Cache Coherence

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Goals of caches

» Small memories that provide quick access to recently accessed data.

- » Transparently managed by hardware (and OS)
 - Program output should appear as if the caches did not exist and applications directly accessed main memory.

Goals of shared memory

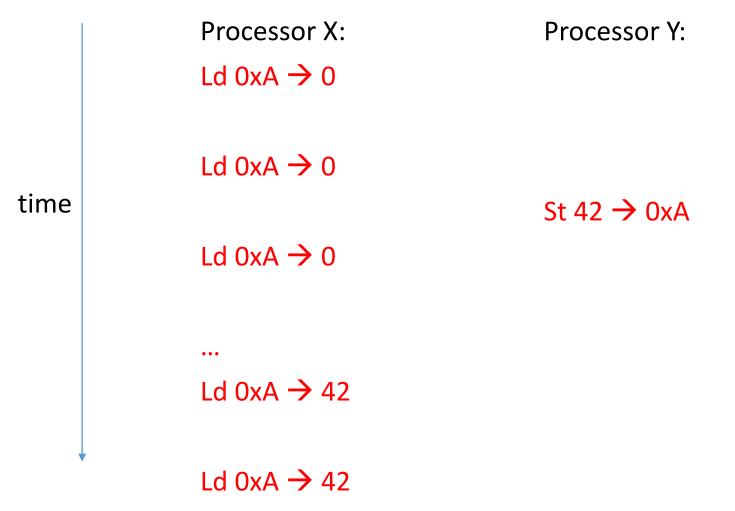
» Multiple concurrently executing threads can read and write data in a single address space.

- » Transparently managed by hardware (and OS)
 - Program output should appear as if the caches did not exist and applications directly accessed single memory.

Caches in parallel systems

- » Caches give quick access to data:
 - Small private caches may hold copies of data.
- » Transparent management: How to ensure cache accesses don't act on stale data?
 - No shared writeable address space: Pure message passing, or
 - Cache coherence

Cache coherence



Cache Coherence

- » Two Rules:
 - 1. Write propagation: Writes **eventually** become visible to other processors
 - 2. Write serialization: All processors observe writes to one location appear to happen in a consistent order
- » Strategies for propagation:
 - A write **invalidates** copies in other private caches
 - A write **updates** copies in other private caches
 - Tradeoffs?

Serialization strategies

- » Snoopy coherence protocol On a miss, private caches broadcast their actions through a bus-like interconnect, other caches observe ("snoop") and perform updates or invalidations.
- » Directory-based coherence protocol On a miss, private caches send unicast message to the directory, which serializes requests and sends unicast messages to other caches to perform updates or invalidations.

Tradeoffs?

Do write-through caches need coherence?

» Yes.

- Writes must propagate: update or invalidate copies in other private caches.
- Write serialization is trivial.
- » A protocol with two stable states is sufficient:
 - Invalid
 - Shared
- » Do you need transient cache states?
 - Implemented with MSHR

Write-back caches: MSI

- » Three stable states per cache-line
 - Invalid (I): Cache does not have a copy
 - Shared (S): Cache has read-only copy; clean
 - Modified (M): Cache has only copy; writable; (potentially) dirty
- » Processor-initiated actions:
 - Read: needs to upgrade permission to S
 - Write: needs to upgrade permission to M
 - Evict: relinquish permissions (caused by access to a different cache line)

MSI directory states

- » Uncached (Un): No cache has a valid copy
- » Shared (Sh): One or more caches in S state. Must track sharers.
- » Exclusive (Ex): One of the caches in M state. Must track owner.
- » Does the directory need transient states?
 - Yes on downgrades/invalidations, to guarantee serialization

Lab Task: MSI Coherence Protocol

» Implement with Murphi description language

- Rules: Define transitions between states
- Invariants and asserts: Capture protocol correctness
- » Murphi verifier
 - Explores reachable states until it finds:
 - A violation of an invariant or assertion, or
 - A state with no possible transitions (deadlock), or
 - It has explored all reachable states and found no errors.
 - Exploits symmetry to reduce redundant states

Races

- » Occur when there are multiple messages/requests in flight concerning a single cache line.
- » Try to minimize the opportunity for races by waiting for previous messages before sending new ones.
- » Multiple processors may concurrently initiate conflicting requests.
 - L15-24 shows one case
- » If network may deliver messages out of order, the protocol must handle this. For example:
 - The directory has two messages in flight to one private cache.
 - One processor/cache has two messages in flight to the directory.
- » 3-hop protocol may require you to add more handling for additional races.

Tips

- » Feel free to add to or rename states and messages.
- » Get a 4-hop protocol working first, before attempting 3-hop.
- » Get your protocol working with ProcCount set to 2 before handling the 3-processor case.
- » Write more of assertions and/or invariants.
 - Add assertions/invariants about your transient states.