

# FreshCache: Statically and Dynamically Exploiting *Dataless* Ways

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## Abstract

*Last level caches (LLCs) account for a substantial fraction of the area and power budget in many modern processors. Two recent trends — dwindling die yield that falls off sharply with larger chips and increasing static power — make a strong case for a fresh look at LLC design. Inclusive caches are particularly interesting because many, if not most, commercially successful processors use inclusion to ease coherence at a cost of some data being stale or redundant.*

*LLC designs can be improved statically (at design time) or dynamically (at runtime). The "static dataless ways," removes the data—but not tag—from some cache ways to save energy and area without complicating inclusive-LLC coherence. A dynamic version ("dynamic dataless ways") could dynamically turn off data, but not tags, effectively adapting the classic selective cache ways idea to save energy in LLC but not area. Our data show that (a) all our benchmarks benefit from dataless ways, but (b) the best number of dataless ways varies by workload. Thus, a pure static dataless design leaves energy-saving opportunity on the table, while a pure dynamic dataless design misses area-saving opportunity.*

*To surpass both pure static and dynamic approaches, we develop the FreshCache LLC design that both statically and dynamically exploits dataless ways, including repurposing a predictor to adapt the number of dynamic dataless ways as well as detailed cache management policies. Results show that FreshCache saves more energy than static dataless ways alone (e.g., 72% vs. 9% of LLC) and more area by dynamic dataless ways only (e.g., 8% vs. 0% of LLC).*

## 1 Introduction

The on-chip cache hierarchy plays a crucial role in processor performance, as evidenced by designs that dedicate more than 50% of the die area to large last-level caches (LLCs) [20,28,38,39]. Historically, designers have found the area and power demands of LLCs acceptable because their low activity factor results in low dynamic power and yields have been good enough to tolerate large dies. However, two trends — increasing static power [2,7,8,18] and diminishing die yields [1,15,22,35] — are pushing architects to reconsider LLC design.

Inclusive LLCs [36] present an opportunity for improvement because they replicate the cache blocks contained in upper-level caches (closer to the processor). This design is widely used in commercial CMPs (e.g., Intel's Nehalem, Sandy Bridge, and Ivy Bridge designs) because it simplifies coherence and reduce on-chip traffic [10,36,37]. However, replicating data makes inclusive caches *more area- and energy hungry than they need to be*. The fact that they are used in spite of this waste and viable alternatives —

exclusion [14], non-inclusion [23], and tag replication [4] — shows the high value placed on the coherence benefits of inclusion. Thus, an LLC design that reduces area and power overhead *without* sacrificing inclusion is immediately useful.

**Static:** To address this waste in inclusive caches, researchers have proposed NbCID [41], which uses cache ways built with tag and metadata but *no* data. These ways, which we call *static dataless ways (SDWs)*, enhance performance and enable QoS in inclusive LLCs by creating more space for data not replicated in a private cache. Use of static dataless ways can save area and static energy while keeping the coherence benefits of an inclusive cache. However, our analysis (detailed in Section 3) shows that opportunity to use dataless ways varies widely across workloads: cache-sensitive workloads suffer if too many ways are made dataless. Since the number of static dataless ways is decided at chip fabrication time, it needs to be conservative to ensure that the worst-case performance degradation across all workloads remains within an acceptable range. Thus, a fixed number of static dataless ways is unable to harness the full potential of dataless ways.

**Dynamic:** This shortcoming of the static approach can be addressed by creating dataless ways at runtime. The data portion of cache ways can be turned off dynamically to save energy. We call such dataless ways *dynamic dataless ways (DDWs)*. This is inspired by Albonesi's Selective Cache Ways [3], which was among first systems to demonstrate that dynamically resizing caches is possible and can save energy. The concept of dynamic resizing of cache is easily extended to LLC and, in fact, a few modern processors allow system software to control the LLC size [12]. Unfortunately, resizing the LLC dynamically gives up the area savings of static dataless ways. Furthermore, shrinking an inclusive LLC can interfere with private cache capacity because of back-invalidations to private cache blocks.

**New Hybrid:** In this work we present the *FreshCache* LLC design, which seeks to achieve best of both worlds — static dataless ways, provisioned at design time to save area and energy with negligible performance impact, augmented with dynamic dataless ways enabled at run time for further energy savings when opportunity exists. Furthermore, FreshCache minimally changes commercially popular inclusive cache coherence protocol and provides hardware management of dynamic resizing without software changes or profiling.

At chip design time, FreshCache fixes a given number of cache ways as static dataless ways (e.g., 2 out of 16 ways). Such SDWs save both area and energy of the LLC. The number of SDWs is chosen conservatively to keep the worst-case performance loss acceptable across all workloads.

At run time, FreshCache hardware monitors the workload's performance sensitivity to dataless ways and increases or decreases

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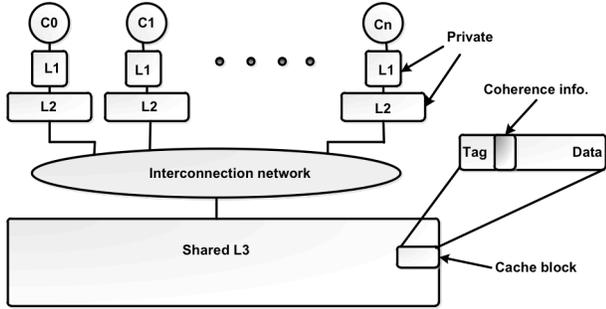


Figure 1. Baseline system architecture

the number of DDWs *depending upon the opportunity and the constraint*. The number of DDWs at a given time is decided based on a software-provided *maximum performance degradation (MPD)* and the controller’s predicted performance loss from different numbers of DDWs. At runtime, FreshCache’s dataless-way-aware LLC controller actively guides cache blocks with stale data towards dataless ways (SDWs or DDWs) to minimize potential performance degradation due to presence of dataless ways. The use of dataless ways instead of turning off whole cache way allows FreshCache to keep benefits of inclusion without reducing the effective capacity of private caches. Turning off entire cache way would require back invalidating corresponding blocks in private caches (if they exist) in order to maintain inclusion. Importantly, FreshCache achieves this with only minimal changes to the coherence protocol.

In summary, a FreshCache design uses SDWs to save both area and power without possibility of substantially degrading performance of any workloads while uses DDWs at runtime to *opportunistically* save more power according to the workload characteristics.

Our evaluation is divided into two parts. First, we present analysis on why dataless ways can be beneficial. To this end we find that in an inclusive LLC on average 24% of *valid cache blocks can contain stale data* (data that cannot never be used), which can be exploited through use of dataless ways. We demonstrate that wide variability exists among workloads in its potential to enable savings through use of dataless ways. Second, in experiments with PARSEC [5] workloads and three commercial workloads, we show that FreshCache can use SDWs to save 8% of LLC area and up to 72% (average 40%) of LLC and DRAM access energy without significantly affecting performance (1.7% on average, 2.8% in the worst case). We demonstrate that compared to a pure static approach, FreshCache saves more energy for some workloads (e.g., 72% vs. 9% energy savings) without hurting the performance of any workload. Compared to a pure dynamic approach FreshCache could save significant LLC area (e.g., 8% of LLC area savings vs. no area savings).

## 2 Base system architecture

We describe our design in the context of a base architecture primarily modeled after the Intel Nehalem® architecture [36]. The base architecture, described in both Table 1 and Figure 1, contains three levels of on-chip caches. The L1 and the L2 caches are private to a core, while the last level L3 cache is logically shared among all the cores on the die. The private L2 is exclusive with respect to the L1, and the L3 is inclusive with respect to the private caches. The 1:4 ratio of aggregate L2 to L3 size was chosen to

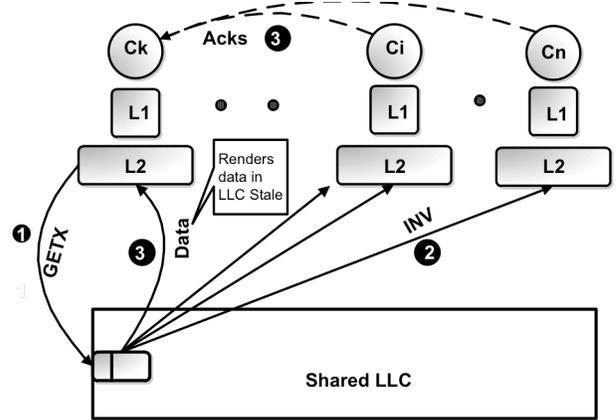


Figure 2(a). Data in LLC is made stale.

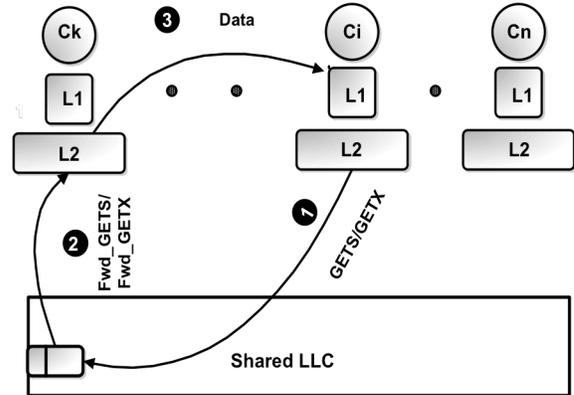


Figure 2(b). Stale data serves no purpose.

follow Intel Nehalem (Xeon) E5507/5506 core [16] and recent industrial research [17].

We model a “MESI” coherence protocol for on-chip coherence [15]. An on-chip directory located at the L3 is responsible for maintaining coherence. As shown in Figure 1, the tags for LLC blocks include state and sharing information required for coherence.

This *in-cache-directory* is similar many commercially popular x86-64 processors with inclusive LLCs. From Table 1 we see that the on-chip cache hierarchy configuration is scaled down by a factor of two from most commercial architectures. As discussed in Section 5.1, this makes off-chip accesses more frequent that is likely to result in underestimating energy savings and overestimating performance costs for our proposed technique.

## 3 Stale data in LLCs

This section analyzes how much opportunity is there to utilize

<b>Core</b>	8, in-order, 2 Ghz
<b>L1 cache</b>	Private, 16kB 4-way, Split I/D, writeback
<b>L2 cache</b>	Private, 128 kB, 8-way, <i>exclusive</i> with L1, writeback
<b>L3 cache</b>	Shared, 4 MB, 16-way, <i>inclusive</i> to private caches, writeback
<b>Coherence</b>	MESI Directory protocol, directory co-located with L3 cache blocks
<b>Memory</b>	2 GB , ~ 350 cycle round trip

Table 1. Base system configuration

dataless ways. FreshCache takes advantage of valid cache blocks with stale data in inclusive LLCs to reduce power. For static dataless ways, a designer must determine the prevalence of dataless ways across all workloads to avoid major performance impacts. For dynamic dataless ways, the variability in stale data and cache usage must be known. The wide variation in sensitivity to cache size across workloads is well studied and understood [32,40], and hence we focus on understanding the presence of stale data. We analyze the reasons behind the stale data in the LLC and quantify the amount and the distribution of it across sets of the LLC. We then demonstrate how different program characteristics can lead to wide variation in amount and distribution of stale data.

First, we describe below an example of how this can occur, and then present detailed analyses of how often it occurs and why. Figure 2(a) shows an example of how an LLC block can become stale. ❶ When a private cache requests a cache block with exclusive permission (*i.e.*, a *GETX* request) from the LLC, ❷ the LLC controller invalidates the sharers and ❸ gives the cache block with exclusive permission to the private cache. Hereafter the data portion of the LLC block serves *no* purpose because the private cache with exclusive permission is free to modify the block without notification. However, the tag and other meta-data continue to be useful. For example, as depicted in Figure 2(b), the LLC forwards subsequent write or read requests for a block to its exclusive owner. The block’s data in the LLC cannot be used to satisfy a request, because it may have been modified in the private cache, and so the block is *stale*.

**Frequency of stale blocks.** The number of stale blocks is proportional to the overlap between private caches and the LLC; more overlap introduces more stale blocks. To evaluate the magnitude of stale blocks and to find whether they can be exploited, we measure the fraction of valid cache blocks in an LLC holding stale data for varying ratios of aggregate private L2 to shared L3 cache size. For a variety of workloads, we sampled the LLC every 100000 cycles (0.5 micro-sec) and report the average number of stale blocks across the samples. We record the number of stale blocks as a fraction of valid blocks and do not include unused blocks.

Figure 3 shows result of this experiment with L2:L3 ratios for several PARSEC [5] and three commercial workloads. On average nearly 24% of the cache blocks in the LLC contain stale data with a L2:L3 ratio of 1:4. As expected, the fraction of stale cache increases with higher L2:L3 ratios because there is more overlap between the LLC and private caches. In a few cases, the fraction of stale blocks is greater than the L2:L3 ratio. This occurs because of the small data footprint of one of the workloads (*swaptions*) does

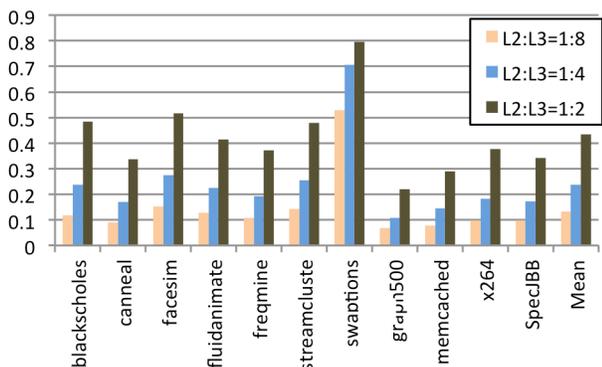


Figure 3. Portion of valid blocks with stale data.

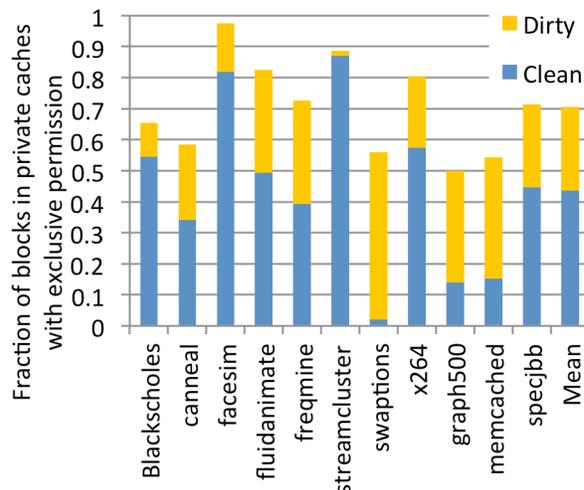


Figure 4. Portion of blocks in private caches with exclusive permission that are clean or dirty.

not fill up the entire LLC, so there are few valid blocks and stale blocks make up a large portion of them.

As we have observed, blocks in the LLC become stale when a core writes to data in a private cache. However, the fraction of stale cache blocks in Figure 3 is greater than the expected fraction of writes, which indicates that some other factors may also be at work. We determined that an optimization in the coherence protocol leads to more exclusive blocks.

The coherence protocol in our base system uses an exclusive (“E”) state optimization that proactively grants read-write (exclusive) permission for a cache block requested with read permission if no other copy exists in the private caches. This optimization is used in many common coherence protocols, including MESI, MOESI, MESIF, to prefetch write permission in order to save an extra coherence transaction when blocks are read and then immediately written. Importantly, because it grants read-write permission to a core, the E state serves as another source of stale cache blocks in addition to demand *GETX* requests. Note that although a block in the E state is clean, from the perspective of LLC, it is stale because the private cache can silently modify the block.

To evaluate the impact of the “E” state, we measure the fraction

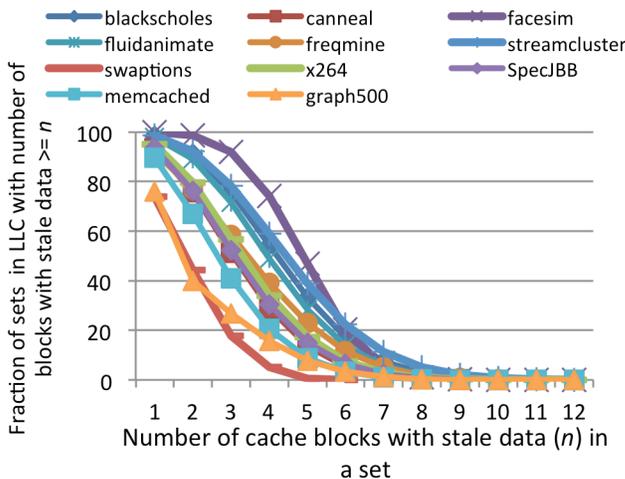


Figure 5. Distribution of stale blocks across sets.

of stale cache blocks that become stale due to the E state. In Figure 4, the total height of each bar represents the fraction of private cache blocks that have exclusive (read-write) permission, and the dark portion shows the fraction of those blocks that were never written. On average, nearly 70% of the private cache blocks hold exclusive permission, which explains the high fraction of stale blocks in the LLC. Moreover, only around a third of those exclusive blocks are actually modified. Overall we find that the exclusive state optimization contributes nearly 65% of all stale blocks.

**Observation 1:** A significant fraction of blocks in the LLC hold stale data at any given time, which adds to power and area costs but without any performance benefit.

**Stale block distribution.** While the fraction of stale cache blocks, as well as their source, is informative, the ability to exploit stale blocks depends upon the distribution of stale blocks across the sets in LLC. Ideally, a processor would configure SDWs for the *minimum* number of stale blocks across all workloads, and DDWs up to the *maximum*.

Figure 5 shows the likelihood that a set will contain at least  $n$  stale blocks at any time during execution. For example, for *facesim*, on average more than 75% of the sets in the LLC contain four or more stale cache blocks. Across most of the workloads, a majority of the LLC sets contains at least 3 stale cache blocks, indicating a high potential to exploit the stale data phenomenon.

More importantly, we observe that the distribution of number of stale blocks per set of LLC varies across workloads. For example, *facesim* has at least 4 blocks with stale data in 75% of the sets in LLC, while for *graph500* only 15% of the sets have 4 or more cache blocks with stale data. The variations can be attributed to diverse program characteristics across different programs. This observation suggests any assumption built into a design about the availability of stale data blocks will either be conservative for some workloads or too aggressive for others. Thus, to fully exploit the stale data in LLC the number of dataless ways need to vary dynamically according to the workload characteristics.

**Observation 2:** The distribution of stale data across cache sets varies depending upon workload characteristics and a design with static dataless ways alone is unlikely to fully realize potential of exploiting stale data in LLC.

## 4 FreshCache: Leveraging Stale Data in the LLC

The FreshCache design uses a hybrid of static dataless ways (SDWs) and dynamic dataless ways (DDWs) to design area and energy efficient LLC. SDWs help save both area and energy, while DDWs help save more energy when opportunity exists.

SDWs constitute a fixed number of *contiguous* ways in each set (e.g., two out of sixteen). The data in these ways are omitted from the cache layout. The number of SDWs in a FreshCache design is chosen conservatively to ensure worst-case performance across all workload remains acceptable. The performance of a workload with substantial LLC usage and with relatively low number of stale cache blocks can suffer adversely in the presence of a larger number of SDWs.

On the other hand, DDWs are created at run time by turning off power to the data cells of a cache way. DDWs can save power, but not area, and provide dynamic control over the power savings and performance impact. Applications that can tolerate a larger number of dataless ways can use DDWs “for free” without incurring performance penalties, while other applications can maintain high performance with fewer DDWs. For example, Figure 5 shows that

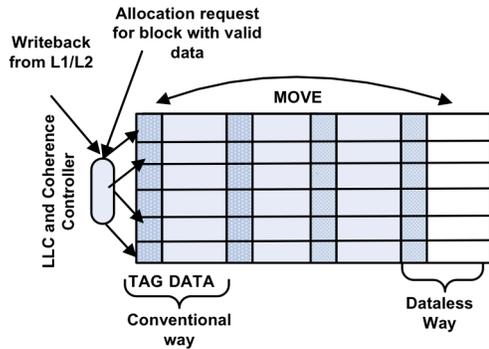


Figure 6. Modified LLC controller with LLC having dataless ways.

for *graph500* only 40% of cache sets have more than one stale cache block. However, a small number of dataless ways limits the savings on programs with more stale data, such as *facesim* where 50% of sets have 5 or more stale blocks. Thus, FreshCache leverages DDWs where the number of DDWs can be controlled automatically by the hardware according to workload characteristics in order to save more power when the opportunity exists.

FreshCache needs to accomplish two major tasks. First, it needs a dataless-way-aware LLC controller to select which blocks use dataless ways (SDWs or DDWs) and which use conventional (with data) ways. Second, it needs a hardware monitoring mechanism to select the optimal number of DDWs for a given workload at runtime. Next, we describe how FreshCache achieves the first task with a modified LLC controller (called the *FreshCache controller*) and then delve into details of our online hardware monitoring and management mechanism for DDWs (called the *DDW controller*).

### 4.1 FreshCache Controller: Managing Stale Data

Fundamental to a FreshCache design is how to exploit stale data in LLC and manage dataless ways, be it SDW or DDW. This subsection details the mechanisms of FreshCache controller that accomplishes this task. There are two primary goals of this design -- 1) keep dataless ways occupied with cache blocks with stale data to hide any potential performance degradation 2) uphold inclusive properties of the LLC without substantially perturbing the coherence protocol.

Dataless ways in the LLC can only store blocks that would otherwise hold stale data, while *conventional ways* hold the blocks with valid data (metadata+data). If a stale cache block cannot be found, then the dataless ways must remain empty, which effectively reduces the cache capacity. FreshCache uses a modified cache controller (the *FreshCache Controller*) that actively guides stale blocks to dataless ways to ensure that they have minimal performance impact.

When the coherence state of a block changes, the FreshCache controller interprets the new state to infer whether the data in the block is stale. If a valid cache block holds stale data then the controller makes it a candidate for allocating in (or moving to) one of the dataless ways in the set. The FreshCache controller uses a dataless-way-aware algorithm for allocation, writeback, and replacement.

#### 4.1.1 FreshCache Controller Policies

The FreshCache controller must consider dataless ways during at least two occasions: first, when a cache block is allocated in the LLC, and second, when a private cache writes back a block to the LLC. In addition, the controller’s replacement policy selects a

victim from a subset of ways (dataless or conventional) when necessary.

**Allocation of a cache block in the LLC:** The LLC allocates a cache block with stale data in response to a write (GETX) request from private cache or a read request when a data cache block does not have other requester (sharer). Here, the FreshCache controller first looks for a free dataless way, and if that is not available it tries a conventional way before invoking the replacement policy to make a free block. Conversely, when allocating a cache block with valid data, the controller first seeks a free conventional way and then looks for a conventional way with stale data that can be moved to a free dataless way. If there are no free ways, it invokes the replacement policy.

The goal of this algorithm is to minimize evictions by keeping the dataless ways occupied with stale cache blocks. We note that that the algorithm must know whether there exist stale blocks in a given set by interpreting coherence states. However, a set-associative structure already accesses all metadata ways containing coherence state information in parallel and thus this does not add overhead.

**Writeback to a cache block in LLC:** The LLC can receive a writeback from a private cache in three cases: (1) when a block held with exclusive permission is victimized from the private cache, (2) when the exclusive permission is relinquished by a private cache in response to a read request by another core, and (3) when the LLC back-invalidates a block in a private cache to ensure inclusion. In the third case, the LLC does not store the written-back data and thus no new mechanism is needed. However, in the first two cases if the corresponding block in the LLC resides in a dataless way then the writeback cannot proceed because there is no space for the data. In this case, the controller will move the block to a conventional way and replace an occupied conventional way if needed. A writeback to a block in a conventional way proceeds normally.

Figure 6 depicts a LLC with dataless ways and the FreshCache controller that uses intra-set block movement to keep the dataless ways occupied with blocks with stale data.

**LLC Replacement policy:** Unlike conventional caches, the FreshCache may need to pick a victim from one of two classes of cache ways. During allocation of a cache block with valid data or when handling writeback to a block in a dataless way, it may be necessary to choose a victim only from conventional ways. To simplify the design, the locations of the dataless ways in each set are kept contiguous. Thus, existing victim selection mechanisms can be trivially extended to choose a victim from just the conventional ways. For example, a binary tree-based pseudo-LRU [9] replacement mechanism, commonly used in highly associative LLCs, can select a victim from within conventional ways by constraining the tree traversal to a sub-tree structure of the conventional ways in a given set.

#### 4.1.2 Implementation Issues

While conceptually simple, the FreshCache design presents some interesting issues.

#### What happens when a write request is received for a cache block in the LLC?

When a private cache requests a cache block available in the LLC with exclusive permission (GETX), the LLC block becomes stale. This allows block’s meta-data (tag and coherence information) to be moved to a dataless way, while the corresponding data portion can be discarded, as it is stale. However, instead of

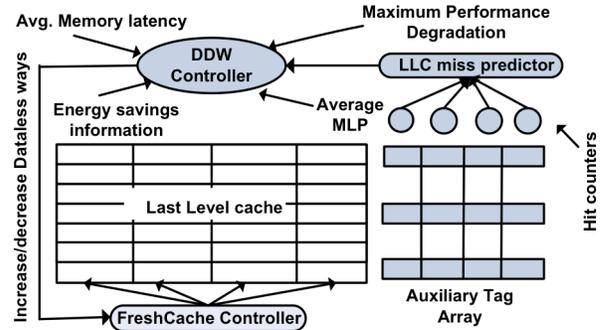


Figure 7. Hardware Control for Dynamic Dataless Ways (DDW). Additions are shaded.

moving the block immediately, it is only done lazily during a later writeback or allocation as explained above. This ensures that the cache-block metadata is moved only when freeing a space in conventional way may help save later off-chip accesses.

#### What happens for a writeback of an exclusive but clean (unmodified) block from private a cache?

Normally, a private cache need not send data when evicting clean data held with exclusive permissions (“E” state) to an inclusive LLC because the LLC already contains the data. However, if the cache block resides in a dataless way then the clean data is not available in the LLC. A naïve solution is to send data on every writeback from a private cache. However, this can potentially increase the on-chip network bandwidth usage.

Instead, we observe that a private cache controller buffers the data written back to the LLC until it receives an acknowledgement message to handle protocol races. In FreshCache, the private cache sends a clean writeback without data. If the block is in a dataless way, FreshCache controller sets a special *DATA\_REQUIRED* bit in the writeback acknowledgement message. Only when this bit is set in the acknowledgement the private cache controller sends the buffered data. This solution only sends extra data messages for clean write-backs when necessary. From simulations, we found that this increases on-chip bandwidth usage by 1%.

#### 4.2 Managing Dynamic Dataless Ways

Dynamic dataless ways can be enabled or disabled at runtime to avoid hurting performance for cache-intensive workloads that do not contain much stale data in LLC. For workloads with few stale blocks in the LLC and high LLC usage, DDWs should be kept low (or even zero), while they should be used more for workloads with many stale blocks. Furthermore, DDWs effectively reduce LLC capacity when it is not needed, which provides additional power savings similar to dynamic cache-sizing techniques [3]. However, turning off only the data (but not metadata) in the LLC leaves data in the private caches. In contrast, if entire ways (metadata+data) are disabled then inclusion requires eviction of the corresponding data from private caches.

In the following we describe the implementation details pertaining to creation of DDWs and hardware monitoring mechanisms to decide the number of dataless ways.

##### 4.2.1 Creating Dynamic Dataless Ways

Dynamically enabling dataless ways requires mechanisms to designate and disable the data portion of selects ways. First, data ways in the LLC must be modified to support turning them on/off. Second, the FreshCache controller should be able to designate a set of contiguous data ways in the LLC to turn off. The FreshCache al-

ways keeps all dataless ways contiguous as it enables simpler design of cache block replacement mechanism as mentioned Section 4.1.2. Thus DDWs are always allocated contiguously by the SDWs. Finally, the controller flushes out any dirty data from those ways to the memory. The flush operation is carried out in the background without blocking other requests.

#### 4.2.2 DDW Controller: Provisioning DDWs

At a high level, the DDW controller monitors current cache performance against an user-specified policy goals, and adjusts the number of DDWs up or down to achieve that goal. For example, the controller could seek maximum energy efficiency at any performance.

Depending upon execution environment and the purpose, the relative importance of performance and energy savings can vary. Thus, our proposed FreshCache design enables a user to provide the relative importance of energy savings and performance by specifying a *maximum performance degradation* (MPD) value. The FreshCache aims to minimize cache energy as long as the percentage performance degradation relative to the baseline design with conventional LLC remains within this user-provided MPD value. A high value of MPD indicates user’s willingness to save more energy at cost of potentially larger performance degradation, while a low value of MPD indicates greater importance towards performance. In summary, FreshCache treats the MPD value as an upper bound on the allowable performance sacrifice for energy efficiency. Thus, the DDW controller will find the number of DDWs that saves the most energy as long as estimated performance degradation stays within this limit. Because caches misses take more energy than hits and extend execution time (drawing yet more energy), the controller may select a value with performance above the MPD. In the proposed FreshCache implementation MPD is expressed as integral performance degradation over the baseline with a conventional LLC. The software provides the desired MPD value to the hardware by writing to a designated register.

The DDW controller is built from three components: (1) a *miss-rate estimator* to predict cache behavior with different numbers of dataless ways, (2) configured *miss latency* and *energy savings* values, and (3) a *memory-level parallelism estimator* to calculate the performance cost of misses. With these components, the controller predicts the performance loss and energy savings from different numbers of dataless ways and selects the greatest savings with performance above the MPD threshold.

We use a slightly modified version of Qureshi et al.’s cache utility monitoring mechanism [32] to estimate the number of off-chip misses with a given number of dataless ways. As depicted in Figure 7, the monitor adds an auxiliary tag array of the same set-associativity as the LLC but containing only one of every 32 sets using set-sampling [31]. This structure simulates hits and misses for each way in the set in the recency order. Counters keep track of the hit count for each way. We modify Qureshi’s proposal by incrementing the hit counter for a way only when there is a cache hit that a dataless way could not have served (*e.g.*, read miss for shared data from a private cache but not for exclusive data in another private cache) instead of on all hits. The hit counter values provide an estimation of the number of misses in an LLC when a given number of ways are rendered dataless. The estimated miss numbers for each possible number of dataless ways are then fed to the DDW controller.

The controller computes the estimated performance degradation for each number of DDWs by multiplying the estimated number of misses with the expected LLC miss latency (provided) and divid-

ing this total miss latency by the estimated memory level parallelism. The parallelism is calculated as the fraction of misses across different cores.

Finally, the controller computes the energy savings using configured values for the static energy saved by turning off data ways and estimated energy cost of each off-chip accesses from a miss. While worse performance also increases energy due to running longer, the current implementation of the DDW controller does not incorporate this cost. From the predicted energy savings and predicted performance degradation, the controller then chooses the number of DDWs with performance cost less than the MPD and with most energy savings.

This analysis is carried out periodically every 50M cycles, at which point the controller signals the FreshCache controller to increase or decrease the number of DDWs as depicted in Figure 7. The additional hardware structures needed for predicting cache misses adds 12KB of state overhead for a LLC with 4MB data capacity (< 0.3%).

#### 4.3 Putting all together

In summary, FreshCache uses static dataless ways (SDWs) to save area and energy and uses dynamic dataless ways (DDWs) to opportunistically save more energy as and when workload characteristics permit. At runtime, the FreshCache controller actively guides cache blocks with stale data towards dataless ways (SDWs and DDWs) to hide potential performance loss. The number of SDWs is fixed conservatively at design time to ensure acceptable worst case performance across range of workloads while allowing reasonable area and energy savings. At runtime, the DDW controller monitors the workload characteristics and chooses the number of DDWs against a user-specified upper limit on performance degradation to enable the highest energy savings possible.

## 5 Evaluation

We evaluate the FreshCache design quantify its benefits:

- How much energy and area can be saved by FreshCache?
- Can hardware accurately control the use of dynamic dataless ways?
- How big are the benefits of FreshCache’s hybrid approach in reducing LLC area and power?

In addition, we measure the cost, in terms of performance overhead due to FreshCache.

### 5.1 Simulation Methodology

We use the gem5 full system simulator [6] to model an x86-64 machine running Linux (kernel version 2.6.28.4) with multithreaded workloads.

We simulated a multi-core chip with 8 cores and three levels of caches. The parameters for simulation are shown in Table 1. The L2:L3 ratio is 1:4. The absolute sizes of the simulated caches are scaled down by at least a factor of two compared to real processors because slow simulation speed prevents running long enough to accurately measure the memory behavior for larger caches. Shrinking caches increases pressure on the LLC and increases the number of off-chip accesses. Thus, the performance cost of dataless ways for larger caches likely to be lower than for our experiments. In addition, our energy savings estimates likely to be lower because larger caches would have burned more static power.

We extended CACTI 6.5 [27] to model the power and the area of our proposed LLC designs with dataless ways. We plugged its estimates into the full-system simulation to obtain power consumption. For the LLC, we used low-power transistors with a 32 nm

process. The power for accessing DRAM was also derived from CACTI. We estimate that an LLC with the configuration in Table 1 draws 0.8 watt of static power while each off-chip access costs 16 nJ of energy.

### 5.2 Workloads

We use a mix of memory-light and memory-intensive programs from Parsec [30] and three commercial-like multithreaded workloads to evaluate FreshCache. For all the Parsec workloads we use the native (largest) input set. We also simulated *SpecJBB 2005* [42], which models the middle-tier business logic of a three-tier web service and is written in Java; *memcached* [26], a memory cache frequently used by web services; and *graph500* [25], a graph traversal algorithm useful in HPC environments and social networking services.

We annotated each workload to define logical work units and then run simulations for fixed number of work units. This prevents perturbations from uneven synchronization across multiple simulation runs. We start collecting statistics after the initialization phase with a warmed-up cache. We also repeat each experiment several times with slight timing jitter and report the average.

### 5.3 FreshCache Savings

In this section we present the results of our evaluation of a FreshCache design that uses two SDWs, and up to 14 DDWs selected dynamically at runtime by the DDW controller. We use 2 SDWs because our experiments showed that it incurs negligible performance cost (0.08% average, 0.46% worst case), while larger values had more than 1% worst case cost. Thus, using 2 SDWs has a low risk of negatively impacting performance while still providing useful area and power savings.

In Figure 8 we show the energy, area, and performance impact of FreshCache with varying MPD values (1, 3, and 5%). The first cluster of bars in Figure 8 shows the energy saved in the LLC and DRAM access normalized to a baseline system with *no* dataless ways. The top of each stack in the stacked bars shows the percentage energy savings for the corresponding number of dataless ways (indicated by the legend) for the given workload. For example, on average, 28% of energy is saved with MPD=1% and above 44% with MPD=5%. We observe that across all workloads substantial energy is saved by FreshCache; however, savings varies widely across workloads. For example, with MPD=3%, FreshCache can save nearly 69% of the LLC and the DRAM energy for *fluidanimate*, but only 8% of energy savings for *graph500*. We also observe that across almost all workloads, energy benefits begin to

diminish as the MPD increases. Higher performance degradations result in longer run times, which results in static energy use for a longer time, and more off-chip accesses, which use more dynamic energy. Above a threshold, the static energy savings from the DDWs are unable to offset the increase due to longer runtimes and off-chip misses.

The singleton bar in the middle shows the percentage of the area of a conventional LLC eliminated by FreshCache. The area savings are due to SDWs in the FreshCache and do not change with workload or MPD values. As mentioned earlier in the section we evaluated FreshCache with 2 SDWs. This saves 8.2% of LLC area, which could be substantial given that LLCs often account for more than 50% of the chip area.

The third cluster of stacked bars in the Figure 8 shows the percentage performance loss lost for each value of MPD relative to the baseline with a conventional LLC. The loss of performance occurs when our modified LLC controller cannot find enough stale cache blocks to keep the dataless ways in each set fully occupied. For example we observe that for MPD=3%, on average performance dropped 1.7%. Importantly, we observe that across all workloads the DDW controller is able to keep the performance degradation within the limit stipulated by the MPD. We also observe that the actual performance loss was often much further below the specified MPD value. This occurs for many reasons. First, above a certain threshold, the static-energy savings from DDWs unable to offset the energy consumption increase from more off-chip misses and a longer run time. Thus, even if a user accepts more performance degradation, it would not save more energy. Second, the DDW controller never lets performance *for a single period* (50M cycles here) drop below the threshold. This is a stricter condition than the average MPD full run of the program, and is necessary because the processor does not know how long the program will run. Finally, as we will see later, the performance predictor is conservative and performance is often better than predicted.

Putting all three clusters together, we see that FreshCache can save significant energy and non-negligible area at the cost of small or negligible performance loss, well within the user specified stipulated limits to performance degradation. With MPD=3%, FreshCache reduces energy on average by 41% and area by 8.2% for a mere 1.7% actual reduction in performance.

**How effective is the DDW controller?** One of the crucial components of FreshCache is the DDW controller that enables opportunistic use of dataless ways. Here, we ask whether DDW controller was able to achieve most of the opportunity that

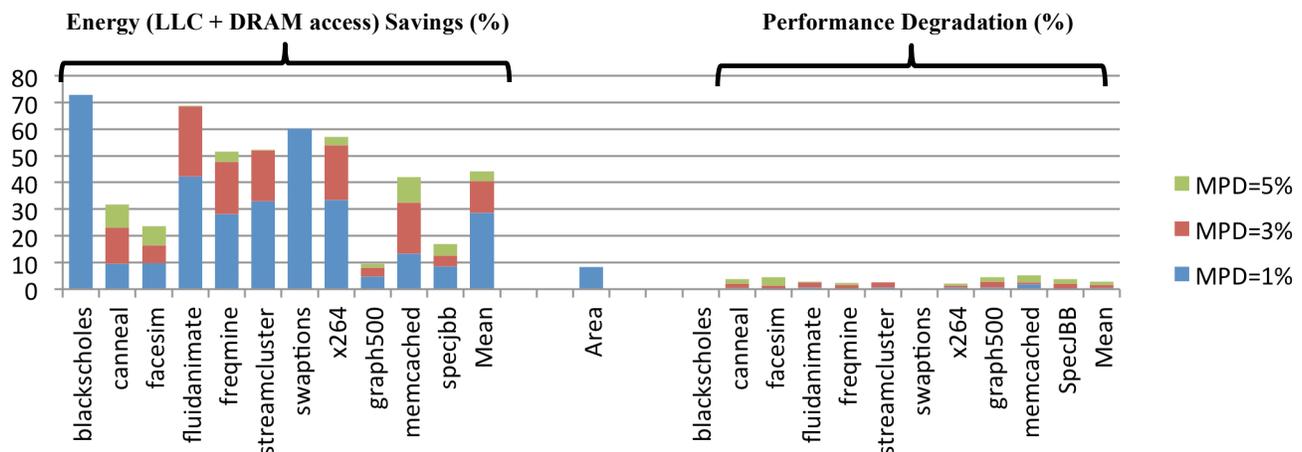


Figure 8. Energy/area savings and performance degradation with FreshCache.

Workload	Maximum Performance Degradation					
	1%		3%		5%	
<i>blackscholes</i>	15	13.8	15	13.8	15	13.8
<i>canneal</i>	4	3.4	7	6.7	9	8.9
<i>facesim</i>	4	2.8	5	4.9	6	7.4
<i>fluidanimate</i>	8	8.7	14	13.8	15	13.8
<i>freqmine</i>	7	6.9	11	11.2	13	12.2
<i>streamcluster</i>	9	8	14	13.9	14	13.9
<i>swaptions</i>	14	10.7	15	10.8	15	10.8
<i>x264</i>	10	7.1	13	11.7	13	12.7
<i>graph500</i>	2	2	4	4.0	5	4.9
<i>memcached</i>	3	4.1	7	7.3	10	9.4
<i>specjbb</i>	3	2.7	5	3.0	6	4.9

**Table 2. The number of DDWs selected by offline profiling (gray columns) and selected by the DDW controller (white columns) for varying MPD values.**

existed across workloads to save energy. As a basis for comparison, we compare against the best that can be done with a dynamic approach aided by offline profiling, which has the advantage of being able to calculate precise performance losses and could average performance over the whole workload and calculate precise performance losses.

We ran each workload with every number of DDWs to find the number of dataless ways that achieves best energy savings for a given MPD value.

The first cluster of stacked bars in Figure 9 shows the performance of this pure dynamic approach with offline profiling (*DynamicOffline-3*) against FreshCache (*FreshCache-3*) for MPD=3%. Overall, an offline approach saves an average of 44% of LLC plus DRAM energy, compared to 41% with the DDW controller. However, the average performance loss is slightly higher, 2% as compared to 1.7%.

To understand the source of these differences, we investigated how the number of DDWs differs between offline profiling and the controller. Table 2 shows the offline value in the gray columns and the controller’s choice in white columns. We report the controller’s choices as the weighted average number of dataless ways used by the DDW controller. This average is calculated by multiplying number of dataless ways by the fraction of run time during which that number was used. Most importantly, we confirm that optimal number of dataless ways varies widely across workloads, justifying the need for dynamic control on the number of dataless ways. For example, for *blackscholes* with MPD=1%, 15 out of 16 dataless ways can be turned off, while for *specJBB*, which makes much greater use of the LLC, only 3 dataless ways is a better choice.

Comparing the number of offline and predicted DDWs in Table 2, we see that overall DDW controller selects number of DDWs close to number of DDW’s selected by offline profiling. For example, for workload *freqmine* offline profile selects 7 dataless ways while weighted average of number of dataless ways selected by FreshCache is 6.87. Similarly, across majority of the workloads and values of MPD we generally observe that DDW controller was able to choose number of dataless ways close to the number we found optimal with offline profiling. This suggests that DDW controller is effective in managing DDWs without needing software profiling.

**Is hybrid approach of FreshCache necessary?** FreshCache proposes a hybrid of a static chip design time and a dynamic runtime technique to utilize the dataless ways to enable area and energy savings in LLC. Here, we compare FreshCache against a pure static (like NCID [41]) and a pure dynamic approaches (like Selective Cache Ways [3]) to understand whether the hybrid approach is justified or not. For understanding the tradeoffs of static design we evaluated two configurations --- a conservative configuration with 2 SDWs and an aggressive configuration with 8 SDWs. These two designs do not use DDWs.

In comparison to a pure dynamic approach, the primary difference is in chip area: as described previously, FreshCache saves 8.2% of chip area through SDWs, while dynamic approach saves *no* area. As described above, the hybrid design of FreshCache on average incurs slightly less performance overhead than a pure dynamic approach with offline profiling (*DynamicOffline-3* in Figure 9), while providing comparable energy savings even without profiling information. Thus, the area savings from a hybrid design does not adversely impact the maximum performance yet provides a substantial area savings.

In Figure 9 we also present the comparison of FreshCache against the static configuration, beyond quantifying the efficacy of FreshCache’s DDW controller (described earlier). Similar to Figure 8, the first set of bars show energy savings over the conventional LLC. The *Static-2* and *Static-8* bars are the two static configurations with 2 and 8 SDWs, and *FreshCache-3* is FreshCache with MPD=3. We observe that *Static-2* enables least energy savings across all the configurations studied (8.2%), while, as expected, *Static-8* provided better energy savings (36%). However, this is still well below *FreshCache-3*, which provides 40.7% energy savings. We note that FreshCache lies between the optimal offline settings (*DynamicOffline-3*, described previously, with 44% saving) and the aggressive static design but does so without complicated profiling.

We separately evaluated difference between dataless ways and *absent ways*, which represents a cache with fewer ways in each set (data not presented here). Unlike dataless ways, memory-intensive workloads such as *facesim*, and *specJBB* saw performance drops of 5-10% with 4 absent ways, which is many times the performance loss from dataless ways.

The second set of bars in Figure 9 depicts the percentage of LLC area savings. As expected, the greatest area savings (35%) comes from the aggressive static design (*Static-8*) since it utilizes least number of transistors for the LLC. The FreshCache and the conservative static design (*Static-2*) both provide non-negligible (8.2%) LLC area savings. Given large chip area devoted to LLC, dwindling die yield and the fact that die yield is related to inverse fourth power of chip area [16], savings chip area is an important design consideration. As mentioned earlier a pure dynamic approach saves no area.

The final set of bars shows the performance loss of using these approaches compared to a conventional LLC design. Except for the aggressive static design (*Static-8*), all other designs limit the worst-case performance degradation to 3% across all workloads, and often much less. However, the aggressive static design can lead to more than 10% performance degradation (*graph500*), which may be unacceptable. Further, 3 of the workloads (*facesim*, *memcached*, *specJBB*) suffer at least 6.5% performance degradation. In contrast, FreshCache limits performance loss for all workloads, since by design it exploits dataless ways to save more energy *only* when the opportunity exists

**Summary:** We find that if a conservative static design is used then savings are moderate and an opportunity to save more is lost for many workloads. If an aggressive static design is used then it can lead to unacceptable performance degradations for a class of workloads. In contrast, if we use a pure dynamic approach, then we get the energy savings and high performance of FreshCache, but lose out on the area savings. While FreshCache cannot quite match the performance of optimal offline DDW selection from profiling, it comes close and requires no software support. Thus, only the hybrid approach put forth by FreshCache enables both non-negligible chip area savings and significant energy savings.

## 6 Related Work

There have been many proposed cache designs similar to FreshCache that save power or improve performance. Researchers have previously proposed cache designs that decouple tags and data in a last level cache [4,41]. In particular, NCID [41] make use of dataless ways to bring the snoop filtering benefits of inclusive LLC designs to exclusive/non-inclusive caches. On the other hand, FreshCache maintains an inclusive coherence protocol with only slight change (how write-backs to the LLC are handled), and the remaining changes are localized to the cache controller without affecting the protocol state machine. More importantly, NCID

seeks to reduce invalidations to private caches and to support QoS-allocation policies in the LLC, while our work demonstrated how the FreshCache can provide power and area savings. Finally, we demonstrate how to dynamically vary the number of dataless ways to take advantage of workload characteristics, while NCID is a purely static design.

As described earlier FreshCache bears similarity to Albonesi’s *Selective Cache Ways* [3], with which software can turn off a desired numbers of ways in L1 cache. However, our FreshCache design targets towards LLC and exploits the availability of stale cache blocks to minimize any increase in off-chip accesses. More importantly, unlike *Selective Cache Ways*, FreshCache can save substantial on-chip area as well. Several other proposals also looked into selectively turning off cache ways at runtime to save energy [13,42,44]. However, none of these techniques save area.

Several researchers have suggested predicting and exploiting *dead* blocks in a cache [19,21,24,34]. A cache block is termed *dead* from the time it is last referenced until it is evicted from the cache. Our notion of a valid cache block with stale data is different from a *dead* block, as a valid cache block in the LLC may not be *dead*; it could possibly be accessed again. Unlike these works, which require predicting when a cache block becomes *dead*, it is easy to know when a cache block contains stale data by interpreting its coherence state. While these works focus on enhancing the performance of the cache, we focus instead on designing an area- and power-efficient LLC.

Qureshi et al.’s *V-way* cache [33] proposed a decoupled, pointer-linked tag and data store for set-associative caches where number of tags is a multiple of the number of data ways in order to reduce the number of conflict misses in the cache. Chishti et al.’s *CMP-NuRAPID* [11] also uses decoupled, pointer-linked tag and data store to allow for controlled replication and capacity management in a NUCA cache to get the best of both shared and private organization of large caches. Similar to FreshCache, both of these works have more tag than data, but for different purposes than our objective of area and power efficiency. Consequently, these designs are very different from ours.

Recently researchers have looked into bridging the performance gap between inclusive and exclusive cache design through novel cache replacement policy [17]. They observe that the performance difference between an inclusive and a non-inclusive design stems primarily from the bad replacement decisions made at an inclusive LLC that back invalidates “hot” blocks from the private caches. They address this by proposing LLC replacement policy that is

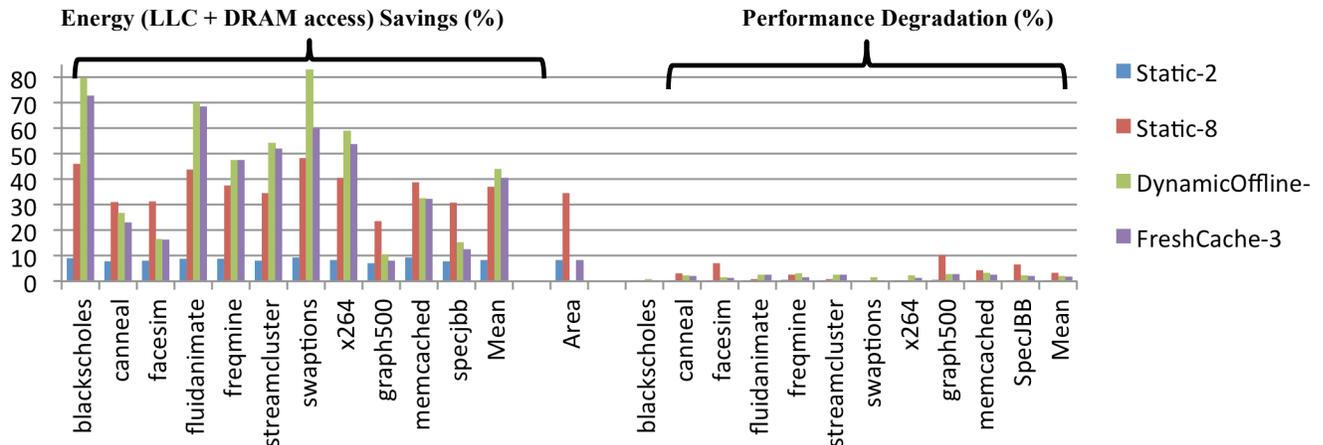


Figure 9. Energy savings and performance degradation for dynamic dataless ways under hardware control.

aware of the temporal locality in private caches. Their replacement policy can also be applied in FreshCache to improve its performance.

FreshCache also bears similarities to victim caches and exclusive/non-inclusive caches in which like FreshCache, may not keep a copy of a data present in the private cache. However, as mentioned earlier, FreshCache strives to keep the simplicity of commercially popular inclusive coherence protocol with no or negligible changes. Whereas a LLC design as victim cache or exclusive cache require very different cache and coherence controller.

Researchers have also proposed pure circuit techniques like Gated-Vdd [29] to selectively turn off cache blocks by adding extra gated transistors to the SRAM cells. This allows power saving by turning off cache blocks that are *deemed* not useful. Flauntner et al. proposed Drowsy caches [13], where multiple supply voltages are used to enable SRAM cells to go into a low power mode where they keep the data but cannot be read or written immediately. We leverage similar techniques for dynamic dataless ways, but also propose a reorganization of the cache architecture that enables considerable area savings via static dataless ways.

## 7 Conclusion

The efficiency of processor-core power has received much attention, but caches lack the same variety of both area and power-saving techniques. FreshCache attempts to fill this gap with the ability to statically and dynamically reduce power through dataless ways. At the same time FreshCache makes the LLC more area efficient. The design comes from the observation in inclusive LLCs a significant fraction of valid blocks contain stale data. Rather than give up the coherence benefits of inclusion, we instead take advantage of stale data dynamically not storing the data. At design time, FreshCache uses static dataless ways to save area and power, while at runtime uses dynamic dataless ways to further reduce substantial amount of power when opportunity exists. Thus, by using a hybrid approach FreshCache is able to enable both area- and energy-efficient LLC design.

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