Chapter 5: Multiprocessors (Thread-Level Parallelism)– Part 2

- Introduction
  - What is a parallel or multiprocessor system?
  - Why parallel architecture?
  - Performance potential
  - Flynn classification
- Communication models
- Architectures
- Centralized sharedmemory
- Distributed sharedmemory
- Parallel programming
- Synchronization
- **Memory consistency models**

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Memory Consistency Model - Motivation

Example shared-memory program

Initially all locations = 0

Processor 1	*Processor 2*
Data = 23	while (Flag != 1) {;}
Flag = 1	… = Data

Execution (only shared-memory operations)

Processor 1	*Processor 2*
Write, Data, 23	
Write, Flag, 1	
	Read, Flag, 1
	Read, Data, ___

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Memory Consistency Model: Definition

Memory consistency model

- Order in which memory operations will appear to execute
  - ⇒ What value can a read return?

Affects ease-of-programming and performance

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The Uniprocessor Model

Program text defines total order = *program order*

Uniprocessor model

- Memory operations appear to execute one-at-a-time in program order
- ⇒ Read returns value of last write

BUT uniprocessor hardware

- Overlap, reorder operations

Model maintained as long as

- maintain control and data dependences

⇒ Easy to use + high performance

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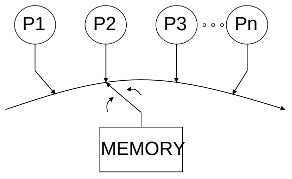
Implicit Memory Model

Sequential consistency (SC) [Lamport]

Result of an execution appears as if

- All operations executed in some sequential order (i.e., atomically)
- Memory operations of each process in program order



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Understanding Program Order – Example 1

Initially Flag1 = Flag2 = 0

P1	P2
Flag1 = 1	Flag2 = 1
if (Flag2 == 0)	if (Flag1 == 0)
critical section	*critical section*

Execution:

P1	P2
(Operation, Location, Value)	*(Operation, Location, Value)*
Write, Flag1, 1	Write, Flag2, 1
Read, Flag2, 0	Read, Flag1, ___

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Understanding Program Order – Example 1

P1	P2
Write, Flag1, 1	Write, Flag2, 1
↓	↓
Read, Flag2, 0	Read, Flag1, ~~0~~

Can happen if

- Write buffers with read bypassing
- Overlap, reorder write followed by read in h/w or compiler
- Allocate Flag1 or Flag2 in registers

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Understanding Program Order - Example 2

Initially A = Flag = 0

P1	P2
A = 23;	while (Flag != 1) {;}
Flag = 1;	... = A;

P1	P2
Write, A, 23	Read, Flag, 0
Write, Flag, 1	
	Read, Flag, 1
	Read, A, ____

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Understanding Program Order - Example 2

Initially A = Flag = 0

P1	P2
A = 23;	while (Flag != 1) {;}
Flag = 1;	... = A;

P1	P2
Write, A, 23	Read, Flag, 0
Write, Flag, 1	
	Read, Flag, 1
	Read, A, ~~0~~

Can happen if

Overlap or reorder writes or reads in hardware or compiler

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Understanding Program Order: Summary

SC limits program order relaxation:

- Write $\rightarrow$ Read
- Write $\rightarrow$ Write
- Read $\rightarrow$ Read, Write

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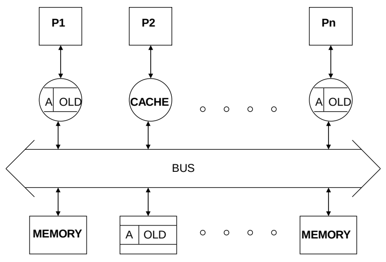
Understanding Atomicity



A mechanism needed to propagate a write to other copies

$\Rightarrow$ Cache coherence protocol

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Cache Coherence Protocols

How to propagate write?

Invalidate -- Remove old copies from other caches

Update -- Update old copies in other caches to new values

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Understanding Atomicity - Example 1

Initially A = B = C = 0

```
P1        P2        P3                   P4
A = 1;    A = 2;    while (B != 1) {;}   while (B != 1) {;}
B = 1;    C = 1;    while (C != 1) {;}   while (C != 1) {;}
                    tmp1 = A;            tmp2 = A;
```

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Understanding Atomicity - Example 1

Initially A = B = C = 0

```
P1        P2        P3                   P4
A = 1;    A = 2;    while (B != 1) {;}   while (B != 1) {;}
B = 1;    C = 1;    while (C != 1) {;}   while (C != 1) {;}
                    tmp1 = A;  ~~1~~     tmp2 = A;  ~~2~~
```

Can happen if updates of A reach P3 and P4 in different order

Coherence protocol must serialize writes to same location
(Writes to same location should be seen in same order by all)

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Understanding Atomicity - Example 2

Initially A = B = 0

```
P1              P2                    P3
A = 1           while (A != 1) ;      while (B != 1) ;
                B = 1;                tmp = A
```

```
P1              P2                    P3
Write, A, 1
                Read, A, 1
                Write, B, 1
                                      Read, B, 1
                                      Read, A, ~~0~~
```

Can happen if read returns new value before all copies see it

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SC Summary

SC limits
- Program order relaxation:
  - Write $\rightarrow$ Read
  - Write $\rightarrow$ Write
  - Read $\rightarrow$ Read, Write
- When a processor can read the value of a write
- Unserialized writes to the same location

Alternative
- (1) Aggressive hardware techniques proposed to get SC w/o penalty using speculation and prefetching
  - But compilers still limited by SC
- (2) Give up sequential consistency
  - Use relaxed models

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Classification for Relaxed Models

Typically described as system optimizations - system-centric

Optimizations

- Program order relaxation:
  - Write → Read
  - Write → Write
  - Read → Read, Write
- Read others' write early
- Read own write early

All models provide safety net

All models maintain uniprocessor data and control dependences, write serialization

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Some System-Centric Models

Relaxation:	W →R Order	W →W Order	R →RW Order	Read Others' Write Early	Read Own Write Early	Safety Net
IBM 370	✓					serialization instructions
TSO	✓				✓	RMW
PC	✓			✓	✓	RMW
PSO	✓	✓			✓	RMW, STBAR
WO	✓	✓	✓		✓	synchronization
RCsc	✓	✓	✓		✓	release, acquire, nsync, RMW
RCpc	✓	✓	✓	✓	✓	release, acquire, nsync, RMW
Alpha	✓	✓	✓		✓	MB, WMB
RMO	✓	✓	✓		✓	various MEMBARs
PowerPC	✓	✓	✓	✓	✓	SYNC

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System-Centric Models: Assessment

System-centric models provide higher performance than SC

BUT 3P criteria

- Programmability?
  - Lost intuitive interface of SC
- Portability?
  - Many different models
- Performance?
  - Can we do better?
- Need a higher level of abstraction

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An Alternate Programmer-Centric View

One source of consensus

- Programmers need SC to reason about programs

But SC not practical today

- How about the next best thing…

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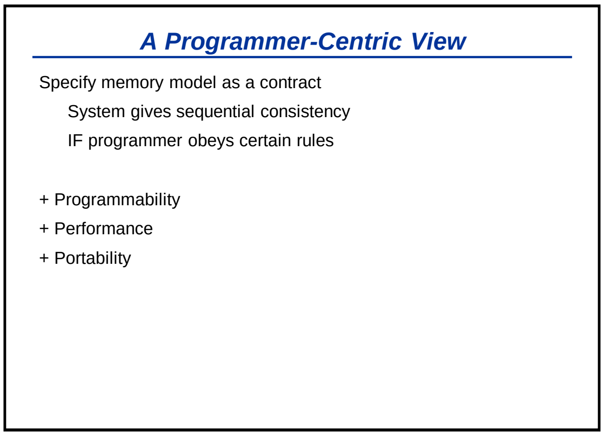

A Programmer-Centric View

Specify memory model as a contract

System gives sequential consistency

IF programmer obeys certain rules

+ Programmability
+ Performance
+ Portability

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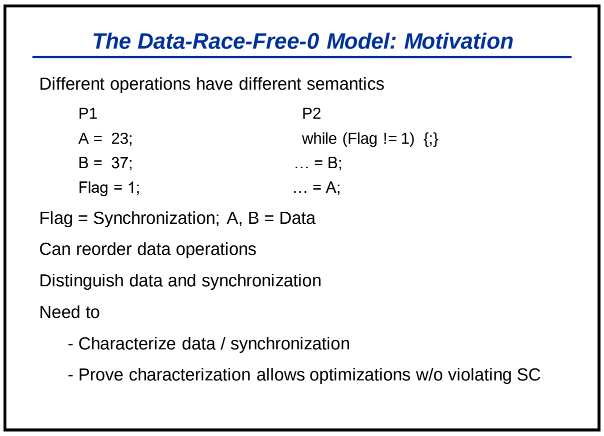

The Data-Race-Free-0 Model: Motivation

Different operations have different semantics

```
P1                    P2
A =  23;              while (Flag != 1)  {;}
B =  37;             … = B;
Flag = 1;            … = A;
```

Flag = Synchronization; A, B = Data

Can reorder data operations

Distinguish data and synchronization

Need to

- Characterize data / synchronization
- Prove characterization allows optimizations w/o violating SC

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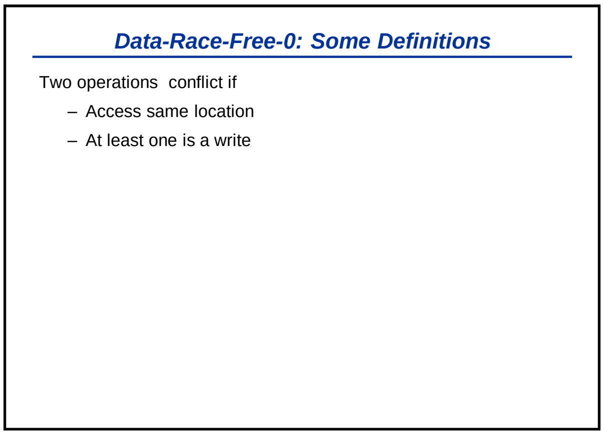

Data-Race-Free-0: Some Definitions

Two operations conflict if

- Access same location
- At least one is a write

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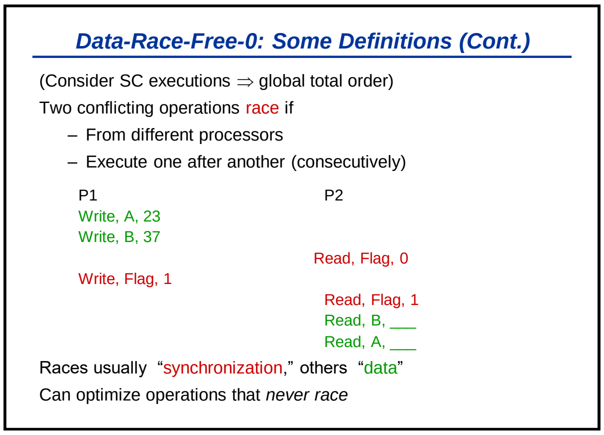

Data-Race-Free-0: Some Definitions (Cont.)

(Consider SC executions $\Rightarrow$ global total order)

Two conflicting operations race if

- From different processors
- Execute one after another (consecutively)

```
P1                      P2
Write, A, 23
Write, B, 37
                      Read, Flag, 0
Write, Flag, 1
                        Read, Flag, 1
                        Read, B, ___
                        Read, A, ___
```

Races usually "synchronization," others "data"

Can optimize operations that *never race*

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Data-Race-Free-0 (DRF0) Definition

Data-Race-Free-0 Program

All accesses distinguished as either synchronization or data

All races distinguished as synchronization

(in any SC execution)

Data-Race-Free-0 Model

Guarantees SC to data-race-free-0 programs

It is widely accepted that data races make programs hard to debug independent of memory model (even with SC)

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Distinguishing/Labeling Memory Operations

Need to distinguish/label operations at all levels

- High-level language
- Hardware

Compiler must translate language label to hardware label

Java: volatiles, synchronized

C++: atomics

Hardware: fences inserted before/after synchronization

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Data-Race-Free Summary

The idea

Programmer writes data-race-free programs

System gives SC

For programmer

Reason with SC

Enhanced portability

For hardware and compiler

More flexibility

Finally, convergence on hardware and software sides

(BUT still many problems…)

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