorough physical cache
  - Cache access faster, before MMU address translation
  - Virtual addresses use same address space for different applications
- **Physical cache** stores data using main memory physical addresses



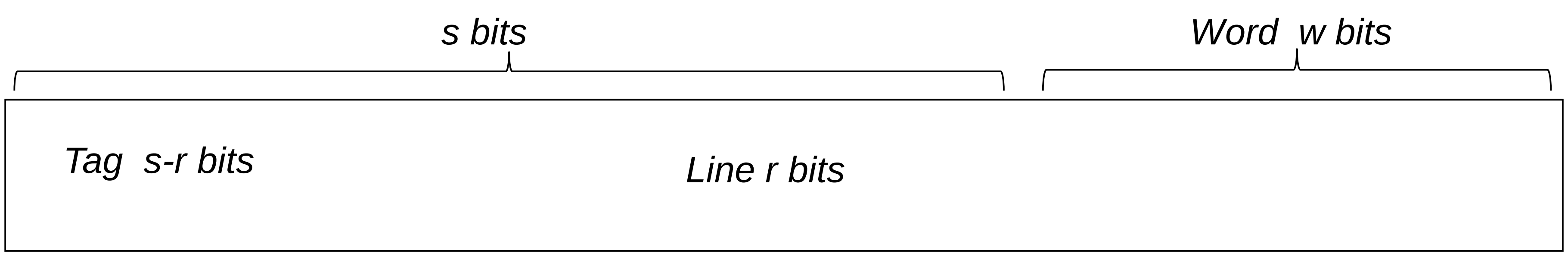
Mapping function

- Fewer cache lines than main memory blocks:
  - ***algorithm for mapping main memory blocks into cache lines***
  - ***means for determining which main memory block currently occupies a cache line***

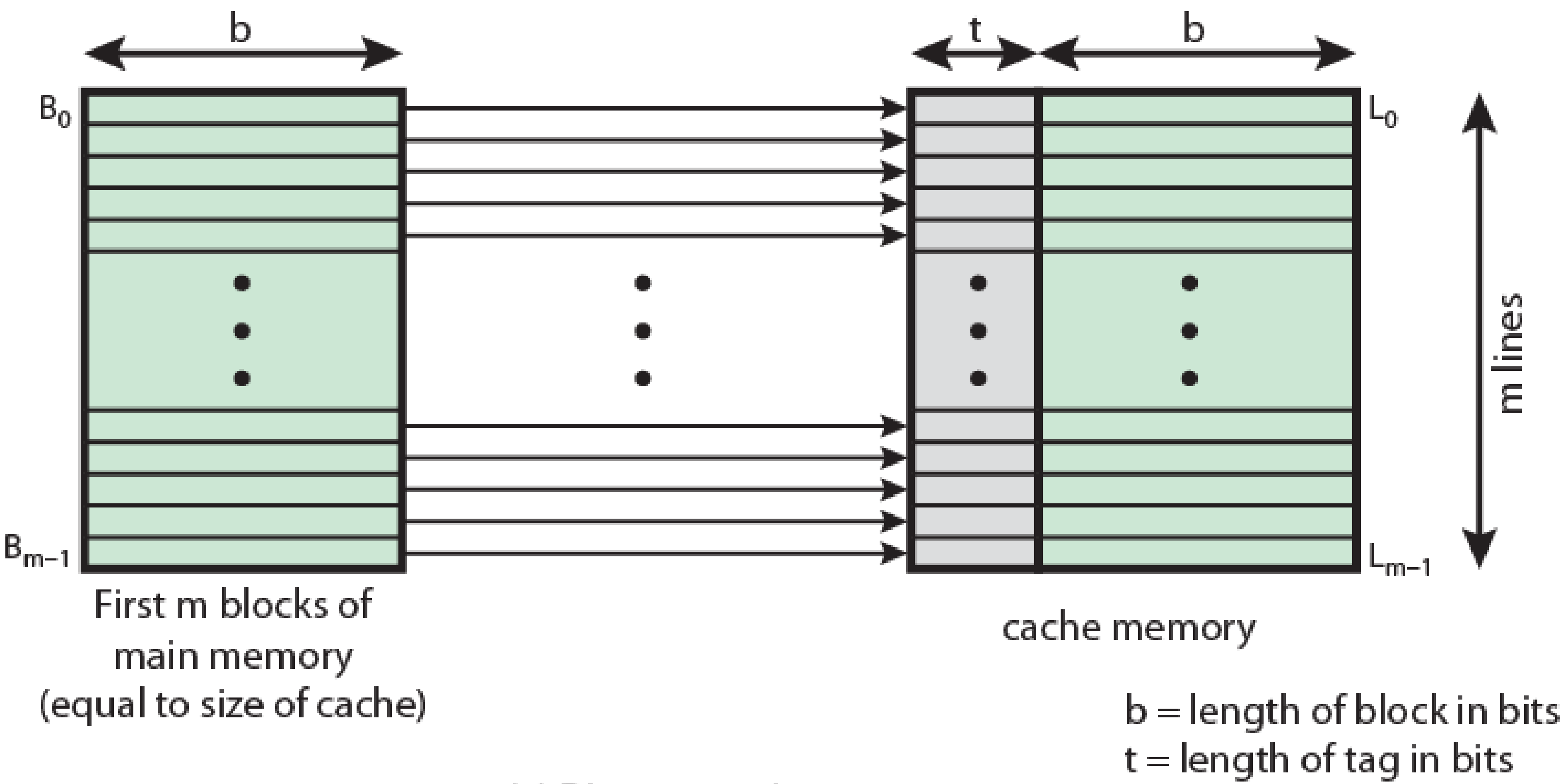
- Mapping function → cache organization
- Three techniques can be used:
  - Direct
  - Associative
  - Set associative

Direct Mapping

- Each block of main memory maps to only one cache line
  - **i.e. if a block is in cache, it must be in one specific place**
- Main memory address can be divided in two parts fields:
  - Least significant ***w* bits** identify unique word
  - Most significant ***s* bits** specify one of the 2^s memory blocks:
    - cache line - r bits
    - tag - (s-r) bits

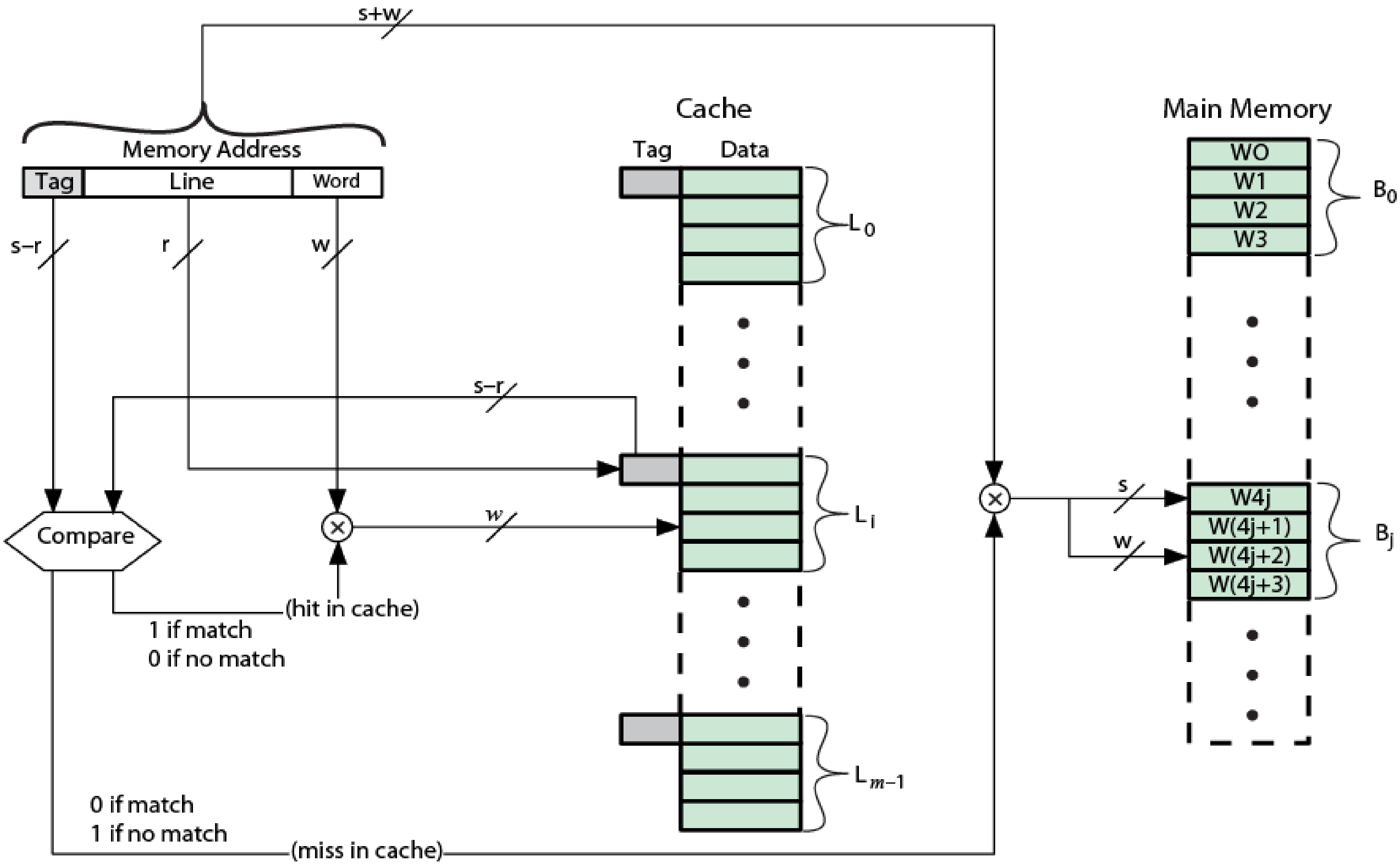


Direct Mapping from Cache to Main Memory



(a) Direct mapping

Direct Mapping Cache Organization



Direct Mapping pros & cons

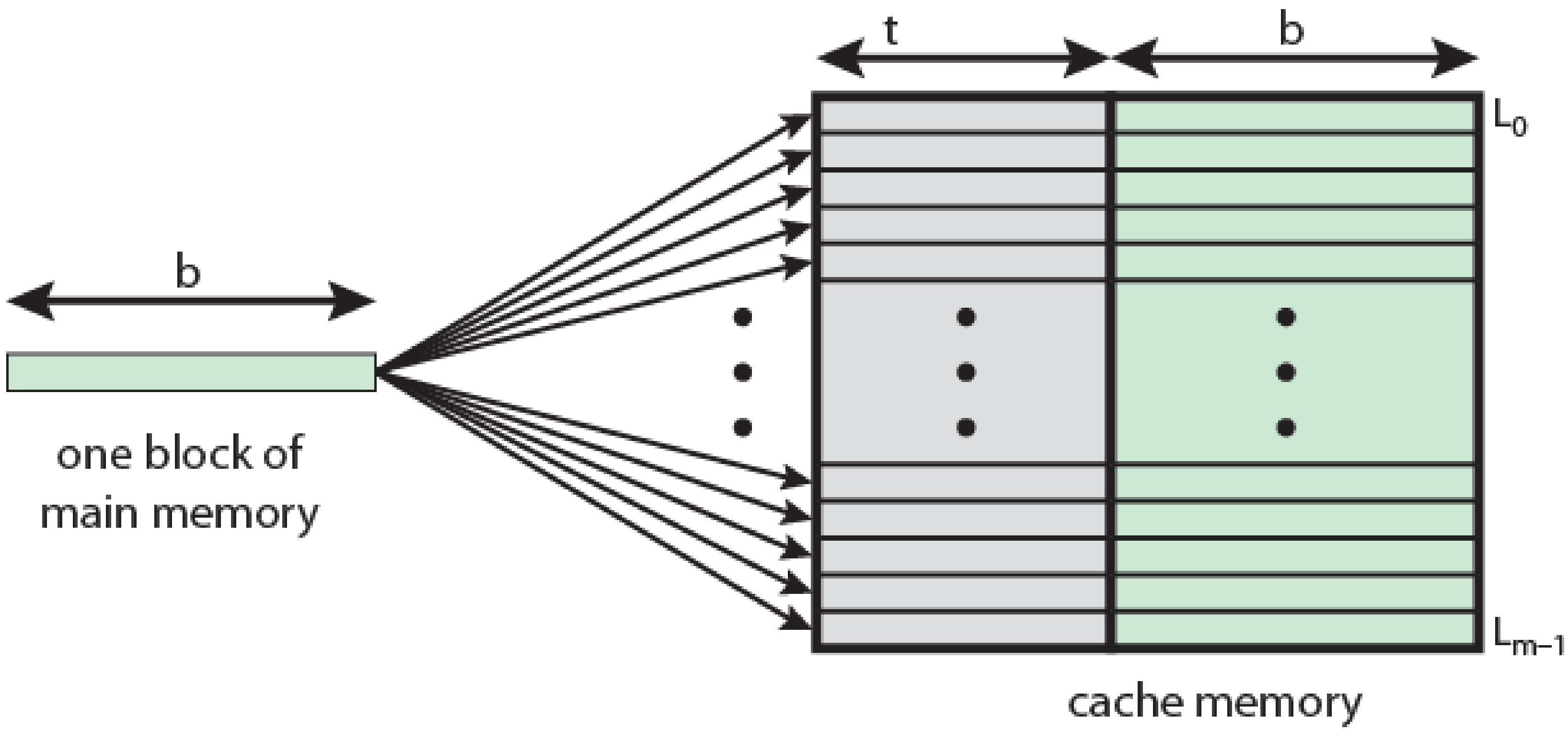
- Simple
- Inexpensive
- Fixed location for given block
  - If a program accesses 2 blocks that map to the same line repeatedly, cache misses are very high

Associative Mapping

- A main **memory block** can be loaded into **any line of cache**
- Memory address is interpreted as
  - **Tag** field
  - **Word** field
- Tag uniquely identifies block of memory
- No field in the address corresponds to the line number

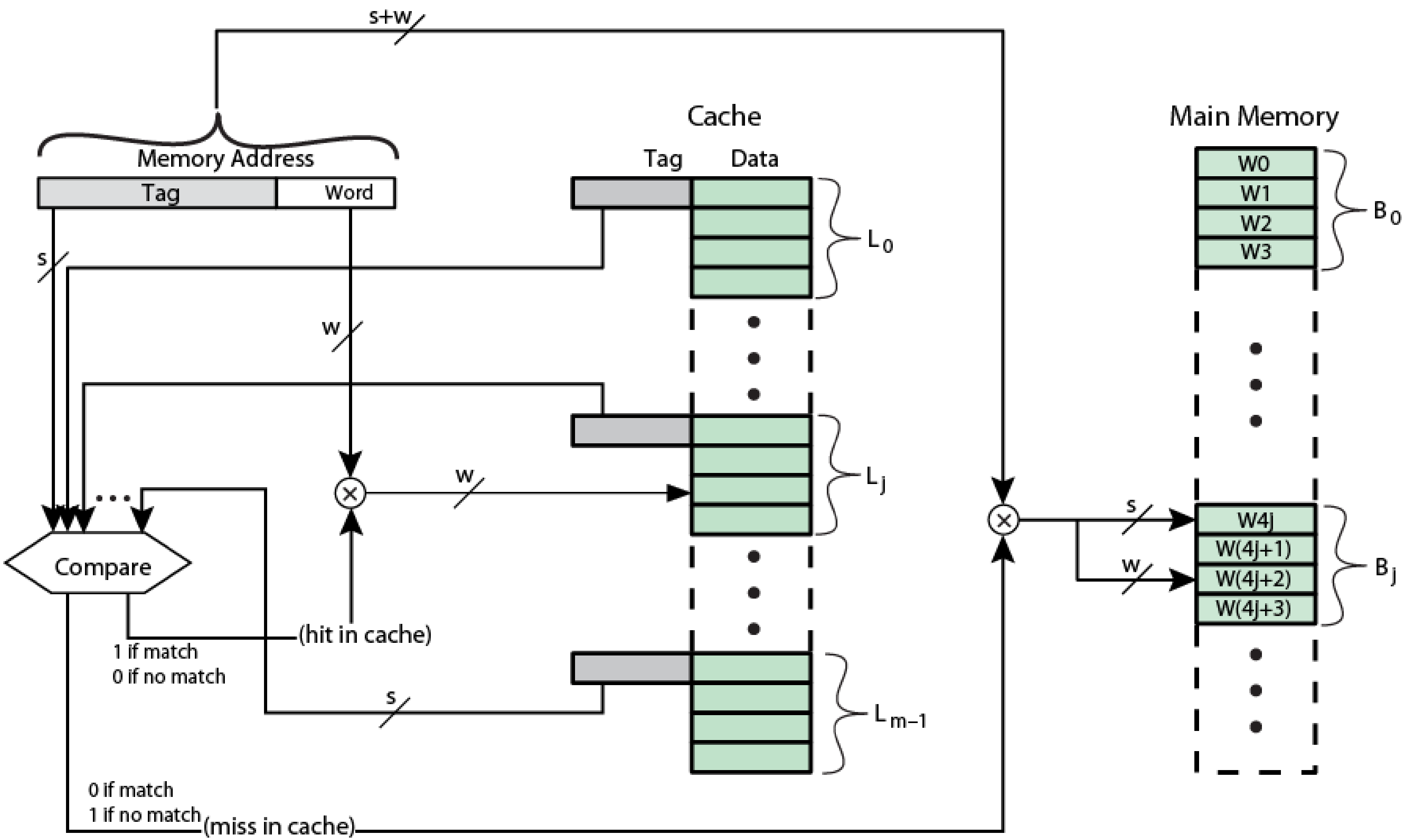
Tag	Word

Associative Mapping from Cache to Main Mem



- To determine whether a block is in the cache, the cache control logic must simultaneously examine every line's tag for a match

Fully Associative Cache Organization



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

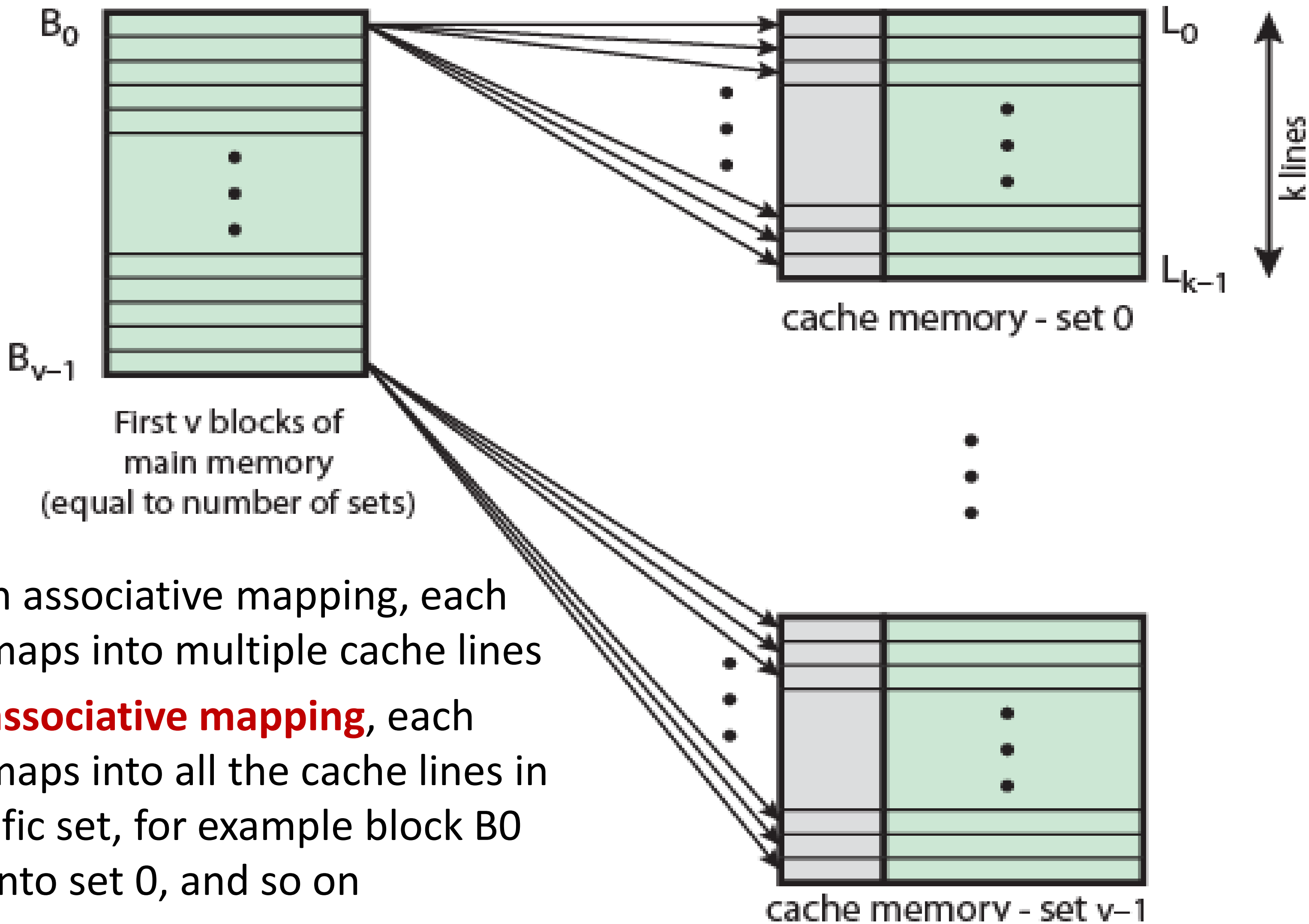
Set Associative Mapping

- Set-associative mapping exhibits the **strengths of both** the ***direct*** and **associative** approaches while reducing their disadvantages

- Cache is divided into a number of sets
- Each set contains a number of lines

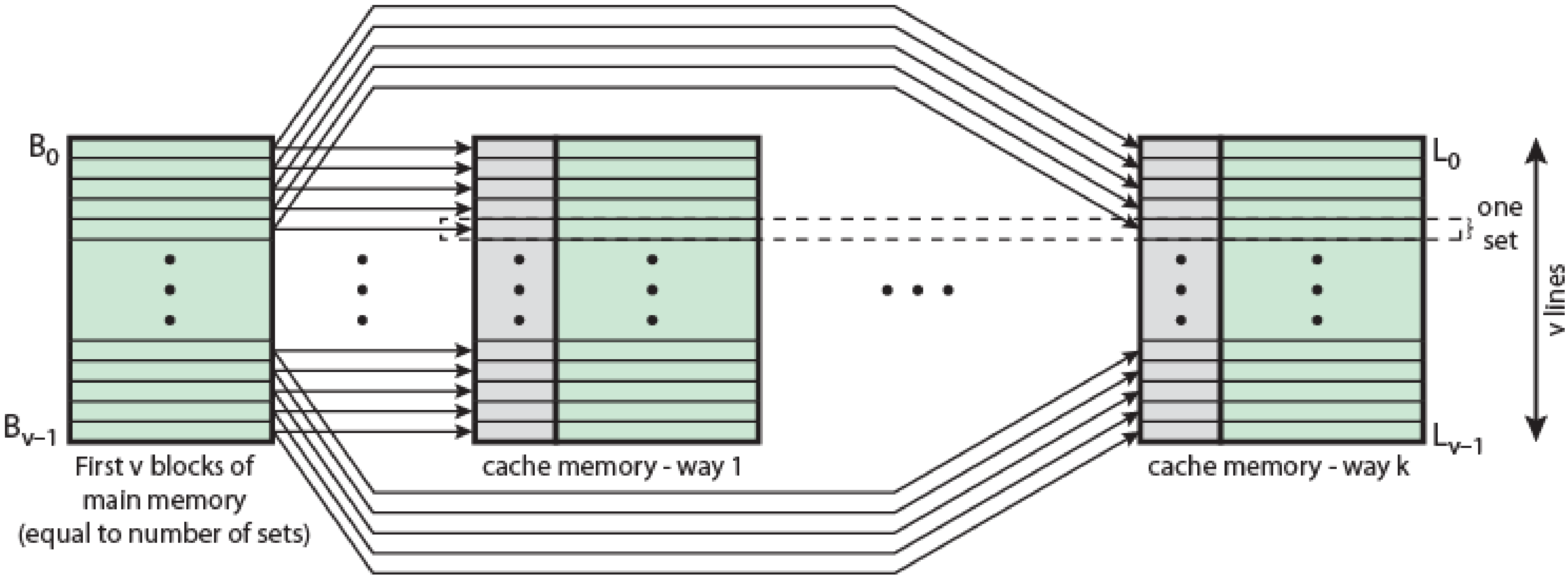
- The set-associative cache can be physically implemented as:
  - *v* **Associative–mapped caches**
    - in this case we have *v* associative caches
  - *k* **Direct–mapped caches**

v Associative-mapped cache



- As with associative mapping, each word maps into multiple cache lines
- For ***v*-associative mapping**, each word maps into all the cache lines in a specific set, for example block B0 maps into set 0, and so on

k Associative-mapped ache



- Each direct-mapped cache is referred to as a *way,* consisting of lines
- The first lines of main memory are direct mapped into the lines of each way; the next group of lines are similarly mapped, and so on

Set Associative Mapping

- The direct-mapped implementation is typically used for small degrees of associativity (small values of k)
- The associative-mapped implementation is typically used for higher degrees of associativity

Replacement Algorithms

- Direct mapping
  - No choice
  - Each block only maps to one line
  - Replace that line
- Associative & Set Associative
  - Hardware implemented algorithm (speed)
  - Least Recently used (LRU)
    - but in 2 way set associative “Which of the 2 block is LRU?”
  - First in first out (FIFO)
  - Least frequently used
    - replace block which has had fewest hits
  - Random

Write Policy

- **Write through**
  - All writes go to main memory as well as cache
  - Lots of traffic
  - Slows down writes
- **Write back**
  - Updates initially made in cache only and *update bit* is set
  - If block is to be replaced, write to main memory if update bit
  - Other caches get out of sync
  - I/O must access main memory through cache

Write Policy

- In a bus organization in which:
  - **more than one device** (typically a processor) has a **cache**, and
  - **main memory is shared**,

  a new problem is introduced

- If data in one cache are altered, this invalidates:
  - **not only** the corresponding word in **main memory**
  - **but also** that same word in **other caches** (if any other cache happens to have that word)

- There are different possible approaches to maintain cache coherency

Line Size

- When a block of data is retrieved and placed in the cache
  - not only the desired word is retrieved
  - but also some number of adjacent words
- Increased block size will increase hit ratio
  - principle of locality
- Hit ratio will decreases as block becomes even bigger
  - Probability of using newly fetched information becomes less than probability of reusing replaced

Line Size

- Larger blocks
  - Reduce number of blocks that fit in cache
  - Data overwritten shortly after being fetched
  - Each additional word is less local so less likely to be needed

- No definitive optimum value has been found
  - 8 to 64 bytes seems reasonable close to optimum
  - For HPC systems, 64 and 128 byte most common

Multilevel Caches

- The use of **multiple caches** has become the **norm**
- High logic density enables **caches on chip**
  - Faster than bus access
  - When the requested instruction or data is found in the on-chip cache, the bus access is eliminated
  - Bus is free for other transfers
- Common to use both on and off chip cache
  - L1 on chip, L2 off chip in static RAM
  - L2 access much faster than DRAM or ROM
  - L2 often uses separate data path
  - L2 may be on chip
  - Resulting in L3 cache

Unified versus Split Caches

- It is quite common to split the cache into two:
  - one dedicated to instructions
  - one dedicated to data

- These two caches both exist at the same level, typically as two L1 caches
  - When the processor attempts to fetch an **instruction** from main memory, it first consults the instruction L1 cache
  - when the processor attempts to fetch **data** from main memory, it first consults the data L1 cache

Unified versus Split Caches

- Advantages of **unified cache**
  - Higher hit rate
    - Balances load of instruction and data fetch
      - if many more instruction fetches are involved in the execution, then the cache will tend to fill up with instructions
      - if an execution pattern involves relatively more data fetches, the opposite will occur
    - Only one cache to design & implement
- Advantages of **split cache**
  - Eliminates cache contention between instruction fetch/decode unit and execution unit
    - Important in pipelining