# A Time Predictable Instruction Cache for a Java Processor

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# Overview

- Motivation
- Cache Performance
- Java Properties
- Method Cache
- WCET Analysis
- Results
- Conclusion, Future Work



#### Motivation

- CPU speed memory access
- Caches are mandatory
- Caches improve average execution time
- Hard to predict WCET values
- Cache design for WCET analysis

#### **Execution Time**

$$t_{exe} = (CPU_{c/k} + MEM_{c/k}) \times t_{c/k}$$

$$CPU_{clk} = IC \times CPI_{exe}$$
 $MEM_{clk} = Misses \times MP_{clk}$ 
 $= IC \times Misses / Instruction \times MP_{clk}$ 

$$t_{exe} = IC \times CPI \times t_{c/k}$$
  
 $CPI = CPI_{exe} + CPI_{IM} + CPI_{DM}$ 

H&P: CA:AQA



- Architecture dependent (RISC vs. JVM)
  - Different instruction length
  - Different load/store frequencies
- Block size dependent
  - Lower for larger blocks
- Memory access time
  - Latency
  - Bandwidth



# Two Cache Properties

MBIB and MTIB

MBIB = Memory bytes read / Instruction byte
MTIB = Memory transactions / Instruction byte

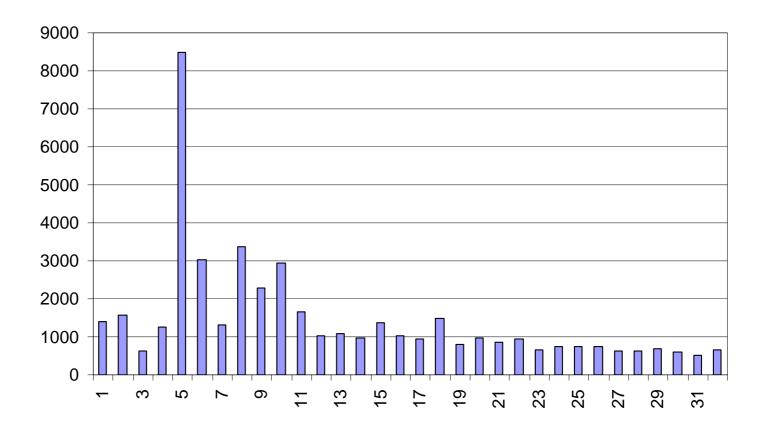
Reflects main memory properties

 $IM_{clk}$  / IB = MTIB x Latency + MBIB / Bandwidth $CPI_{IM} = IM_{clk}$  / IB x Instruction length



- Short methods
- Maximum method size is restricted
- No branches out of or into a method
- Only relative branches



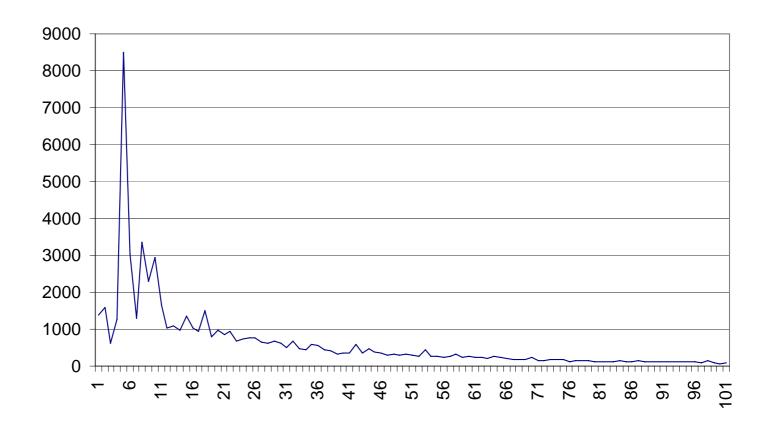




### Bytecodes for a Getter Method

```
private int val;
public int getVal() {
    return val;
public int getVal();
Code:
0: aload 0
1: getfield #2; //Field val: I
4: ireturn
```





# •

#### Method Sizes cont.

- Runtime library rt.jar (1.4):
  - 71419 methods
  - Largest: 16706 Bytes
  - 99% <= 512 Bytes
  - Larger methods are class initializer
- Application javac: 98% <= 512 Bytes



### **Proposed Cache Solution**

- Full method cached
- Cache fill on call and return
  - Cache misses only at these bytecodes
- Relative addressing
  - No address translation necessary
- No fast tag memory



- Very simple WCET analysis
- High overhead:
  - Partially executed method
  - Fill on every call and return

```
foo()
        a();
        b();
         Block 1
                 Cache
foo()
         foo
                  load
                  load
a()
         a
return
         foo
                  load
b()
                  load
         b
                  load
return
         foo
```



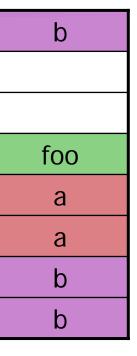
#### Two Block Cache

- One method per block
- Simple WCET analysis
- LRU replacement
- 2 word tag memory

```
foo() {
          a();
          b();
         Block 1
                  Block 2
                          Cache
foo()
                           load
         foo
a()
                           load
         foo
                  а
return
         foo
                           hit
                  а
                           load
                  h
b()
         foo
                  h
return
         foo
                           hit
```



- Whole method loaded
- Cache is divided in blocks
- Method can span several blocks
- Continuous blocks for a method
- Replacement
  - LRU not useful
  - Free running next block counter
  - Stack oriented next block
- Tag memory: One entry per block





- Single method
  - Trivial every call, return is a miss
  - Simplification: combine call and return load
- Two blocks:
  - Hit on call: Only if the same method as the last called – loop
  - Hit on return: Only when the method is a leave in the call tree – always a hit



## WCET Analysis Var. Blocks

- Part of the call tree
- Method length determines cache content
- Still simpler than direct-mapped
  - Call tree instead of instruction address
  - Analysis only at call and return
  - Independent of link addresses

# Caches Compared

- Embedded application benchmark
  - Cyclic loop style
  - Simulation of external events
  - Simulation of a Java processor (JOP)
- Different memory systems:
  - SRAM: L = 1 cycle, B = 2 Bytes/cycle
  - SDRAM: L = 5 cycle, B = 4 Bytes/cycle
  - DDR: L = 4.5 cycle, B = 8 Bytes/cycle



### Direct-Mapped Cache

Plainest WCET target, size: 2KB

Line size	MBIB	MTIB	SRAM	SDR	DDR
8	0.17	0.022	0.11	0.15	0.12
16	0.25	0.015	0.14	0.14	0.10
32	0.41	0.013	0.22	0.17	0.11

MBIB = Memory bytes read / Instruction byte

MTIB = Memory transactions / Instruction byte

Memory read in clock cycles / Instruction byte



### Fixed Block Cache

Cache size: 1, 2 and 4KB

Type	MBIB	MTIB	SRAM	SDR	DDR
Single	2.31	0.021	1.18	0.69	0.39
Two	1.21	0.013	0.62	0.37	0.21
Four	0.90	0.010	0.46	0.27	0.16

MBIB = Memory bytes read / Instruction byte

MTIB = Memory transactions / Instruction byte

Memory read in clock cycles / Instruction byte



Cache size: 2KB

Block count	MBIB	MTIB	SRAM	SDR	DDR
8	0.73	0.008	0.37	0.22	0.13
16	0.37	0.004	0.19	0.11	0.06
32	0.24	0.003	0.12	0.08	0.04
64	0.12	0.001	0.06	0.04	0.02



Cache size: 2KB

Type	MBIB	MTIB	SRAM	SDR	DDR
VB 16	0.37	0.004	0.19	0.11	0.06
VB 32	0.24	0.003	0.12	0.08	0.04
DM 8	0.17	0.022	0.11	0.15	0.12
DM 16	0.25	0.015	0.14	0.14	0.10

# Summary

- Two cache properties: MBIB & MTIB
- JVM: short methods, relative branches
- Single Method cache
  - Misses only on call and return
- Caches compared
  - Embedded application
  - Different memory systems



#### **Future Work**

- WCET analysis framework
- Compare WCET values with a traditional cache
- Different replacement policies
- Don't keep short methods in the cache



#### **Further Information**

- Reading
  - JOP Thesis: p 103-119
  - Martin Schoeberl. A Time Predictable Instruction Cache for a Java Processor. In Workshop on Java Technologies for Real-Time and Embedded Systems (JTRES 2004), 2004.
- Simulation
  - .../com/j opdesi gn/tool s
- Hardware
  - .../vhdl /core/cache. vhd
  - .../hdl /memory/mem\_sc. vhd