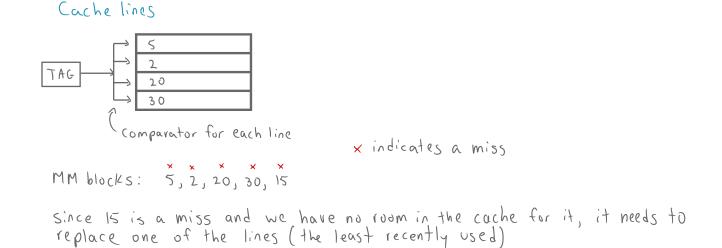
# Cache Mapping Strategies

Associative Mapping

· A main memory block can go into any line in the cache

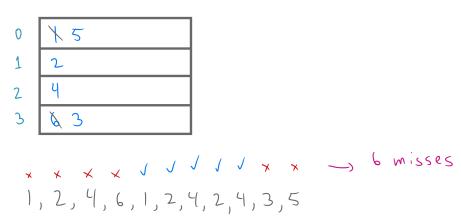
- . the block number serves as the tag, and so this is known also as Fully Associative
- · Cache contains
- Valid/Invalid bit
- Tag ( block number )
- Data (could be multiple words)
- · Searches are done in parallel, requiring one comparator per line
- fast but expensive due to hardware complexity
- · Associativity here means we can "associate" a block with any line



#### Problem statement

Find the number of misses with a fully associative mapping, consisting of 4 one-word blocks given the following sequence of block addresses:



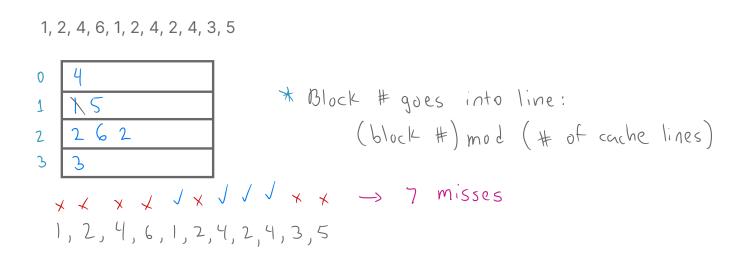


## Direct Mapping

- · Each memory block maps to exactly one cache line
- Cache line = (Block Number) mod (Cache Size)
- · Cache structure includes:
- tag (to differentiate blocks with same index)
- Line Index
- Word offset (if multiple words per block)
- · Simple and inexpensive, but prone to higher rate of cache misses

#### **Problem statement**

Find the number of misses with Direct mapping, consisting of 4 one-word blocks given the following sequence of block addresses:



### Set Associative Mapping

```
Combines aspects of both fully associative and direct mapping
Cache is divided into sets, each with multiple lines

eg. 8 lines and 2 sets = 4 lines per set -> 4-way associative

Block mapping:

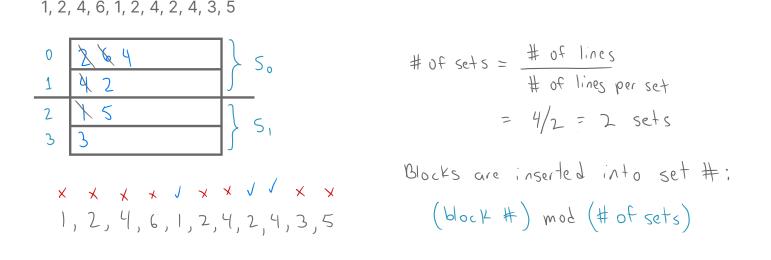
Set index = (Block #) mod (# of sets)
Block can go into any line within its assigned set
Lines within a set are searched in parallel

Requires fewer comparators than fully associative
Examples:

8 lines, 2 sets -> 4-way associative (4 lines per set)
8 lines, 4 sets -> 2-way associative (2 lines per set)
```

#### **Problem statement**

Find the number of misses with a 2- way set Associative Mapping, consisting of 4 one-word blocks given the following sequence of block addresses:



In this example, when we encounter the first 6, which needs to go into set 0, it is already full, so we need to determine which block # from So to evict. With the LRU strategy, we'll have to backtrack along the sequence of numbers given to us, and find the 2nd least recently used number from So. - Unique numbers from So encountered while backtracking from the first 6: 4, 2 -> we need to evict 2 from So. (We stop counting after We reach the 2nd unique number) \* Our sets contain 2 lines each