9. Cache Memory

Chapter 4: sections 4.1, 4.2



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Sections 4.1, 4.2

- Reading:
 - Section 4.1 (Computer Memory System Overview)
 - Section 4.2 (Cache Memory Principles)

Chapter 4 Cache Memory

	Location	Performance
	Internal (e.g. processor registers, cache, main	Access time
	memory)	Cycle time
	External (e.g. optical disks, magnetic disks, tapes)	Transfer rate
	Capacity	Physical Type
	Number of words	Semiconductor
	Number of bytes	Magnetic
	Unit of Transfer	Optical
	Word	Magneto-optical
	Block	Physical Characteristics
	Access Method	Volatile/nonvolatile
	Sequential	Erasable/nonerasable
	Direct	Organization
	Random	Memory modules
	Associative	

Memory Hierarchy



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Memory Design

Goal

- Provide for large-capacity memory in computer systems because the capability is needed
 - The capacity is needed
 - The cost per bit is low
- Use lower-capacity memories
 - Short access times are needed for better performance
- Decrease the frequency of access to slower memory

Locality of Reference

- During program execution, memory and data references tend to cluster due to the fact that programs contain
 - functions
 - Loops
- Locality of reference allows the designer to take advantage of small high speed memory

CACHE MEMORY PRINCIPLES

Cache Memory

 The goal of cache memory is to yield a memory speed of the fastest memories available while at the same time providing a much larger memory at the cheapest possible price.



Cache/Memory Structure



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Cache/Memory Structure

- Things to note:
 - A main memory has 2^n addressable memory locations
 - Each word has a unique n bit address
 - A block of *K words* is mapped to a line in the cache
 - The number of words in a cache line is called the line size

Questions

- How many blocks of information exist in main memory?
- What is the line size in the previous picture?
- If M is the number of main memory blocks and C is the number of cache lines, would you say that C is a little smaller than M or a lot smaller than M? Why?

Cache Read



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