

cache hit: CPU needs item in cache (fast) **cache miss**: CPU needs item not in cache

— item loaded into cache for future use, replacing some other item

optimal replacement: on cache miss, loaded item replaces item that will not be needed for the *longest time in the future*

[more realistic scheme: **LRU replacement** — replace least recently used item — provably within small constant factor of optimal, but much harder to analyze]

fully associative — any item in memory can go anywhere in the cache [real caches have limited associativity, which causes "unlucky" memory-access patterns to go same place in cache ...effectively shrinks cache in these cases]

temporal locality — same item is re-used for several computations that are close to one another in time \Rightarrow still in-cache \Rightarrow efficient

[there is also **spatial locality** — items close to one another in main memory are used close in time ... exploited by **cache lines**, TBD]

cache complexity — the number of cache misses Q(n; Z) required for a given algorithm running on a problem of size n with cache of size Z ... usually only given as **asymptotic** result for large n, Z, ignoring constant factors

asymptotic notation:

we say a function f(n) is O(g(n)) if g(n) is an **asymptotic upper bound** for f(n), ignoring constant factors. Technically, if |f(n)| < C |g(n)| for some constant C>0 for all sufficiently large n (i.e., for all n > N for some N)

we say a function f(n) is $\Omega(g(n))$ if g(n) is an **asymptotic lower bound** for f(n), ignoring constant factors. Technically, if |f(n)| > C |g(n)| for some constant C > 0 for all sufficiently large n (i.e., for all n > N for some N)

we say a function f(n) is $\Theta(g(n))$ if g(n) is an **asymptotic tight bound** for f(n), ignoring constant factors. Technically, if f(n) is both O(g(n)) and $\Omega(g(n))$

18.335 J / 6.337 J Introduction to Numerical Methods Fall 2010

For information about citing these materials or our Terms of Use, visit: http://ocw.mit.edu/terms.