Cache Coherence

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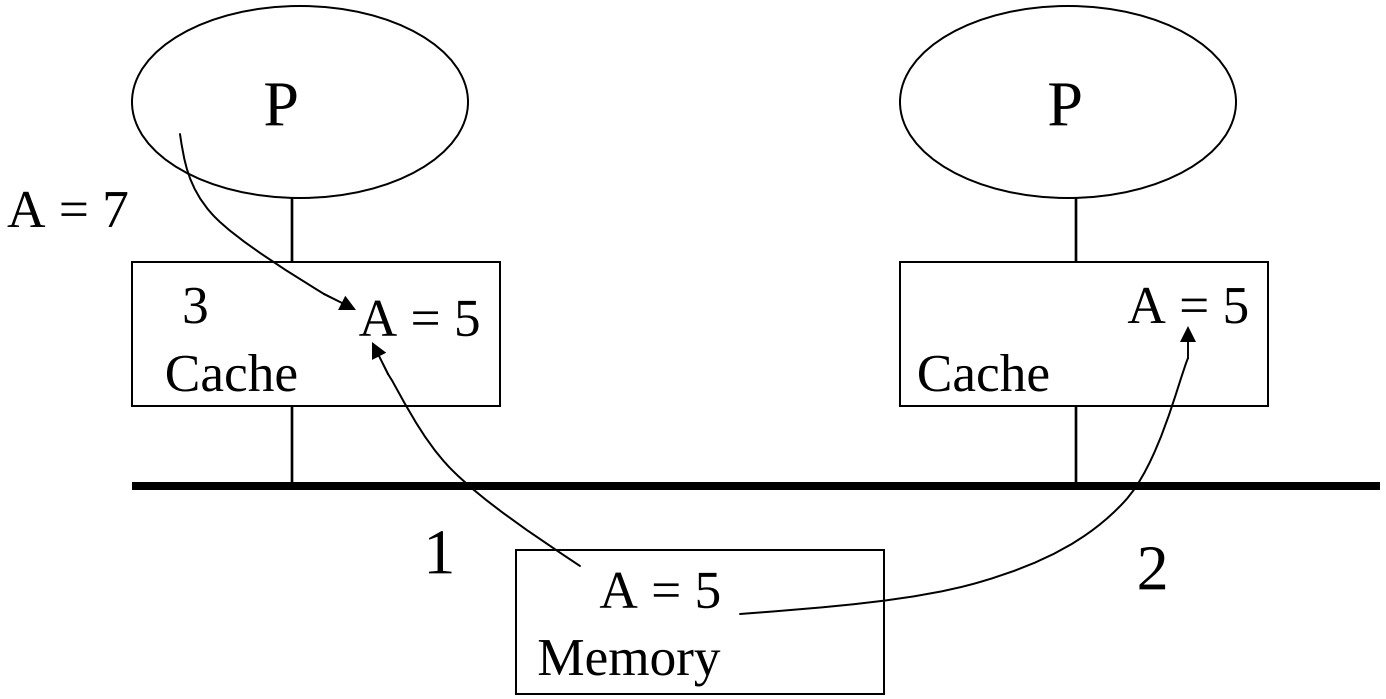
CS533

The Cache Coherence Problem

- Caches are critical to modern high-speed processors
- Multiple copies of a block can easily get inconsistent
  - processor writes. I/O writes,..



Cache Coherence Solutions

- Software based vs hardware based
- Software-based:
  - Compiler based or with run-time system support
  - With or without hardware assist
  - Tough problem because perfect information is needed in the presence of memory aliasing and explicit parallelism
- Focus on hardware based solutions as they are more common

Hardware Solutions

- The schemes can be classified based on :
  - Snoopy schemes vs. Directory schemes
  - Write through vs. write-back (ownership-based) protocols
  - update vs. invalidation protocols
  - dirty-sharing vs. no-dirty-sharing protocols

Snoopy Cache Coherence Schemes

- A distributed cache coherence scheme based on the notion of a snoop that watches all activity on a global bus, or is informed about such activity by some global broadcast mechanism.

- Most commonly used method in commercial multiprocessors

Write Through Schemes

- All processor writes result in :
  - update of local cache and a global bus write that :
    - updates main memory
    - invalidates/updates all other caches with that item

- Advantage : Simple to implement
- Disadvantages : Since ~15% of references are writes, this scheme consumes tremendous bus bandwidth . Thus only a few processors can be supported.

Write-Back/Ownership Schemes

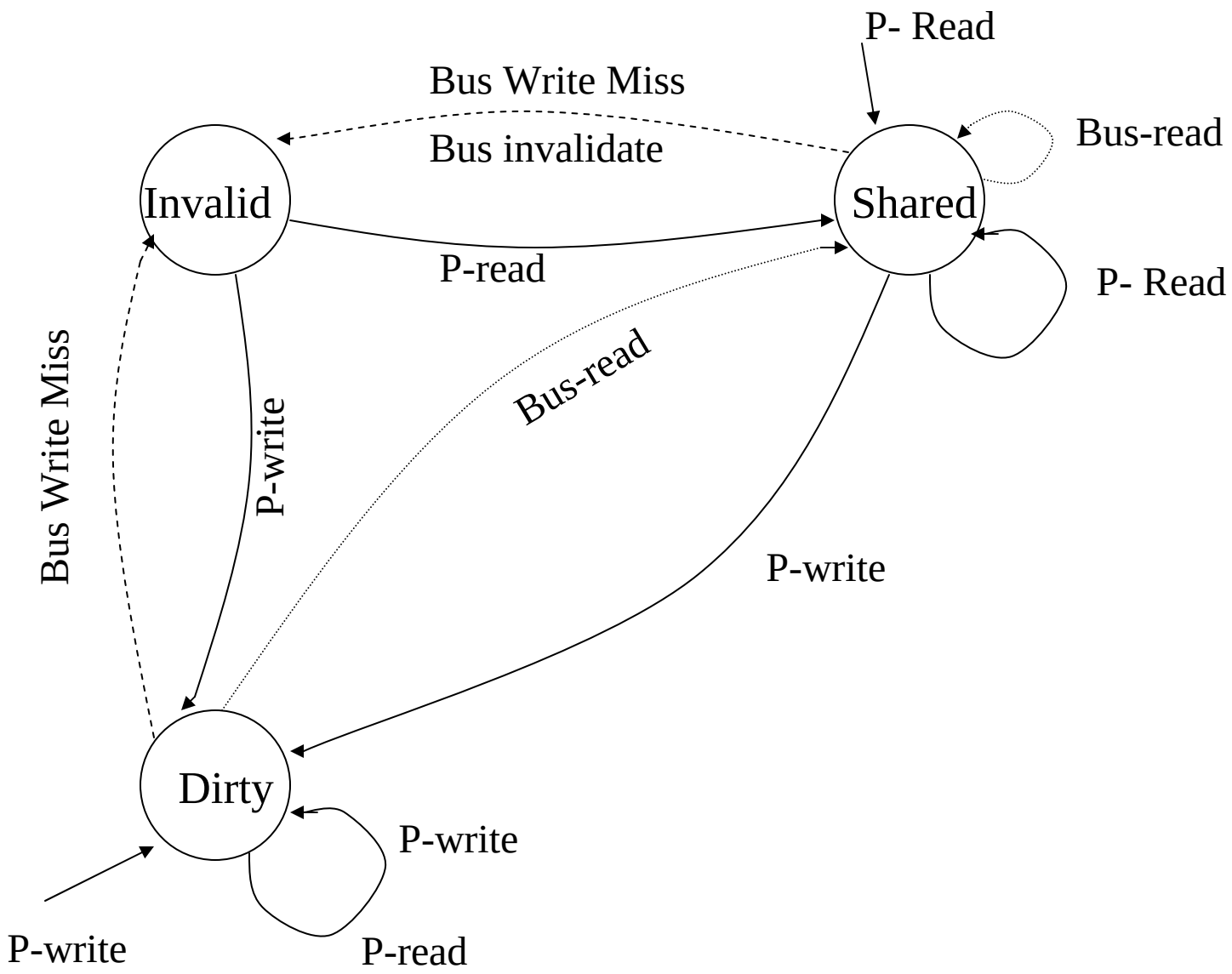
- When a single cache has ownership of a block, processor writes do not result in bus writes thus conserving bandwidth.
- Most bus-based multiprocessors nowadays use such schemes.
- Many variants of ownership-based protocols exist

Invalidation vs. Update Strategies

1. Invalidation : On a write, all other caches with a copy are invalidated
2. Update : On a write, all other caches with a copy are updated

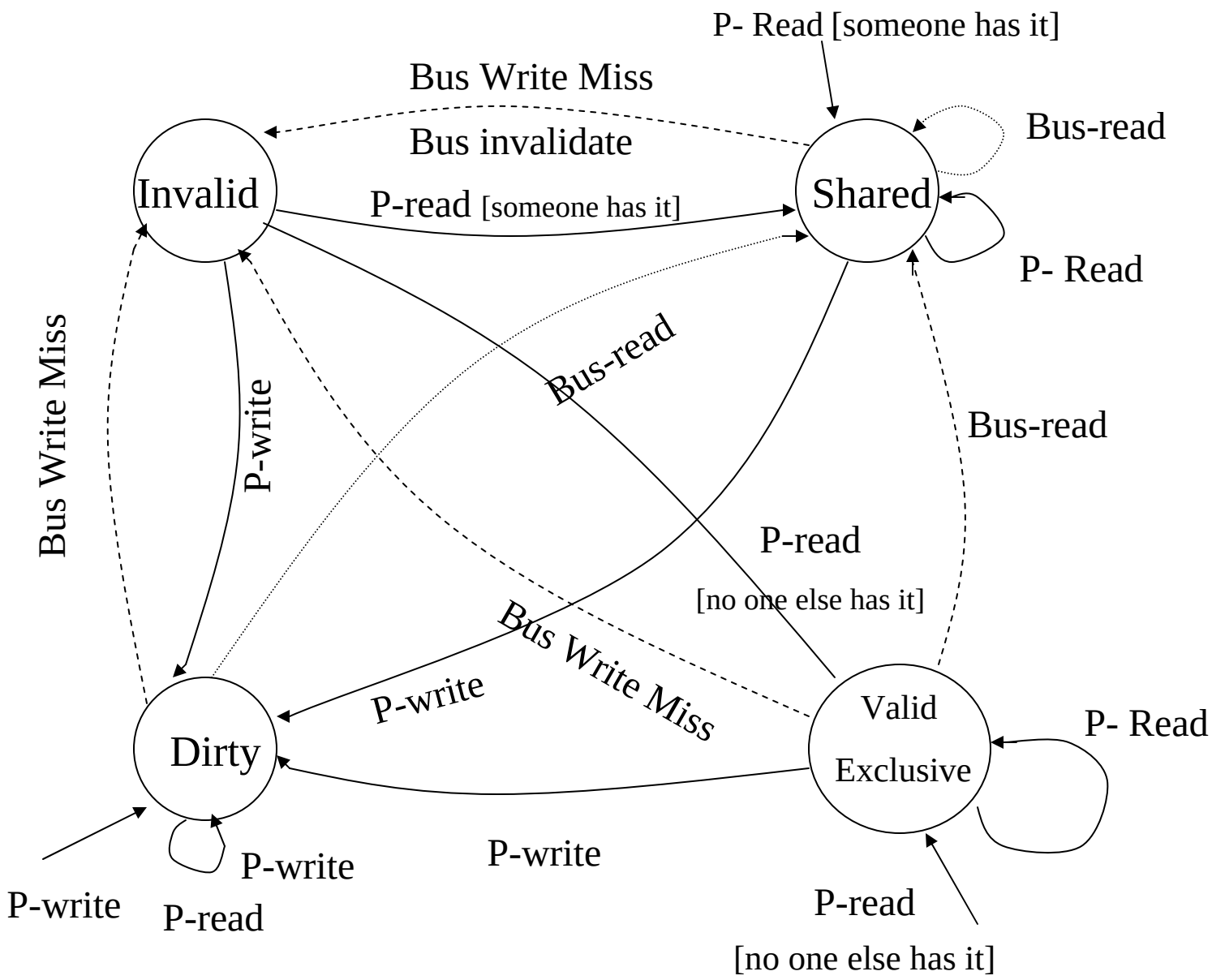
- Invalidation is bad when :
  - single producer and many consumers of data.
- Update is bad when :
  - multiple writes by one PE before data is read by another PE.
  - Junk data accumulates in large caches (e.g. process migration).

- Overall, invalidation schemes are more popular.



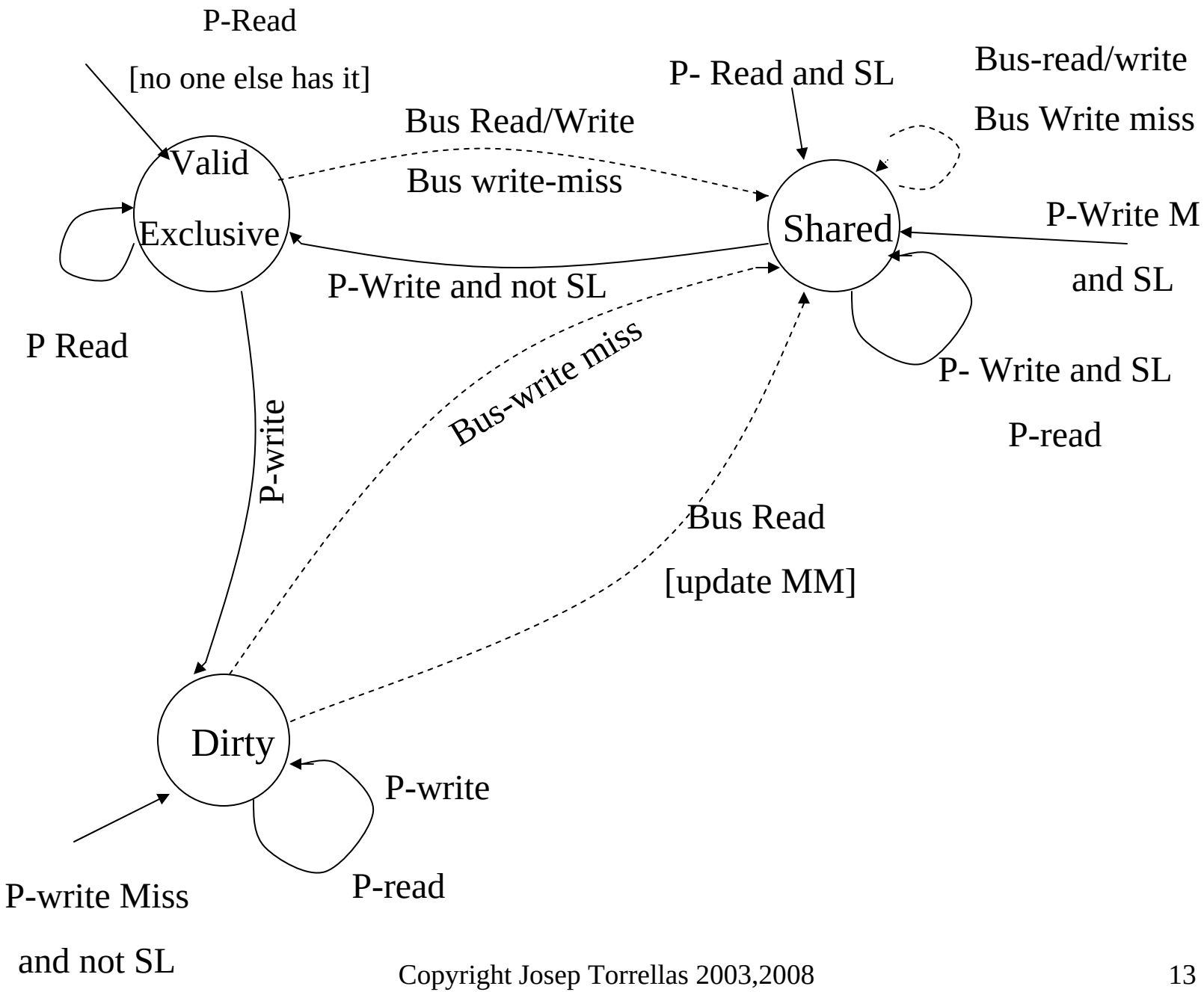
Illinois Scheme

- States: I, VE (valid-exclusive), VS (valid-shared), D (dirty)
- Two features :
  - The cache knows if it has an valid-exclusive (VE) copy. In VE state no invalidation traffic on write-hits.
  - If some cache has a copy, cache-cache transfer is used.
- Advantage:
  - closely approximates traffic on a uniprocessor for sequential pgms.
- Disadvantage:
  - complexity of mechanism that determines exclusiveness


P- Read [someone has it]
Bus Write Miss
Bus invalidate
Bus-read
Invalid
Shared
P-read [someone has it]
P- Read
Bus Write Miss
P-write
Bus-read
Bus-read
P-read
[no one else has it]
Bus Write Miss
P-write
Valid
Exclusive
P- Read
Dirty
P-write
P-write
P-read
P-write
P-read
[no one else has it]

DEC Firefly Scheme

- Classification: Write-back, update, no-dirty-sharing.
- States :
  - VE (valid exclusive): only copy and clean
  - VS (valid shared) : shared -clean copy. Write hits result in updates to memory and other caches and entry remains in this state
  - D(dirty): dirty exclusive (only copy)
- Used special “shared line” on bus to detect sharing status of cache line
- Supports producer-consumer model well
- What about sequential processes migrating between CPU’s?



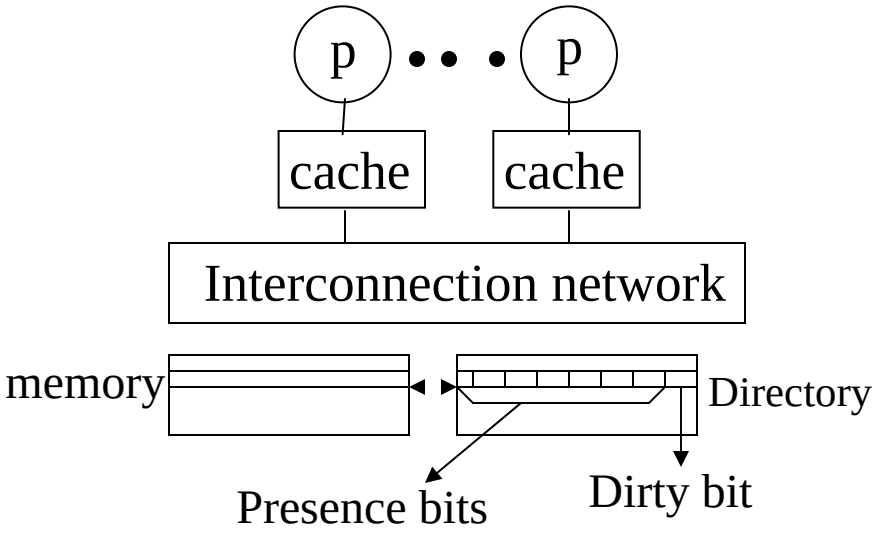
Directory Based Cache Coherence

Key idea :keep track in a global directory (in main memory) of which processors are caching a location and the state.

Motivation

- Snoopy schemes do not scale because they rely on broadcast
- Hierarchical snoopy schemes have the root as a bottleneck
- Directory based schemes allow scaling
  - They avoid broadcasts by keeping track of all PEs caching a memory block, and then using point-to-point messages to maintain coherence
  - They allow the flexibility to use any scalable point-to-point network

Basic Scheme (Censier and Feautrier)



- Assume K processors
- With each cache-block in memory: K presence bits and 1 dirty bit
- With each cache-block in cache : 1 valid bit and 1 dirty (owner) bit

Read Miss

Read from main-memory by PE_i

- If dirty bit is off then {read from main memory;turn p[i] ON; }
- If dirty bit is ON then {recall line from dirty PE (cache state to shared); update memory; turn dirty-bit OFF;turn p[i] ON; supply recalled data to PE_i;}

Write Miss

If dirty-bit OFF then

{supply data to PE_i; send invalidations to all PE's caching that block and clear their P[k] bits; turn dirty bit ON; turn P[i] ON; .. }

If dirty bit ON then

{recall the data from owner PE which invalidates itself; (update memory); clear bit of previous owner; forward data to PE i; turn bit PE[I] on; (dirty bit ON all the time) }

Write Hit to Non-Owned Data

Write- hit to data valid (not owned) in cache:

{access memory-directory; send invalidations to all PE's caching block; clear their P[k] bits; supply data to PE i ; turn dirty bit ON ; turn PE[i] ON }

Key Issues

- Scaling of memory and directory bandwidth
  - Cannot have main memory or directory memory centralized
  - Need a distributed cache coherence protocol

- As shown, directory memory requirements do not scale well
  - Reason is that the number of presence bits needed grows as the number of PEs.
  - Also: the larger the main memory is, the larger the directory

Directory Organizations

- Memory-based schemes (DASH) vs Cache-based schemes (SCI)
- Cache-based schemes (or linked-list based)
  - Singly linked
  - Doubly-linked (SCI)
- Memory-based schemes (or pointer-based)
  - Full map (Dir-N) vs Partial-map schemes (Dir-i-B, Dir-i-CV-r,…)
  - Dense (DASH) vs Sparse directory schemes

Pointer-Based Coherence Schemes

- The Full Bit Vector Scheme
- Limited Pointer Schemes
- Sparse Directories (Caching)
- LimitLess (Software Assistance)

The Full Bit Vector Scheme

- One bit of directory memory per main-memory block per PE
- Memory requirements are P x (P x M/B), where P is the number of PE, M is main memory per PE, and B is cache block size (not counting the dirty bit)
- Invalidation traffic is best
- One way to reduce the overhead is to increase B
  - Can result in false sharing and increased coherence traffic
- Overhead not too large for medium-scale mps
  - Example: 256 PE organized as 64 4-PE clusters with 64-byte cache blocks ---> 12% memory overhead

Limited Pointer Schemes

- Since data is expected to be in only a few caches at any one time, a limited number of pointers per directory entry should suffice
- Overflow strategy: what to do when the number of sharers exceeds the number of pointers?
- Many different schemes based on different overflow strategies

Some Examples

- Dir-i-B
  - Beyond i-pointers, set the inval-broadcast bit ON
  - Storage needed is: i x log(P) x PM/B (in addition to inval-broadcast bit)
  - Expected to do well since widely shared data is not written often
- Dir-i-NB
  - When sharers exceed i, invalidate one of the existing sharers
  - Significant degradation expected for widely-shared mostly-read data
- Dir-i-CV-r
  - When sharers exceed i, use bits allocated to i poiters as a coarse resolution vector (each bit points to multiple PE)
  - Always results in less coherence traffic than Dir-i-B
- LimitLess directories: Handle overflow using SW traps

Performance of Directories

- Figure10 in Gupta et al paper
- Figure 7 in Gupta et al paper

LimitLess Directories

- Limit number of pointers
- On overflow:
  - Memory module interrupts the local processor
  - Processor emulates the full-map directory for block

LimitLess Directories Require...

- Rapid trap handler: trap code executes within 5-10 cycles from trap initiation)
- Software has complete access to coherence controller
- Interface to the network that allows the processor to launch and intercept coherence protocol packets