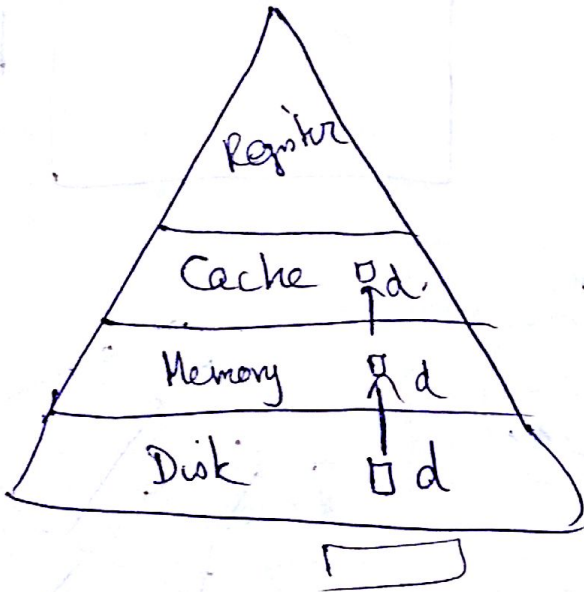


# Topics

- 1) Memory Hierarchy
- 2) Locality  $\rightarrow$  Temporal  
 $\searrow$  Spatial

## Temporal Locality.



$d \rightarrow a[0]$

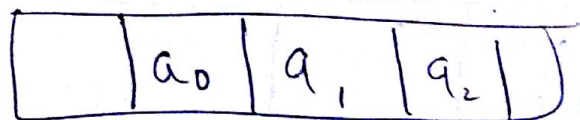
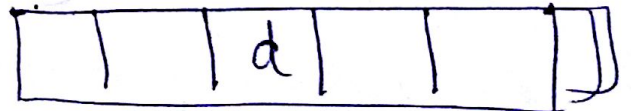
Linked list does not have good Spatial locality.

## Spatial locality.

Same idea!

Data item  $d$ , when it is being read, is not read alone.

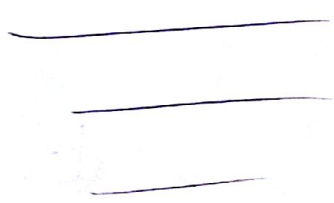
A chunk of memory gets read.



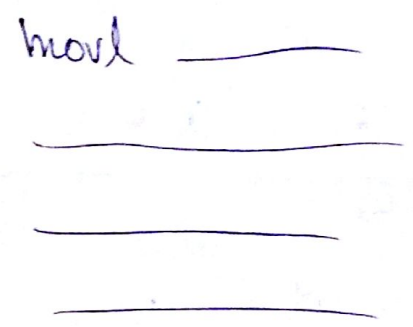
Locality  $\xrightarrow{\text{also}}$  applies to

Instructions

for ( )  
{



Label



movl \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
jmp Label.

These instructions will get executed sequentially  $\rightarrow$  spatial locality.

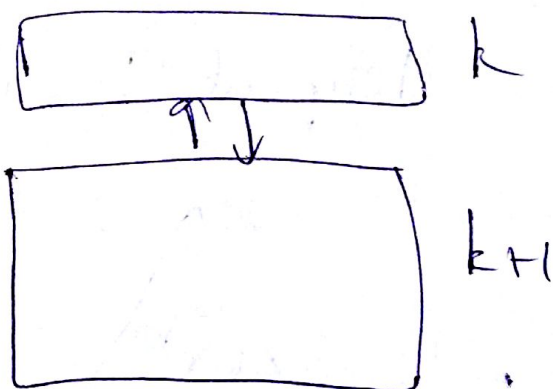
good temporal locality!

$\downarrow$  because it gets executed repeatedly!

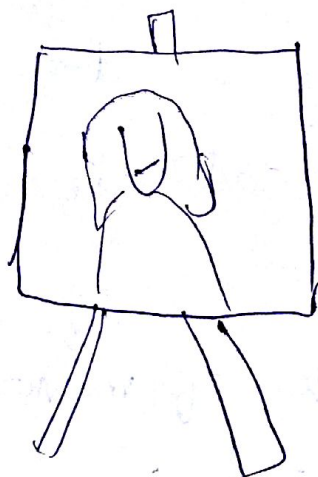
### 3) Caching (Idea)

Use a smaller, faster memory as a staging area for a larger, slower memory.

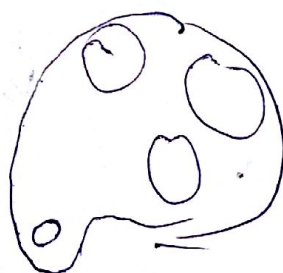
#### Analogy



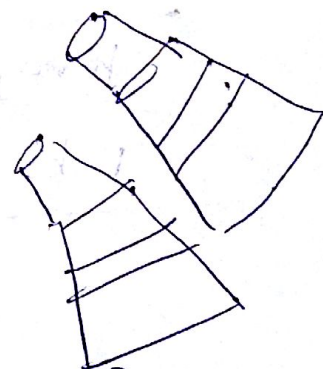
①



Canvas

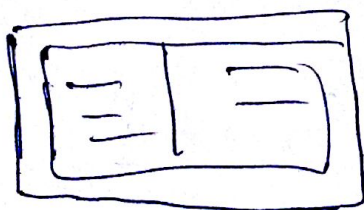


Palette  
(Staging area)



Paint tube

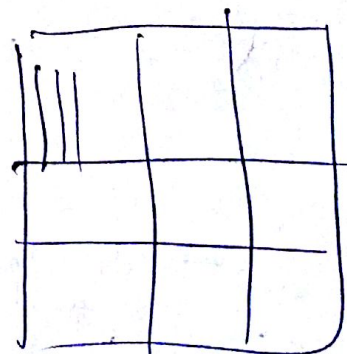
②



Reading area



Desk



Library



# Cache Hit

Last Lecture Notes

# Cache miss

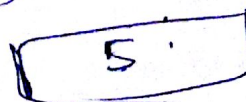
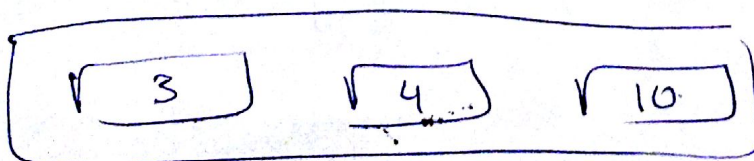
If  $d$  is not in  $k$ , level  $k$  goes and fetches it from  $k+1$  and stores it

① If  $k$  has a free space, no problems.

② If  $k$  is already full.

we replace a block  $\rightarrow$  victim block  
(or) evicting a block.

How is this block chosen?



① Randomly.

② Least Recently Used //

} Examples of  
Cache Replacement  
policies.

---

## Kinds of Cache Misses

① Cold miss → If cache at level  $k$  is empty. (cold → empty).

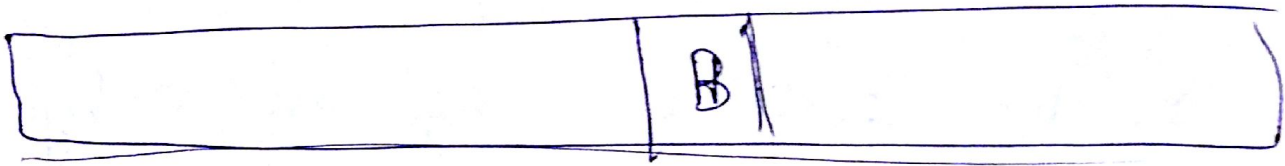
② Conflict Miss

Placement Policy → Where the the retrieved block is placed in  $k$  ?

① No restriction → Place any block from  $k+1$  anywhere in  $k$ .

# Drawbacks

Block B



Million locations.

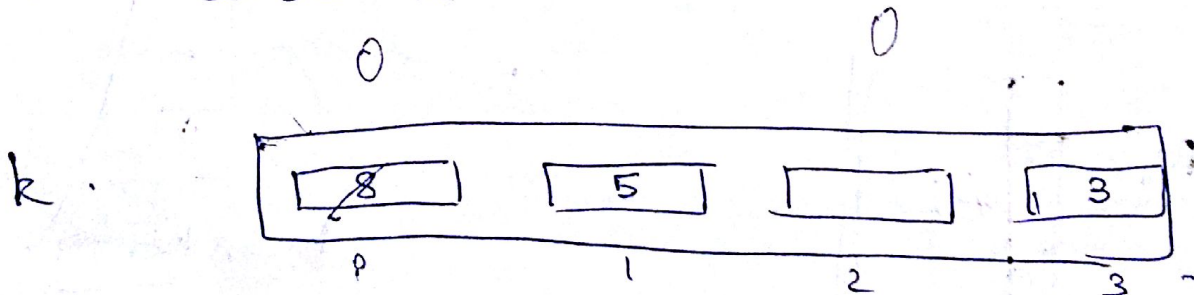
To retrieve block B, linear search is expensive!

We speed it up!

## (b) Restrictive Placement

Example: Block  $i$  at level  $(k+1)$

must be stored at Block  $(i \bmod 4)$  on level  $k$ .



If  $i$  request Block 5  $\Rightarrow$  look at index 1

If request Block 0  $\Rightarrow$  look at index 0



We already have <sup>Block 8</sup> at index 0.

⇒ Cache miss!

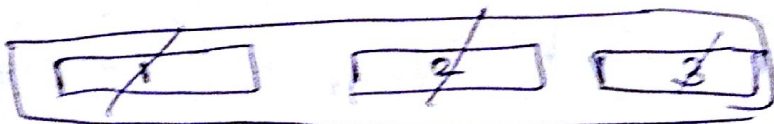
⇓  
due to some restrictive placement policy, is called conflict miss.

### ③ Capacity Miss

Suppose → we have a loop.

⇒ 4 instructions in the body

⇒ Cache has space for 3

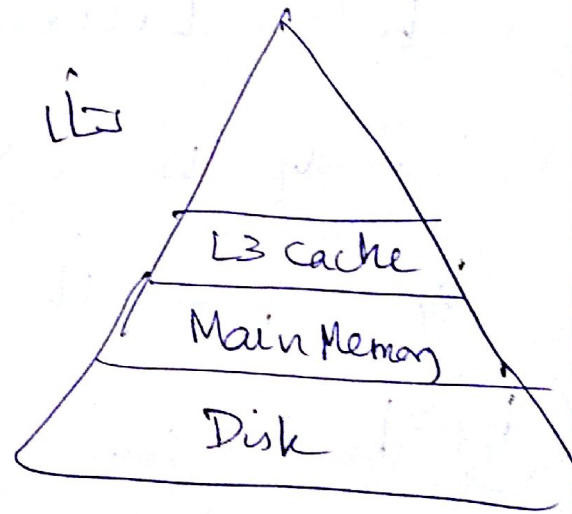


which happens when the cache size is too small ⇒ capacity misses.

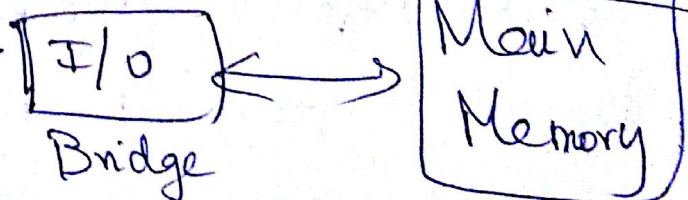
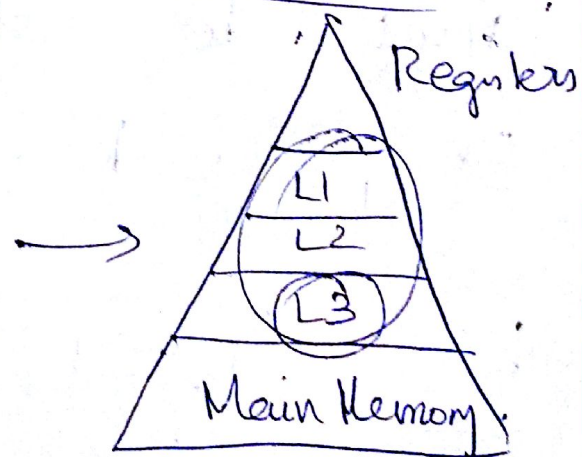
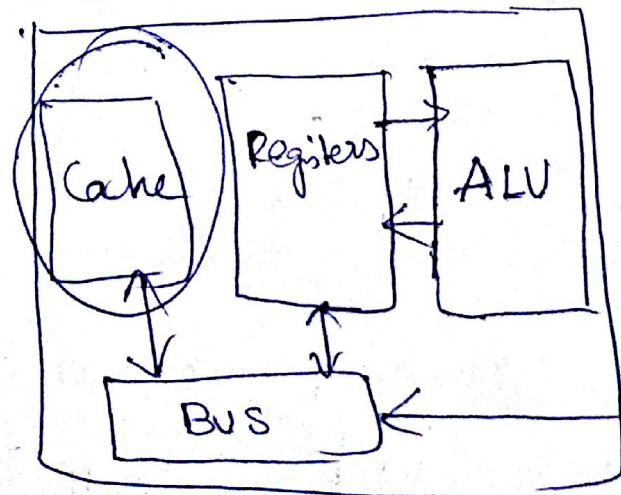
# To take away

→ each level in the hierarchy is a cache for its lower level.

→ each level manages its own blocks, using its own policies (replacement, placements).



## 6.4 Cache





# Cache Memory Organization.

Check next lecture's notes

direct

$$\frac{p \times s}{p + s} = d$$

$S =$  size of cache

$p =$  size of processor