18-447 Lecture 14: Memory Hierarchy

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Housekeeping

- Your goal today
  - understand memory system and memory hierarchy design in big pictures
- Notices
  - HW 3, ~~past due~~ due Friday 3/6
  - Lab 3, due week of 3/23
  - Handout #11: HW 3 solutions out on Friday
  - Lab and HW on hiatus over Spring Break
- Readings
  - P&H Ch5 for the next many lectures

Wishful Memory

- So far we imagined
  - a program owns contiguous 4GB private memory
  - a program can access anywhere in 1 proc. cycle

- We are in good company

4.1. Ideally one would desire an indefinitely large memory c
pacity such that any particular aggregate of 40 binary digits,
word (cf. 2.3), would be immediately available—i.e. in a tin

---- Burks, Goldstein, von Neumann, 1946

The Reality

- Can't afford/don't need as much memory as size of address space (think 64-bit ISAs)

  RV32I said 4GB addr "space" not 4GB memory
- Can't find memory technology that is affordable in GByte and also cycle in GHz
- Most systems multi-task several programs
- But, "magic" memory is nevertheless a useful approximation of reality due to
  - memory hierarchy: appear large and fast ← cover this part first
  - virtual memory: appear contiguous and private ← cover this part later

Memory Hierarchy: The Principles at Work

The Law of Storage

- Bigger is slower
  - SRAM 512 Bytes @ sub-nsec
  - SRAM KByte~MByte @ nsec
  - DRAM GByte @ ~50 nsec
  - SSD TByte @ msec
  - Hard Disk TByte @ ~10 msec
- Faster is more expensive (dollars and chip area)
  - SRAM ~$10K per GByte
  - DRAM ~$10 per GByte
  - “Drives” ~$0.1 per GByte

Note: order-of-magnitude only & changes with time

How to make memory bigger, faster and cheaper?

Memory Locality

- "Typical" programs have strong locality in memory references—instruction and data

  we put them there ... loops, arrays, and structs ...

- Temporal: after accessing **A**, how many other distinct addresses before accessing **A** again
- Spatial: after accessing **A**, how many other distinct addresses before accessing a "near-by" **B**

- **Corollary:** a program with strong temporal and spatial locality must be accessing only a compact "**working set**" at a time

"near-by" is some predictable relationship

Memoization

- If something is costly to compute, save the result to be reused
- With strong reuse
  - storing just a small number of frequently used results can avoid most recomputations

being size effective

- With poor reuse
  - storing a large number of different results that are rarely or never reused
  - locating the needed result from a large number of stored ones can itself become as expensive as computing

Cost Amortization

- **overhead**: one-time cost to set up
- **unit-cost**: cost for each unit of work

- total cost = overhead + unit-cost x N
- average cost = total cost / N

= (overhead / N) + unit-cost

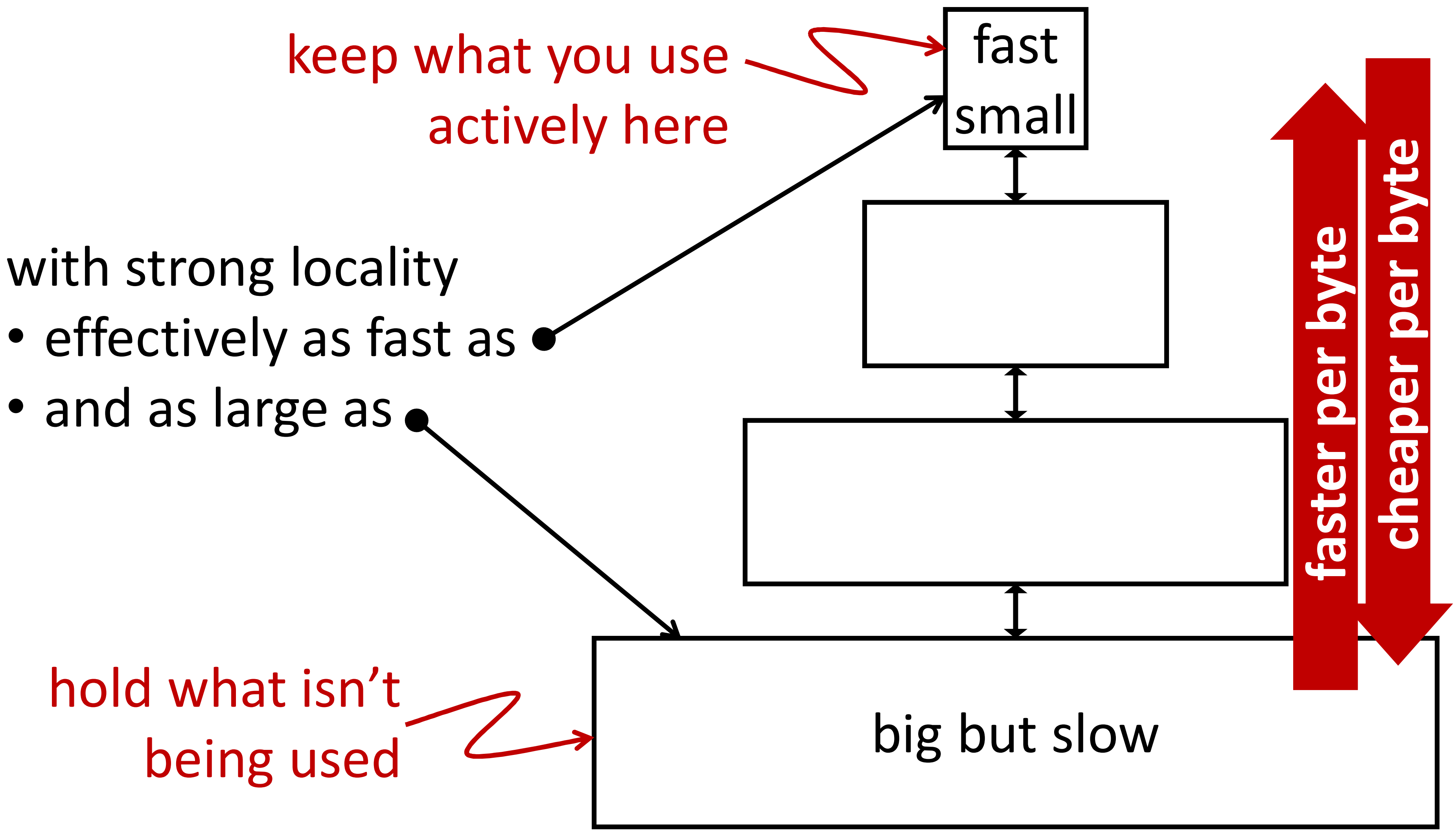
the essence of amortization

being time effective

In memoization, high up-front cost to compute once is no problem if results reused many times

Putting the principles to work

Memory Hierarchy



Managing Memory Hierarchy

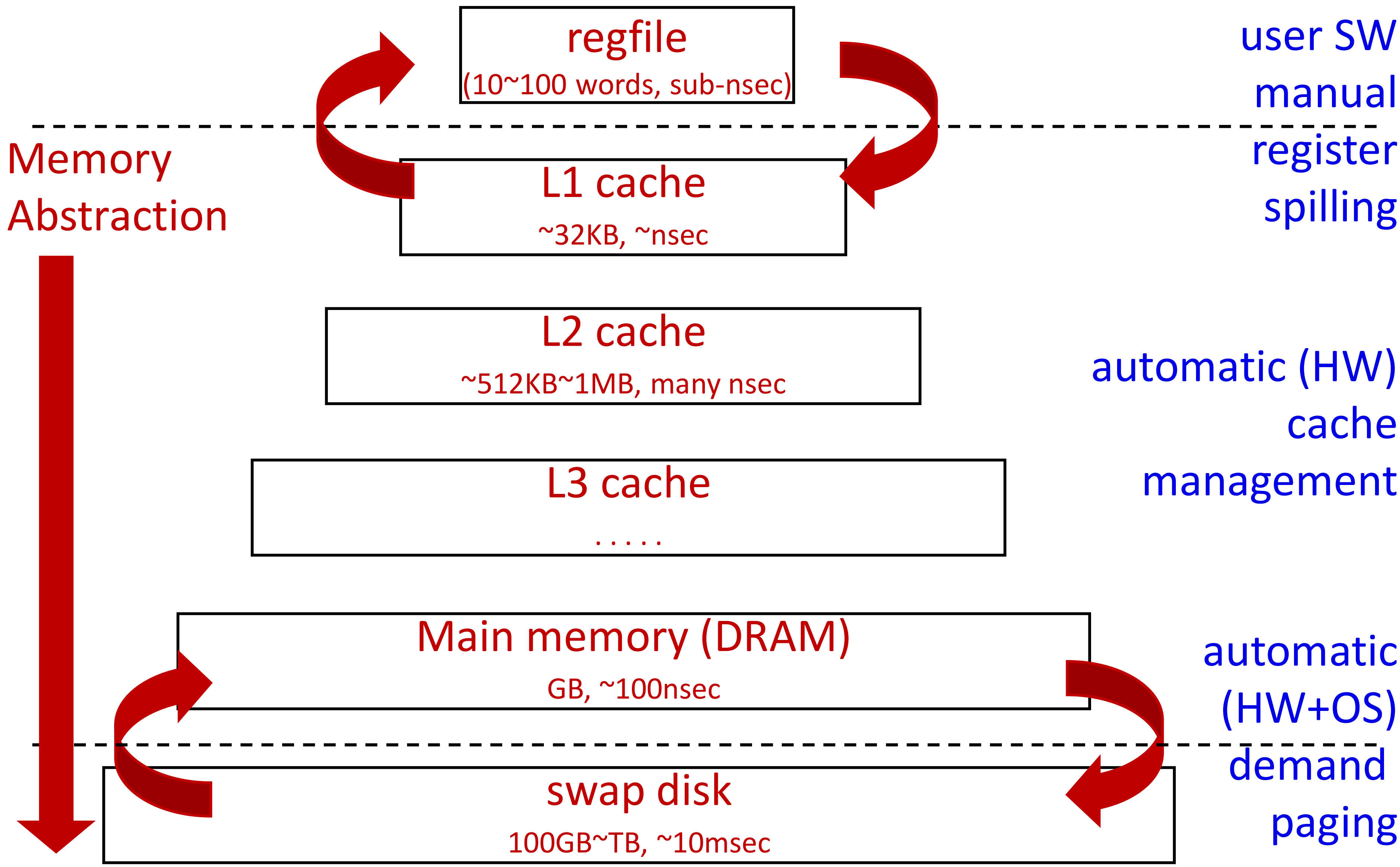
- Copy data between levels explicitly and manually
  - vacuum tubes vs Selectron (von Neumann paper)
  - "core" vs "drum" memory in the 50's
  - "scratchpad" SRAM used on modern embedded and DSP

Register file is a level of storage hierarchy

- Single address space, automatic management
  - as early as ATLAS, 1962
  - common in today's fast processor with slow DRAM
  - programmers don't need to know about it for <u>typical</u> programs to be <u>both fast and correct</u>

What about atypical programs?

Modern Storage Hierarchy



Average Memory Access Time

- Memory hierarchy level L_1 has raw access time of t_1
- Average access time T_1 is longer than t_1
  - a chance (hit-rate h_1) you find what you want $\Rightarrow t_1$
  - a chance (miss-rate m_1) you don't find it $\Rightarrow t_1+T_2$
  - $T_1 = h_1 \cdot t_1 + m_1 \cdot (t_1 + T_2)$ and $h_1 + m_1 = 1.0$
- In general

$$T_i = h_i \cdot t_i + m_i \cdot (t_i + T_{i+1})$$

$$T_i = t_i + m_i \cdot T_{i+1}$$

think of this as "miss penalty"

Note: h_i and m_i are of references missed at L_{i-1}

$h_{bottom\text{-}most} = 1.0$

$T_i = t_i + m_i \cdot T_{i+1}$

- Goal: achieve desired T_1 within allowed cost

  $T_i \approx t_i$ is not a goal:
- Keep m_i low
  - increase capacity C_i lowers m_i, but increases t_i
  - lower m_i by smarter management, e.g.,
    - replacement: anticipate what you don't need
    - prefetching: anticipate what you will need
- Keep T_{i+1} low
  - reduce t_{i+1} with faster next level memory leads to increased cost and/or reduced capacity
  - better solved by adding intermediate levels

Memory Hierarchy Design

- DRAM
  - optimized for capacity-per-dollar (cost)
  - T_{DRAM} is essentially same regardless of capacity
- SRAM
  - optimized for latency-per-byte (capacity)
  - different tradeoff between capacity and latency possible, $t = O(\sqrt{capacity})$
- Memory hierarchy bridges the difference between CPU speed and DRAM speed
  - $T_{pclk} \approx T_{DRAM} \Rightarrow$ no hierarchy needed
  - $T_{pclk} << T_{DRAM} \Rightarrow$ one or more levels of increasingly larger but slower SRAMs to minimize T_1

Aside: Why is DRAM slow?

- DRAM fabrication at forefront of VLSI, but scaled with Moore's law in capacity and cost not speed
- Between 1980 ~ 2004
  - 64K bit → 1024M bit (exponential ~55% annual)
  - 250ns → 50ns (linear)
- A deliberate engineering choice
  - memory capacity needs to grow linearly with processing speed in a balanced system – Amdahl's Other Law
  - DRAM/processor speed difference reconcilable by SRAM cache hierarchies (L1, L2, L3, ...)

Pareto-optimal faster/smaller/more-costly DRAM do exist

Intel P4 Example (very fast, very deep pipeline)

- 90nm, 3.6 GHz
- 16KB L1 D-cache
  - t_1 = 4 cyc int (9 cycle fp)
- 1024KB L2 D-cache
  - t_2 = 18 cyc int (18 cyc fp)
- Main memory
  - t_3 = ~ 50ns or 180 cyc

if m_1=0.1, m_2=0.1
T_1=7.6, T_2=36

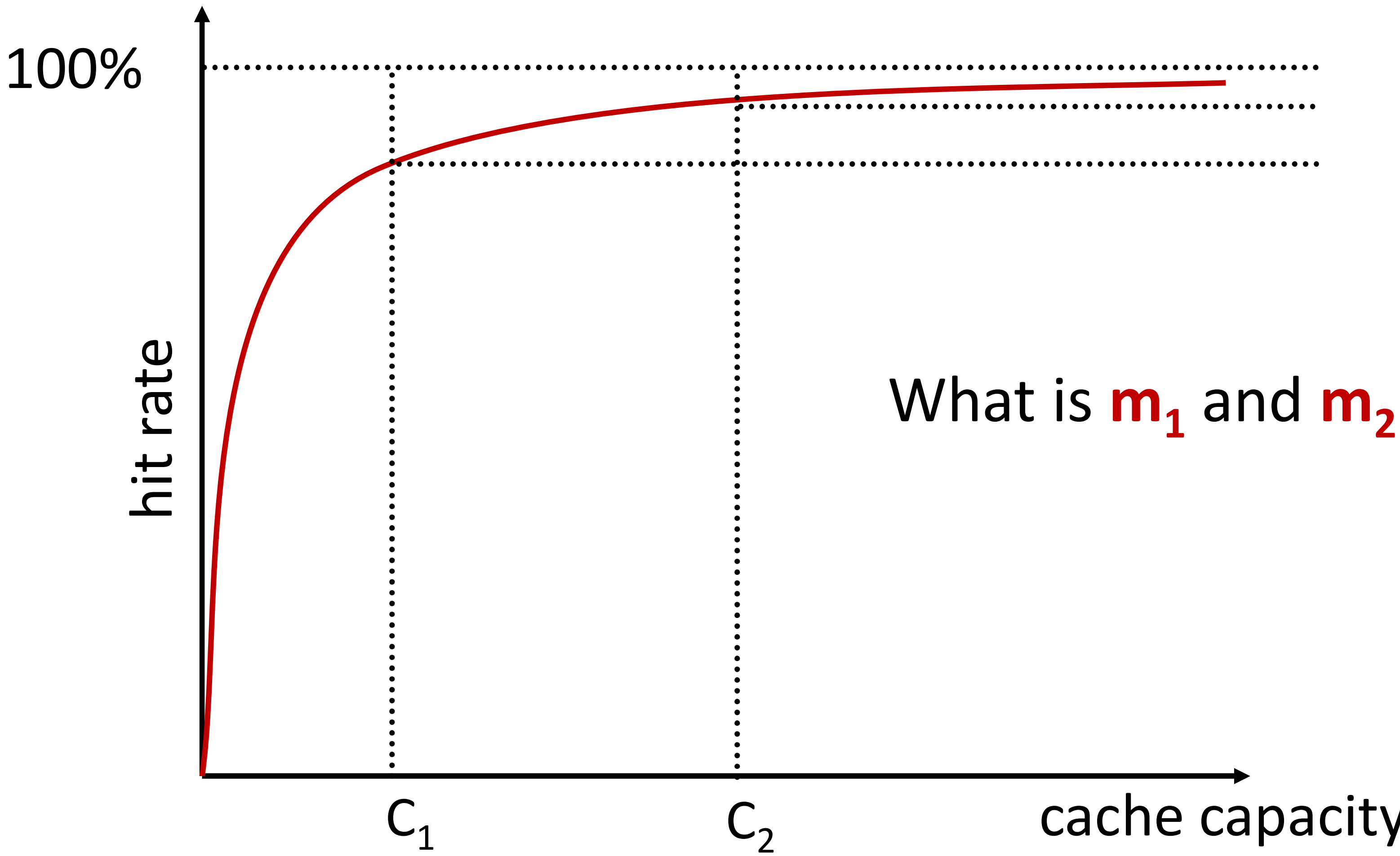
if m_1=0.01, m_2=0.01
T_1=4.2, T_2=19.8

if m_1=0.05, m_2=0.01
T_1=5.00, T_2=19.8

if m_1=0.01, m_2=0.50
T_1=5.08, T_2=108

- Notice:
  - best case latency is not 1 cycle
  - worst case access latency is 300+ cycles depending on exactly what happens

Working Set/Locality/Miss Rate



What is m_1 and m_2?

Don't Forget Bandwidth and Energy

- Assume RISC pipeline 1GHz and IPC=1
  - 4GB/sec of instruction fetch bandwidth
  - 1GB/sec load and 0.6GB/sec store (if 25% LW and 15% SW, Agerwala&Cocke)
  - multiply by number of cores if multicore
- DDR4 ~20GB/sec/channel (under best-case access pattern) and ~10 Watt at full blast
- With memory hierarchy

$$\mathbf{BW_{i+1}} = \mathbf{BW_1} \cdot \prod_1^i m_j$$

Critical for multicore and GPU

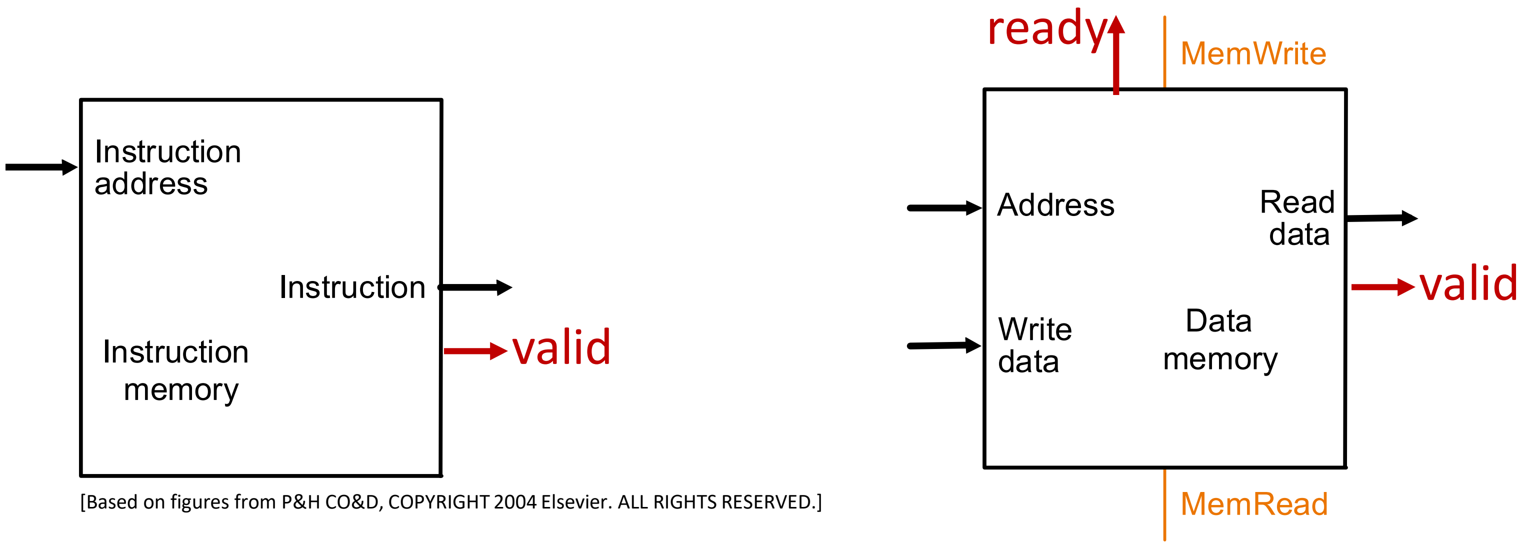
Now we can talk about caches . . .

Generically in computing, any structure that "memoizes" frequently repeated computation results to save on the cost of reproducing the results from scratch, e.g. a web cache

Cache in Computer Architecture

- An invisible, automatically-managed memory hierarchy
- Program expects reading M[A] to return most-recently written value, with or without cache
- Cache keeps “copies” of frequently accessed DRAM memory locations in a small fast memory
  - service load/store using fast memory copies if found
  - transparent to program if memory idempotent (L13)
  - funny things happen if mmap’ed or if memory can change (e.g., by other cores or DMA)

Cache Interface for Dummies



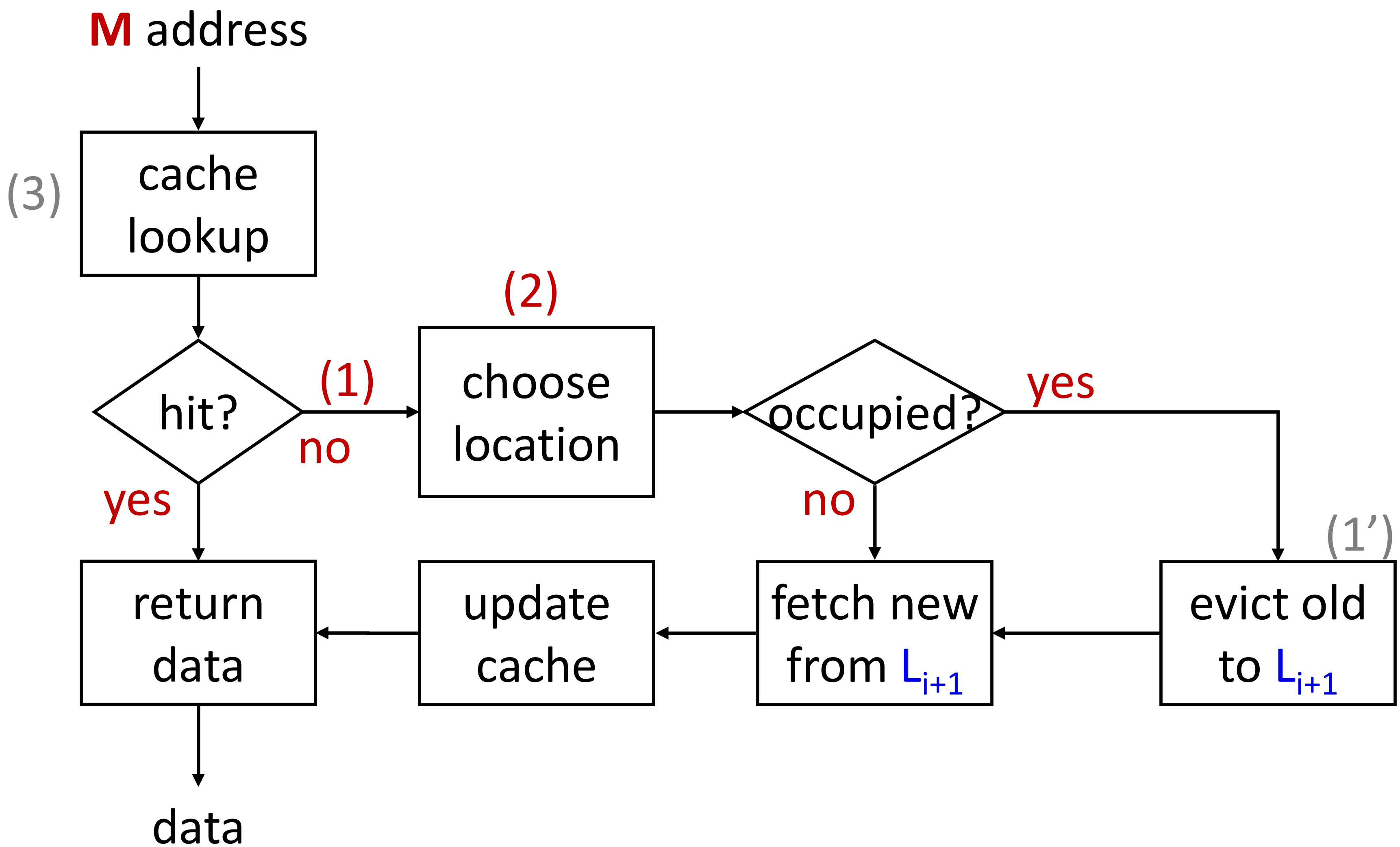
- Like the magic memory
  - present address, R/W command, etc
  - result or update valid after a short/fixed latency
- Except occasionally, cache needs more time
  - will become valid/ready eventually
  - what to do with pipeline until then? Stall!!

The Basic Problem

- Potentially **$M=2^m$** bytes of memory, how to keep "copies" of most frequently used locations in **C** bytes of fast storage where **C << M**

- Basic issues (intertwined)
  (1) when to cache a "copy" of a memory location
  (2) where in fast storage to keep the "copy"
  (3) how to find the "copy" later on *(LW and SW only give indices into* **M***)*

Basic Operation (demand-driven version)



Basic Cache Parameters

- **$M = 2^m$** : size of address space in bytes

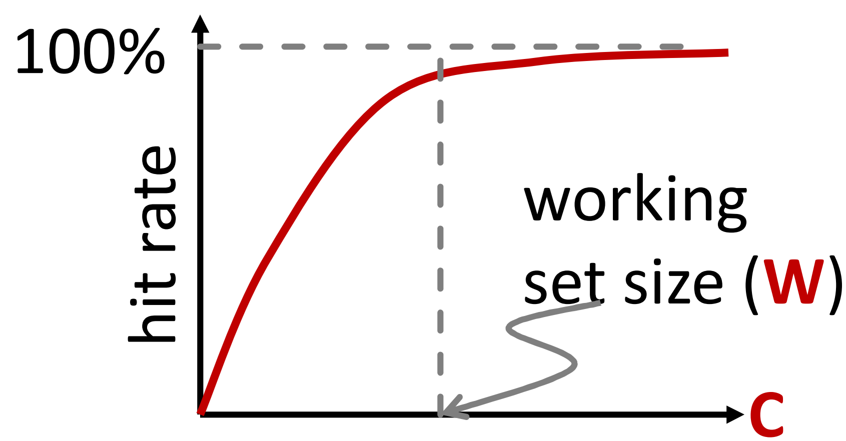
  sample values: 2^{32}, 2^{64}

- **$G=2^g$** : cache access granularity in bytes

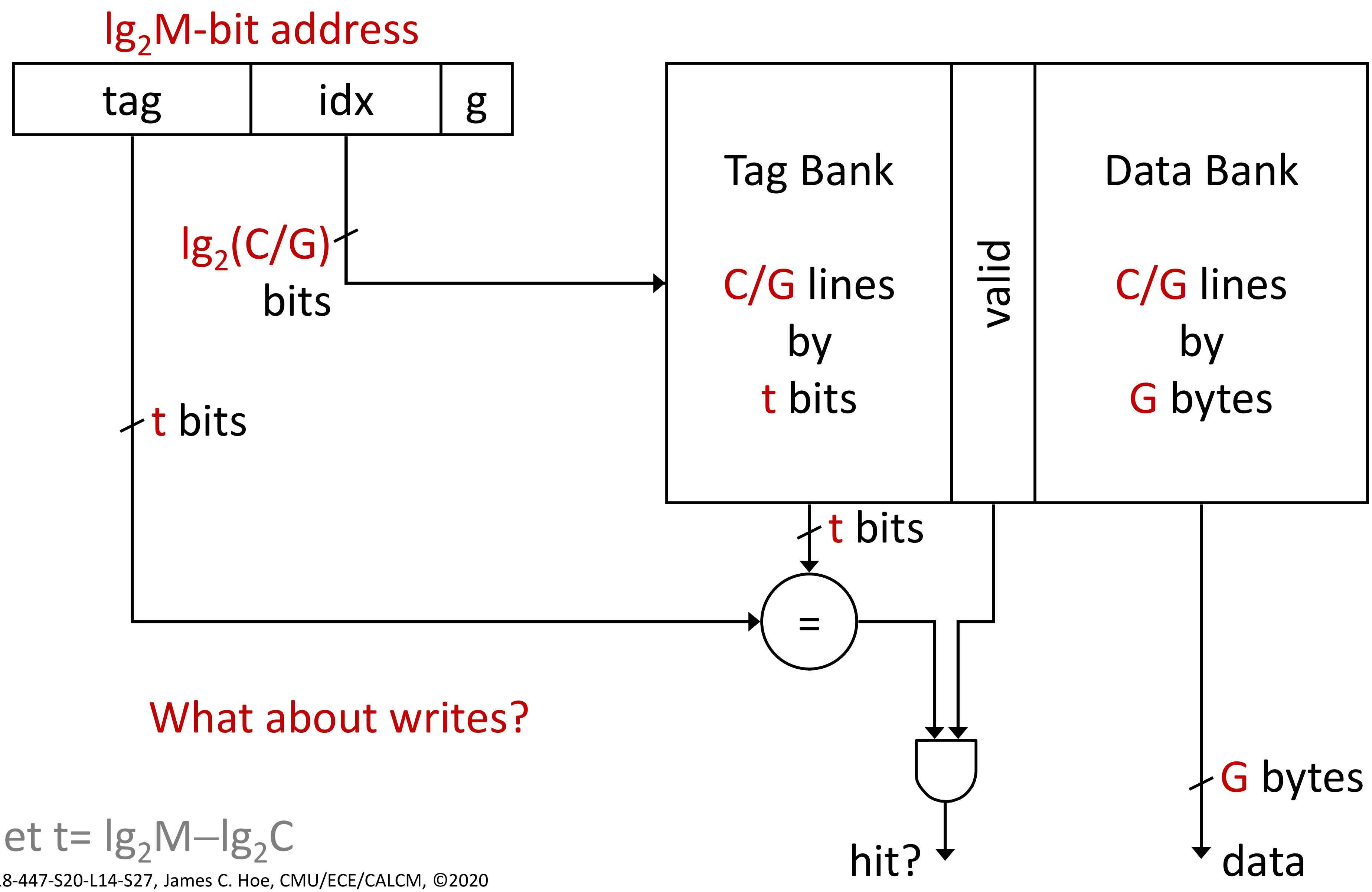
  sample values: 4, 8

- **C** : "capacity" of cache in bytes

  sample values: 16 KByte (L1), 1 MByte (L2)



Direct-Mapped Placement (v1)



What about writes?

let t= $lg_2M - lg_2C$

Storage Overhead and Block Size

- For each cache block of **G** bytes, also storing "**t+1**" bits of tag (where **t**=$\lg_2 M - \lg_2 C$)
  - if **M**=2^{32}, **G**=4, **C**=16K=2^{14}

  ⇒ **t**=18 bits for each 4-byte block

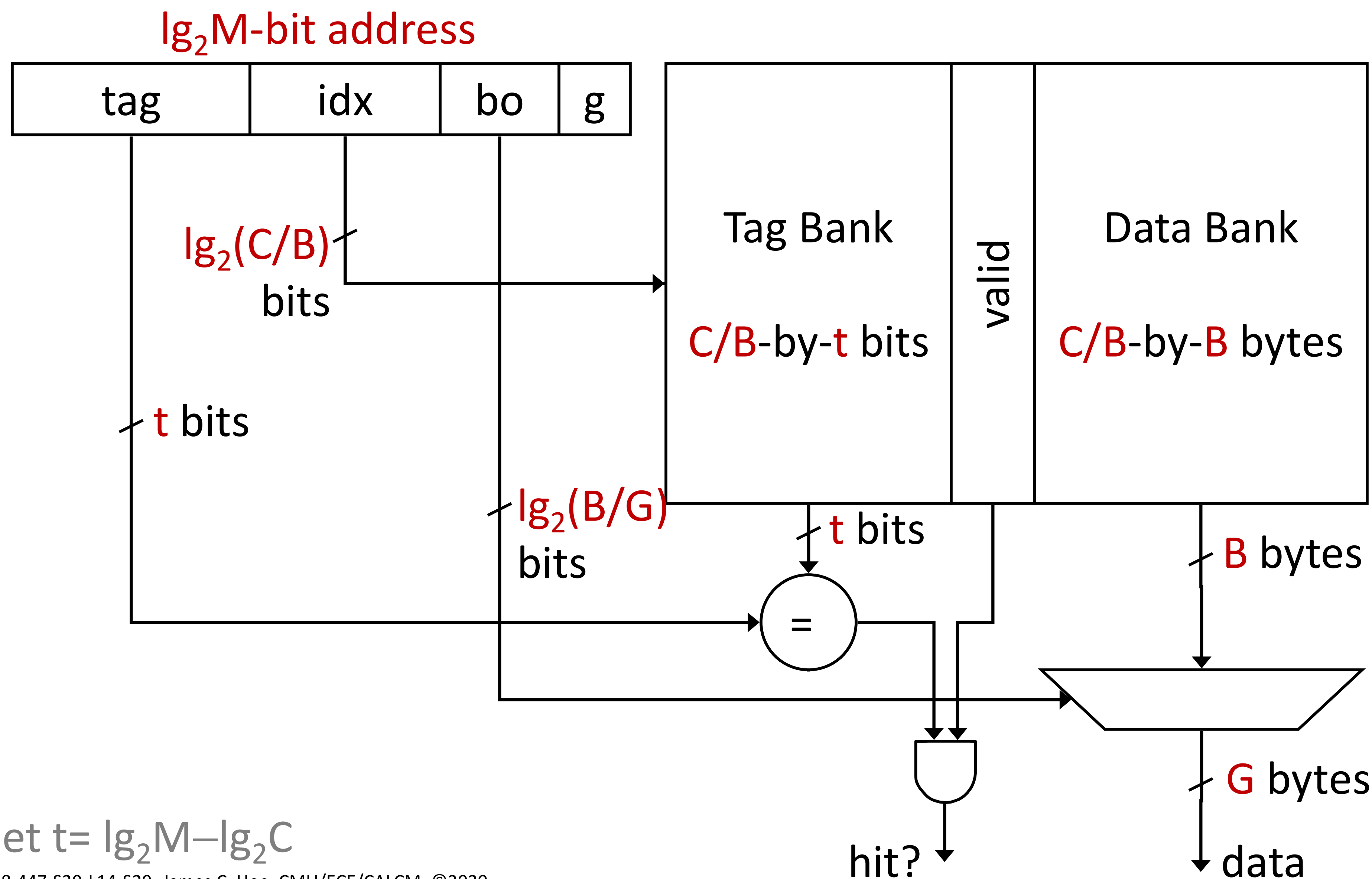
  60% overhead; 16KB cache actually 25.5KB SRAM
- Solution: "amortize" tag over larger **B**-byte block
  - manage **B/G** consecutive words as indivisible unit
  - if **M**=2^{32}, **B**=16, **G**=4, **C**=16K

  ⇒ **t**=18 bits for each 16-byte block

  15% overhead; 16KB cache actually 18.4KB SRAM
  - spatial locality also says this is good *(Q1: when)*
- Larger caches wants even bigger blocks

B

Direct-Mapped Placement (final)



let $t = lg_2M - lg_2C$

Basic Cache Parameters

ISA

- **$M = 2^m$** : size of address space in bytes

  sample values: 2^{32}, 2^{64}
- **$G=2^g$** : cache access granularity in bytes

  sample values: 4, 8

Implementation

- **C** : "capacity" of cache in bytes

  sample values: 16 KByte (L1), 1 MByte (L2)
- **$B = 2^b$**: "block size" in bytes

  sample values: 16 (L1), >64 (L2)
- **a**: "associativity" of the cache

  sample values: 1, 2, 4, 5(?),... "C/B"

to be continued

C/a should be a 2-power