

# Chapter 09: Caches

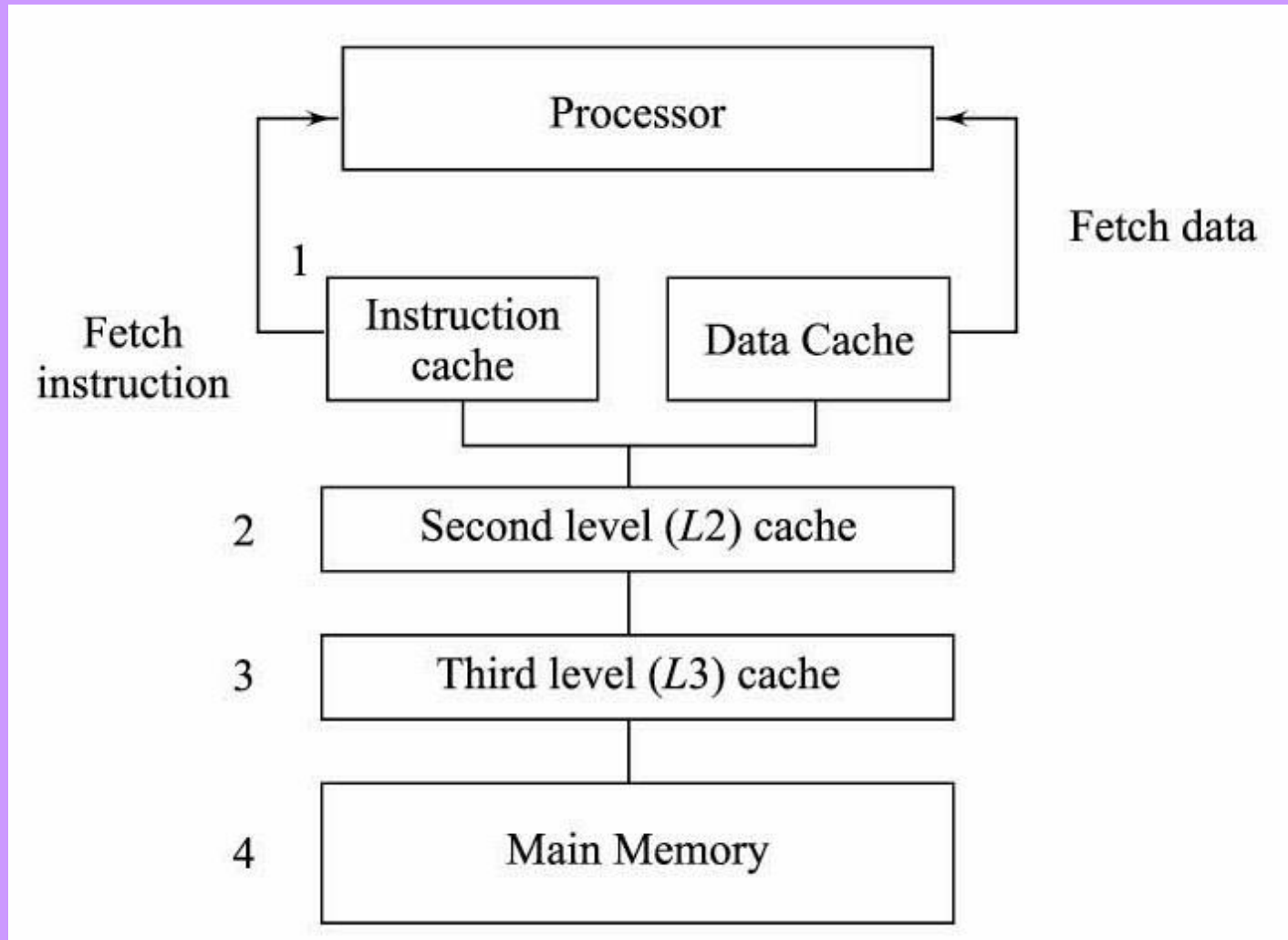
## Lesson 06: Cache Implementation

# Objective

- Understand the use of multilevel caches

# Implementation of Multilevel caches

# Multilevel caches



# Multi-level caches advantage

- Gives the processor the additional bandwidth provided by a Harvard architecture at the top level of the memory system, while simplifying the design of the lower levels
- Significantly improves the average memory access time of a system when each level must have a significantly larger capacity than the level above it in the hierarchy

# Multi-level caches

- Locality of reference seen by each level decreases as one gets deeper in the hierarchy
- Requests to recently referenced data are handled by the upper levels of the memory system
- Requests that make it to the lower levels tend to be more widely distributed across the address space

# Multi-level caches

- Caches with larger capacities tend to be slower
- Speed benefit of separate instruction and data caches are not as significant in lower levels of the memory hierarchy, another argument in favor of using unified caches for these levels

# **Implementation of Multilevel caches design in computers**



# Early 1990s' most common hierarchy for computers

- First-level (L1) cache to be relatively small and located on the same chip as the processor
- Lower-level caches were implemented off-chip out of discrete SRAM chips
- Capacities of 4 to 16 kB were not unusual in L1 caches, with L2 caches reaching 64 to 256 kB

# late 1990s' hierarchy for personal computers and desktop workstations

- As the number of transistors that can be fabricated on a chip has increased, additional levels of cache have moved onto the processor chip
- Many current systems have both their first-level and second-level caches on the same chip as the processor, or at least in the integrated circuits package
- Third-level caches can be on-chip or off-chip
- Third-level can be many megabytes in size

# Summary

# We learnt

- Use of multi-level caches

# End of Lesson 06 on **Cache Implementation**