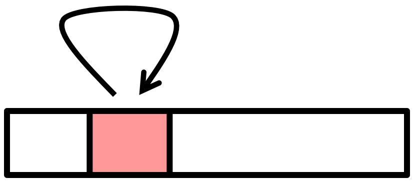
Today

- **Cache memory organization and operation**
- Performance impact of caches
  - The memory mountain
  - Rearranging loops to improve spatial locality
  - Using blocking to improve temporal locality

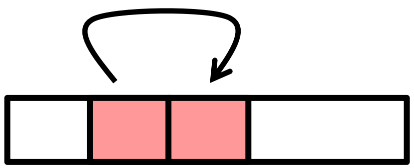
Recall: Locality

- **Principle of Locality: Programs tend to use data and instructions with addresses near or equal to those they have used recently**

- **Temporal locality:**
  - Recently referenced items are likely to be referenced again in the near future



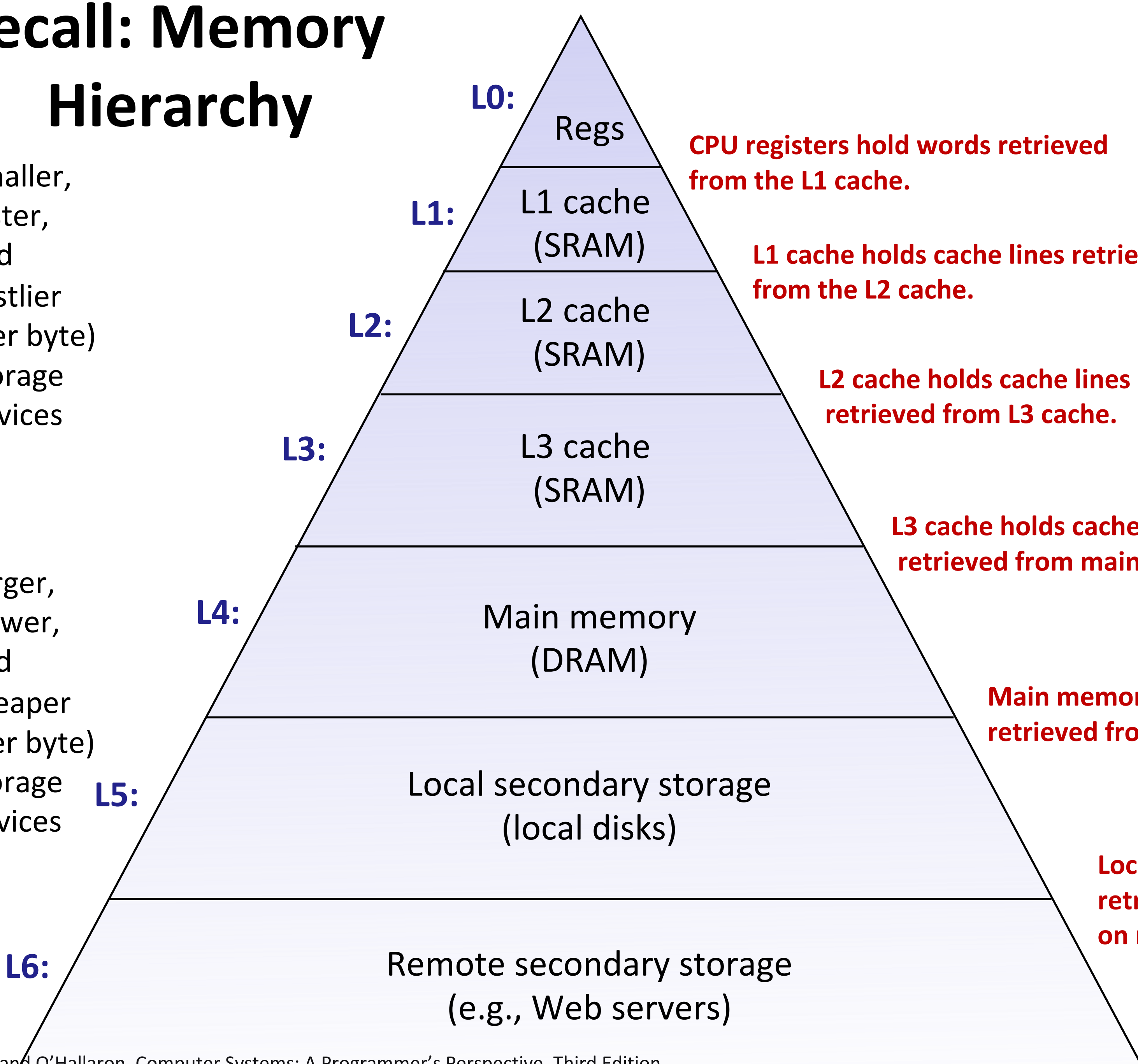
- **Spatial locality:**
  - Items with nearby addresses tend to be referenced close together in time



Recall: Memory Hierarchy

Smaller, faster, and costlier (per byte) storage devices

Larger, slower, and cheaper (per byte) storage devices



CPU registers hold words retrieved from the L1 cache.

L1 cache holds cache lines retrieved from the L2 cache.

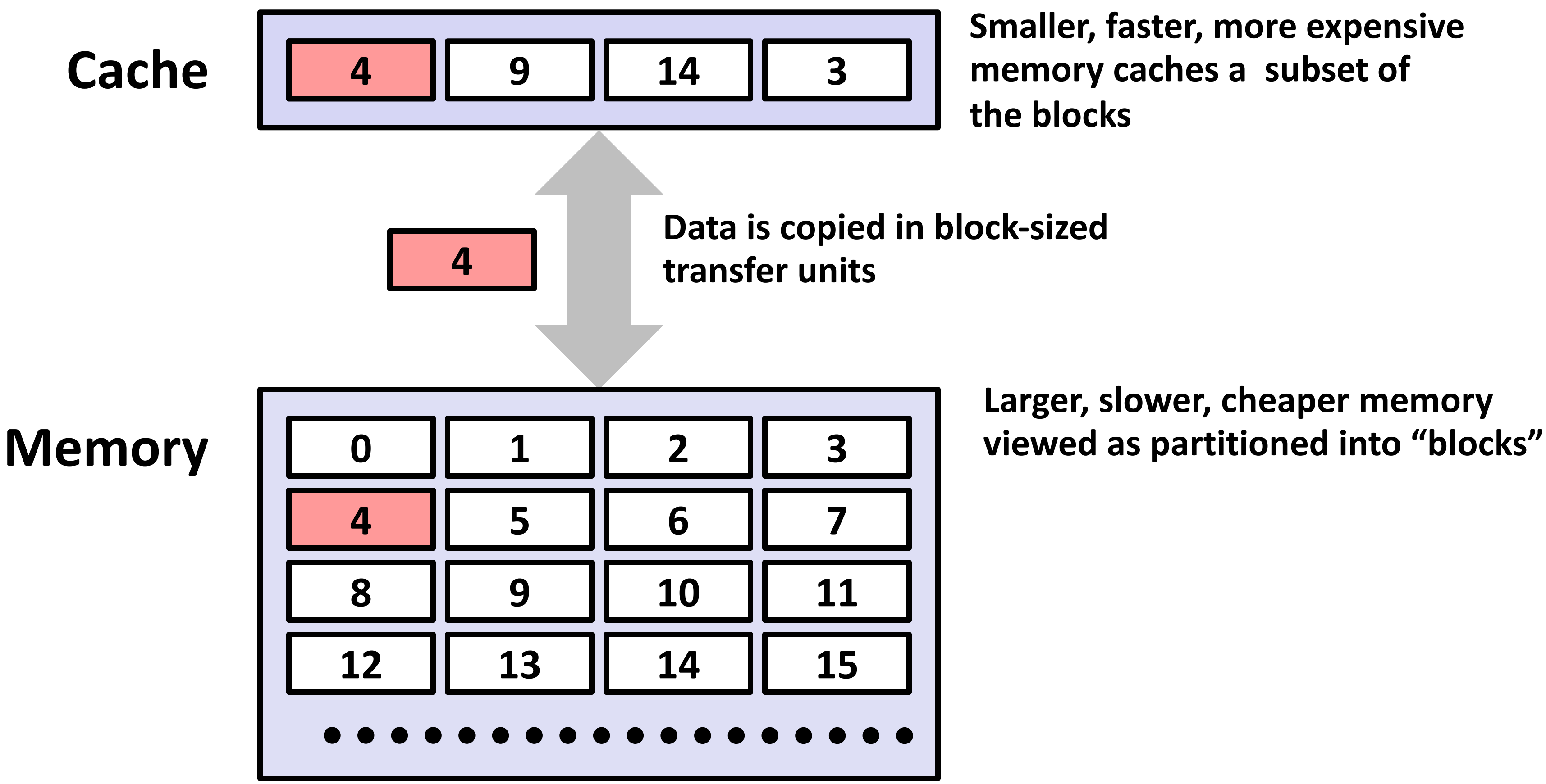
L2 cache holds cache lines retrieved from L3 cache.

L3 cache holds cache lines retrieved from main memory.

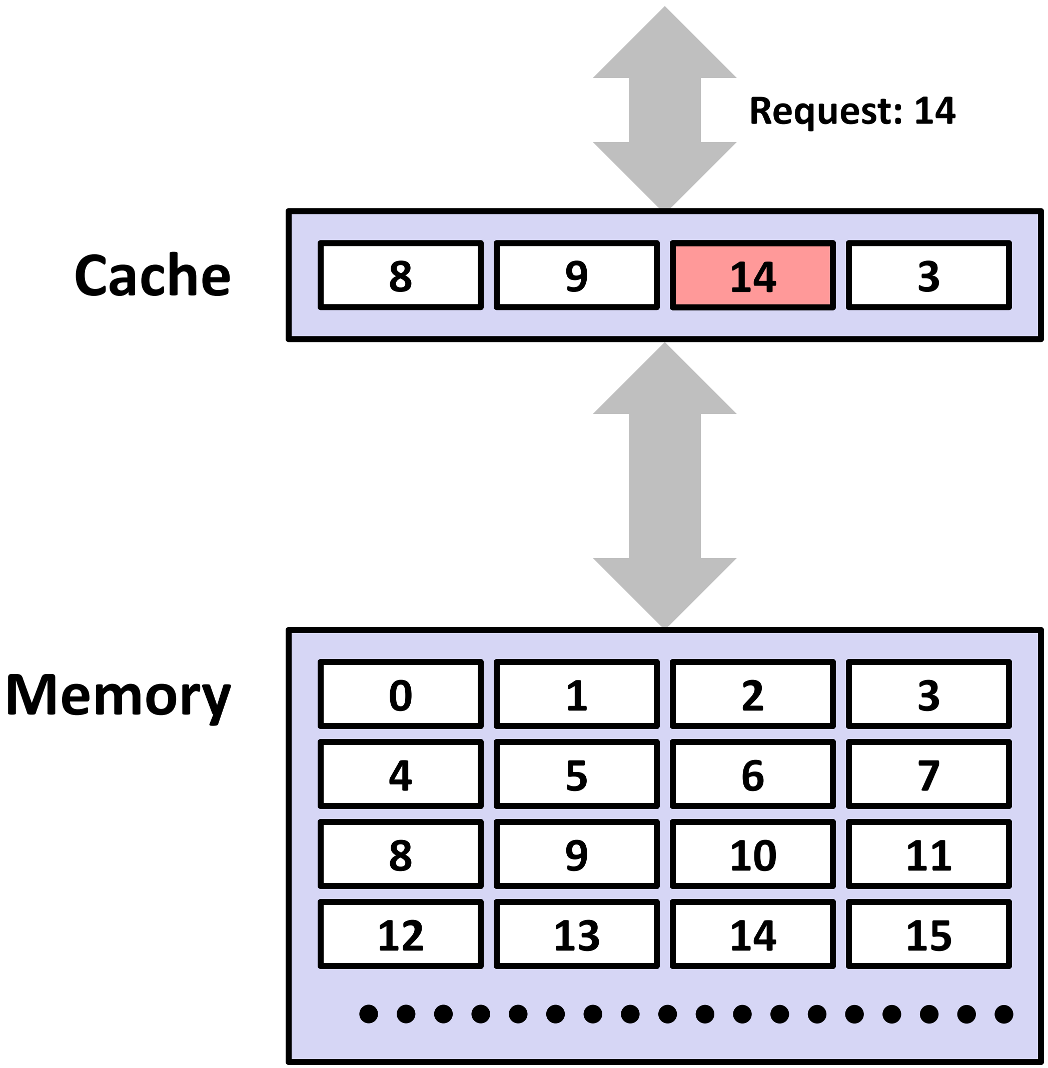
Main memory holds disk blocks retrieved from local disks.

Local disks hold files retrieved from disks on remote servers.

Recall: General Cache Concepts



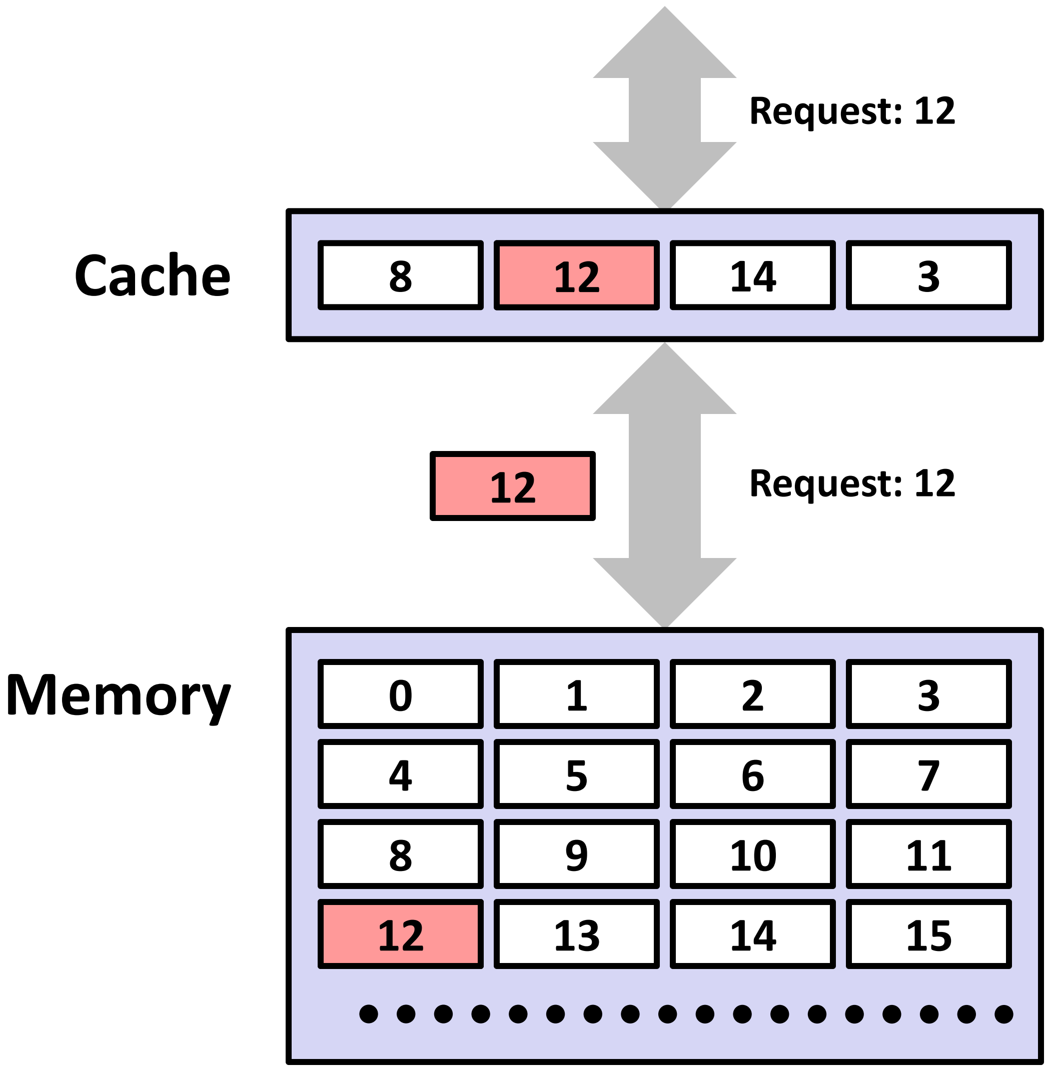
General Cache Concepts: Hit



Data in block b is needed

Block b is in cache:
Hit!

General Cache Concepts: Miss



Data in block b is needed

Block b is not in cache:
Miss!

Block b is fetched from memory

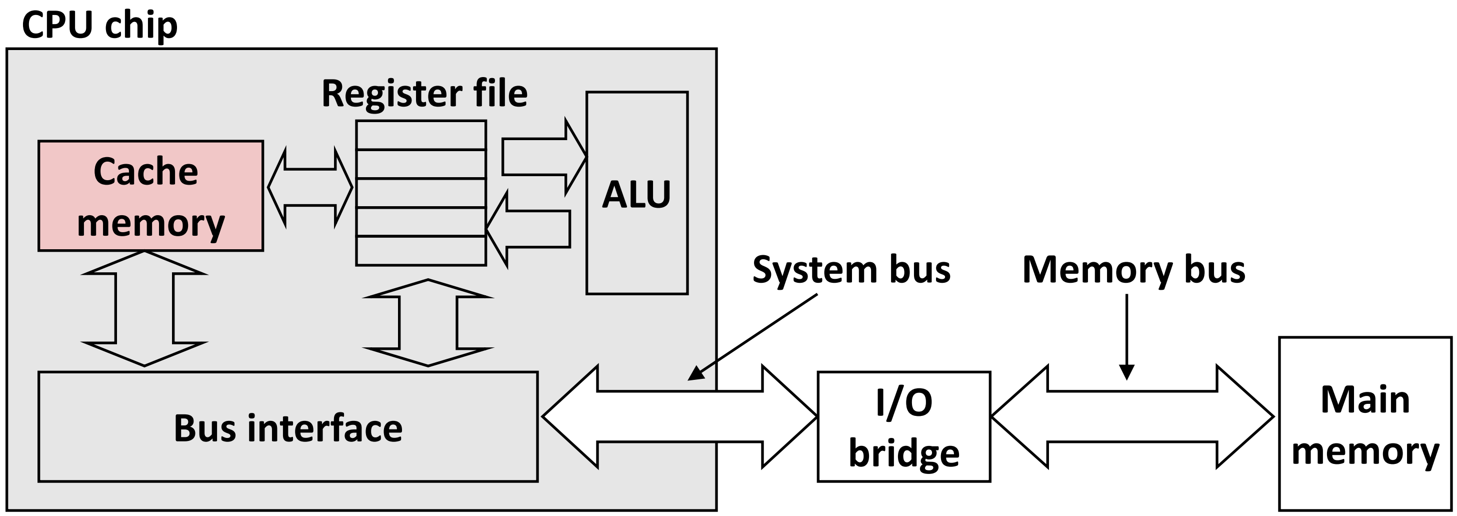
Block b is stored in cache
- Placement policy: determines where b goes
- Replacement policy: determines which block gets evicted (victim)

Recall: General Caching Concepts: 3 Types of Cache Misses

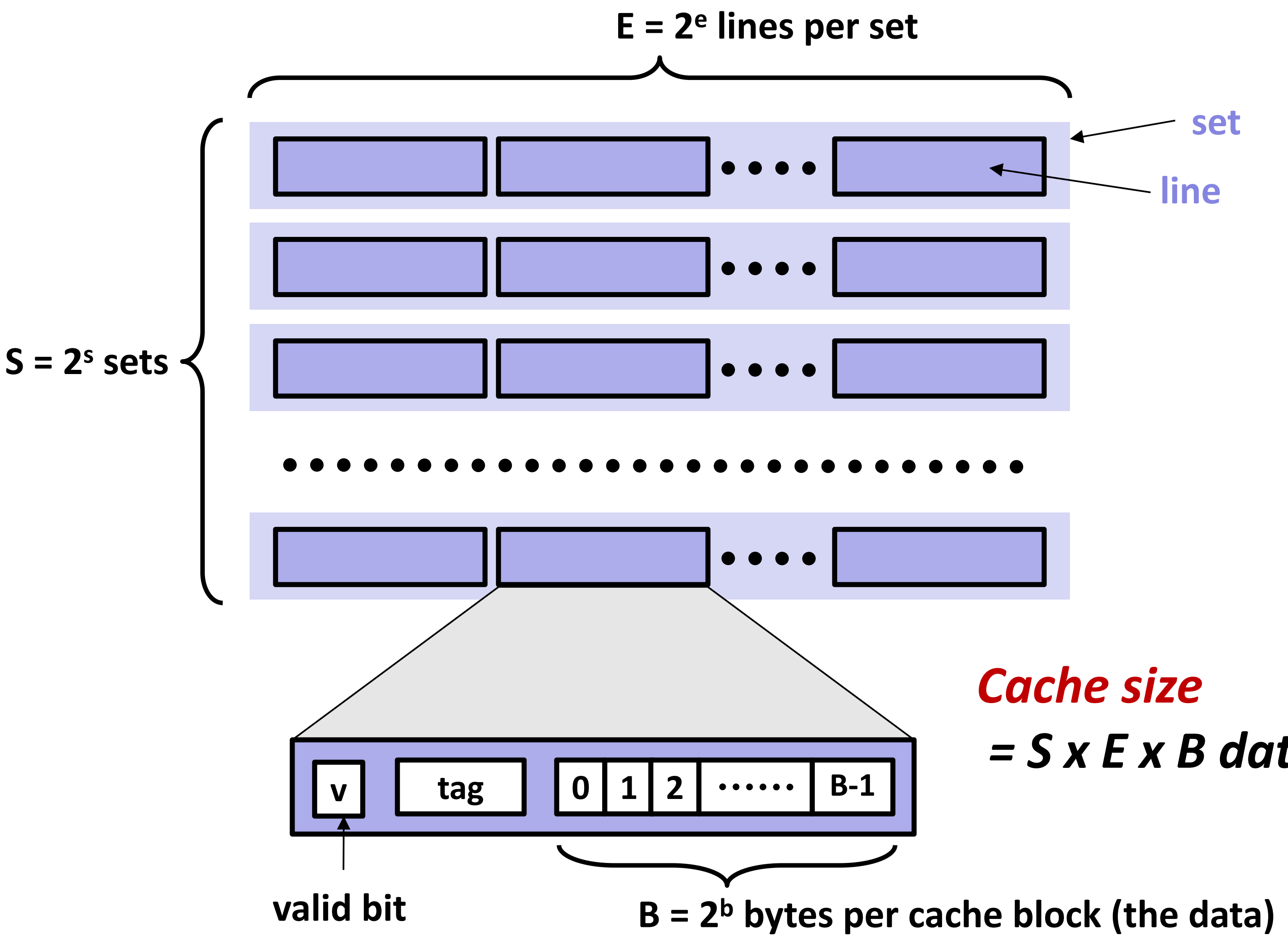
- **Cold (compulsory) miss**
  - Cold misses occur because the cache starts empty and this is the first reference to the block.
- **Capacity miss**
  - Occurs when the set of active cache blocks (working set) is larger than the cache.
- **Conflict miss**
  - Most caches limit blocks at level k+1 to a small subset (sometimes a singleton) of the block positions at level k.
    - E.g. Block i at level k+1 must be placed in block (i mod 4) at level k.
  - Conflict misses occur when the level k cache is large enough, but multiple data objects all map to the same level k block.
    - E.g. Referencing blocks 0, 8, 0, 8, 0, 8, ... would miss every time.

Cache Memories

- **Cache memories are small, fast SRAM-based memories managed automatically in hardware**
  - Hold frequently accessed blocks of main memory
- **CPU looks first for data in cache**
- **Typical system structure:**



General Cache Organization (S, E, B)

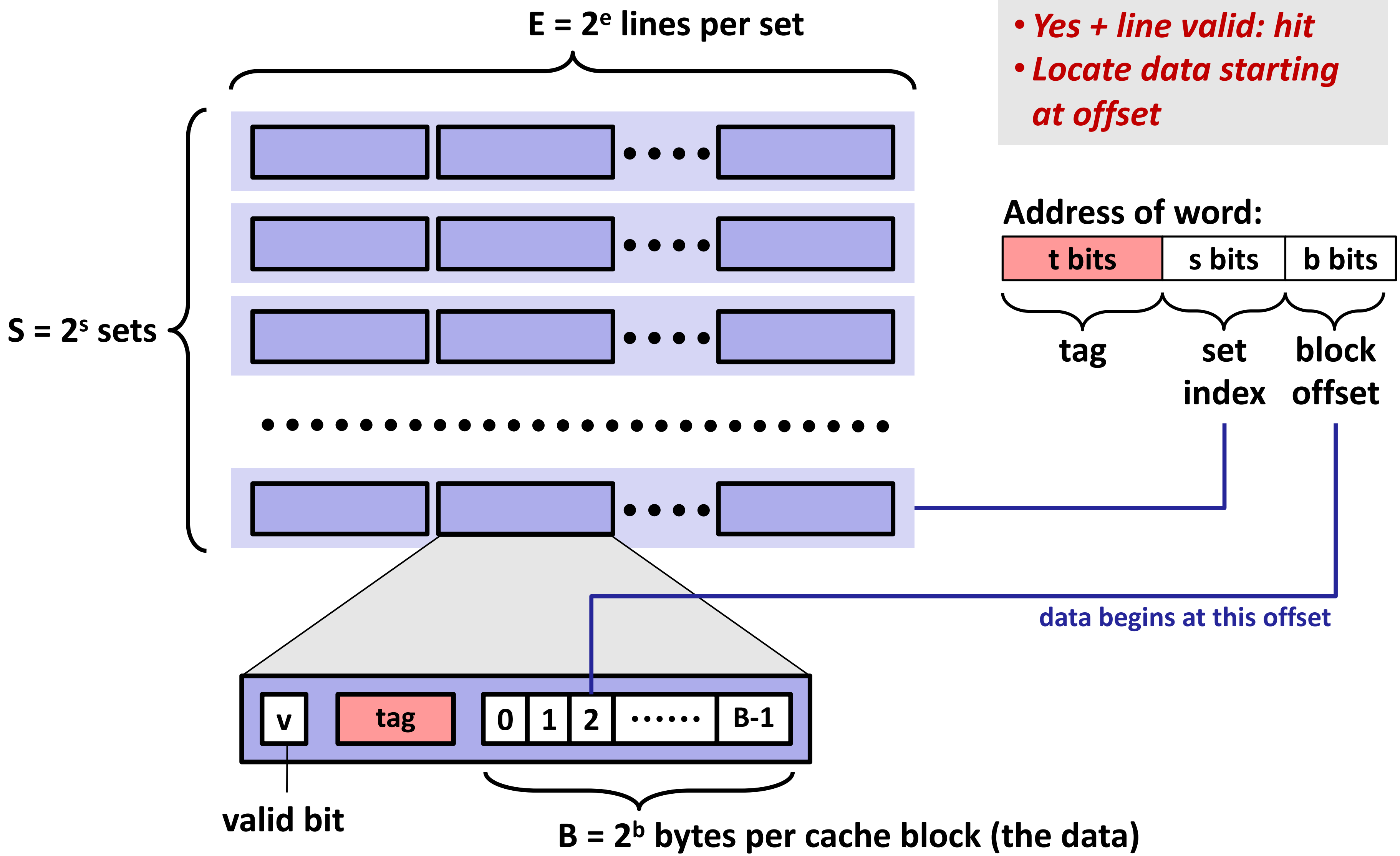


Cache size

= S x E x B data bytes

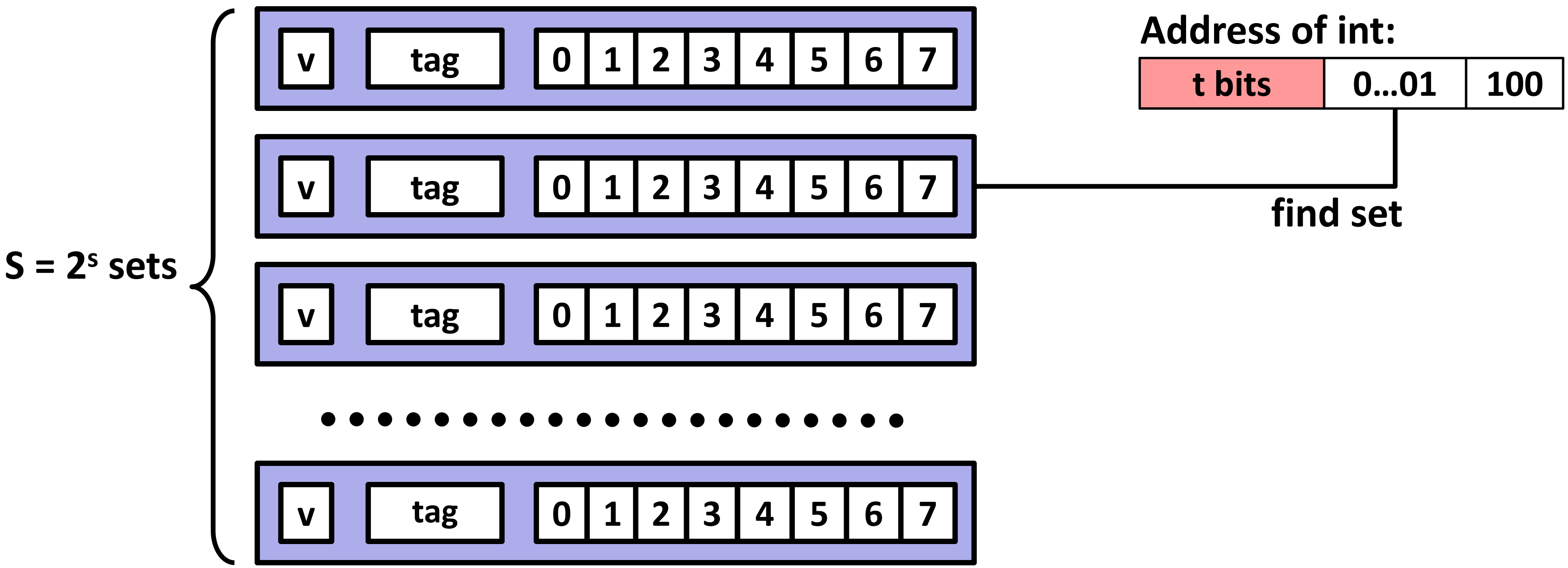
Cache Read

- *Locate set*
- *Check if any line in set has matching tag*
- *Yes + line valid: hit*
- *Locate data starting at offset*



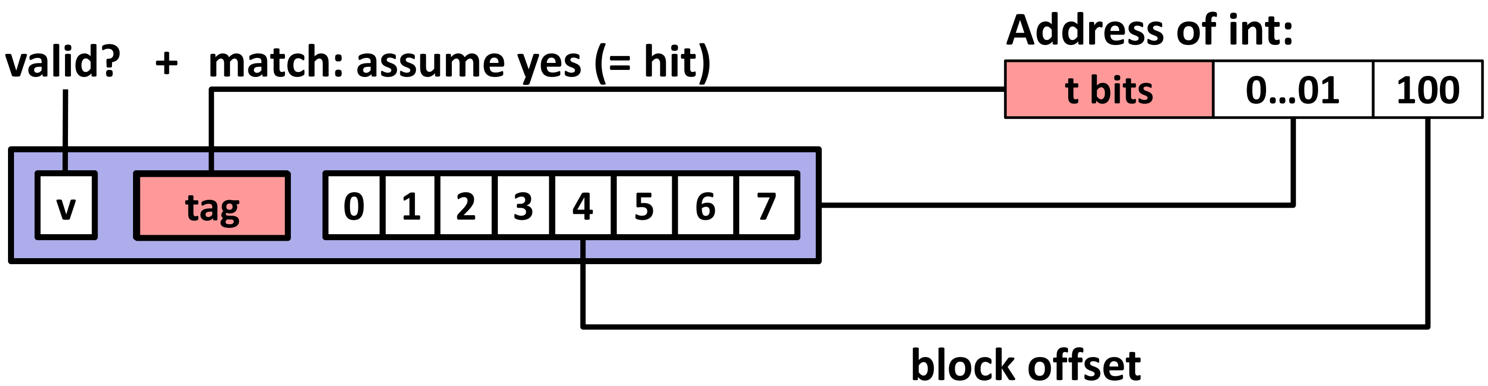
Example: Direct Mapped Cache (E = 1)

Direct mapped: One line per set
Assume: cache block size B=8 bytes



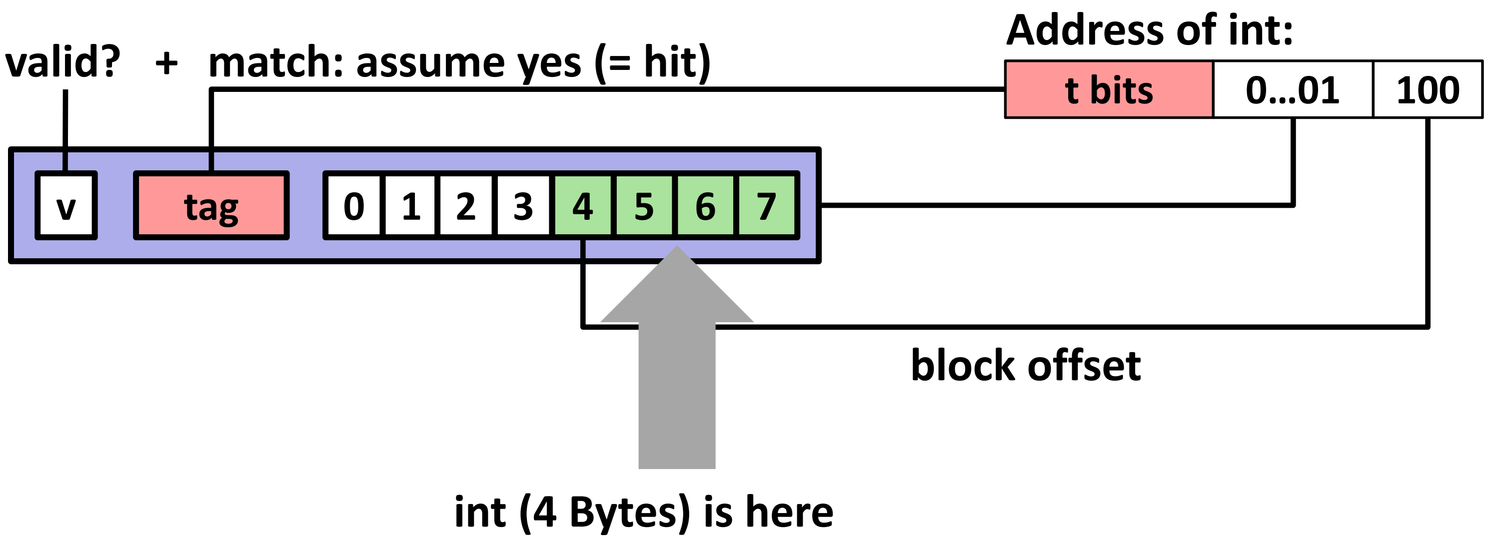
Example: Direct Mapped Cache (E = 1)

Direct mapped: One line per set
Assume: cache block size B=8 bytes



Example: Direct Mapped Cache (E = 1)

Direct mapped: One line per set
Assume: cache block size B=8 bytes



If tag doesn't match (= miss): old line is evicted and replaced

Direct-Mapped Cache Simulation

t=1	s=2	b=1
x	xx	x

4-bit addresses (address space size M=16 bytes)
S=4 sets, E=1 Blocks/set, B=2 bytes/block

Address trace (reads, one byte per read):

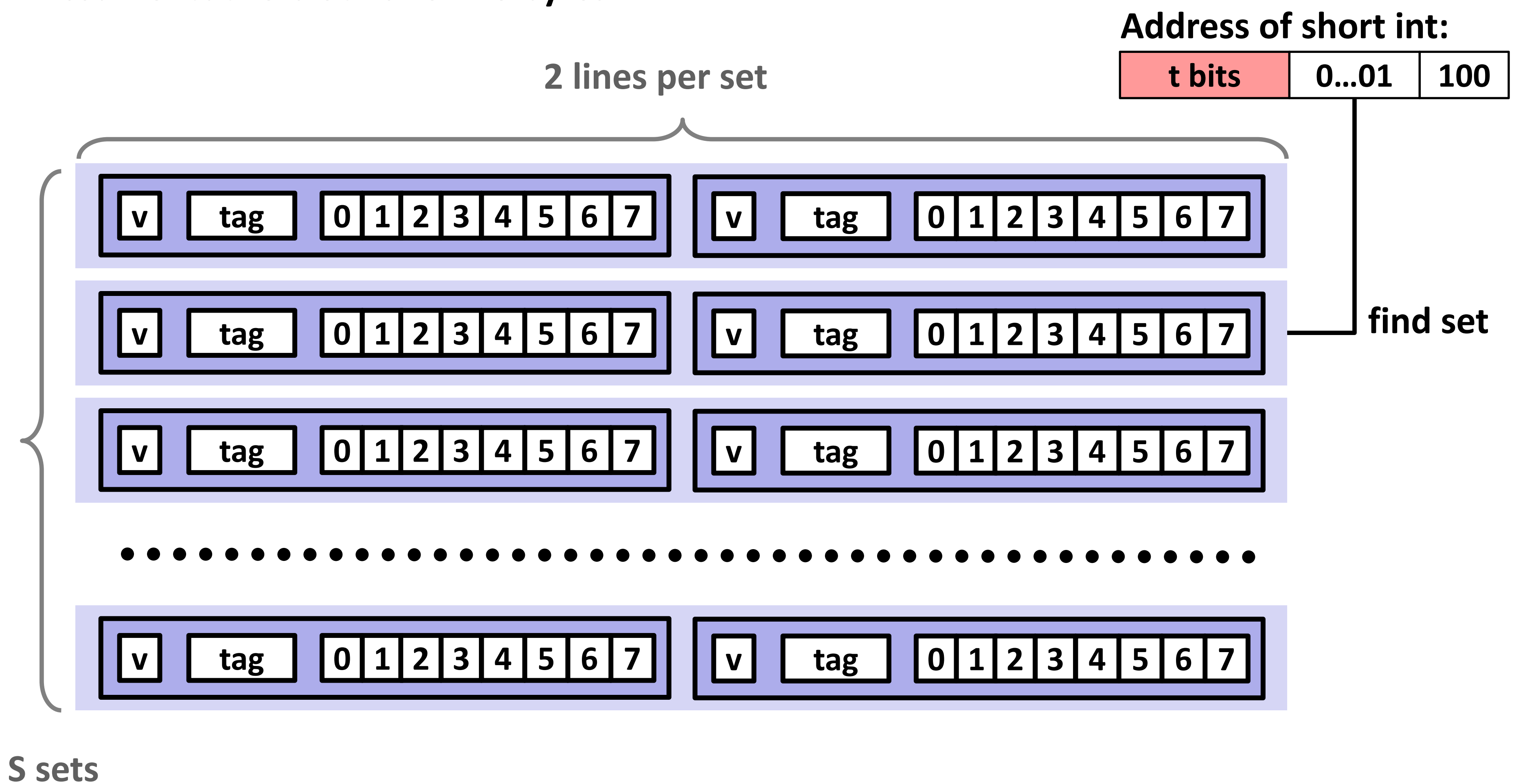
0	**[0000_2],**	miss
1	**[0001_2],**	hit
7	**[0111_2],**	miss
8	**[1000_2],**	miss
0	**[0000_2]**	miss

	v	Tag	Block
Set 0	1	0	M[0-1]
Set 1	0		
Set 2	0		
Set 3	1	0	M[6-7]

E-way Set Associative Cache (Here: E = 2)

E = 2: Two lines per set

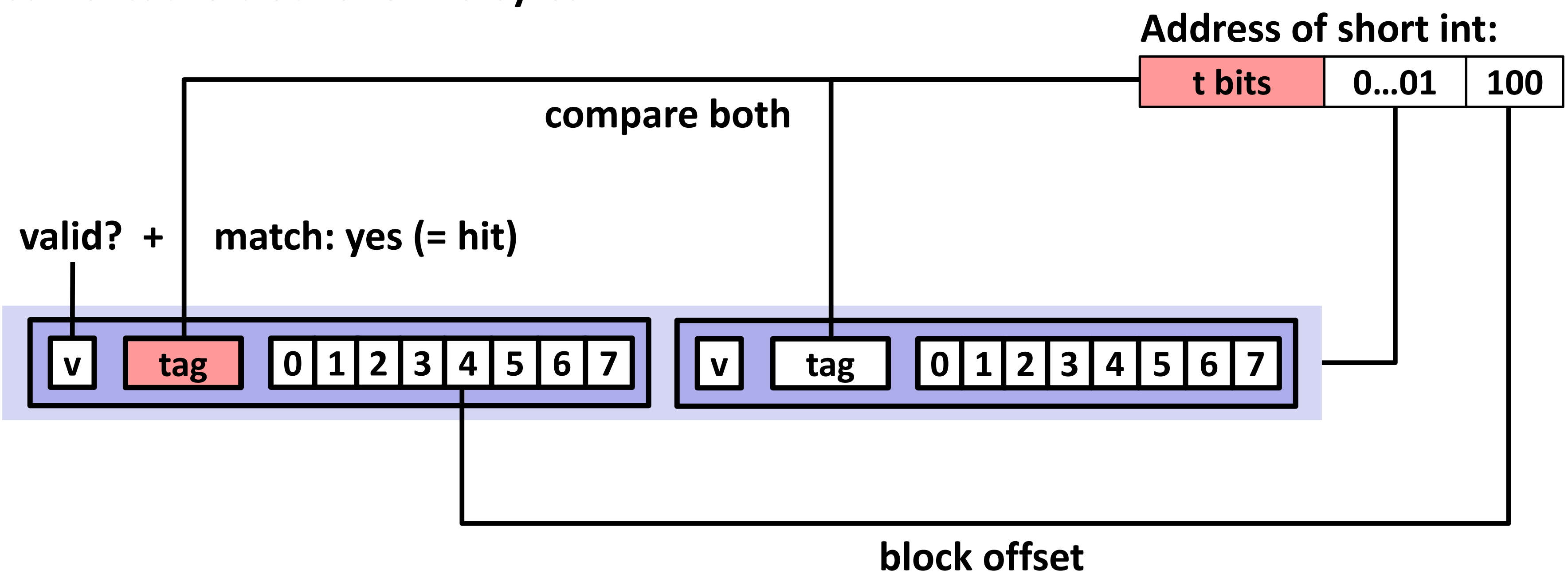
Assume: cache block size B=8 bytes



E-way Set Associative Cache (Here: E = 2)

E = 2: Two lines per set

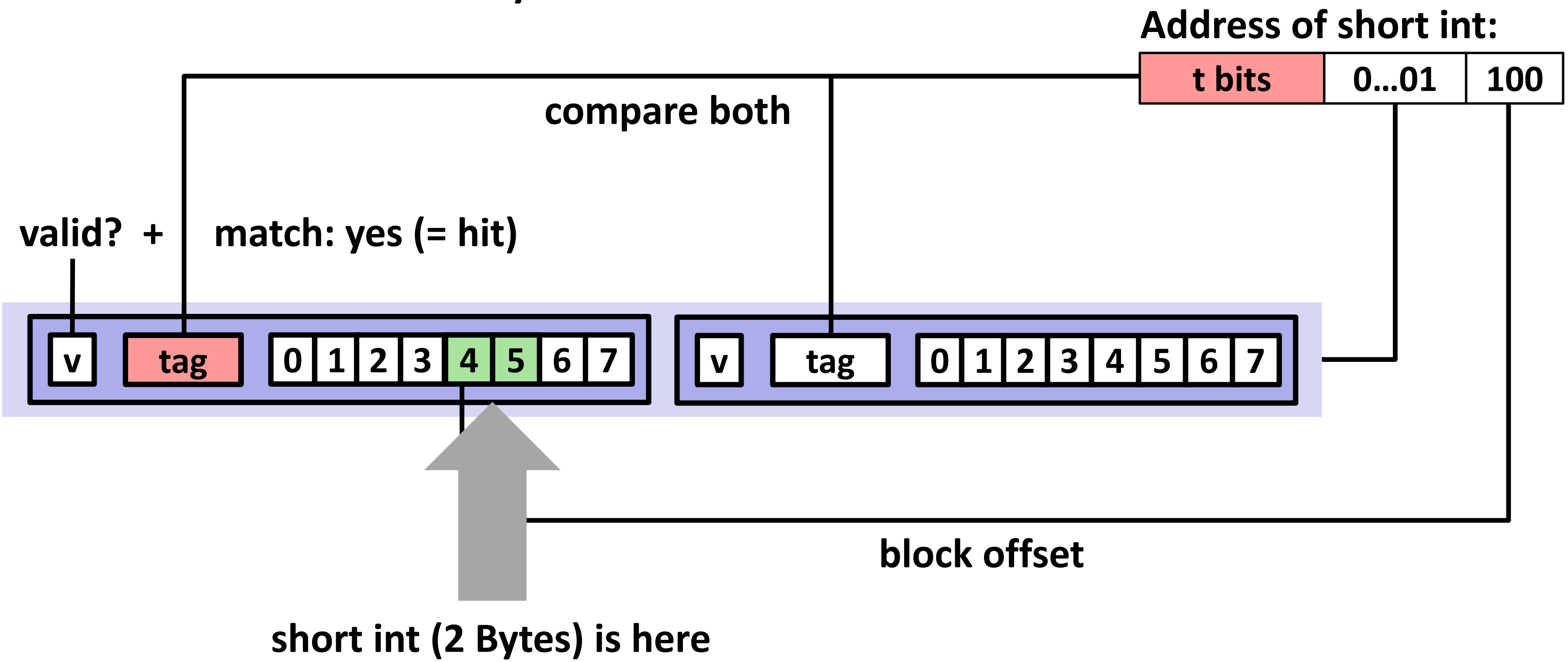
Assume: cache block size B=8 bytes



E-way Set Associative Cache (Here: E = 2)

E = 2: Two lines per set

Assume: cache block size B=8 bytes



No match or not valid (= miss):

- One line in set is selected for eviction and replacement
- Replacement policies: random, least recently used (LRU), …

2-Way Set Associative Cache Simulation

t=2	s=1	b=1
xx	x	x

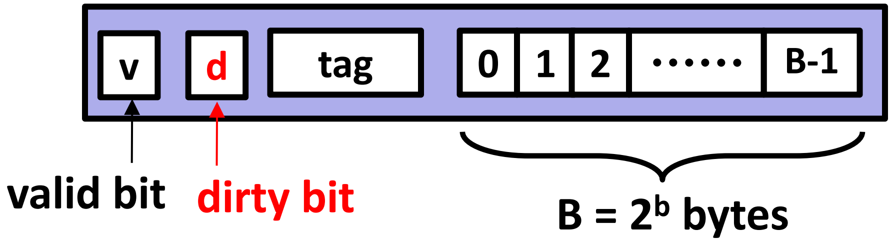
4-bit addresses (M=16 bytes)
S=2 sets, E=2 blocks/set, B=2 bytes/block

Address trace (reads, one byte per read):

0	$[0000_2]$,	miss
1	$[0001_2]$,	hit
7	$[0111_2]$,	miss
8	$[1000_2]$,	miss
0	$[0000_2]$	hit

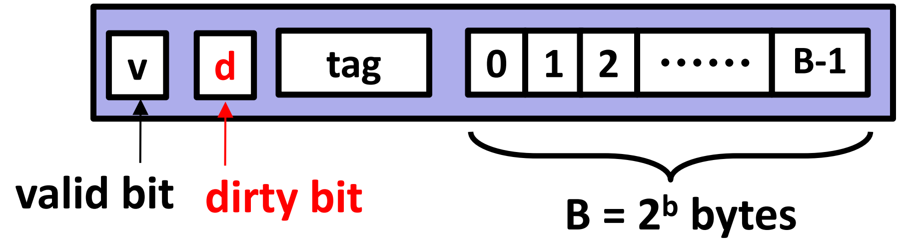
	v	Tag	Block
Set 0	1	00	M[0-1]
	1	10	M[8-9]
Set 1	1	01	M[6-7]
	0		

What about writes?



- **Multiple copies of data exist:**
  - L1, L2, L3, Main Memory, Disk
- **What to do on a write-hit?**
  - Write-through (write immediately to memory)
  - Write-back (defer write to memory until replacement of line)
    - Each cache line needs a dirty bit (set if data has been written to)
- **What to do on a write-miss?**
  - Write-allocate (load into cache, update line in cache)
    - Good if more writes to the location will follow
  - No-write-allocate (writes straight to memory, does not load into cache)
- **Typical**
  - Write-through + No-write-allocate
  - **Write-back + Write-allocate**

Practical Write-back Write-allocate



- **A write to address X is issued**
- **If it is a hit**
  - Update the contents of block
  - Set dirty bit to 1 (bit is sticky and only cleared on eviction)
- **If it is a miss**
  - Fetch block from memory (per a read miss)
  - The perform the write operations (per a write hit)
- **If a line is evicted and dirty bit is set to 1**
  - The entire block of 2^b bytes are written back to memory
  - Dirty bit is cleared (set to 0)
  - Line is replaced by new contents

Why Index Using Middle Bits?

Direct mapped: One line per set
Assume: cache block size 8 bytes

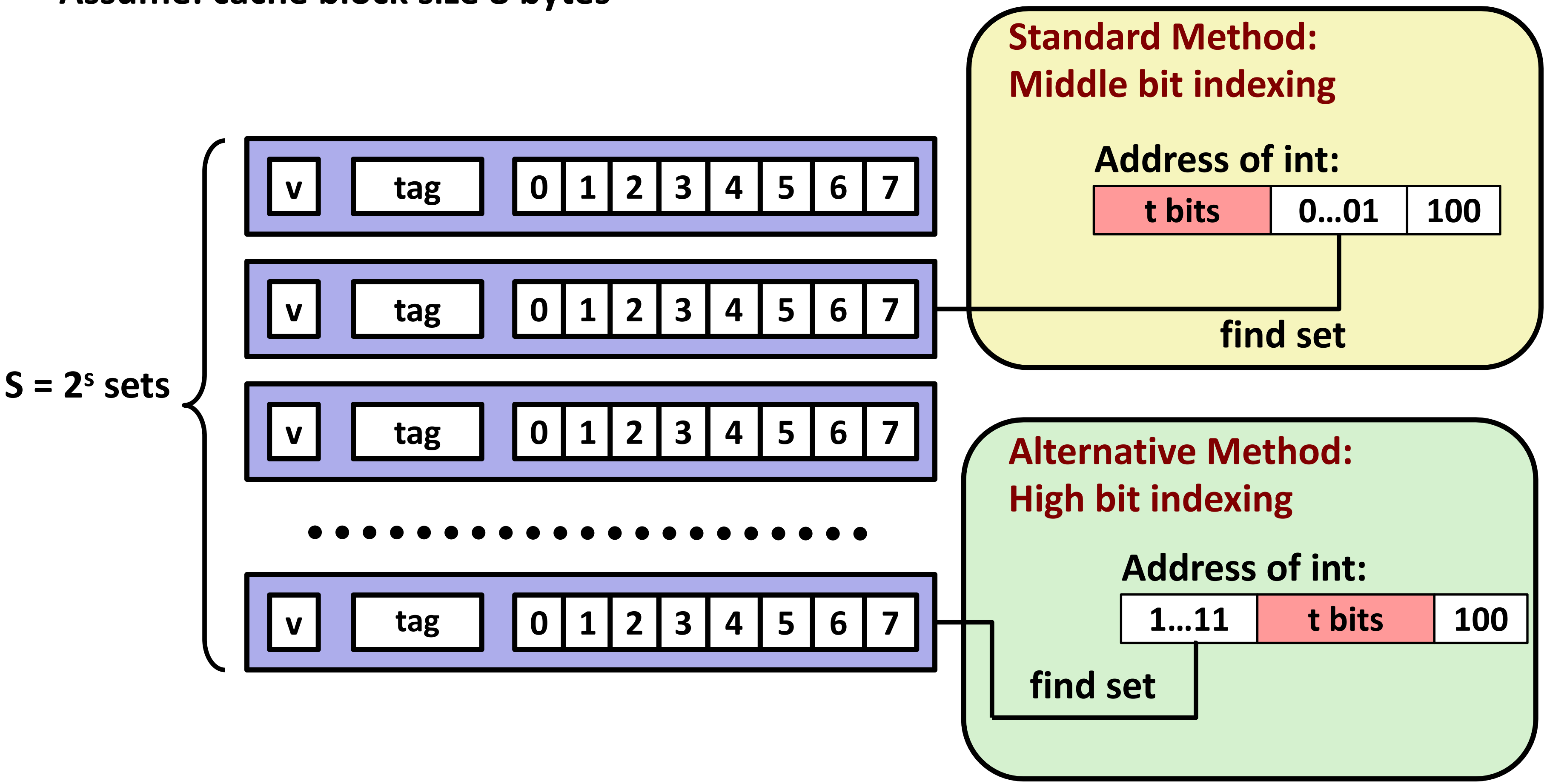
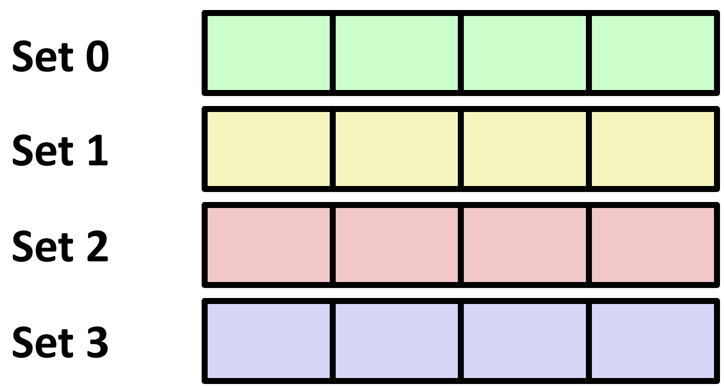
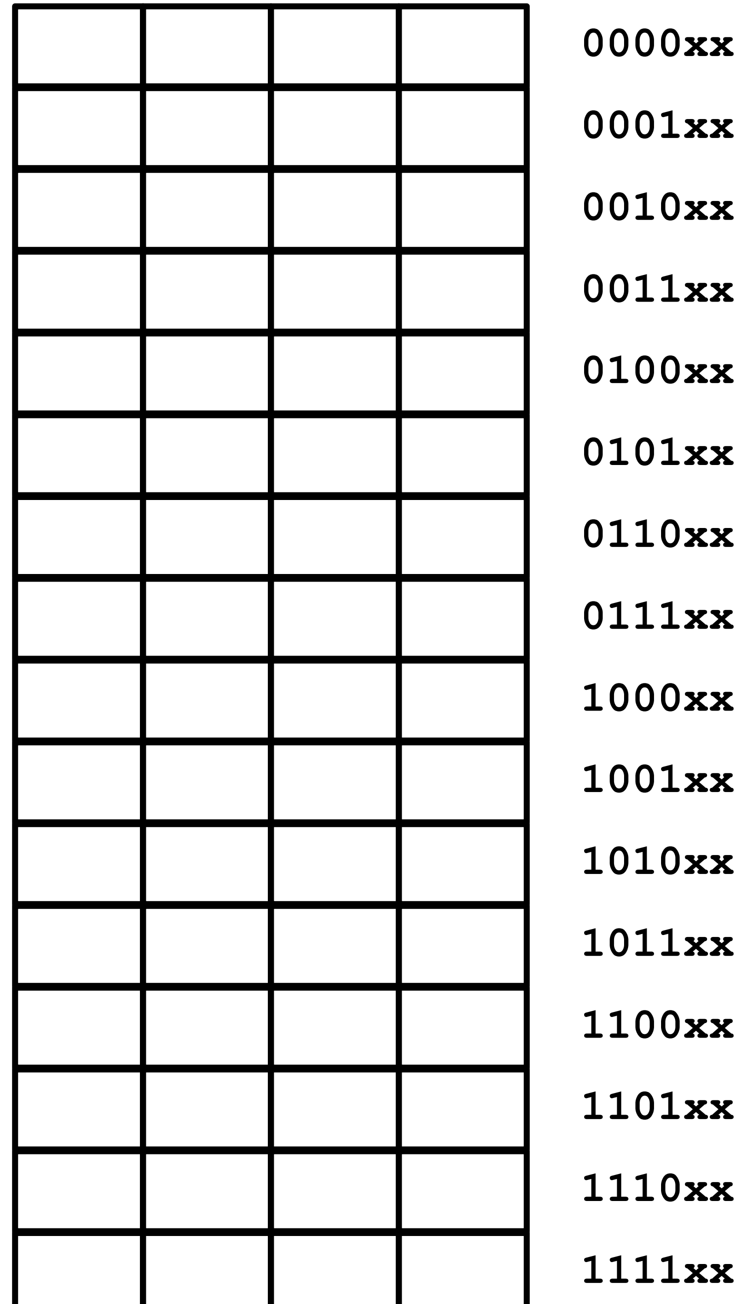


Illustration of Indexing Approaches

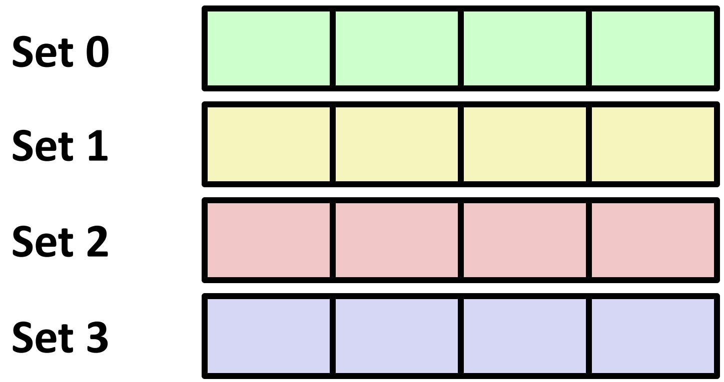
- **64-byte memory**
  - 6-bit addresses
- **16 byte, direct-mapped cache**
- **Block size = 4. (Thus, 4 sets; why?)**
- **2 bits tag, 2 bits index, 2 bits offset**

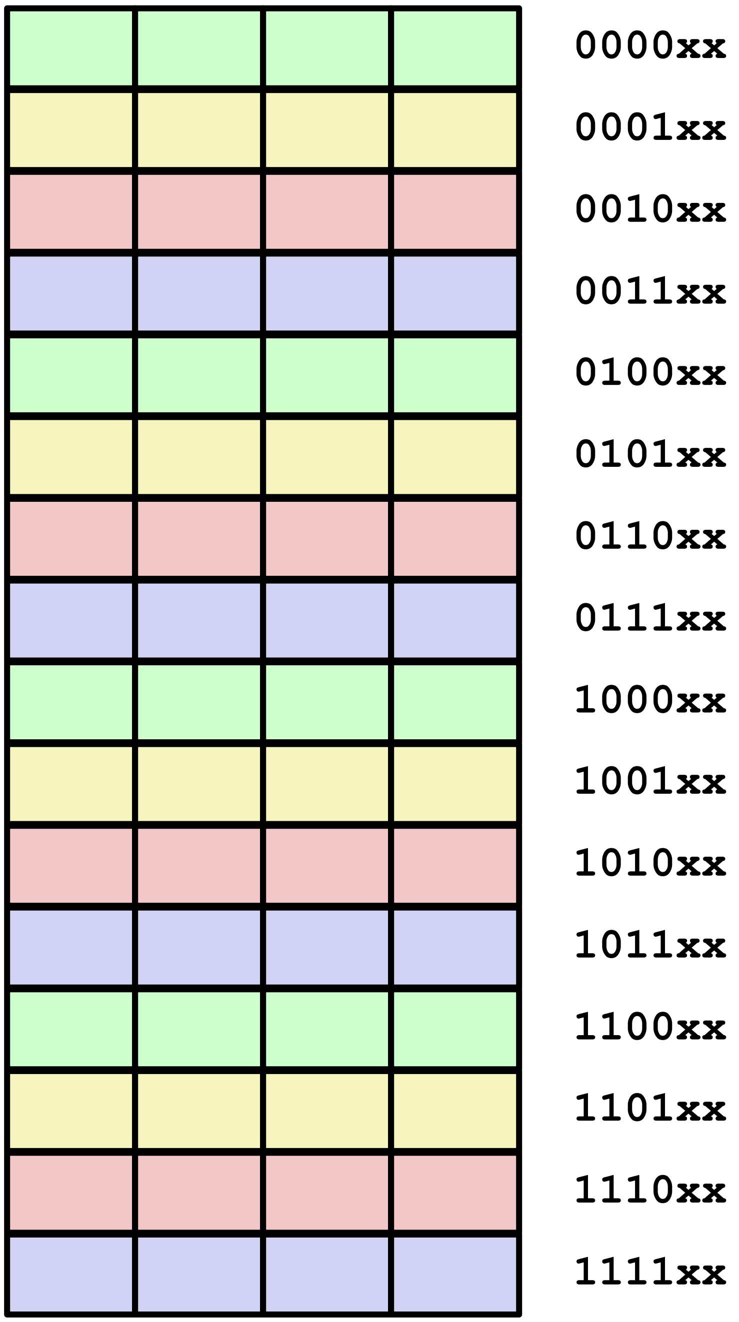




Middle Bit Indexing

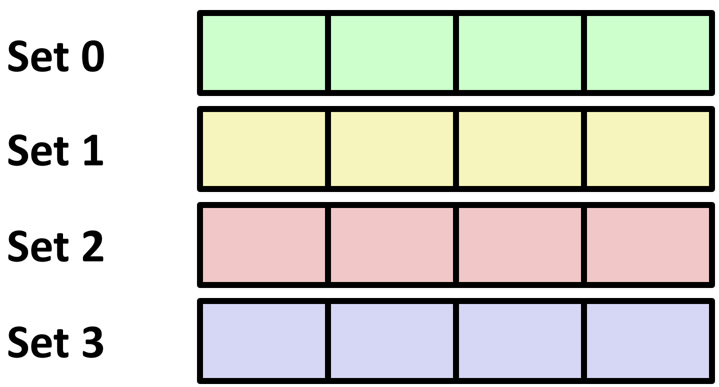
- Addresses of form **TTSSBB**
  - **TT** Tag bits
  - **SS** Set index bits
  - **BB** Offset bits
- Makes good use of spatial locality

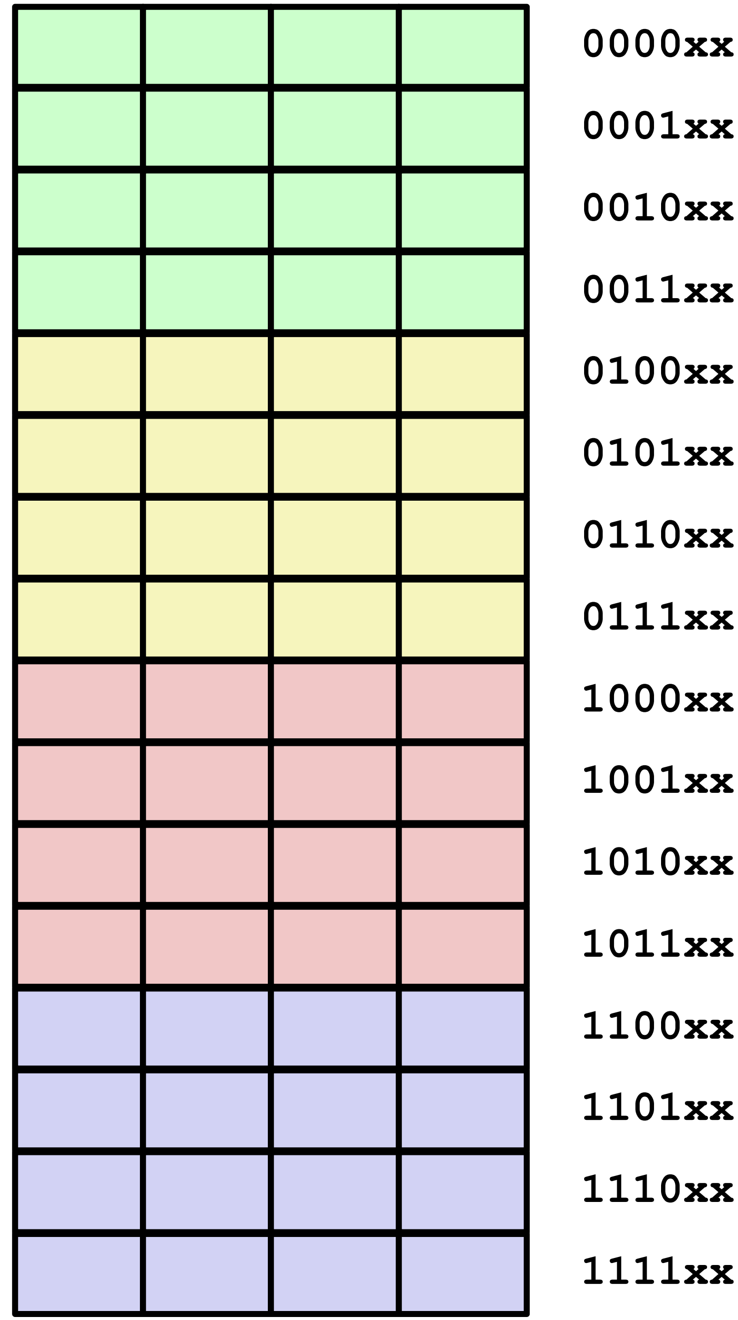




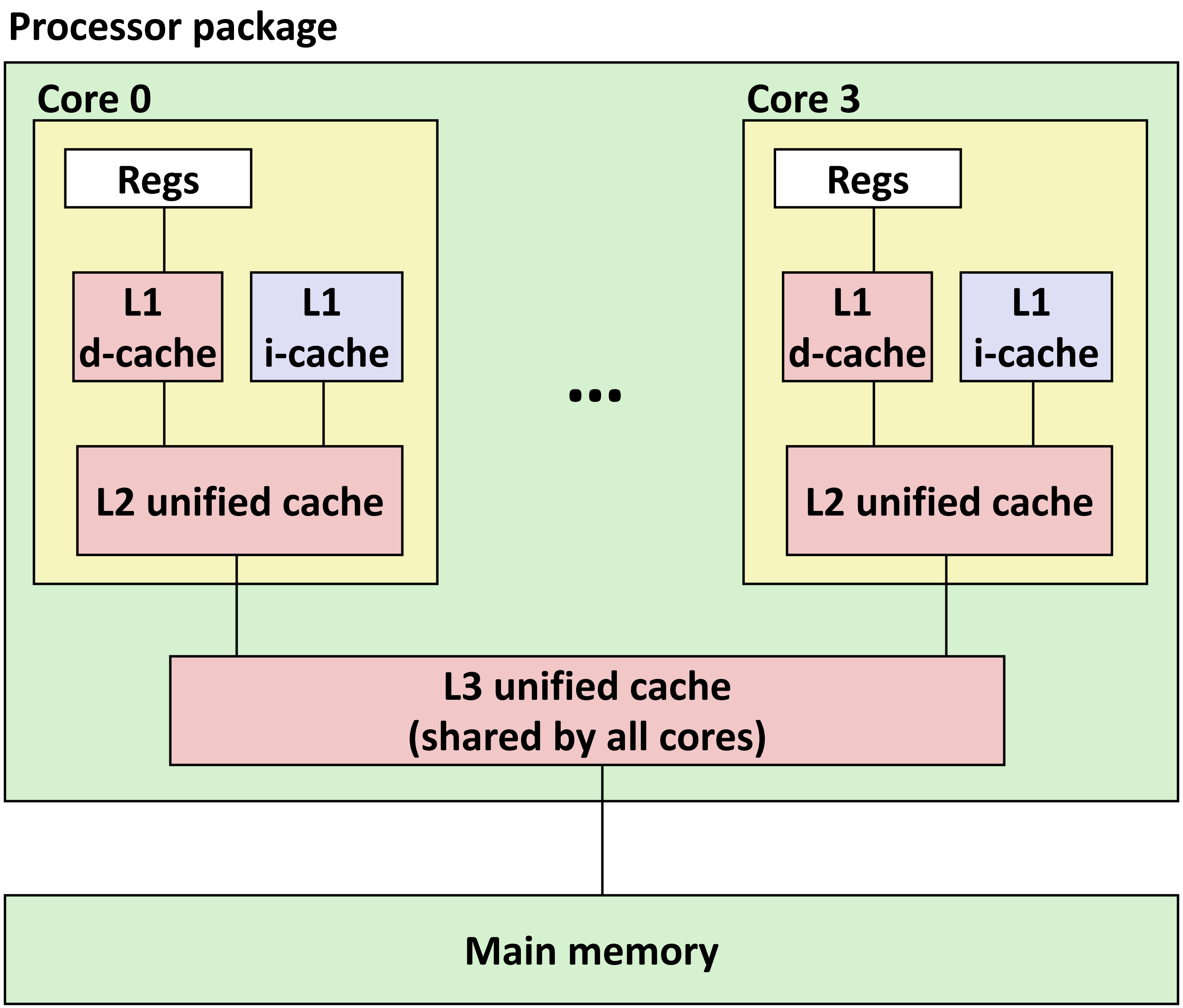
High Bit Indexing

- Addresses of form **SSTTBB**
  - **SS** Set index bits
  - **TT** Tag bits
  - **BB** Offset bits
- **Program with high spatial locality would generate lots of conflicts**





Intel Core i7 Cache Hierarchy



L1 i-cache and d-cache:
32 KB, 8-way,
Access: 4 cycles

L2 unified cache:
256 KB, 8-way,
Access: 10 cycles

L3 unified cache:
8 MB, 16-way,
Access: 40-75 cycles

Block size: 64 bytes for all caches.

Cache Performance Metrics

- **Miss Rate**
  - Fraction of memory references not found in cache (misses / accesses) = 1 – hit rate
  - Typical numbers (in percentages):
    - 3-10% for L1
    - can be quite small (e.g., < 1%) for L2, depending on size, etc.
- **Hit Time**
  - Time to deliver a line in the cache to the processor
    - includes time to determine whether the line is in the cache
  - Typical numbers:
    - 4 clock cycle for L1
    - 10 clock cycles for L2
- **Miss Penalty**
  - Additional time required because of a miss
    - typically 50-200 cycles for main memory (Trend: increasing!)

Let's think about those numbers

- **Huge difference between a hit and a miss**
  - Could be 100x, if just L1 and main memory

- **Would you believe 99% hits is twice as good as 97%?**
  - Consider this simplified example:
    cache hit time of 1 cycle
    miss penalty of 100 cycles
  - Average access time:
    97% hits: 1 cycle + 0.03 x 100 cycles = **4 cycles**
    99% hits: 1 cycle + 0.01 x 100 cycles = **2 cycles**

- **This is why "miss rate" is used instead of "hit rate"**

Writing Cache Friendly Code

- **Make the common case go fast**
  - Focus on the inner loops of the core functions
- **Minimize the misses in the inner loops**
  - Repeated references to variables are good (temporal locality)
  - Stride-1 reference patterns are good (spatial locality)

Key idea: Our qualitative notion of locality is quantified through our understanding of cache memories

Quiz

https://canvas.cmu.edu/courses/24383/quizzes/67224

Today

- Cache organization and operation
- **Performance impact of caches**
  - The memory mountain
  - Rearranging loops to improve spatial locality
  - Using blocking to improve temporal locality

The Memory Mountain

- **Read throughput (read bandwidth)**
  - Number of bytes read from memory per second (MB/s)

- **Memory mountain: Measured read throughput as a function of spatial and temporal locality.**
  - Compact way to characterize memory system performance.

Memory Mountain Test Function

```
long data[MAXELEMS];  /* Global array to traverse */

/* test - Iterate over first "elems" elements of
 *        array "data" with stride of "stride",
 *        using 4x4 loop unrolling.
 */
int test(int elems, int stride) {
    long i, sx2=stride*2, sx3=stride*3, sx4=stride*4;
    long acc0 = 0, acc1 = 0, acc2 = 0, acc3 = 0;
    long length = elems, limit = length - sx4;

    /* Combine 4 elements at a time */
    for (i = 0; i < limit; i += sx4) {
        acc0 = acc0 + data[i];
        acc1 = acc1 + data[i+stride];
        acc2 = acc2 + data[i+sx2];
        acc3 = acc3 + data[i+sx3];
    }

    /* Finish any remaining elements */
    for (; i < length; i++) {
        acc0 = acc0 + data[i];
    }
    return ((acc0 + acc1) + (acc2 + acc3));
}
```

mountain/mountain.c

Call `test()` with many combinations of `elems` and `stride`.

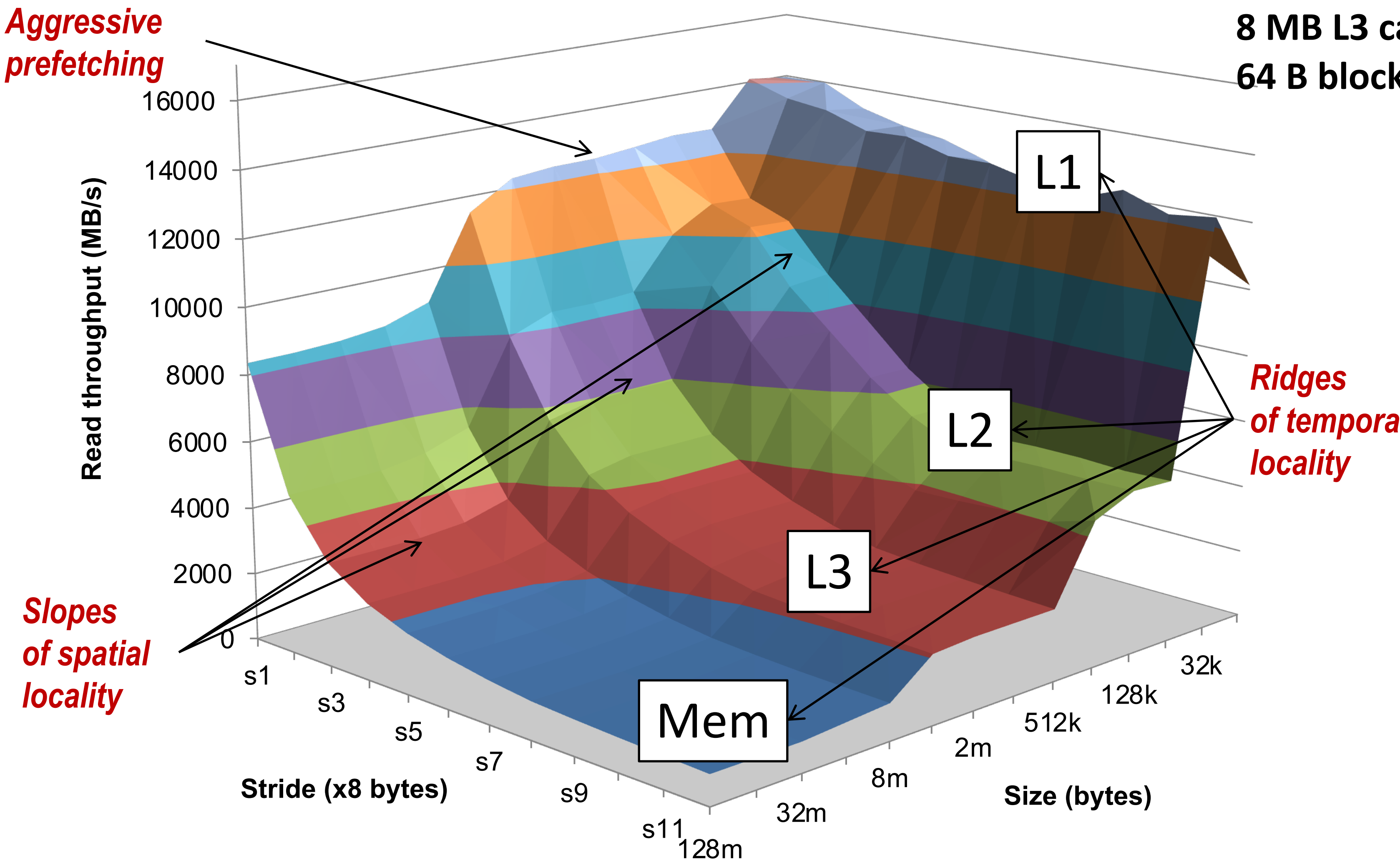
For each `elems` and `stride`:

1. Call `test()` once to warm up the caches.

2. Call `test()` again and measure the read throughput(MB/s)

The Memory Mountain

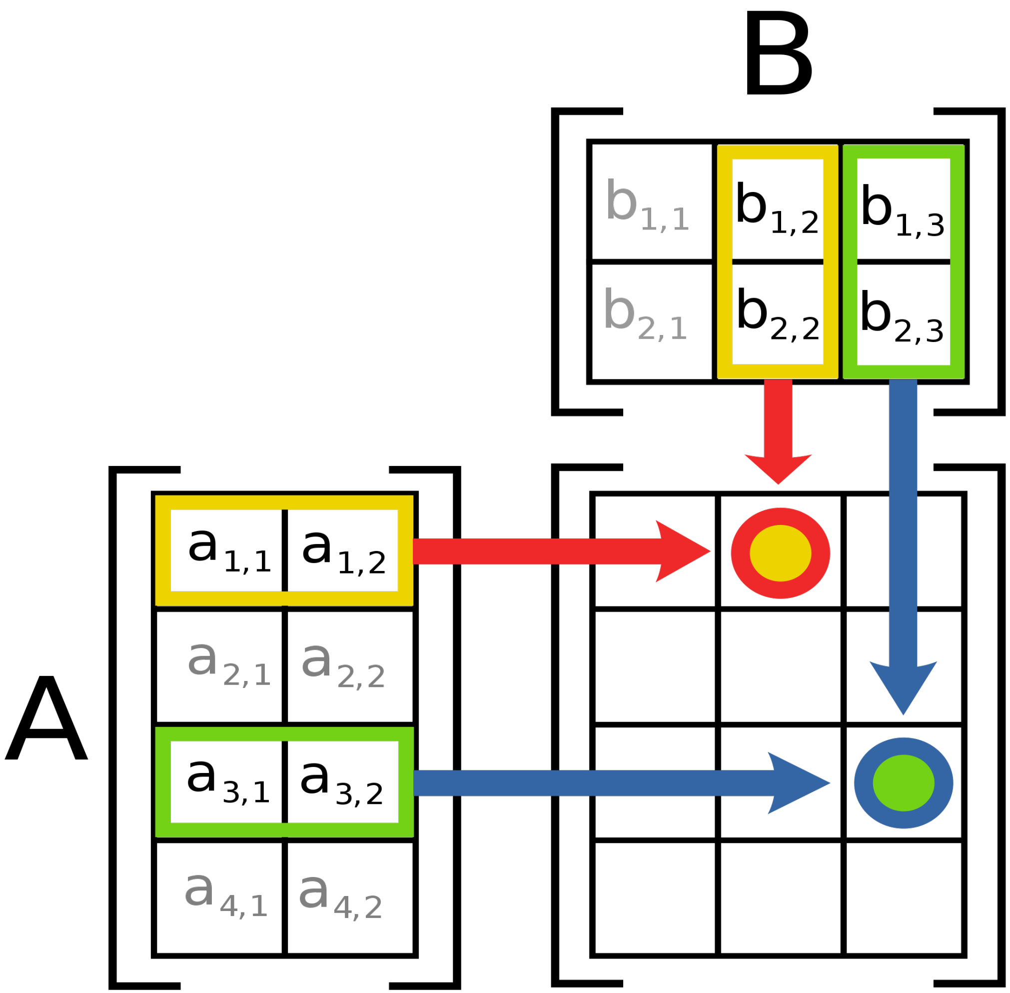
Core i7 Haswell
2.1 GHz
32 KB L1 d-cache
256 KB L2 cache
8 MB L3 cache
64 B block size



Today

- Cache organization and operation
- Performance impact of caches
  - The memory mountain
  - Rearranging loops to improve spatial locality
  - Using blocking to improve temporal locality

Remember matrix multiplication



Out[i, j] =
dot product(A[i, ..], B[..,j])
= sum (
a[i, 0] * b[0, j],
a[I, 1] * b[1, j]
)

Matrix Multiplication Example

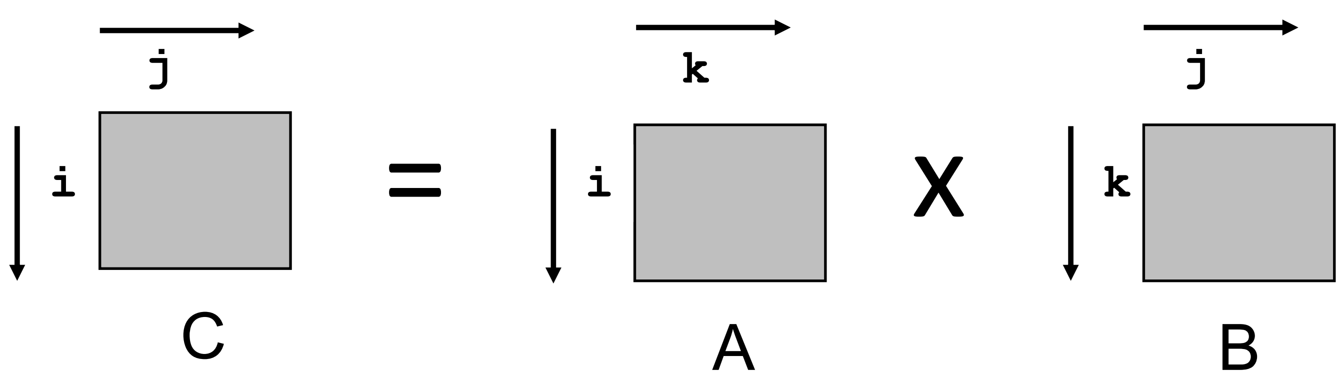
- **Description:**
  - Multiply *N* x *N* matrices
  - Matrix elements are doubles (8 bytes)
  - O(N^3) total operations
  - *N* reads per source element
  - *N* values summed per destination
    - but may be able to hold in register

Variable **sum** held in register

```
/* ijk */
for (i=0; i<n; i++)  {
  for (j=0; j<n; j++) {
    sum = 0.0;
    for (k=0; k<n; k++)
      sum += a[i][k] * b[k][j];
    c[i][j] = sum;
  }
}                                    matmult/mm.c
```

Miss Rate Analysis for Matrix Multiply

- **Assume:**
  - Block size = 32B (big enough for four doubles)
  - Matrix dimension (N) is very large
    - Approximate 1/N as 0.0
  - Cache is not even big enough to hold multiple rows
- **Analysis Method:**
  - Look at access pattern of inner loop



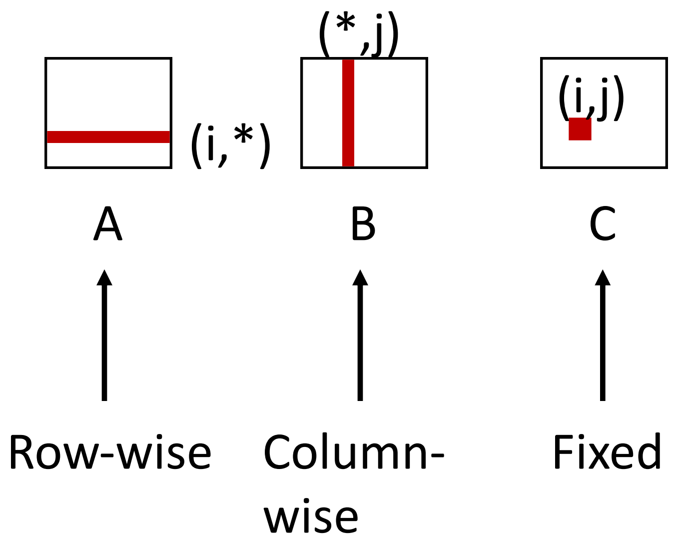
Layout of C Arrays in Memory (review)

- **C arrays allocated in row-major order**
  - each row in contiguous memory locations
  - a[i][j] = a[i*N + j] where N is the number of columns
- **Stepping through columns in one row:**
  - ```
    for (i = 0; i < N; i++)
      sum += a[0][i];
    ```
  - accesses successive elements
  - if block size (B) > sizeof(a_{ij}) bytes, exploit spatial locality
    - miss rate = sizeof(a_{ij}) / B
- **Stepping through rows in one column:**
  - ```
    for (i = 0; i < n; i++)
      sum += a[i][0];
    ```
  - accesses distant elements
  - no spatial locality!
    - miss rate = 1 (i.e. 100%)

Matrix Multiplication (ijk)

```
/* ijk */
for (i=0; i<n; i++)  {
  for (j=0; j<n; j++) {
    sum = 0.0;
    for (k=0; k<n; k++)
      sum += a[i][k] * b[k][j];
    c[i][j] = sum;
  }
}                          matmult/mm.c
```

Inner loop:



Miss rate for inner loop iterations:

A	B	C

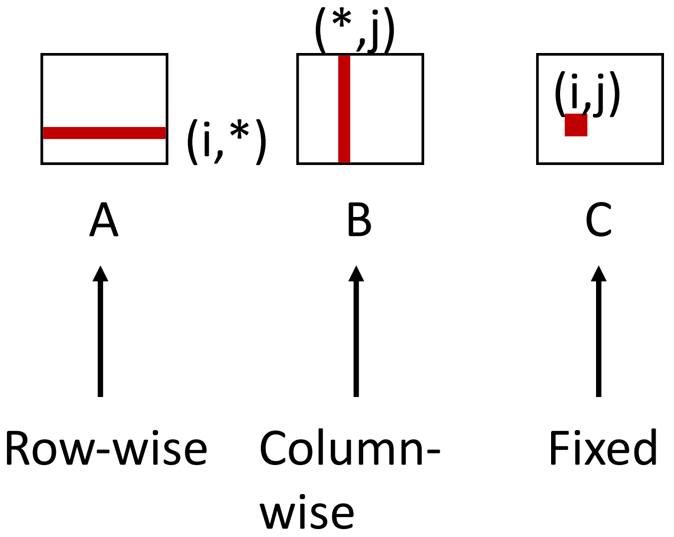
Block size = 32B (four doubles)

Matrix Multiplication (`ijk`)

```
/* ijk */
for (i=0; i<n; i++)  {
  for (j=0; j<n; j++) {
    sum = 0.0;
    for (k=0; k<n; k++)
      sum += a[i][k] * b[k][j];
    c[i][j] = sum;
  }
}
```

matmult/mm.c

Inner loop:



Miss rate for inner loop iterations:

A	B	C
0.25	1.0	0.0

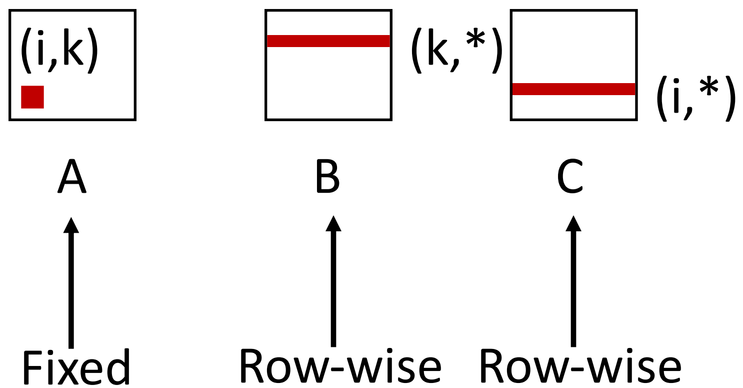
Block size = 32B (four doubles)

Matrix Multiplication (`kij`)

```
/* kij */
for (k=0; k<n; k++) {
  for (i=0; i<n; i++) {
    r = a[i][k];
    for (j=0; j<n; j++)
      c[i][j] += r * b[k][j];
  }
}
```

matmult/mm.c

Inner loop:



Miss rate for inner loop iterations:

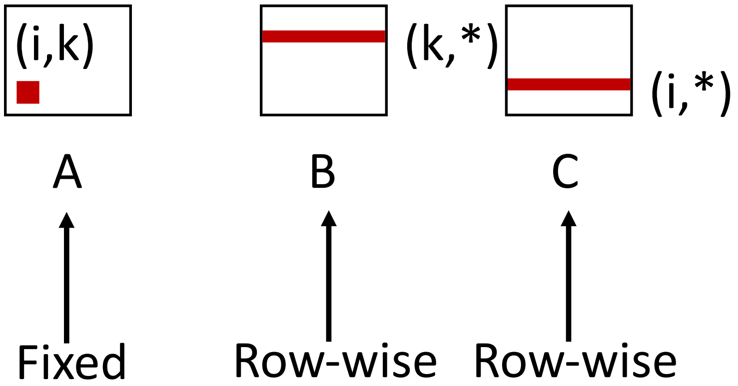
A B C

Block size = 32B (four doubles)

Matrix Multiplication (kij)

```
/* kij */
for (k=0; k<n; k++) {
  for (i=0; i<n; i++) {
    r = a[i][k];
    for (j=0; j<n; j++)
      c[i][j] += r * b[k][j];
  }
}                            matmult/mm.c
```

Inner loop:



Miss rate for inner loop iterations:

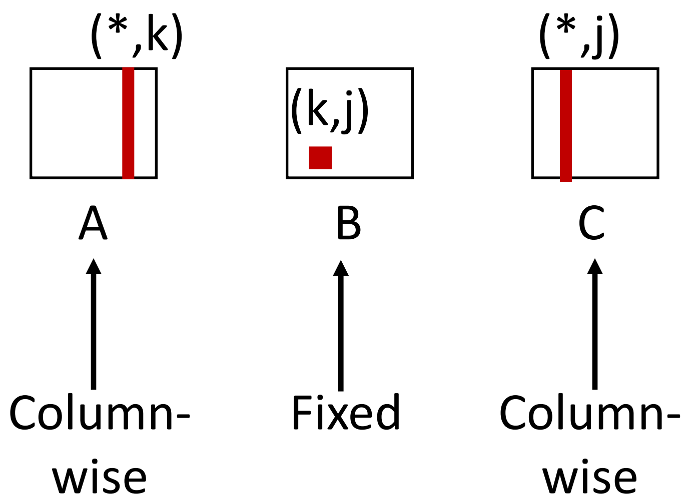
A	B	C
0.0	0.25	0.25

Block size = 32B (four doubles)

Matrix Multiplication (`jki`)

```
/* jki */
for (j=0; j<n; j++) {
  for (k=0; k<n; k++) {
    r = b[k][j];
    for (i=0; i<n; i++)
      c[i][j] += a[i][k] * r;
  }
}
                        matmult/mm.c
```

Inner loop:



Miss rate for inner loop iterations:

A B C

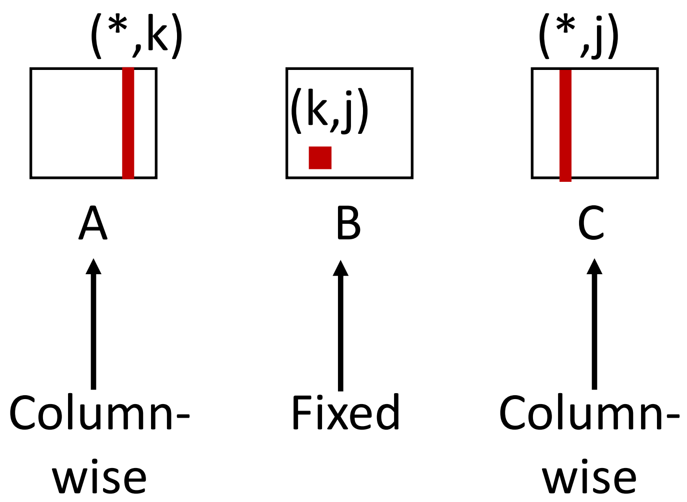
Block size = 32B (four doubles)

Matrix Multiplication (`jki`)

```
/* jki */
for (j=0; j<n; j++) {
  for (k=0; k<n; k++) {
    r = b[k][j];
    for (i=0; i<n; i++)
      c[i][j] += a[i][k] * r;
  }
}
```

matmult/mm.c

Inner loop:



Miss rate for inner loop iterations:

A	B	C
1.0	0.0	1.0

Block size = 32B (four doubles)

Summary of Matrix Multiplication

```
for (i=0; i<n; i++) {
  for (j=0; j<n; j++) {
   sum = 0.0;
   for (k=0; k<n; k++)
     sum += a[i][k] * b[k][j];
   c[i][j] = sum;
 }
}
```

ijk (& jik):
- 2 loads, 0 stores
- avg misses/iter = **1.25**

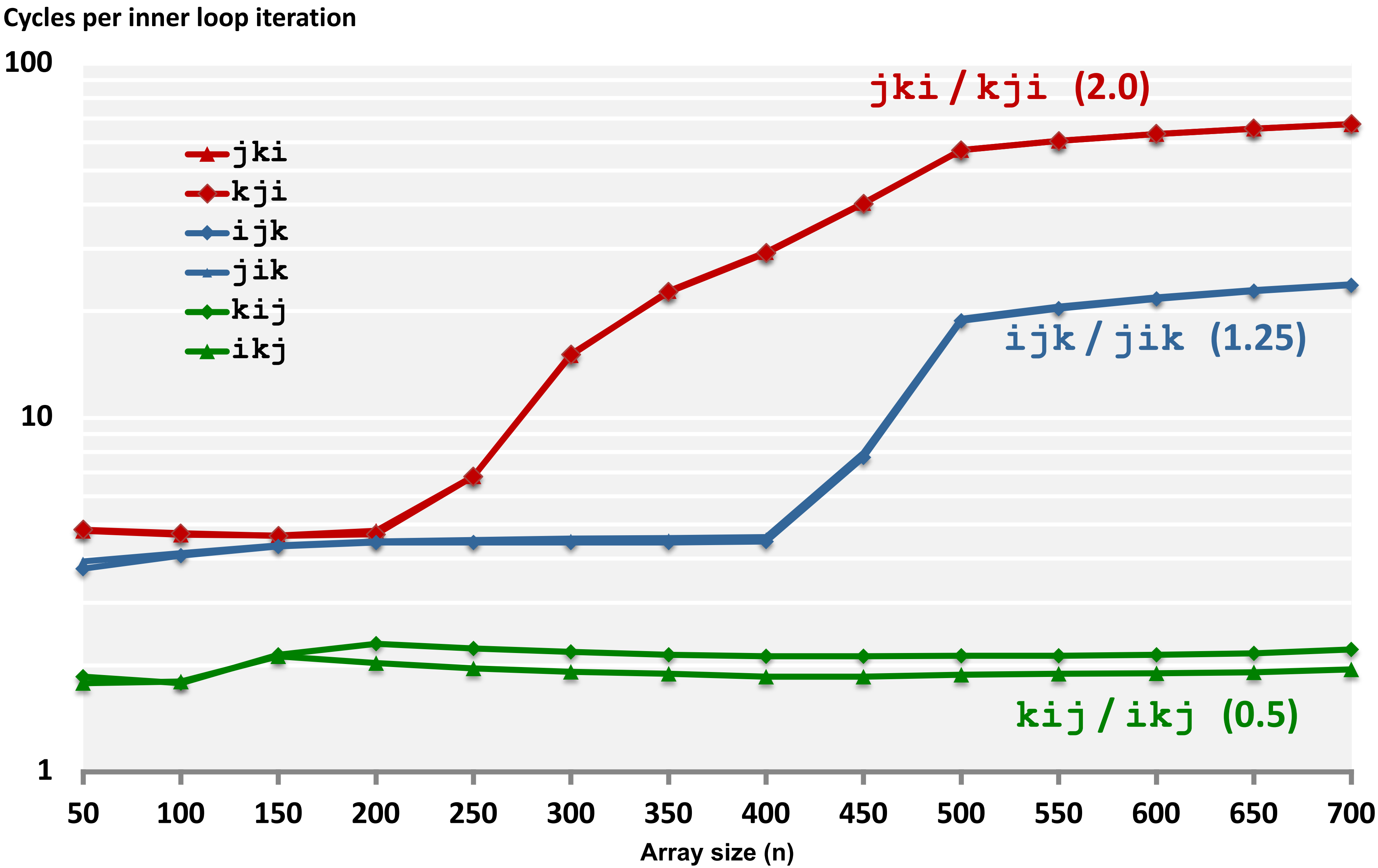
```
for (k=0; k<n; k++) {
 for (i=0; i<n; i++) {
  r = a[i][k];
  for (j=0; j<n; j++)
   c[i][j] += r * b[k][j];
 }
}
```

kij (& ikj):
- 2 loads, 1 store
- avg misses/iter = **0.5**

```
for (j=0; j<n; j++) {
 for (k=0; k<n; k++) {
   r = b[k][j];
   for (i=0; i<n; i++)
    c[i][j] += a[i][k] * r;
 }
}
```

jki (& kji):
- 2 loads, 1 store
- avg misses/iter = **2.0**

Core i7 Matrix Multiply Performance

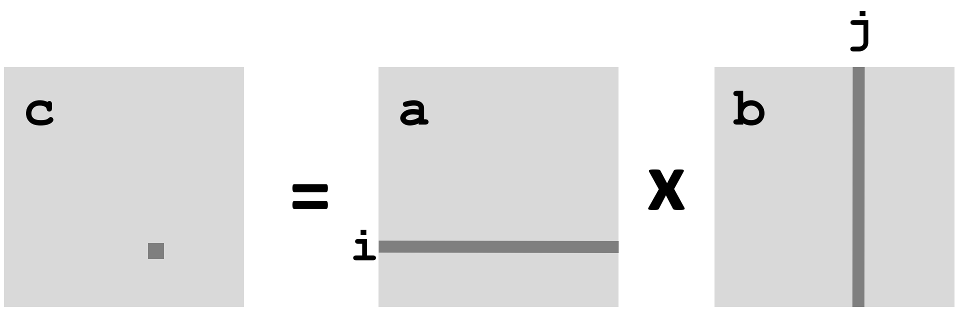


Today

- Cache organization and operation
- Performance impact of caches
  - The memory mountain
  - Rearranging loops to improve spatial locality
  - Using blocking to improve temporal locality

Example: Matrix Multiplication

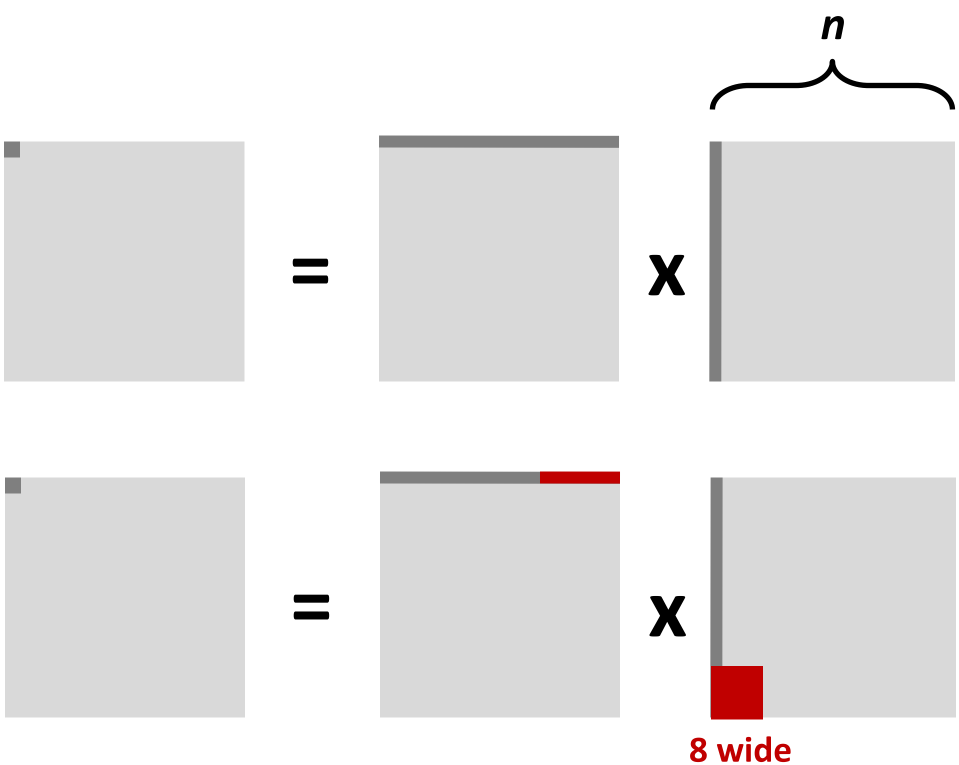
```
c = (double *) calloc(sizeof(double), n*n);

/* Multiply n x n matrices a and b  */
void mmm(double *a, double *b, double *c, int n) {
    int i, j, k;
    for (i = 0; i < n; i++)
        for (j = 0; j < n; j++)
            for (k = 0; k < n; k++)
                c[i*n + j] += a[i*n + k] * b[k*n + j];
}
```



Cache Miss Analysis

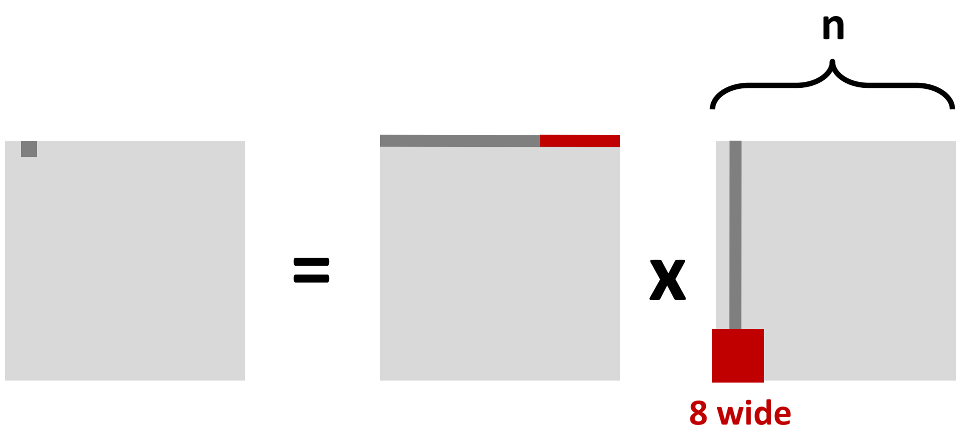
- **Assume:**
  - Matrix elements are doubles
  - Cache block = 8 doubles
  - Cache size C << *n* (much smaller than *n*)

- **First iteration:**
  - *n*/8 + n = 9*n*/8 misses
  - Afterwards in cache: (schematic)



Cache Miss Analysis

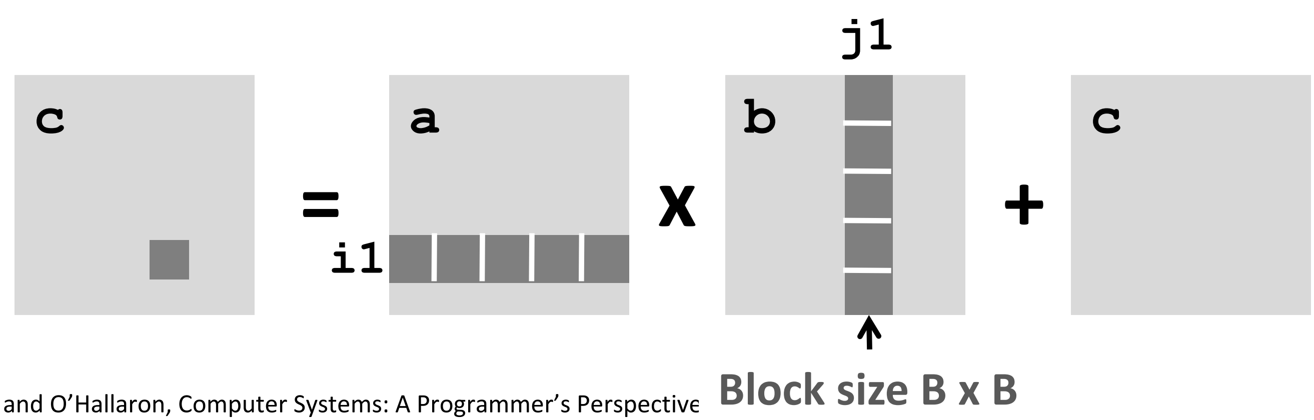
- **Assume:**
  - Matrix elements are doubles
  - Cache block = 8 doubles
  - Cache size C << n (much smaller than n)
- **Second iteration:**
  - Again:
    $n/8 + n = 9n/8$ misses



- **Total misses:**
  - $9n/8\ n^2 = (9/8)\ n^3$

Blocked Matrix Multiplication

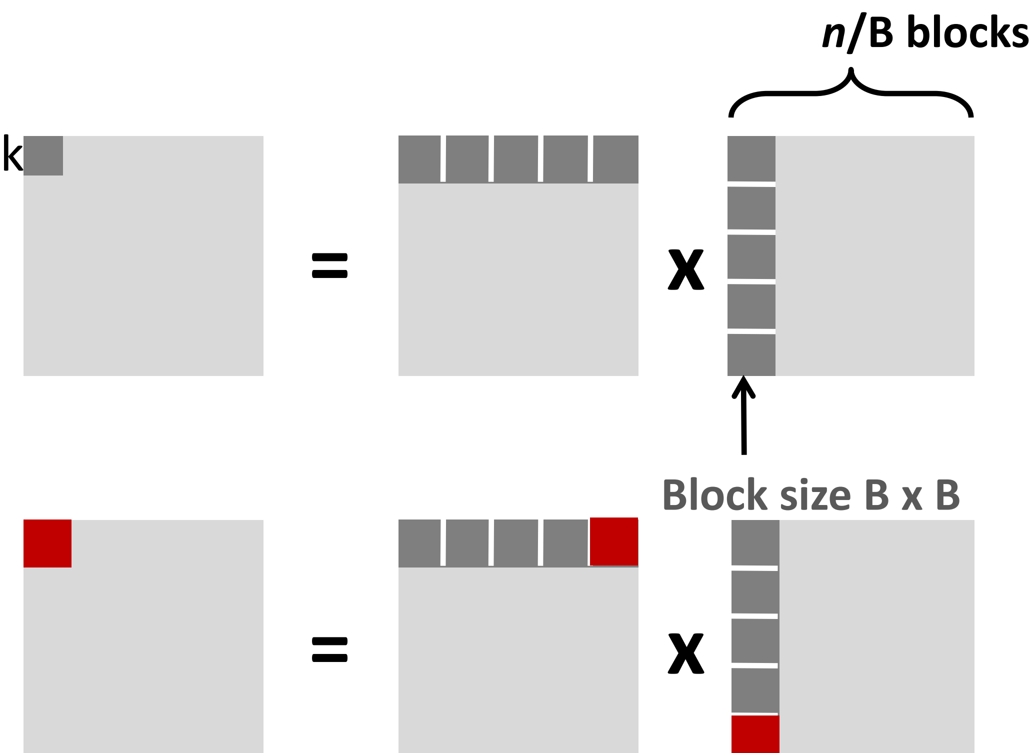
```
c = (double *) calloc(sizeof(double), n*n);

/* Multiply n x n matrices a and b  */
void mmm(double *a, double *b, double *c, int n) {
    int i, j, k;
    for (i = 0; i < n; i+=B)
        for (j = 0; j < n; j+=B)
            for (k = 0; k < n; k+=B)
                /* B x B mini matrix multiplications */
                for (i1 = i; i1 < i+B; i1++)
                    for (j1 = j; j1 < j+B; j1++)
                        for (k1 = k; k1 < k+B; k1++)
                            c[i1*n+j1] += a[i1*n + k1]*b[k1*n + j1];
}
                                                        matmult/bmm.c
```



Cache Miss Analysis

- **Assume:**
  - Cache block = 8 doubles
  - Cache size C << *n* (much smaller than n)
  - Three blocks ■ fit into cache: $3B^2 < C$

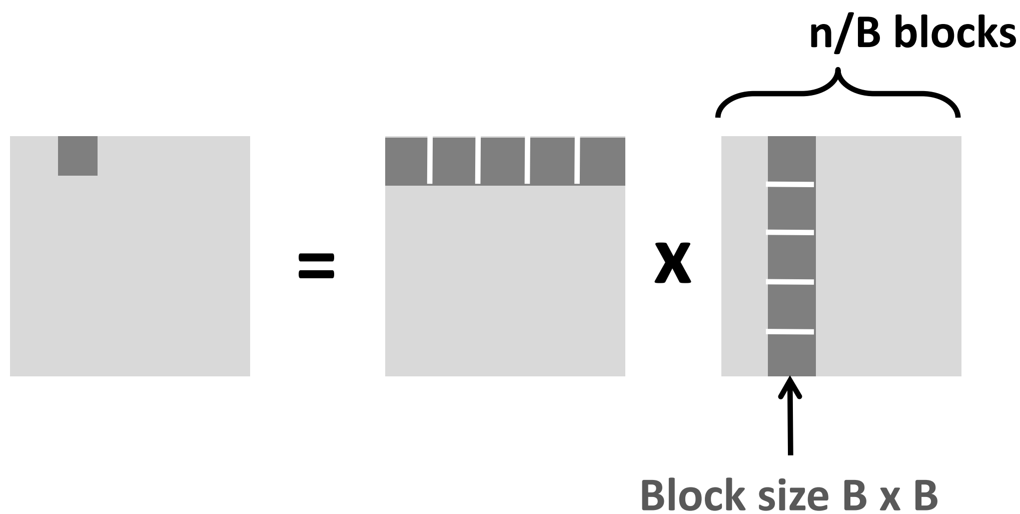
- **First (block) iteration:**
  - B*B/8 misses for each block
  - $2n/B \times B^2/8 = nB/4$ (omitting matrix c)
  - Afterwards in cache (schematic)



Cache Miss Analysis

- **Assume:**
  - Cache block = 8 doubles
  - Cache size C << *n* (much smaller than n)
  - Three blocks fit into cache: $3B^2 < C$

- **Second (block) iteration:**
  - Same as first iteration
  - $2n/B \times B^2/8 = nB/4$



- **Total misses:**
  - $nB/4 * (n/B)^2 = n^3/(4B)$

Blocking Summary

- **No blocking: (9/8) n^3 misses**
- **Blocking: (1/(4B)) n^3 misses**

- **Use largest block size B, such that B satisfies $3B^2 < C$**
  - Fit three blocks in cache! Two input, one output.

- **Reason for dramatic difference:**
  - Matrix multiplication has inherent temporal locality:
    - Input data: $3n^2$, computation $2n^3$
    - Every array elements used $O(n)$ times!
  - But program has to be written properly

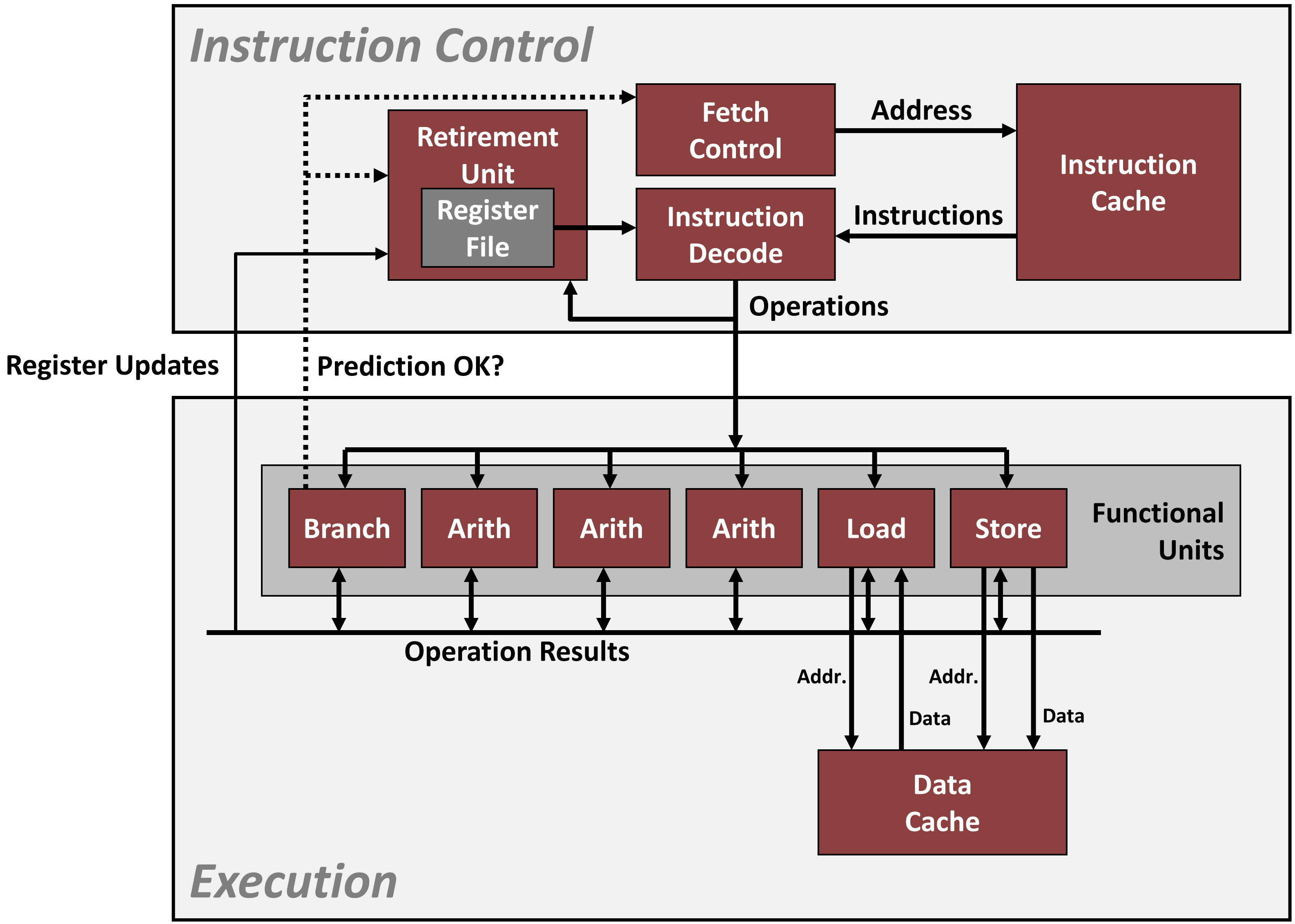
Cache Summary

- **Cache memories can have significant performance impact**

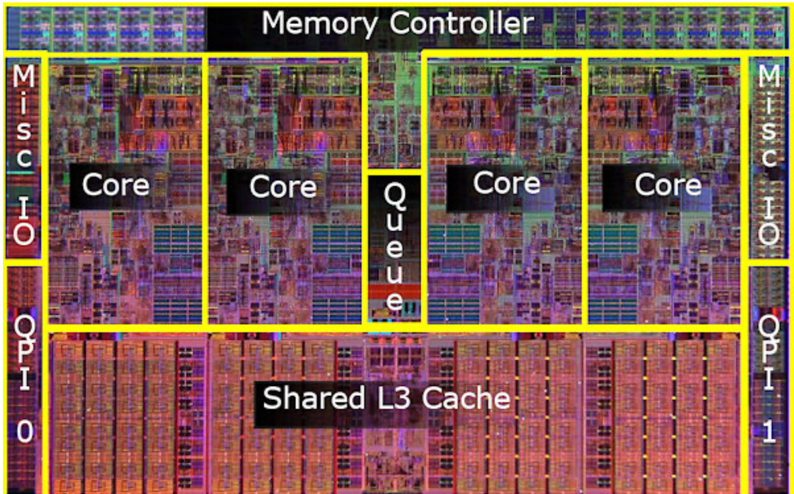
- **You can write your programs to exploit this!**
  - Focus on the inner loops, where bulk of computations and memory accesses occur.
  - Try to maximize spatial locality by reading data objects sequentially with stride 1.
  - Try to maximize temporal locality by using a data object as often as possible once it’s read from memory.

Supplemental slides

Recall: Modern CPU Design

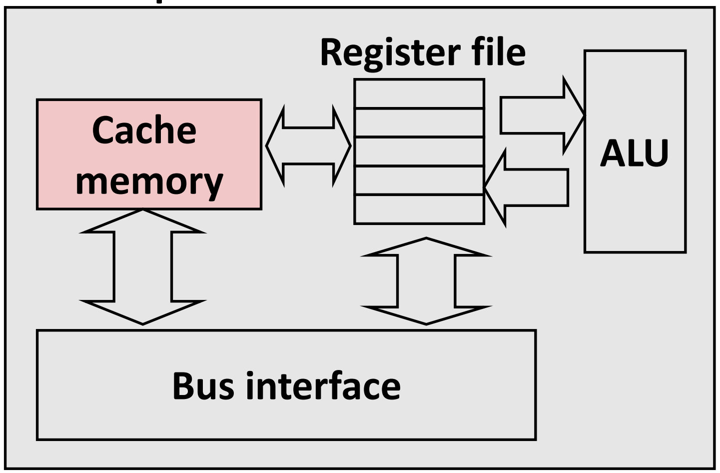


What it Really Looks Like

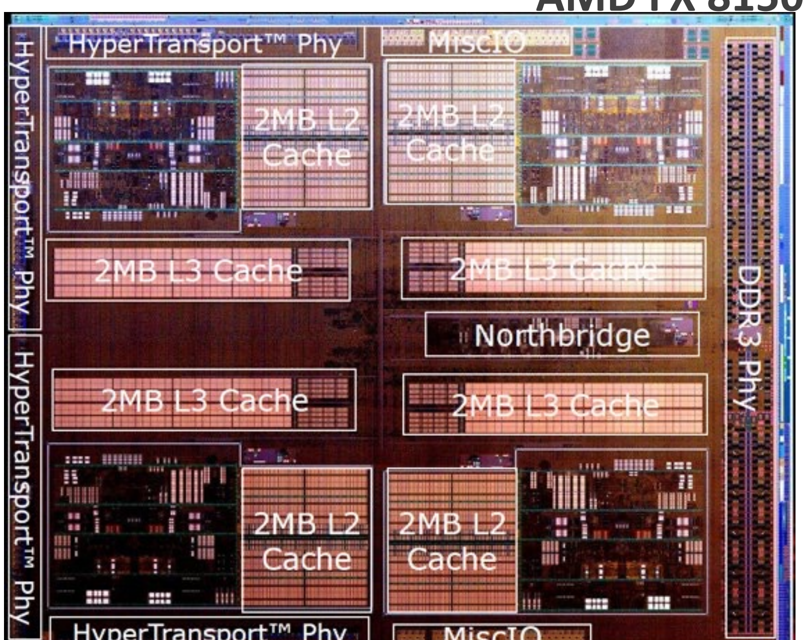


Nehalem

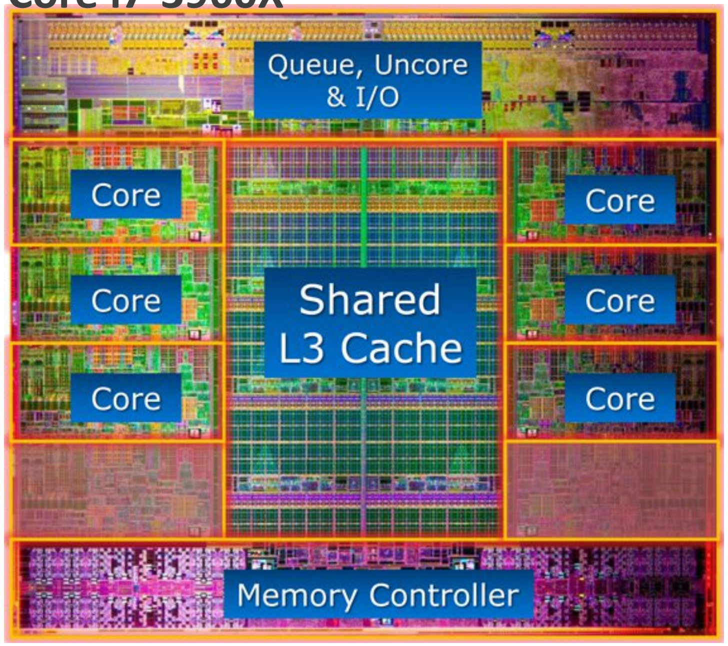
CPU chip



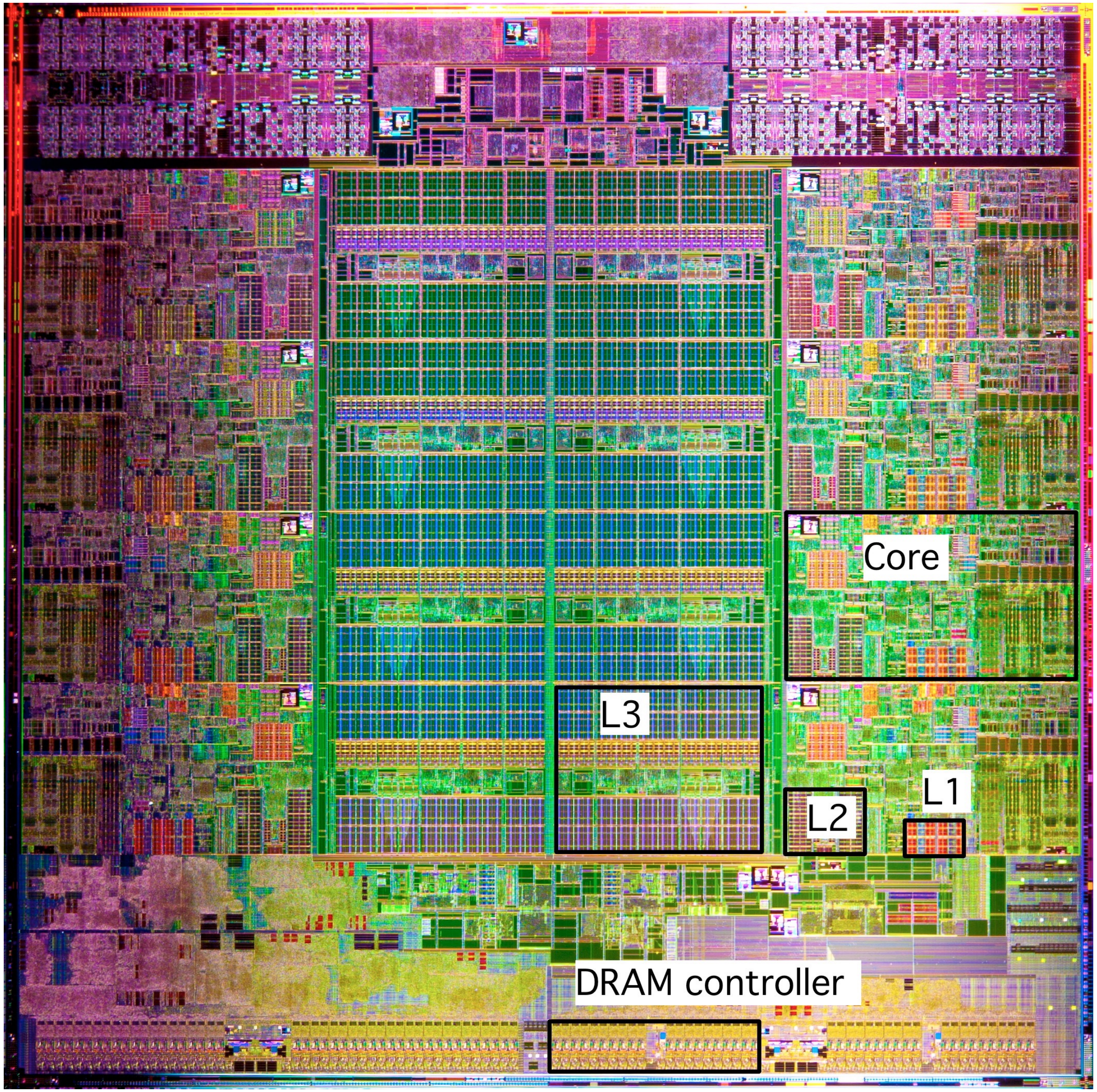
AMD FX 8150



Core i7-3960X



What it Really Looks Like (Cont.)



Intel Sandy Bridge Processor Die

L1: 32KB Instruction + 32KB Data
L2: 256KB
L3: 3–20MB

Why Index Using Middle Bits?

Direct mapped: One line per set
Assume: cache block size 8 bytes

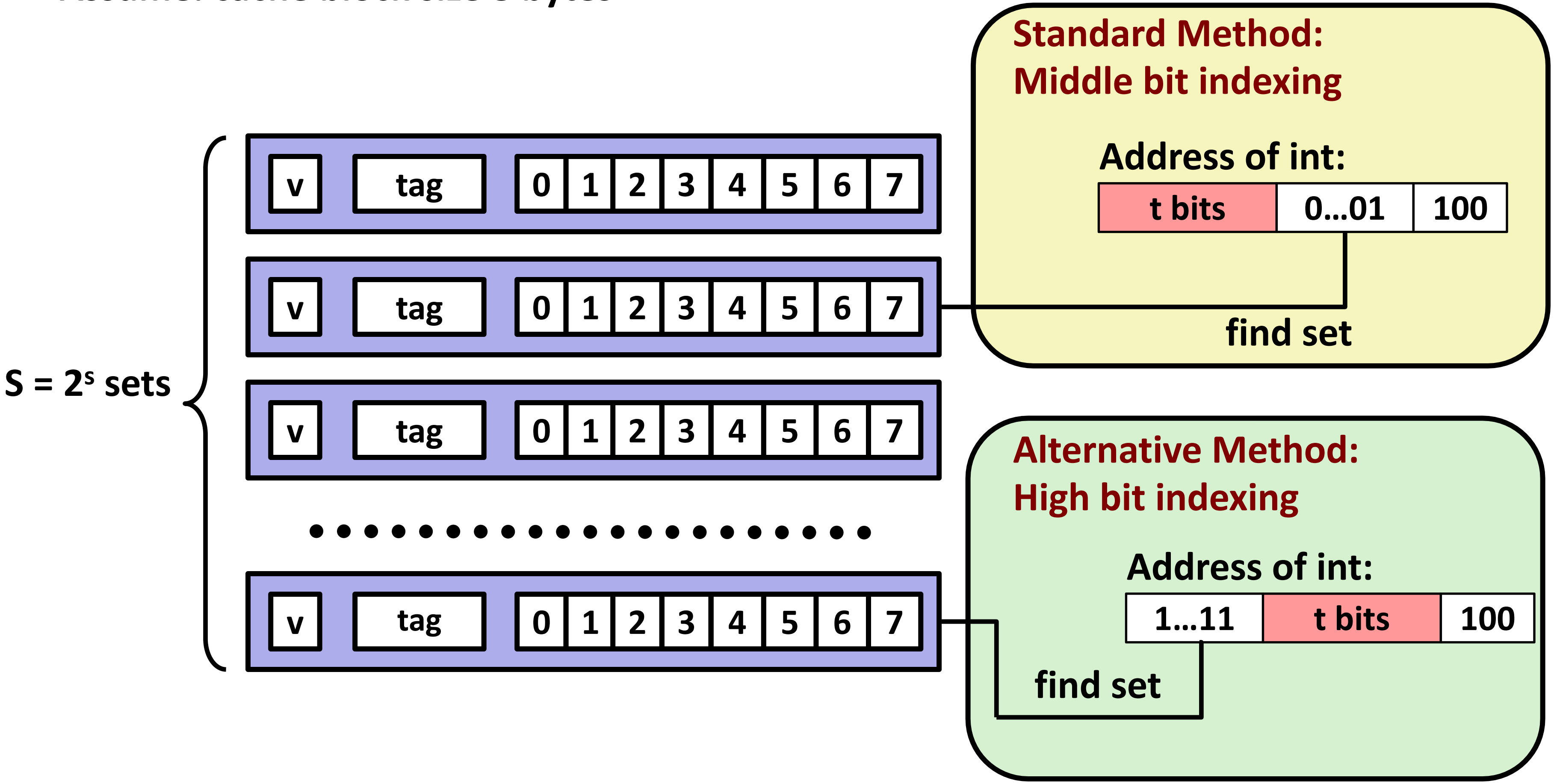
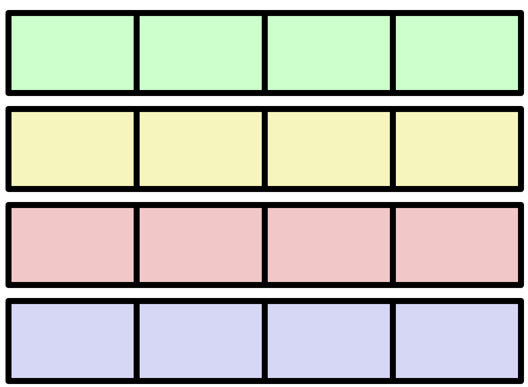
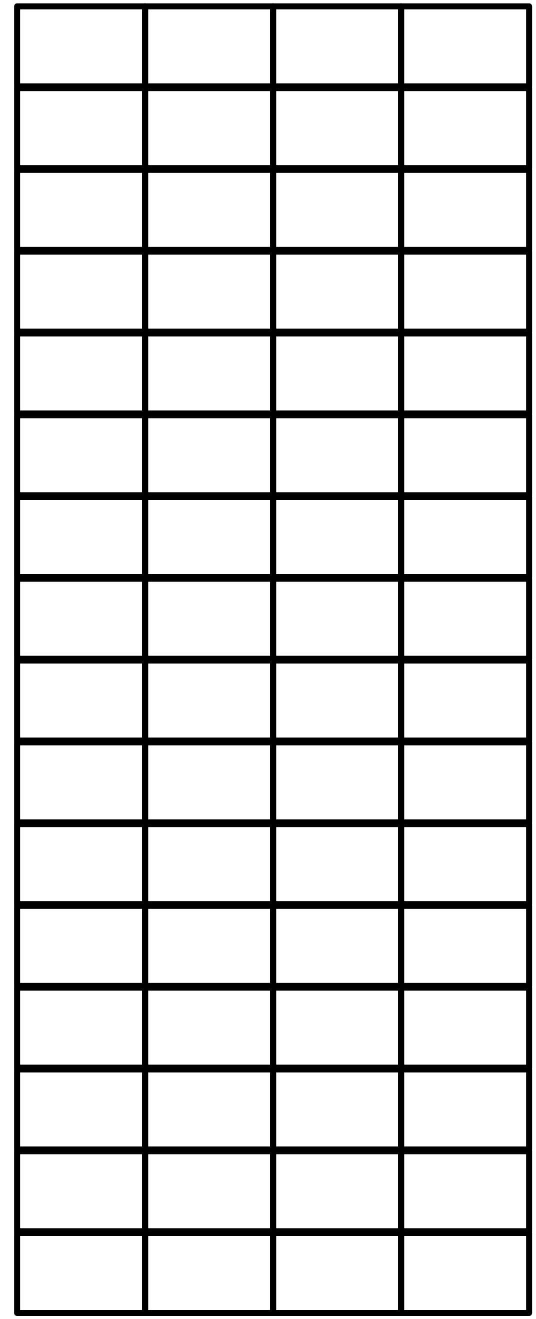


Illustration of Indexing Approaches

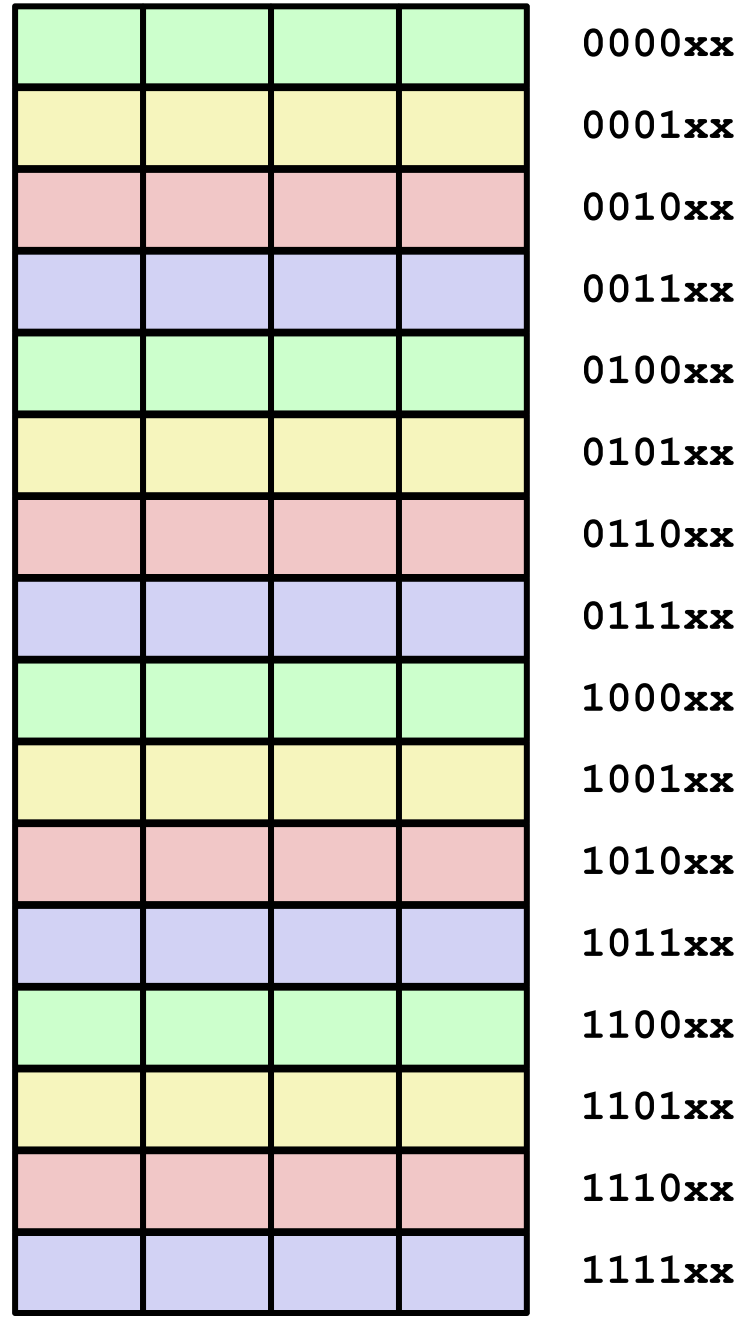
- **64-byte memory**
  - 6-bit addresses
- **16 byte, direct-mapped cache**
- **Block size = 4. (Thus, 4 sets; why?)**
- **2 bits tag, 2 bits index, 2 bits offset**

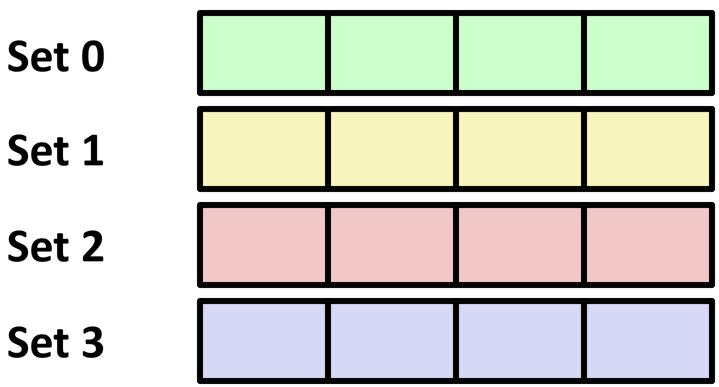




Middle Bit Indexing

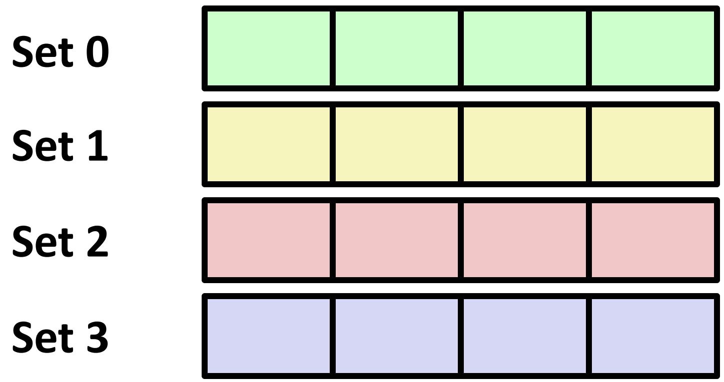
- Addresses of form **TTSSBB**
  - **TT** Tag bits
  - **SS** Set index bits
  - **BB** Offset bits
- Makes good use of spatial locality

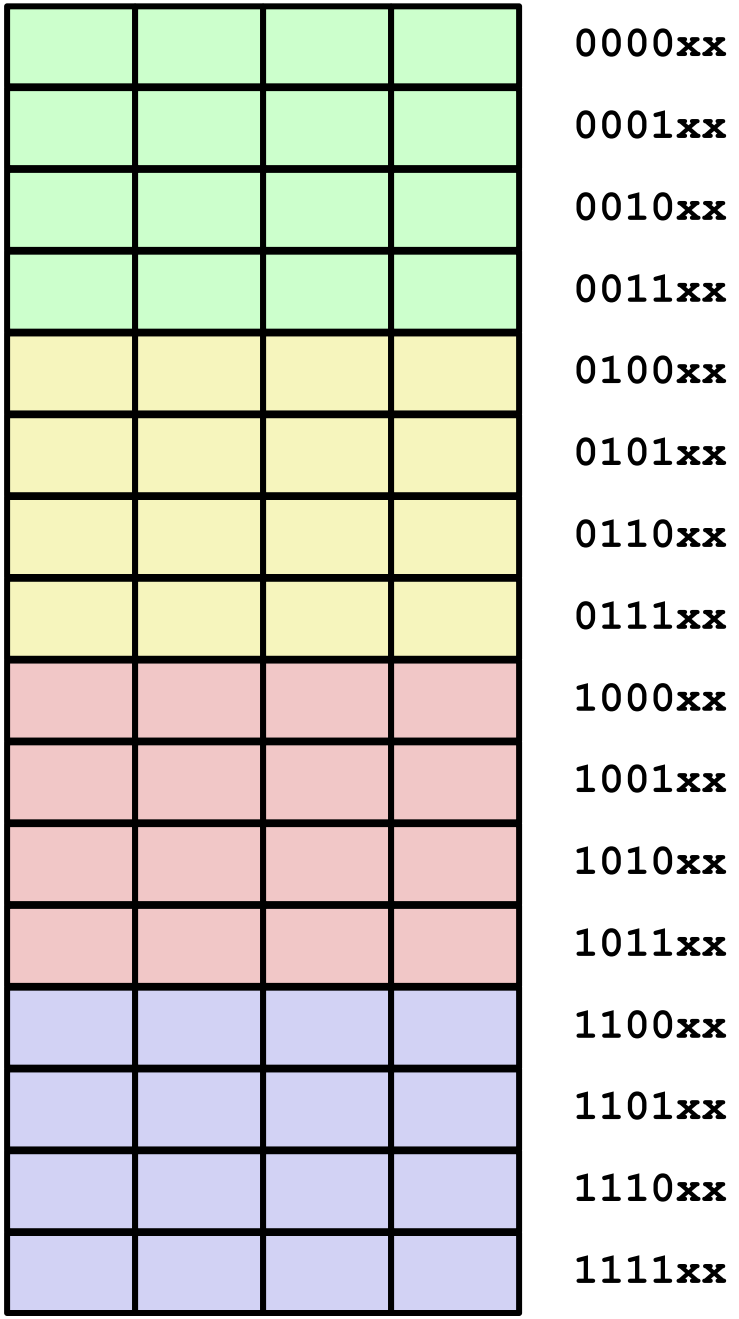




High Bit Indexing

- Addresses of form `SSTTBB`
  - `SS` Set index bits
  - `TT` Tag bits
  - `BB` Offset bits
- Program with high spatial locality would generate lots of conflicts

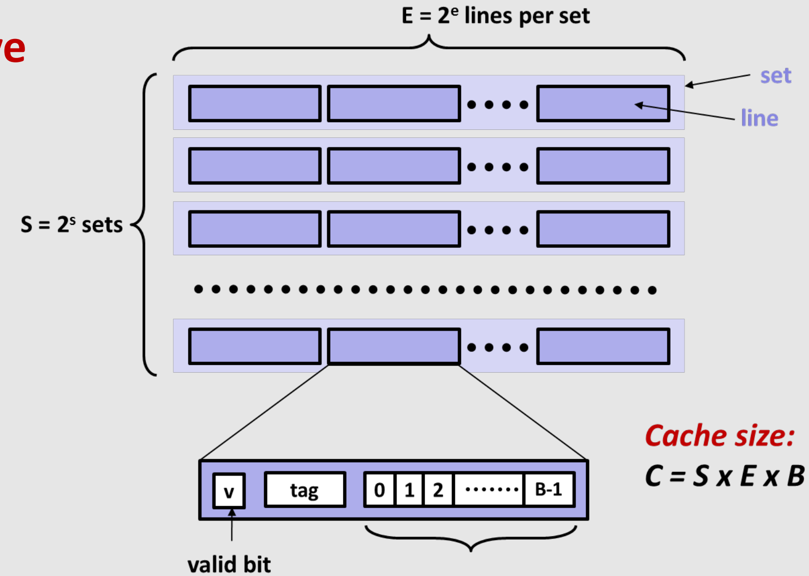




Example: Core i7 L1 Data Cache

32 kB 8-way set associative
64 bytes/block
47 bit address range

B =
S = , s =
E = , e =
C =



Cache size:
C = S x E x B data bytes

Hex	Decimal	Binary
0	0	0000
1	1	0001
2	2	0010
3	3	0011
4	4	0100
5	5	0101
6	6	0110
7	7	0111
8	8	1000
9	9	1001
A	10	1010
B	11	1011
C	12	1100
D	13	1101
E	14	1110
F	15	1111

Address of word:

t bits	s bits	b bits
tag	set index	block offset

Block offset: . bits
Set index: . bits
Tag: . bits

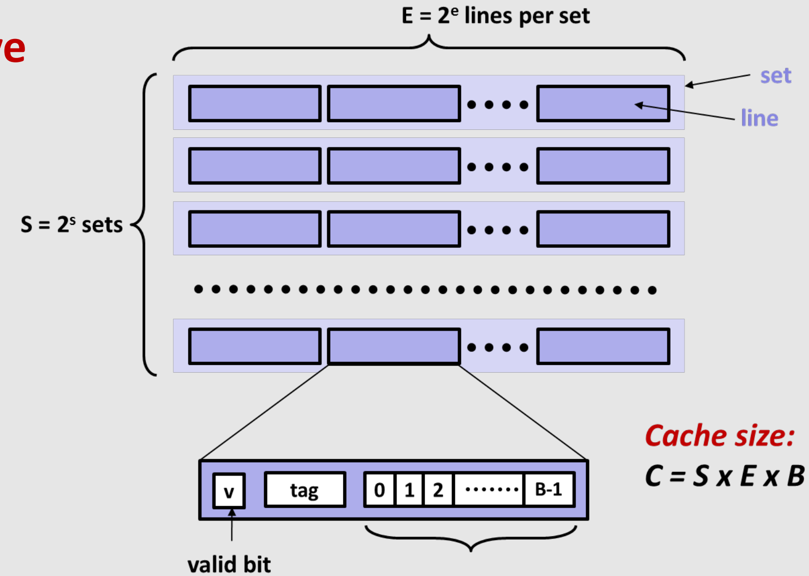
Stack Address:
`0x00007f7262a1e010`

Block offset:	0x??
Set index:	0x??
Tag:	0x??

Example: Core i7 L1 Data Cache

32 kB 8-way set associative
64 bytes/block
47 bit address range

B = 64
S = 64, s = 6
E = 8, e = 3
C = 64 x 64 x 8 = 32,768



Cache size:
C = S x E x B data bytes

Hex	Decimal	Binary
0	0	0000
1	1	0001
2	2	0010
3	3	0011
4	4	0100
5	5	0101
6	6	0110
7	7	0111
8	8	1000
9	9	1001
A	10	1010
B	11	1011
C	12	1100
D	13	1101
E	14	1110
F	15	1111

Address of word:

t bits	s bits	b bits
tag	set index	block offset

Block offset: 6 bits
Set index: 6 bits
Tag: 35 bits

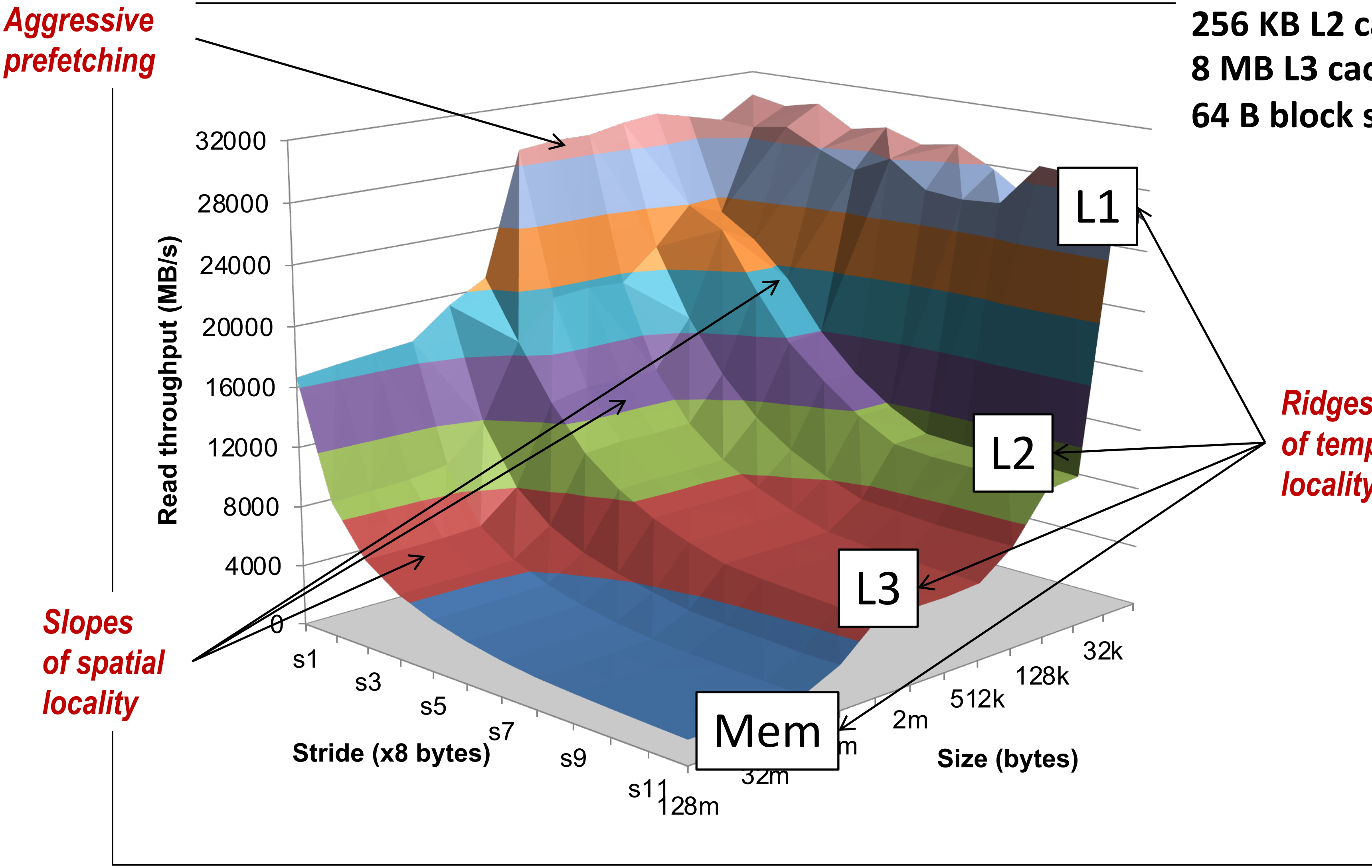
Stack Address:
`0x00007f7262a1e010`

`0000 0001 0000`

Block offset: `0x10`
Set index: `0x0`
Tag: `0x7f7262a1e`

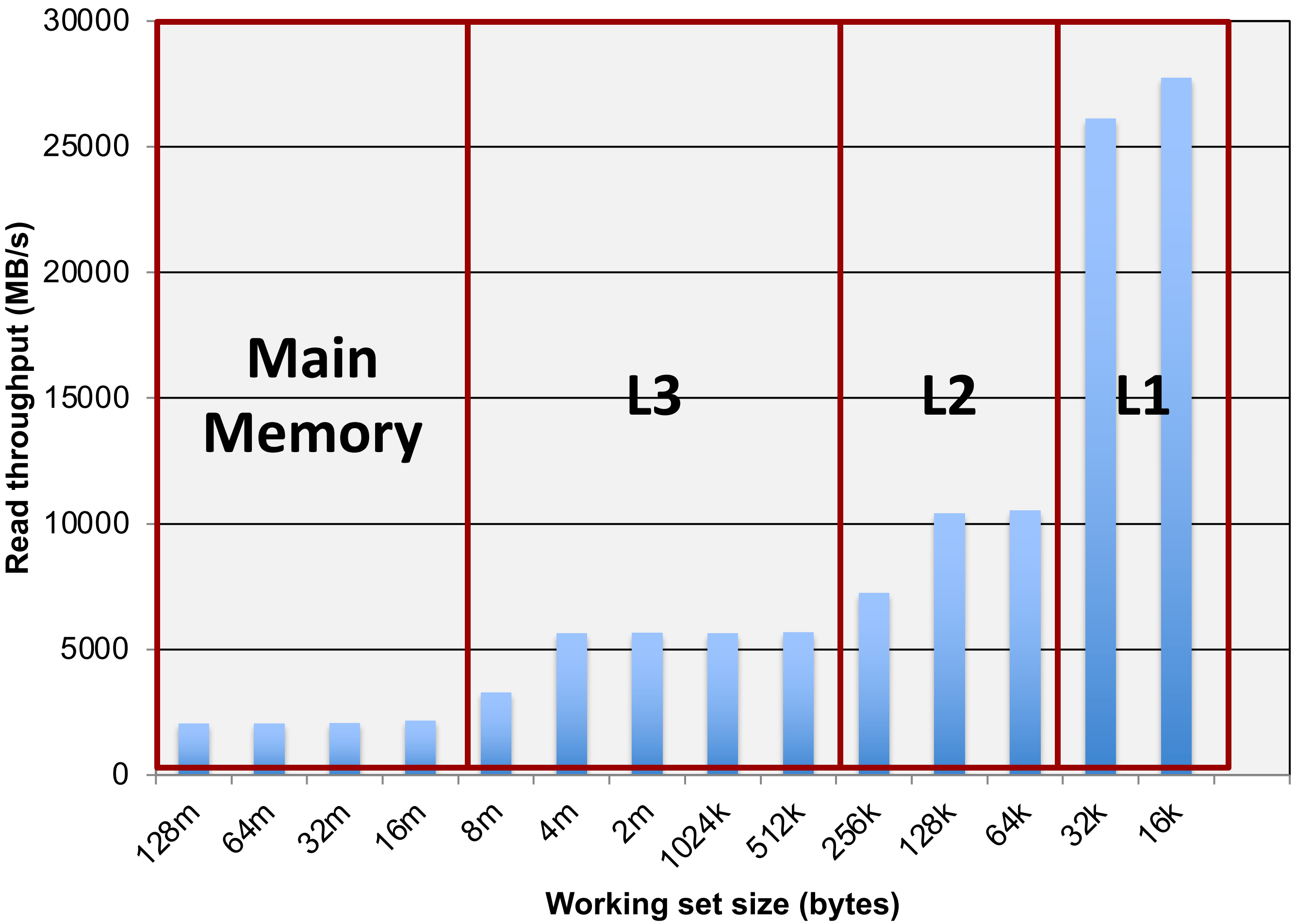
The Memory Mountain

Core i5 Haswell
3.1 GHz
32 KB L1 d-cache
256 KB L2 cache
8 MB L3 cache
64 B block size



Cache Capacity Effects from Memory Mountain

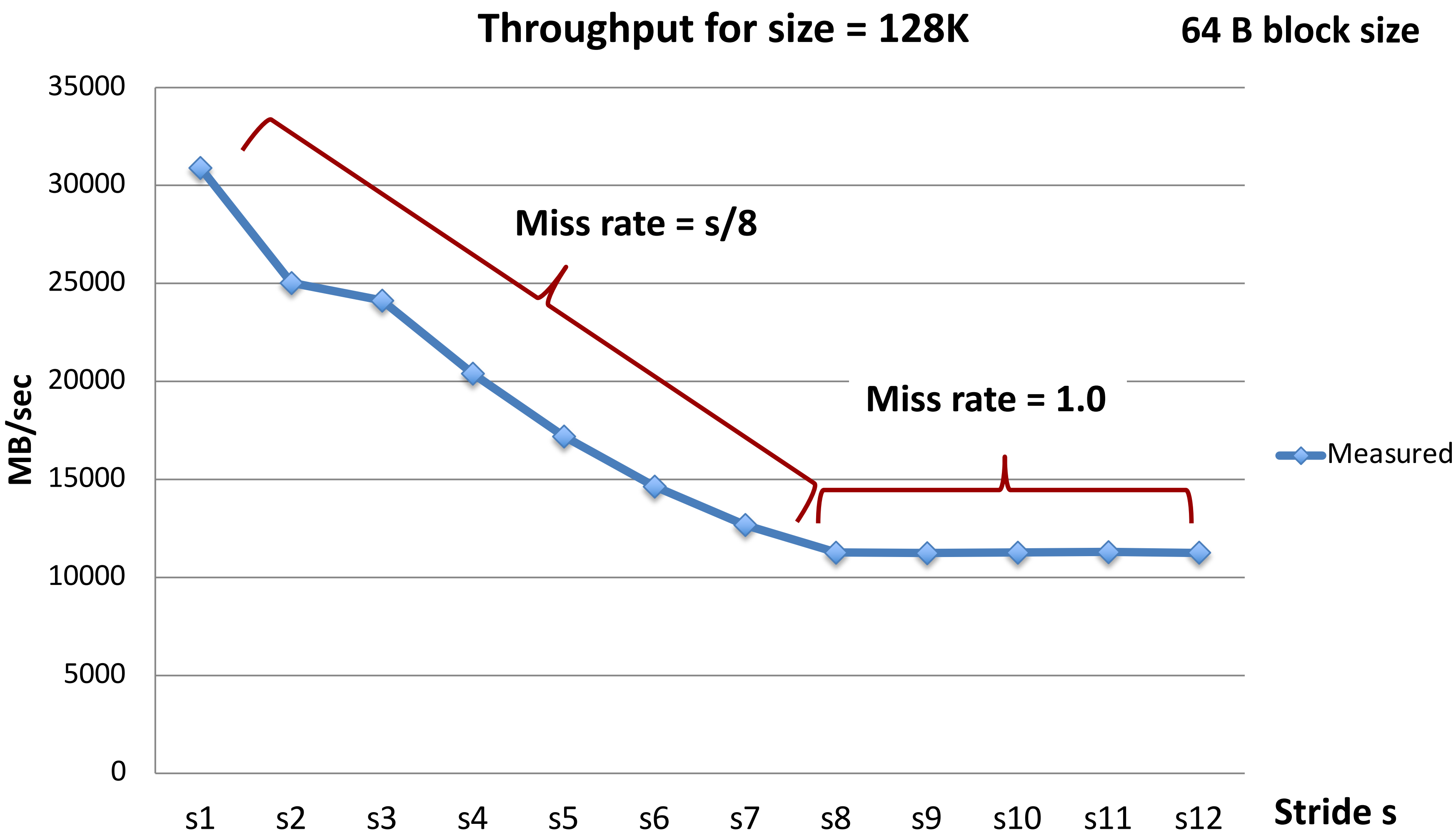
Core i7 Haswell
3.1 GHz
32 KB L1 d-cache
256 KB L2 cache
8 MB L3 cache
64 B block size



Slice through memory mountain with stride=8

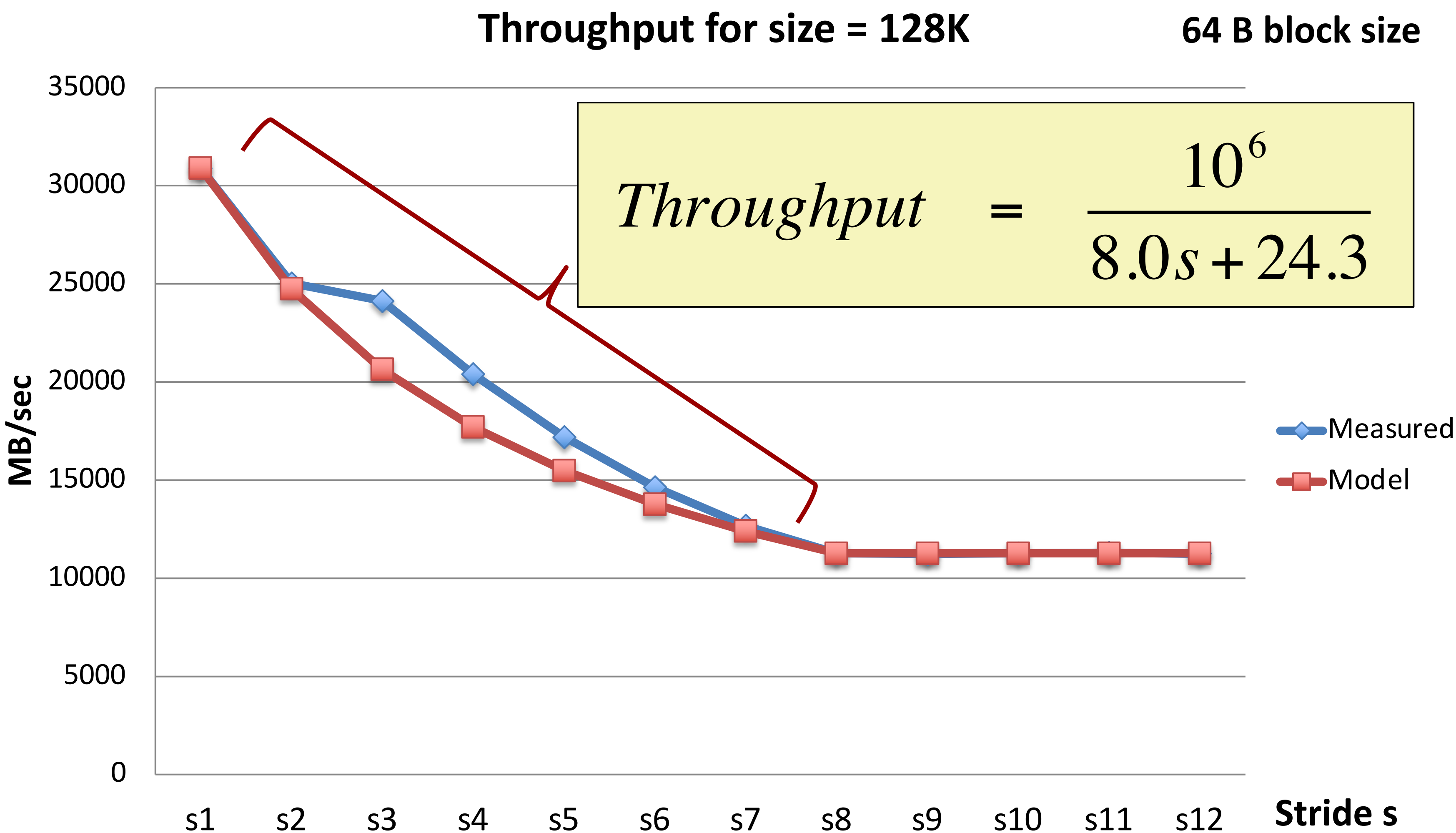
Cache Block Size Effects from Memory Mountain

Core i7 Haswell
2.26 GHz
32 KB L1 d-cache
256 KB L2 cache
8 MB L3 cache
64 B block size



Modeling Block Size Effects from Memory Mountain

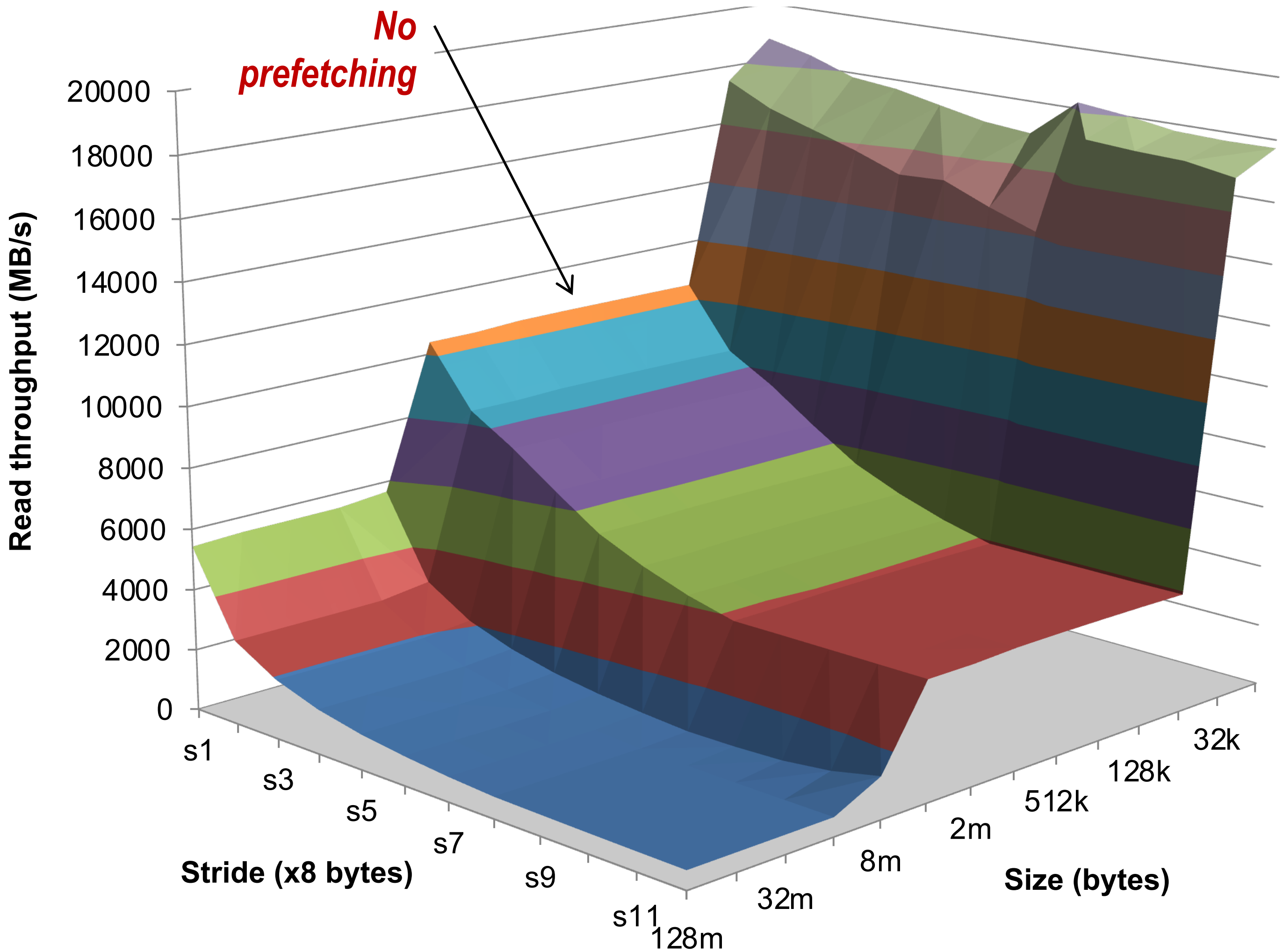
Core i7 Haswell
2.26 GHz
32 KB L1 d-cache
256 KB L2 cache
8 MB L3 cache
64 B block size



$$Throughput = \frac{10^6}{8.0s + 24.3}$$

2008 Memory Mountain

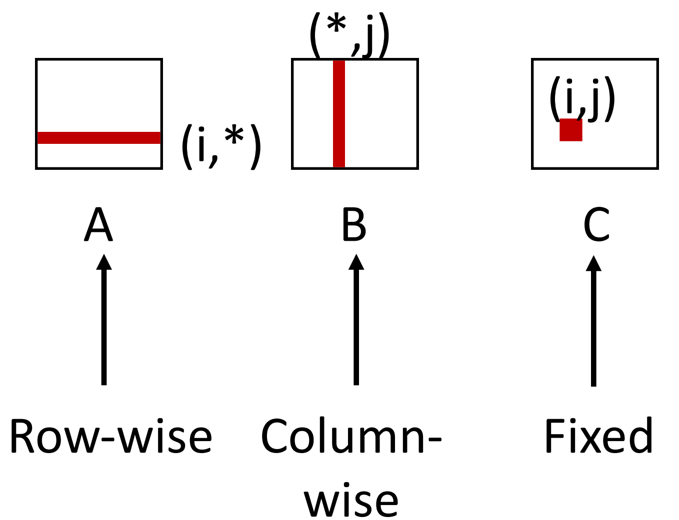
Core 2 Duo
2.4 GHz
32 KB L1 d-cache
6MB L2 cache
64 B block size



Matrix Multiplication (`jik`)

```
/* jik */
for (j=0; j<n; j++) {
  for (i=0; i<n; i++) {
    sum = 0.0;
    for (k=0; k<n; k++)
      sum += a[i][k] * b[k][j];
    c[i][j] = sum
  }
}                             matmult/mm.c
```

Inner loop:



Misses per inner loop iteration:

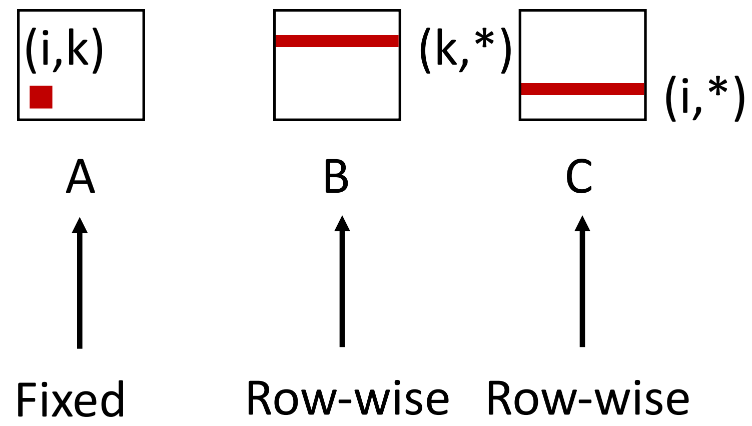
A	B	C
0.25	1.0	0.0

Block size = 32B (four doubles)

Matrix Multiplication (`ikj`)

```
/* ikj */
for (i=0; i<n; i++) {
  for (k=0; k<n; k++) {
    r = a[i][k];
    for (j=0; j<n; j++)
      c[i][j] += r * b[k][j];
  }
}
```
matmult/mm.c

Inner loop:



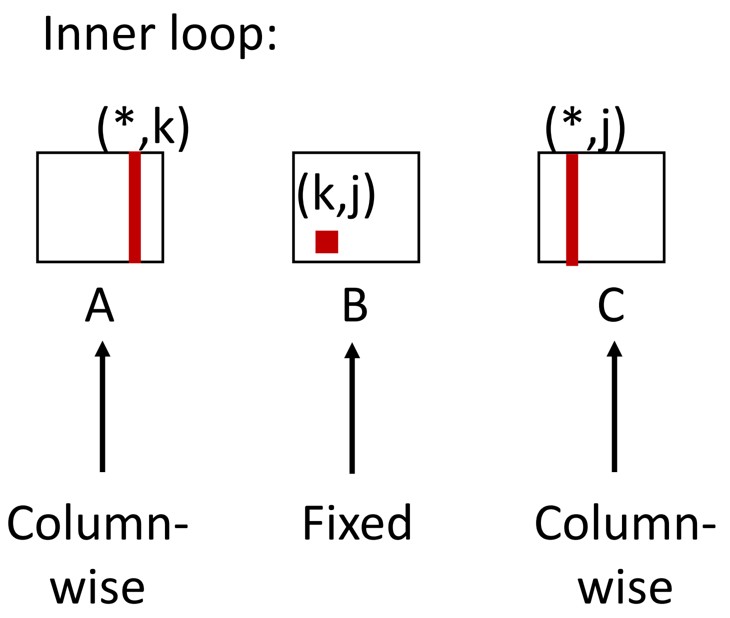
Misses per inner loop iteration:

A	B	C
0.0	0.25	0.25

Block size = 32B (four doubles)

Matrix Multiplication (`kji`)

```
/* kji */
for (k=0; k<n; k++) {
  for (j=0; j<n; j++) {
    r = b[k][j];
    for (i=0; i<n; i++)
      c[i][j] += a[i][k] * r;
  }
}
```
matmult/mm.c



<u>Misses per inner loop iteration:</u>

A	B	C
1.0	0.0	1.0

Block size = 32B (four doubles)