Design of Parallel and High-Performance Computing

Fall 2016

Lecture: Cache Coherence & Memory Models

Motivational video: https://www.youtube.com/watch?v=zJybFF6PqEQ

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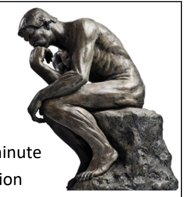
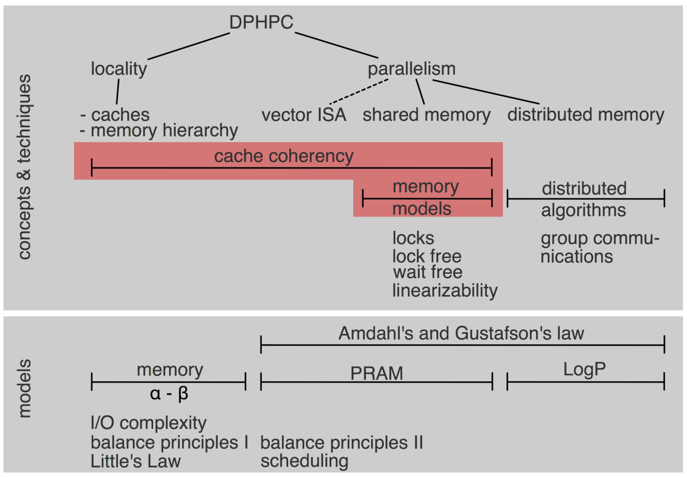
Peer Quiz – Critical Thinking



- **Instructions:**
  - Pick some partners (locally) and discuss each question for 1 minute
  - We then select a random student (team) to answer the question
- **What is the top500 list? Discuss its usefulness (pro/con)!**
  - What should we change?
- **What is the main limitation in single-core scaling today?**
  - i.e., why do cores not become much faster?
- **What is the difference between UMA and NUMA architectures?**
  - Discuss which architecture is more scalable!
- **Describe the difference between shared memory, partitioned global address space, and distributed memory programming**
  - Name at least one practical example programming system for each
  - Why do all of these models co-exist?

DPHPC Overview

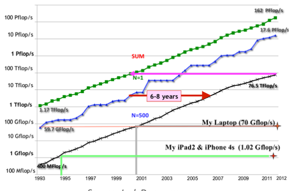


Goals of this lecture

- **Memory Trends**
- **Cache Coherence**
- **Memory Consistency**

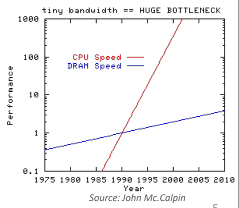
Memory – CPU gap widens

- **Measure processor speed as "throughput"**
  - FLOPS/s, IOPS/s, …
  - Moore's law - ~60% growth per year



Source: Jack Dongarra

- **Today's architectures**
  - POWER8: 338 dp GFLOP/s – 230 GB/s memory bw
  - BW i7-5775C: 883 GFLOPS/s ~50 GB/s memory bw
  - Trend: memory performance grows 10% per year



Source: John Mc.Calpin

Issues (AMD Interlagos as Example)

- **How to measure bandwidth?**
  - Data sheet (often peak performance, may include overheads)
    - *Frequency times bus width: 51 GiB/s*
  - Microbenchmark performance
    - *Stride 1 access (32 MiB): 32 GiB/s*
    - *Random access (8 B out of 32 MiB): 241 MiB/s*
    - *Why?*
  - Application performance
    - *As observed (performance counters)*
    - *Somewhere in between stride 1 and random access*
- **How to measure Latency?**
  - Data sheet (often optimistic, or not provided)
    - *<100ns*
  - Random pointer chase
    - *110 ns with one core, 258 ns with 32 cores!*

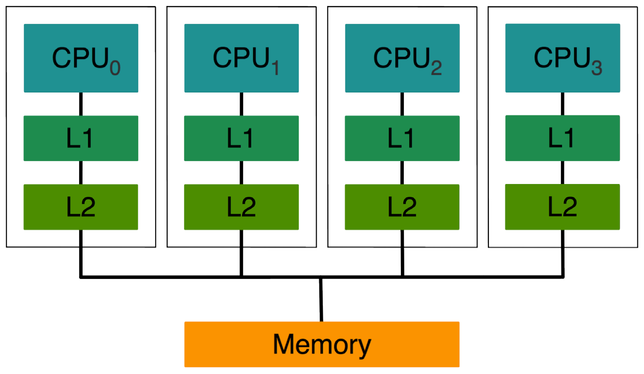
Conjecture: Buffering is a must!

- **Two most common examples:**
- **Write Buffers**
  - Delayed write back saves memory bandwidth
  - Data is often overwritten or re-read
- **Caching**
  - Directory of recently used locations
  - Stored as blocks (cache lines)

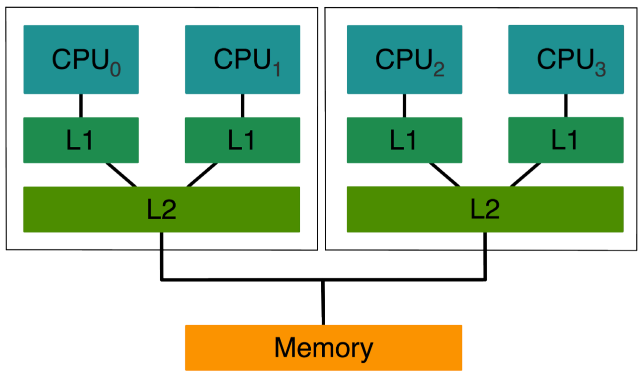
Cache Coherence

- **Different caches may have a copy of the same memory location!**
- **Cache coherence**
  - Manages existence of multiple copies
- **Cache architectures**
  - Multi level caches
  - Shared vs. private (partitioned)
  - Inclusive vs. exclusive
  - Write back vs. write through
  - Victim cache to reduce conflict misses
  - …

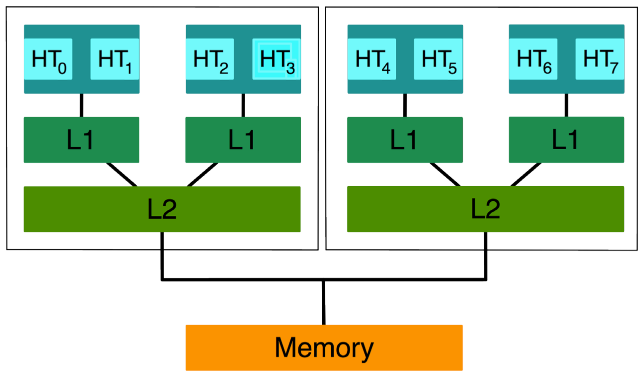
Exclusive Hierarchical Caches



Shared Hierarchical Caches



Shared Hierarchical Caches with MT



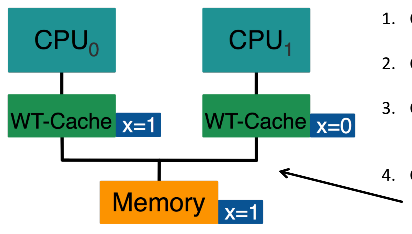
Caching Strategies (repeat)

- **Remember:**
  - Write Back?
  - Write Through?

- **Cache coherence requirements**
  A memory system is coherent if it guarantees the following:
  - Write propagation (updates are eventually visible to all readers)
  - Write serialization (writes to the same location must be observed in order)

    Everything else: memory model issues (later)

Write Through Cache



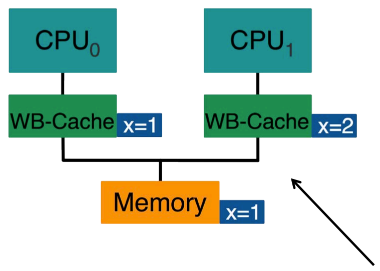
1. CPU$_0$ reads X from memory
   - loads X=0 into its cache
2. CPU$_1$ reads X from memory
   - loads X=0 into its cache
3. CPU$_0$ writes X=1
   - stores X=1 in its cache
   - stores X=1 in memory
4. CPU$_1$ reads X from its cache
   - loads X=0 from its cache

   Incoherent value for X on CPU$_1$

   CPU$_1$ may wait for update!

Requires write propagation!

Write Back Cache



1. CPU$_0$ reads X from memory
   - loads X=0 into its cache
2. CPU$_1$ reads X from memory
   - loads X=0 into its cache
3. CPU$_0$ writes X=1
   - stores X=1 in its cache
4. CPU$_1$ writes X =2
   - stores X=2 in its cache
5. CPU$_1$ writes back cache line
   - stores X=2 in in memory
6. CPU$_0$ writes back cache line
   - stores X=1 in memory

   Later store X=2 from CPU$_1$ lost

Requires write serialization!

A simple (?) example

- **Assume C99:**

```
struct twoint {
  int a;
  int b;
}
```

- **Two threads:**
  - Initially: a=b=0
  - Thread 0: write 1 to a
  - Thread 1: write 1 to b
- **Assume non-coherent write back cache**
  - What may end up in main memory?

Cache Coherence Protocol

- **Programmer can hardly deal with unpredictable behavior!**
- **Cache controller maintains data integrity**
  - All writes to different locations are visible

Fundamental Mechanisms

- **Snooping**
  - Shared bus or (broadcast) network
- **Directory-based**
  - Record information necessary to maintain coherence:

    E.g., owner and state of a line etc.

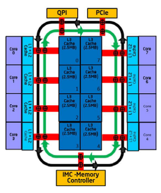
Fundamental CC mechanisms

- **Snooping**
  - Shared bus or (broadcast) network
  - Cache controller "snoops" all transactions
  - Monitors and changes the state of the cache's data
  - Works at small scale, challenging at large-scale

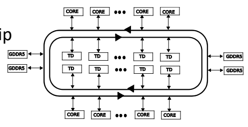
    E.g., Intel Broadwell
- **Directory-based**
  - Record information necessary to maintain coherence

    E.g., owner and state of a line etc.
  - Central/Distributed directory for cache line ownership
  - Scalable but more complex/expensive

    E.g., Intel Xeon Phi KNC



Source: Intel



Cache Coherence Parameters

- **Concerns/Goals**
  - Performance
  - Implementation cost (chip space, more important: dynamic energy)
  - Correctness
  - (Memory model side effects)
- **Issues**
  - Detection (when does a controller need to act)
  - Enforcement (how does a controller guarantee coherence)
  - Precision of block sharing (per block, per sub-block?)
  - Block size (cache line size?)

An Engineering Approach: Empirical start

- **Problem 1: stale reads**
  - Cache 1 holds value that was already modified in cache 2
  - Solution:
    - *Disallow this state*
    - *Invalidate all remote copies before allowing a write to complete*
- **Problem 2: lost update**
  - Incorrect write back of modified line writes main memory in different order from the order of the write operations or overwrites neighboring data
  - Solution:
    - *Disallow more than one modified copy*

Invalidation vs. update (I)

- **Invalidation-based:**
  - On each write of a shared line, it has to invalidate copies in remote caches
  - Simple implementation for bus-based systems:
    - *Each cache snoops*
    - *Invalidate lines written by other CPUs*
    - *Signal sharing for cache lines in local cache to other caches*
- **Update-based:**
  - Local write updates copies in remote caches
    - *Can update all CPUs at once*
    - *Multiple writes cause multiple updates (more traffic)*

Invalidation vs. update (II)

- **Invalidation-based:**
  - Only write misses hit the bus (works with write-back caches)
  - Subsequent writes to the same cache line are local
  - → Good for multiple writes to the same line (in the same cache)
- **Update-based:**
  - All sharers continue to hit cache line after one core writes
    - *Implicit assumption: shared lines are accessed often*
  - Supports producer-consumer pattern well
  - Many (local) writes may waste bandwidth!
- **Hybrid forms are possible!**

MESI Cache Coherence

- **Most common hardware implementation of discussed requirements**
  aka. “Illinois protocol”

Each line has one of the following states (in a cache):

- **Modified (M)**
  - Local copy has been modified, no copies in other caches
  - Memory is stale
- **Exclusive (E)**
  - No copies in other caches
  - Memory is up to date
- **Shared (S)**
  - Unmodified copies *may* exist in other caches
  - Memory is up to date
- **Invalid (I)**
  - Line is not in cache

Terminology

- **Clean line:**
  - Content of cache line and main memory is identical (also: memory is up to date)
  - Can be evicted without write-back
- **Dirty line:**
  - Content of cache line and main memory differ (also: memory is stale)
  - Needs to be written back eventually
    - *Time depends on protocol details*
- **Bus transaction:**
  - A signal on the bus that can be observed by all caches
  - Usually blocking
- **Local read/write:**
  - A load/store operation originating at a core connected to the cache

Transitions in response to local reads

- **State is M**
  - No bus transaction
- **State is E**
  - No bus transaction
- **State is S**
  - No bus transaction
- **State is I**
  - Generate bus read request (BusRd)
    - *May force other cache operations (see later)*
  - Other cache(s) signal “sharing” if they hold a copy
  - If shared was signaled, go to state S
  - Otherwise, go to state E
- **After update: return read value**

Transitions in response to local writes

- **State is M**
  - No bus transaction
- **State is E**
  - No bus transaction
  - Go to state M
- **State is S**
  - Line already local & clean
  - There may be other copies
  - Generate bus read request for upgrade to exclusive (BusRdX*)
  - Go to state M
- **State is I**
  - Generate bus read request for exclusive ownership (BusRdX)
  - Go to state M

Transitions in response to snooped BusRd

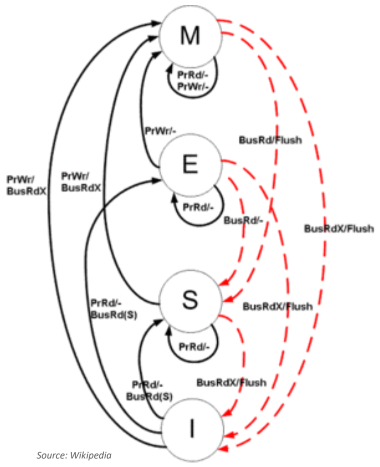
- **State is M**
  - Write cache line back to main memory
  - Signal "shared"
  - Go to state S (or E)
- **State is E**
  - Signal "shared"
  - Go to state S and signal "shared"
- **State is S**
  - Signal "shared"
- **State is I**
  - Ignore

Transitions in response to snooped BusRdX

- **State is M**
  - Write cache line back to memory
  - Discard line and go to I
- **State is E**
  - Discard line and go to I
- **State is S**
  - Discard line and go to I
- **State is I**
  - Ignore

- **BusRdX* is handled like BusRdX!**

MESI State Diagram (FSM)



Source: Wikipedia

Small Exercise

- **Initially: all in I state**

Action	P1 state	P2 state	P3 state	Bus action	Data from
P1 reads x					
P2 reads x					
P1 writes x					
P1 reads x					
P3 writes x					

Small Exercise

- **Initially: all in I state**

Action	P1 state	P2 state	P3 state	Bus action	Data from
P1 reads x	E	I	I	BusRd	Memory
P2 reads x	S	S	I	BusRd	Cache
P1 writes x	M	I	I	BusRdX*	Cache
P1 reads x	M	I	I	-	Cache
P3 writes x	I	I	M	BusRdX	Memory

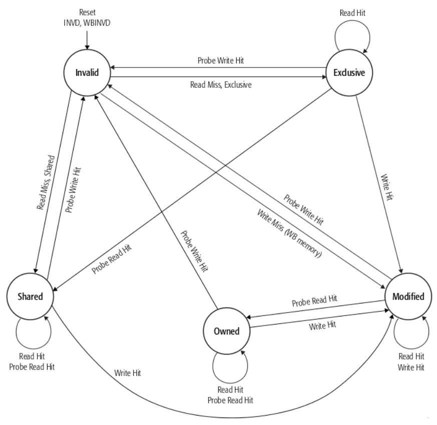
Optimizations?

- **Class question: what could be optimized in the MESI protocol to make a system faster?**

Related Protocols: MOESI (AMD)

- **Extended MESI protocol**
- **Cache-to-cache transfer of modified cache lines**
  - Cache in M or O state always transfers cache line to requesting cache
  - No need to contact (slow) main memory
- **Avoids write back when another process accesses cache line**
  - Good when cache-to-cache performance is higher than cache-to-memory
    E.g., shared last level cache!

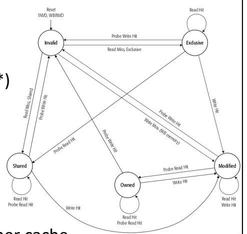
MOESI State Diagram



Source: AMD64 Architecture Programmer's Manual

Related Protocols: MOESI (AMD)

- **Modified (M): Modified Exclusive**
  - No copies in other caches, local copy dirty
  - Memory is stale, cache supplies copy (reply to BusRd*)
- **Owner (O): Modified Shared**
  - Exclusive right to make changes
  - Other S copies may exist ("dirty sharing")
  - Memory is stale, cache supplies copy (reply to BusRd*)
- **Exclusive (E):**
  - Same as MESI (one local copy, up to date memory)
- **Shared (S):**
  - Unmodified copy may exist in other caches
  - Memory is up to date unless an O copy exists in another cache
- **Invalid (I):**
  - Same as MESI



Related Protocols: MESIF (Intel)

- **Modified (M): Modified Exclusive**
  - No copies in other caches, local copy dirty
  - Memory is stale, cache supplies copy (reply to BusRd*)
- **Exclusive (E):**
  - Same as MESI (one local copy, up to date memory)
- **Shared (S):**
  - Unmodified copy may exist in other caches
  - Memory is up to date
- **Invalid (I):**
  - Same as MESI
- **Forward (F):**
  - Special form of S state, other caches may have line in S
  - Most recent requester of line is in F state
  - Cache acts as responder for requests to this line

Multi-level caches

- **Most systems have multi-level caches**
  - Problem: only "last level cache" is connected to bus or network
  - Snoop requests are relevant for inner-levels of cache (L1)
  - Modifications of L1 data may not be visible at L2 (and thus the bus)
- **L1/L2 modifications**
  - On BusRd check if line is in M state in L1
    It may be in E or S in L2!
  - On BusRdX(*) send invalidations to L1
  - Everything else can be handled in L2
- **If L1 is write through, L2 could "remember" state of L1 cache line**
  - May increase traffic though

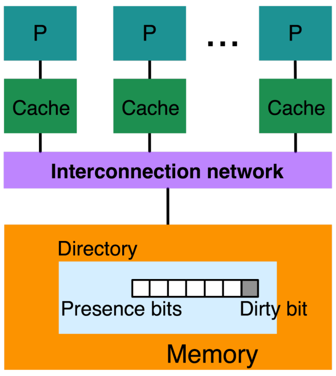
Directory-based cache coherence

- **Snooping does not scale**
  - Bus transactions must be *globally* visible
  - Implies broadcast
- **Typical solution: tree-based (hierarchical) snooping**
  - Root becomes a bottleneck
- **Directory-based schemes are more scalable**
  - Directory (entry for each CL) keeps track of all owning caches
  - Point-to-point update to involved processors

    No broadcast

    Can use specialized (high-bandwidth) network, e.g., HT, QPI …

Basic Scheme



- System with N processors P_i
- For each memory block (size: cache line) maintain a directory entry
  - N presence bits
  - Set if block in cache of P_i
  - 1 dirty bit
- First proposed by Censier and Feautrier (1978)

Directory-based CC: Read miss

- **P_i intends to read, misses**
- **If dirty bit (in directory) is off**
  - Read from main memory
  - Set presence[i]
  - Supply data to reader
- **If dirty bit is on**
  - Recall cache line from P_j (determine by presence[])
  - Update memory
  - Unset dirty bit, block shared
  - Set presence[i]
  - Supply data to reader

Directory-based CC: Write miss

- **P_i intends to write, misses**
- **If dirty bit (in directory) is off**
  - Send invalidations to all processors P_j with presence[j] turned on
  - Unset presence bit for all processors
  - Set dirty bit
  - Set presence[i], owner P_i
- **If dirty bit is on**
  - Recall cache line from owner P_j
  - Update memory
  - Unset presence[j]
  - Set presence[i], dirty bit remains set
  - Supply data to writer

Discussion

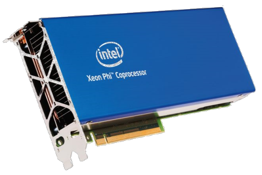
- **Scaling of memory bandwidth**
  - No centralized memory
- **Directory-based approaches scale with restrictions**
  - Require presence bit for each cache
  - Number of bits determined at design time
  - Directory requires memory (size scales linearly)
  - Shared vs. distributed directory
- **Software-emulation**
  - Distributed shared memory (DSM)
  - Emulate cache coherence in software (e.g., TreadMarks)
  - Often on a per-page basis, utilizes memory virtualization and paging

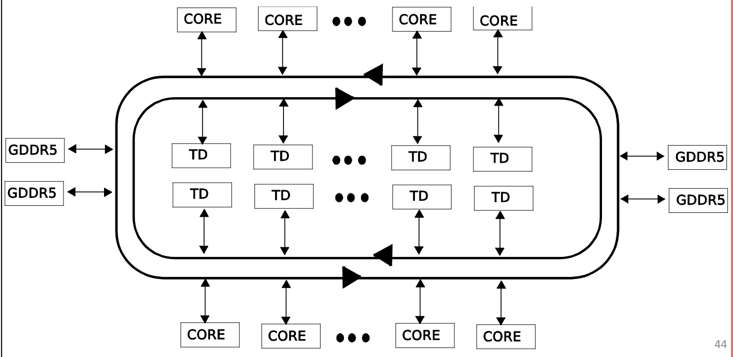
Open Problems (for projects or theses)

- **Tune algorithms to cache-coherence schemes**
  - What is the optimal parallel algorithm for a given scheme?
  - Parameterize for an architecture
- **Measure and classify hardware**
  - Read Maranget et al. “A Tutorial Introduction to the ARM and POWER Relaxed Memory Models” and have fun!
  - RDMA consistency is barely understood!
  - GPU memories are not well understood!

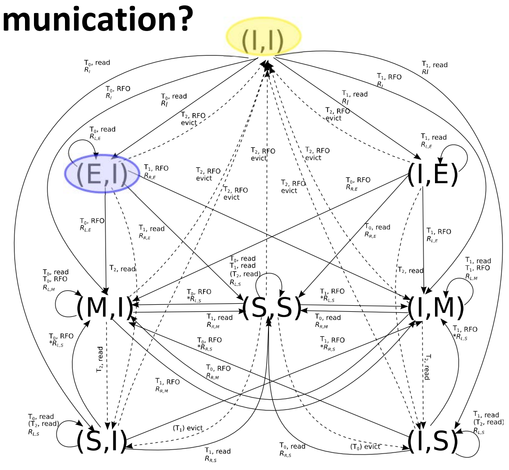
    Huge potential for new insights!
- **Can we program (easily) without cache coherence?**
  - How to fix the problems with inconsistent values?
  - Compiler support (issues with arrays)?

Case Study: Intel Xeon Phi

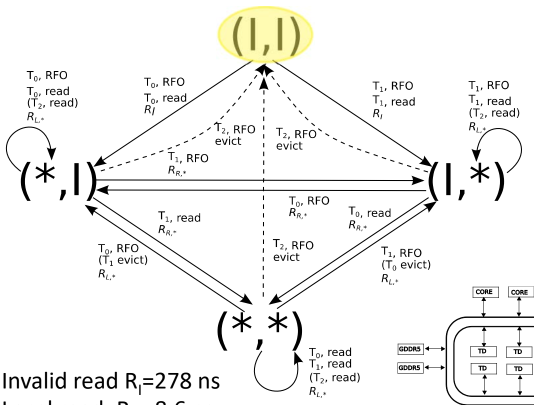


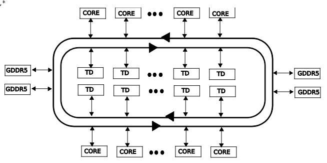


Communication?



Ramos, Hoefler: “Modeling Communication in Cache-Coherent SMP Systems - A Case-Study with Xeon Phi “, HPDC'13





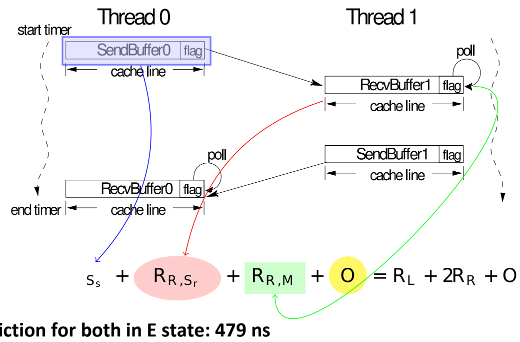
Invalid read R_I=278 ns

Local read: R_L= 8.6 ns

Remote read R_R = 235 ns

Inspired by Molka et al.: “Memory performance and cache coherency effects on an Intel Nehalem multiprocessor system”

Single-Line Ping Pong

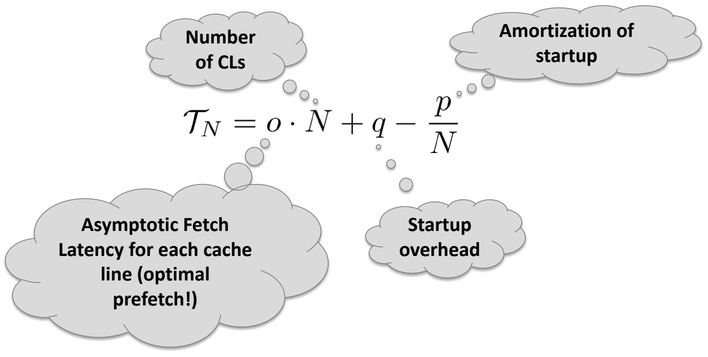


$$S_s + R_{R,S_r} + R_{R,M} + O = R_L + 2R_R + O$$

- **Prediction for both in E state: 479 ns**
  - Measurement: 497 ns (O=18)

Multi-Line Ping Pong

- **More complex due to prefetch**



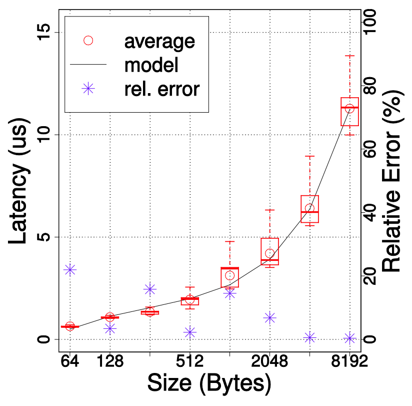
Number of CLs
Amortization of startup
Asymptotic Fetch Latency for each cache line (optimal prefetch!)
Startup overhead

$$\mathcal{T}_N = o \cdot N + q - \frac{p}{N}$$

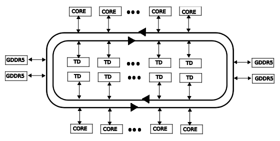
Multi-Line Ping Pong

$$\mathcal{T}_N = o \cdot N + q - \frac{p}{N}$$

- **E state:**
  - o=76 ns
  - q=1,521ns
  - p=1,096ns
- **I state:**
  - o=95ns
  - q=2,750ns
  - p=2,017ns

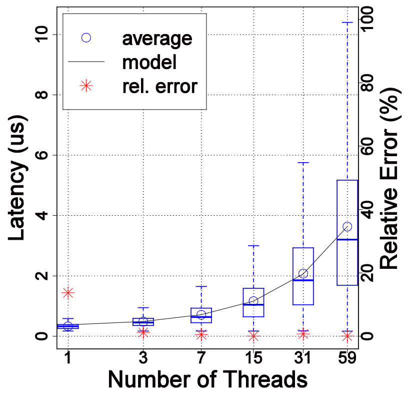


DTD Contention ☹



$$\mathcal{T}_C(n_{th}) = c \cdot n_{th} + b - \frac{a}{n_{th}}$$

- **E state:**
  - a=0ns
  - b=320ns
  - c=56.2ns


average
model
rel. error
Latency (us)
Relative Error (%)
Number of Threads