

Conte paper- "Benchmark Evaluation for Experimental System Evaluation"

- How do you determine locality?
  - Some would say by cache miss behavior
  - Caches are much bigger now, so this metric is less relevant
- Purpose of characterizing benchmarks
  - Design machines to match workloads
  - Find good subset
  - If the model for a program and a system are coupled together, simulations are not as necessary
- A trace
  - Sequence of occurrences
  - Can be represented as  $w(t) = r_i$ 
    - Where  $r_i$  is in the set  $R$  (e.g. an instruction)
  - The paper examines how long until certain occurrences are repeated with  $\text{next}(w(t))$  function.
  - Another measurement is how many things happen between an occurrence repeating with  $u(w(t))$  function
- For a stream of data that doesn't repeat, we will observe only spatial hits, no temporal hits
- Interference temporal density function shows how many unique references will probably happen between references to a certain item
  - If an item doesn't repeat, interference density is infinite
  - This can predict performance for LRU buffers
- Interference spatial density function is the probability of the a future reference being a certain spatial distance away.
- Can use a stack to keep track of how many unique references are between a certain reference
  - Similar to LRU policy