



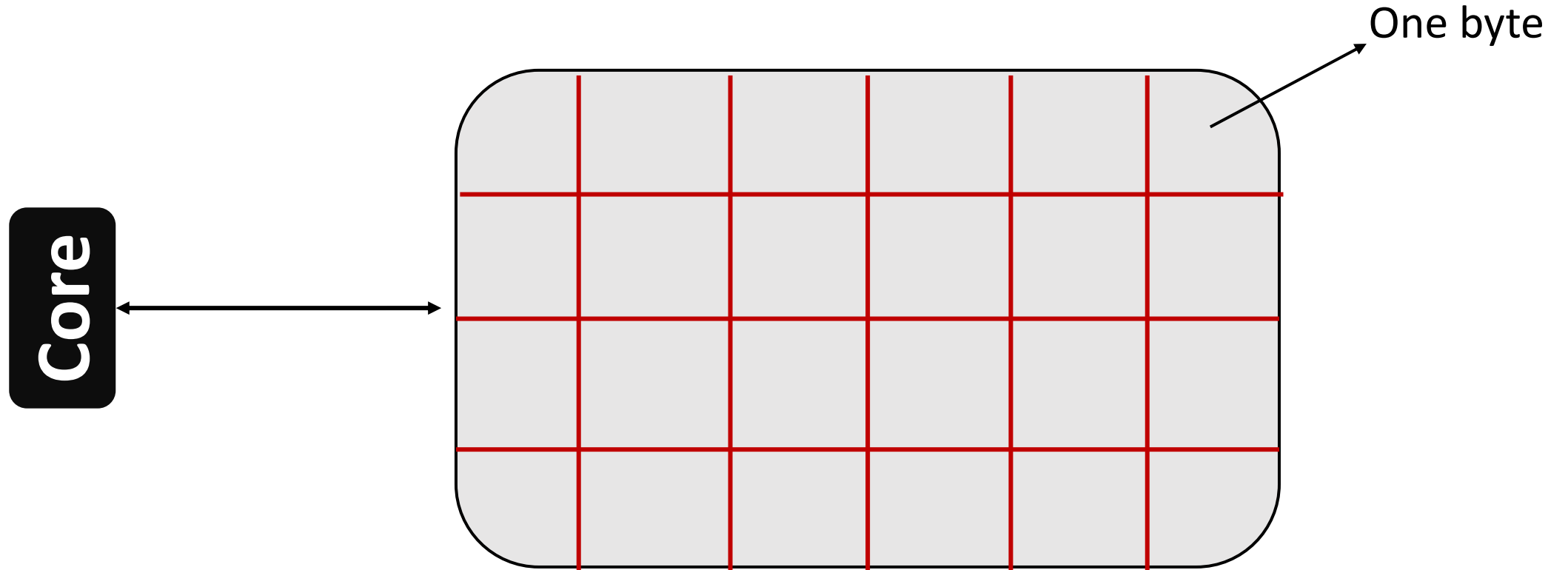
# CS305: Computer Architecture

## Caches-II

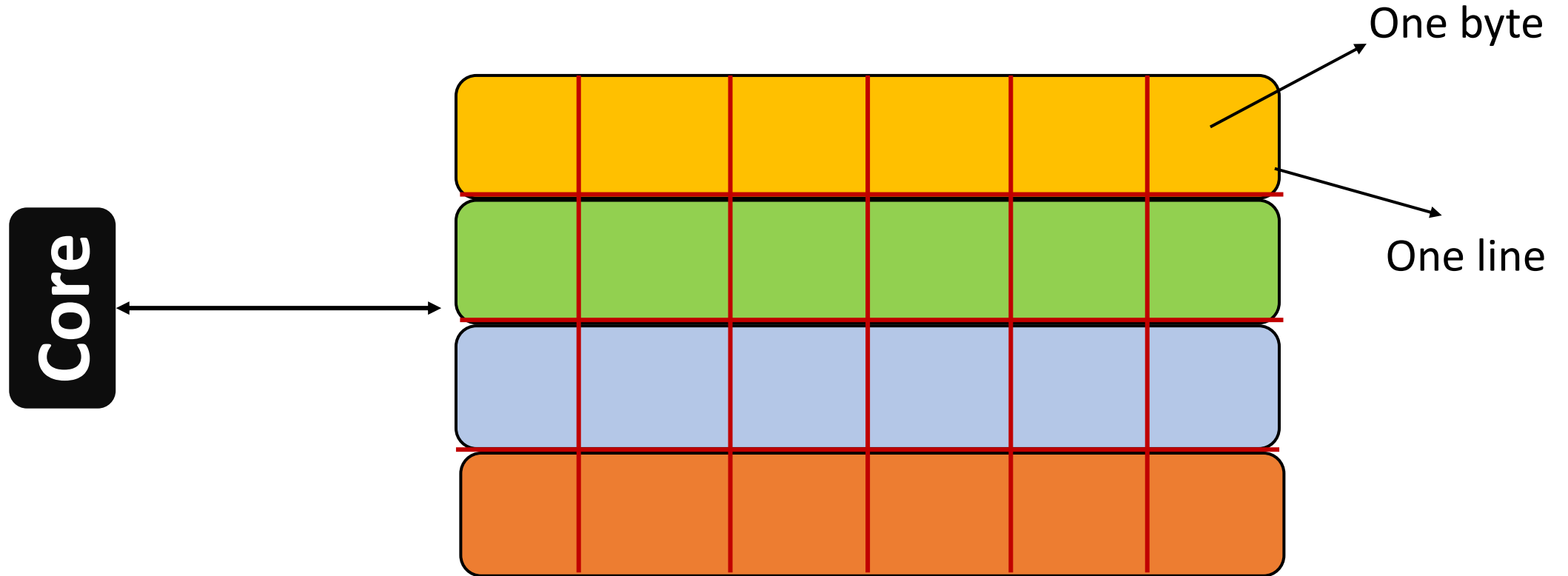
<https://www.cse.iitb.ac.in/~biswa/courses/CS305/main.html>

<https://www.cse.iitb.ac.in/~biswa/>

# Accessing a cache



# Bytes to blocks (lines)



Typical line size: 64 to 128 Bytes

Computer Architecture

# A bit deeper: 1024 lines each of 32B

4 GB DRAM

Core

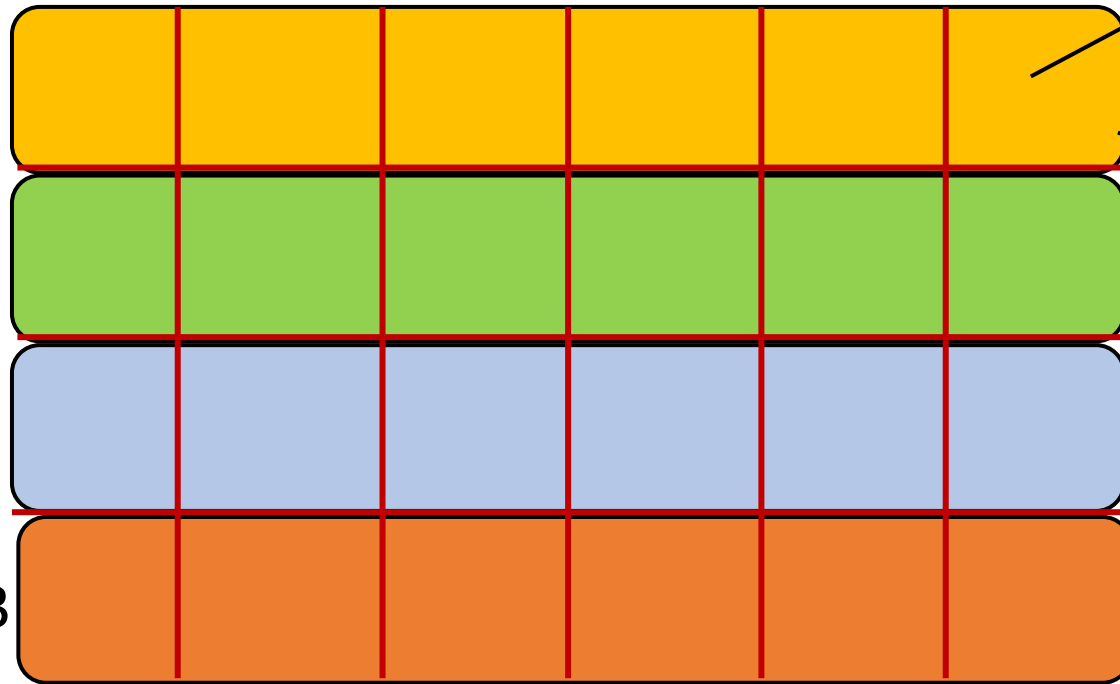
Address (32-bit)

Line 0

Line 1023

One byte

One line



# A bit deeper: 1024 lines each of 32B

4 GB DRAM

Core

Address (32-bit)

Line 0

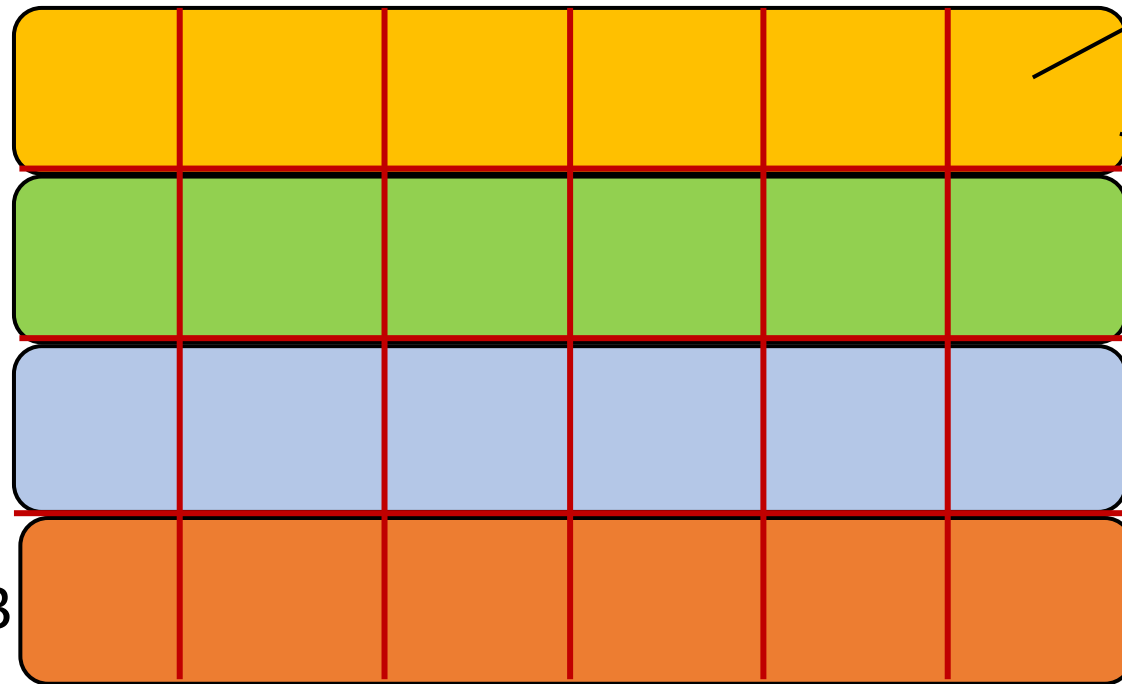
One byte

One line

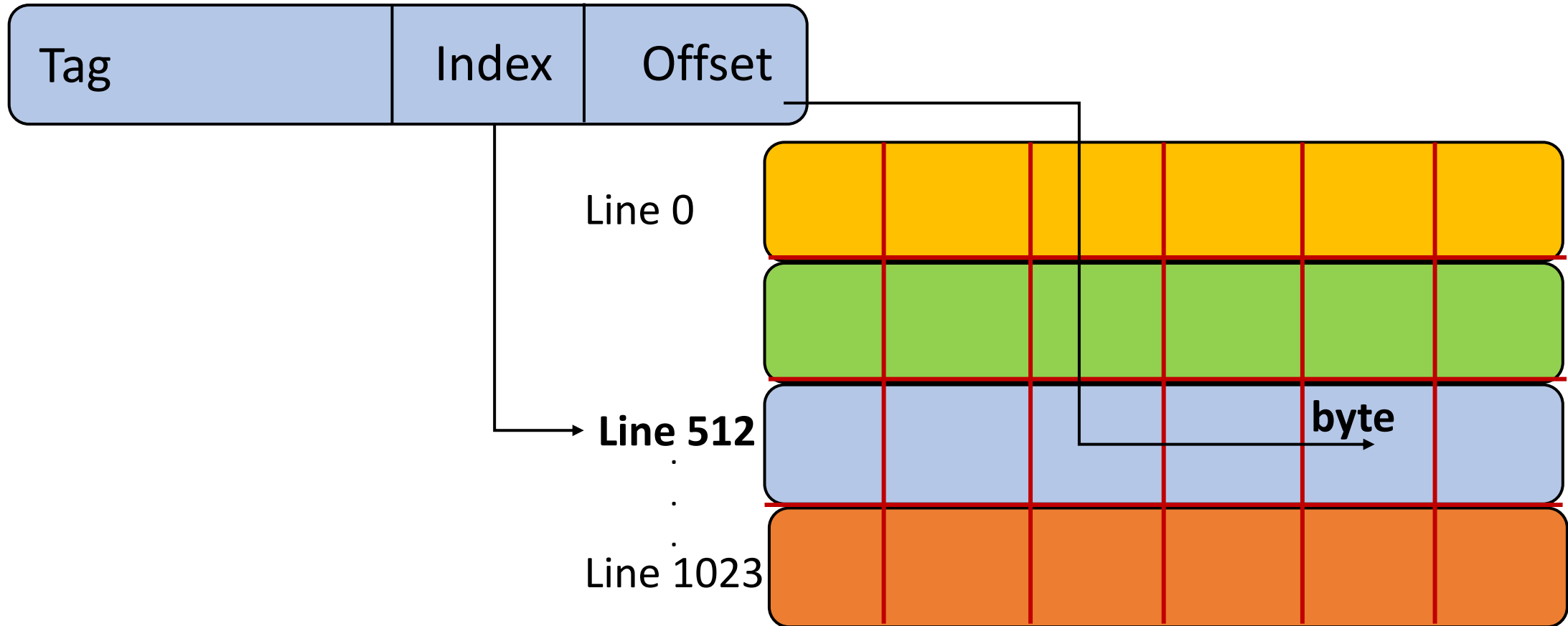
Line 1023

Line number (index): 10 bits

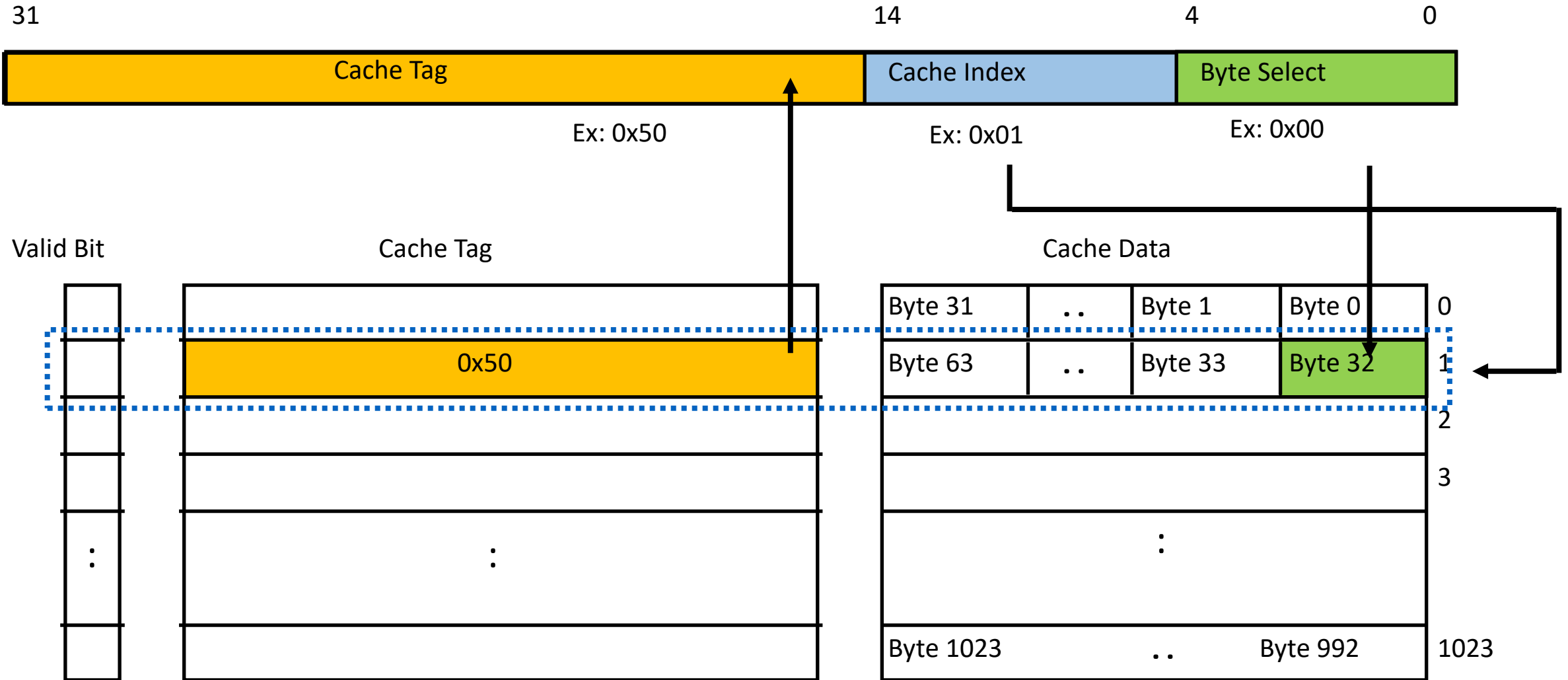
Byte offset (offset): 5 bits



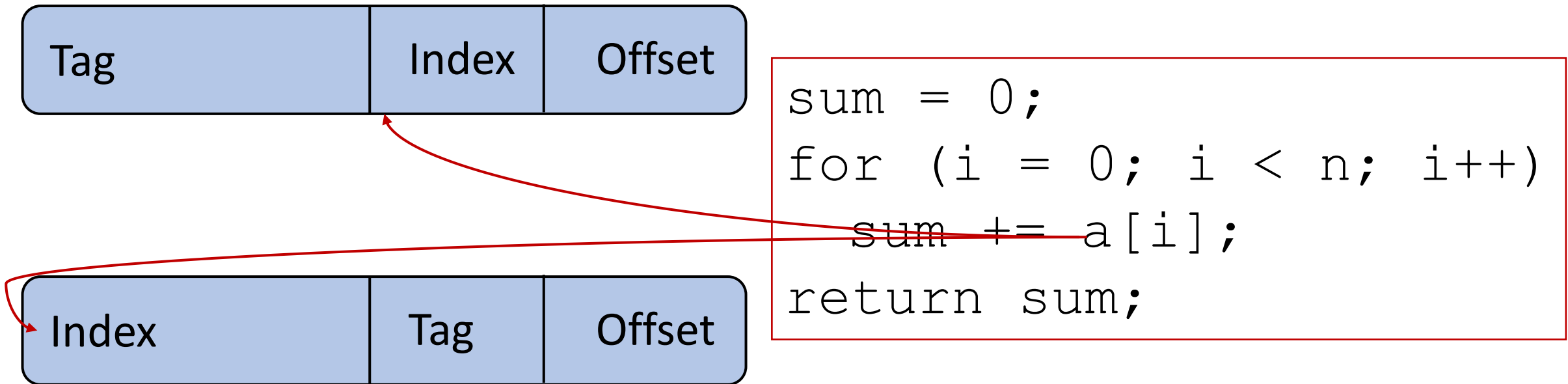
# Direct Mapped Cache



# Direct Mapped in Action



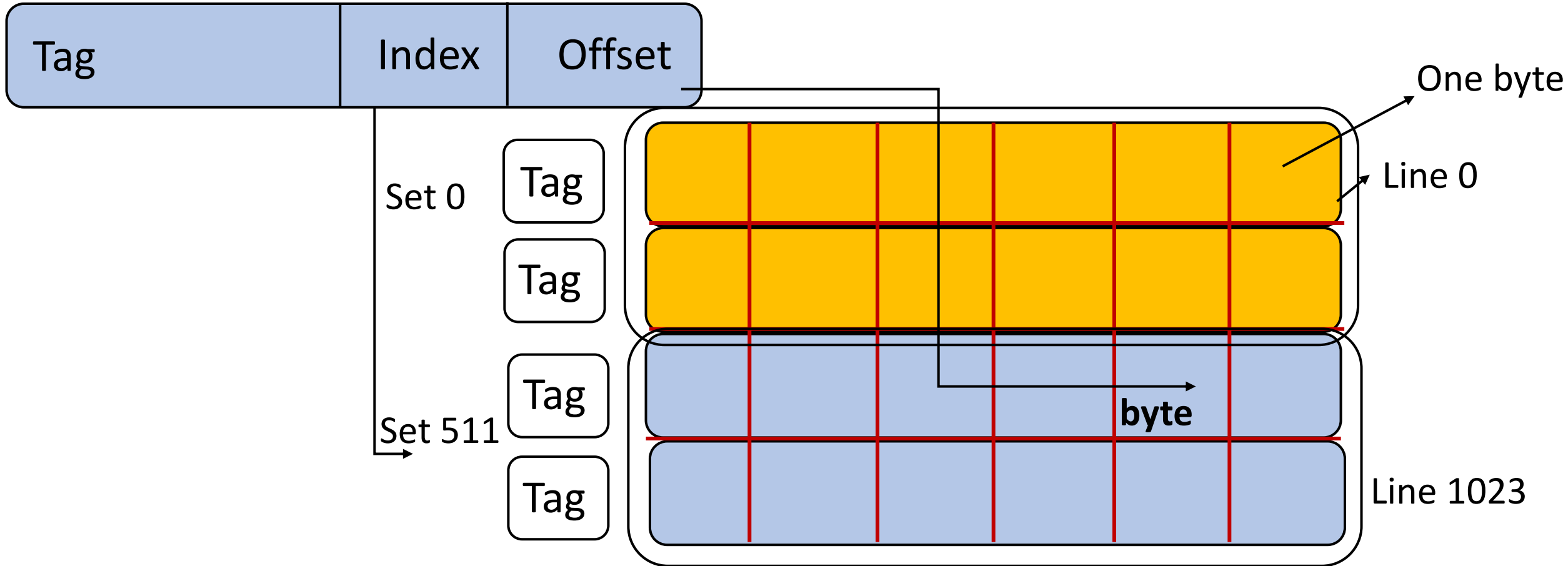
# Why not this?



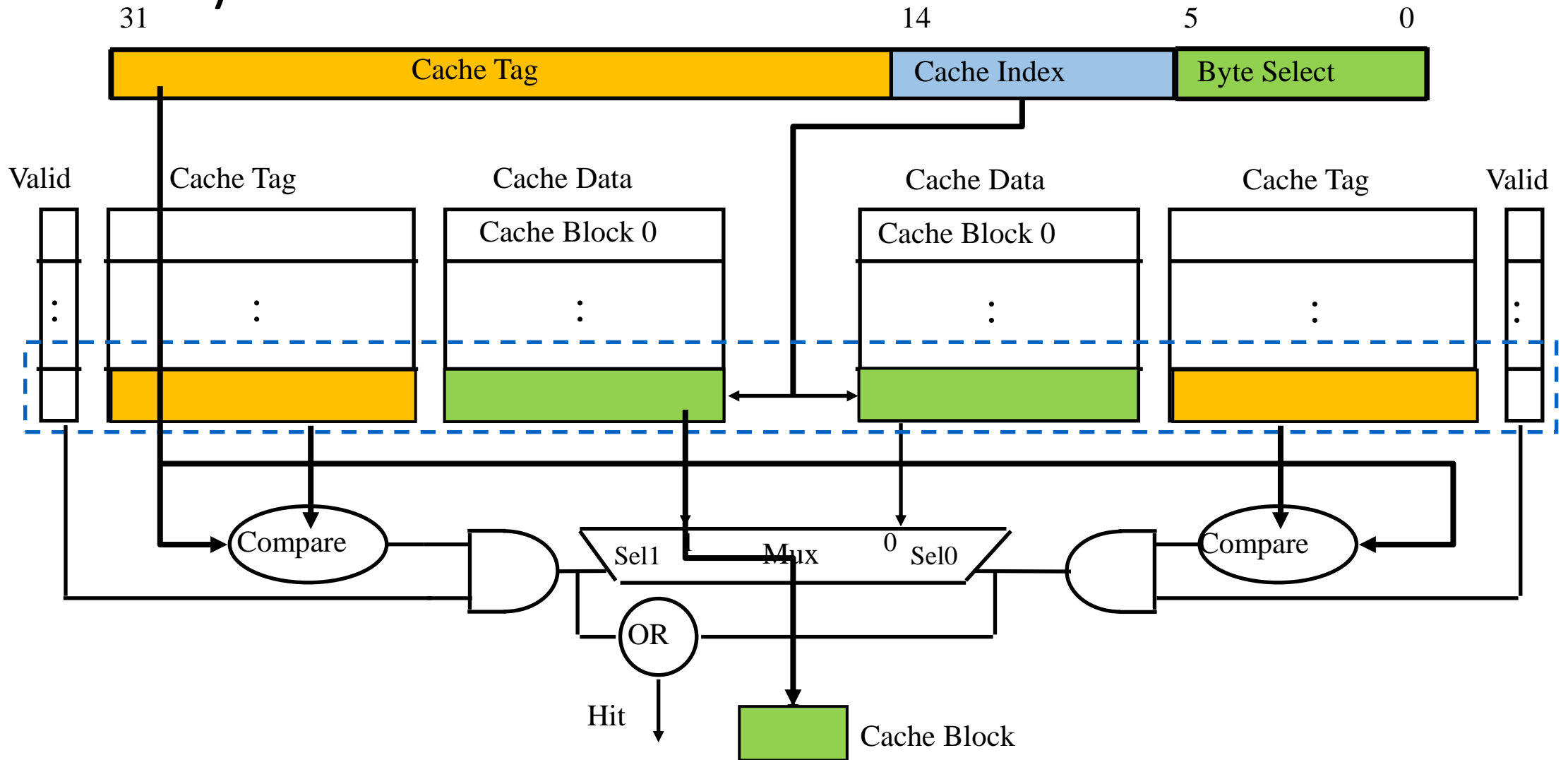
*Go through Figure 5.9 of P&H and walk-through the example*



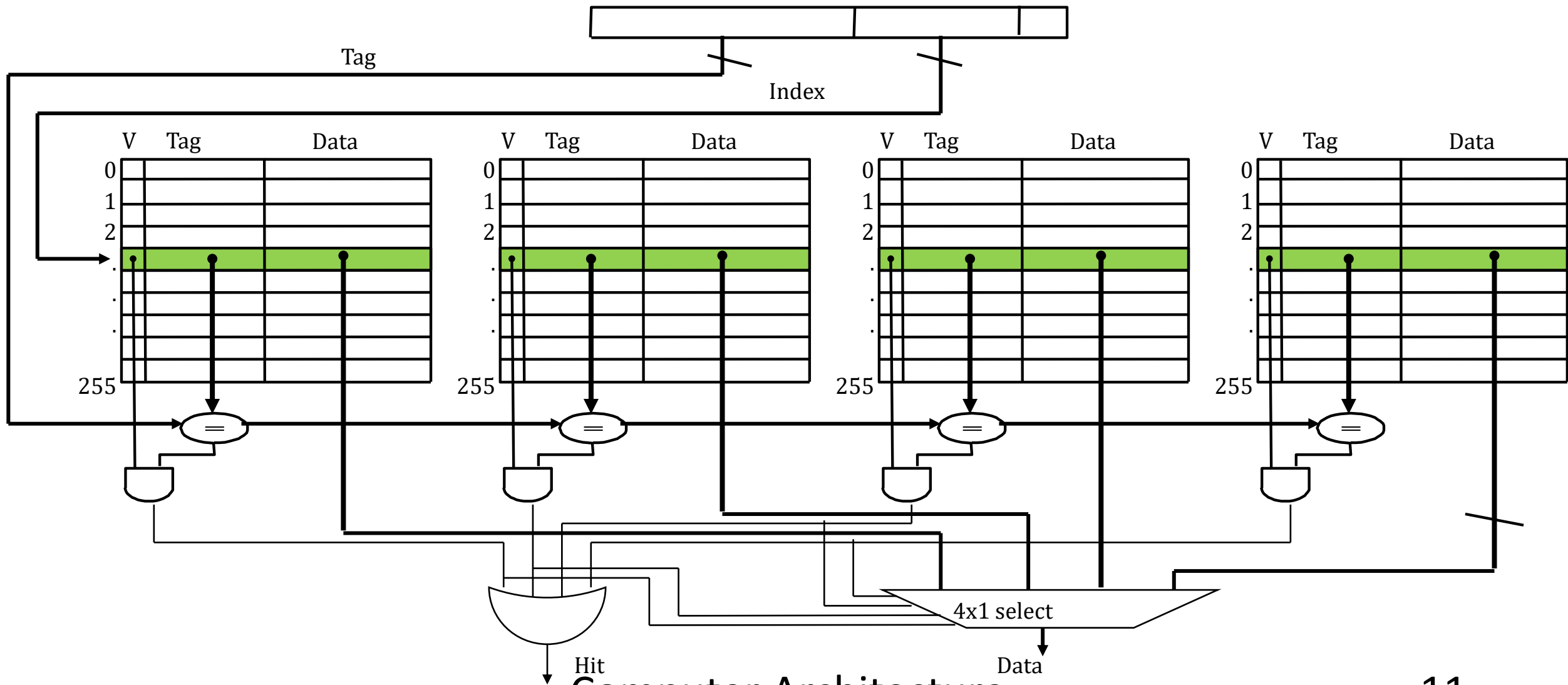
# What if we have multiple ways?



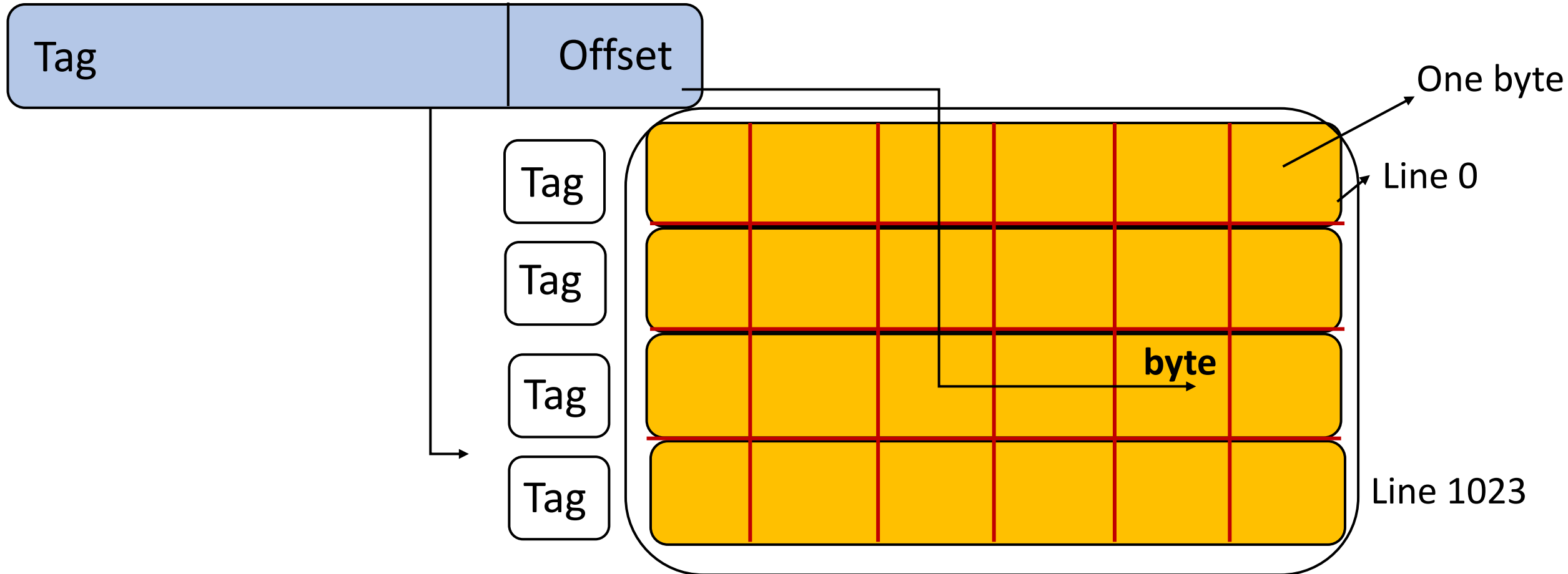
# 2-way associative in action



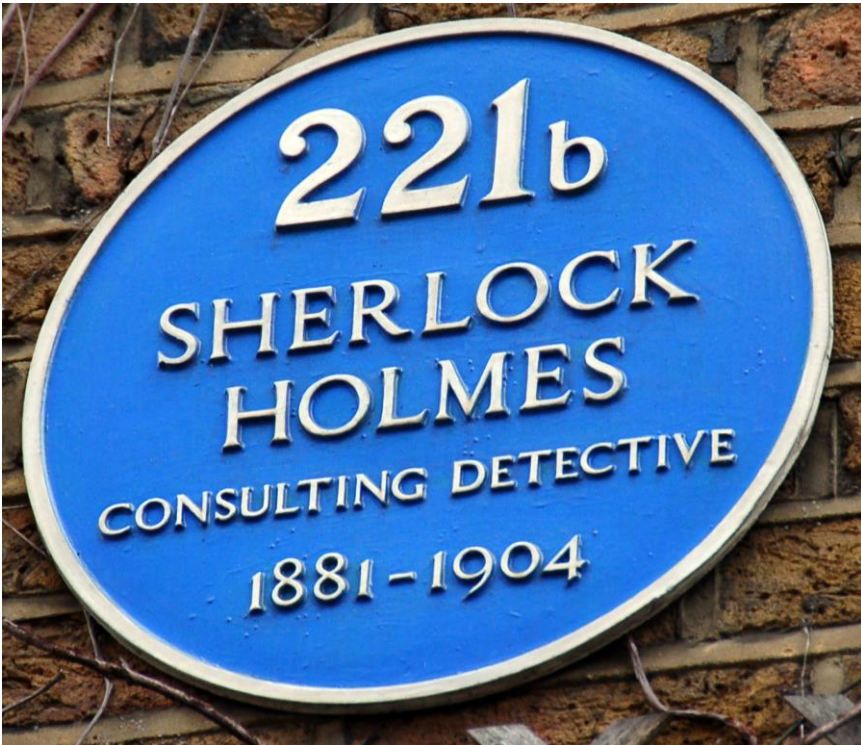
# 4-way associative: Just a better picture



# Extreme: One cache, one set



# A bit different way



Baker Street: Cache Index 😊

221b: Tag bits 😊

Sherlock Holmes: Byte offset 😊 😊

# Knobs of interest

Line size, associativity, cache size

Tradeoff: latency, complexity, energy/power

Tips: Think about the extremes:

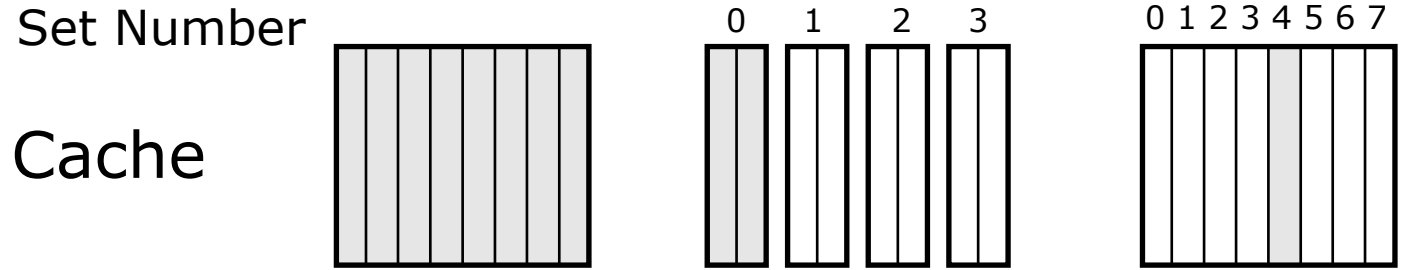
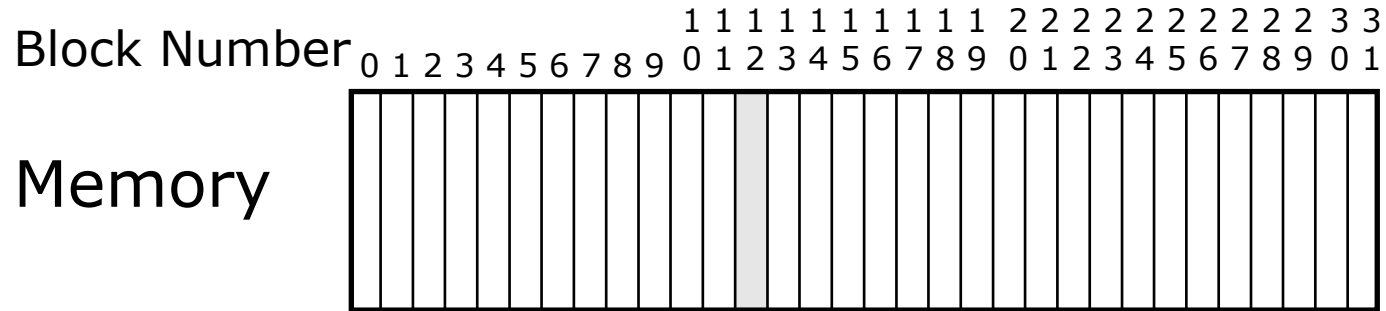
**Line size** = one byte or cache size

**Associativity** = one or #lines

**Cache size** = Goal oriented: latency/bandwidth or capacity

<https://github.com/HewlettPackard/cacti/>

# Summary



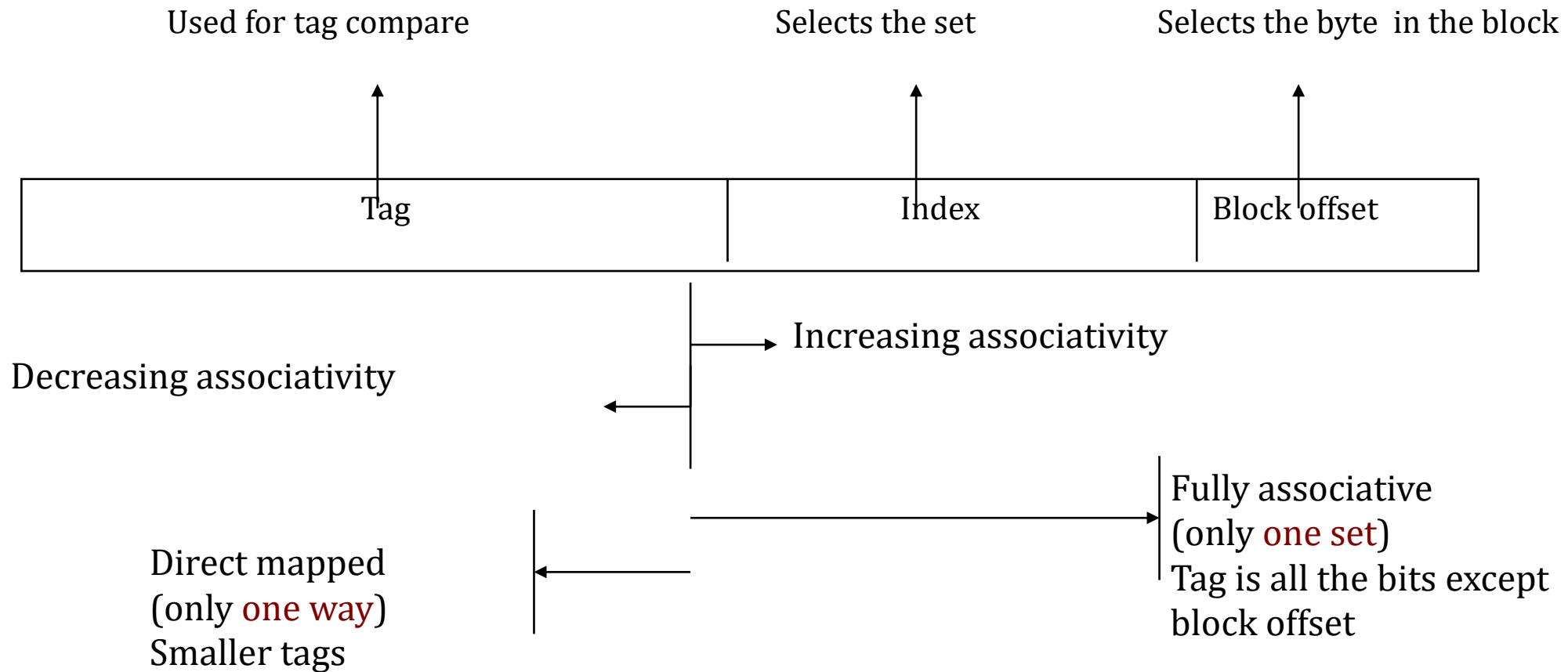
Fully  
Associative  
anywhere

(2-way) Set  
Associative  
anywhere in  
set 0  
(12 mod 4)

Direct  
Mapped  
only into  
block 4  
(12 mod 8)

block 12  
can be placed

# Summary





Kösz