Cache Coherence (Continued)

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Adapted from prior course offerings

Cache Coherence

» Two *necessary* conditions:

- 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
- » MSI protocol provides a sufficient condition via single-writer multi-reader policy
 - Only one cache may have write permission at any given point in time
 - Multiple caches can have read-only permission at a given point in time

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

Transitions initiated by processor accesses:







Actions

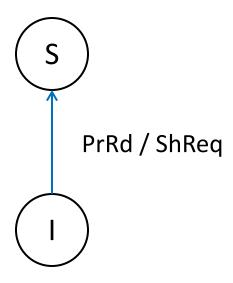
Processor Read (PrRd)

Processor Write (PrWr)

Shared Request (ShReq)

Transitions initiated by processor accesses:





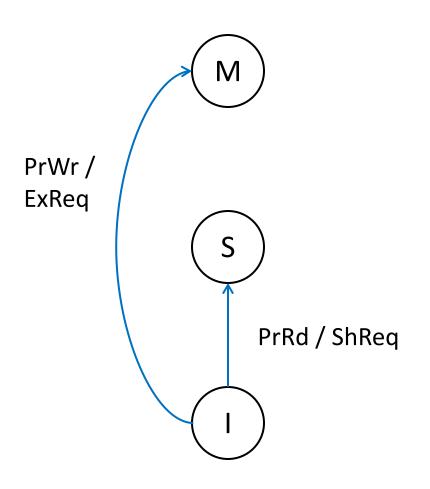
Actions

Processor Read (PrRd)

Processor Write (PrWr)

Shared Request (ShReq)

Transitions initiated by processor accesses:



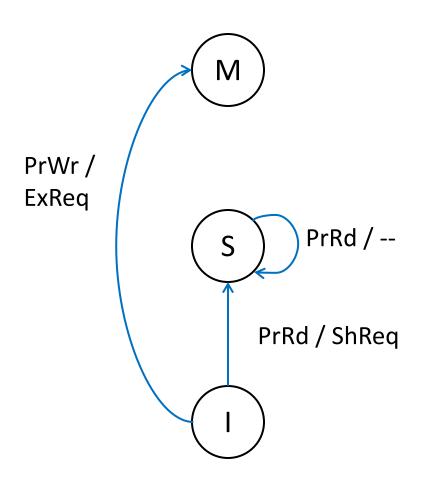
Actions

Processor Read (PrRd)

Processor Write (PrWr)

Shared Request (ShReq)

Transitions initiated by processor accesses:



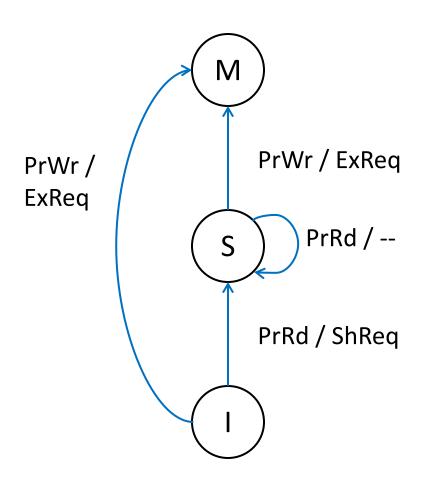
Actions

Processor Read (PrRd)

Processor Write (PrWr)

Shared Request (ShReq)

Transitions initiated by processor accesses:



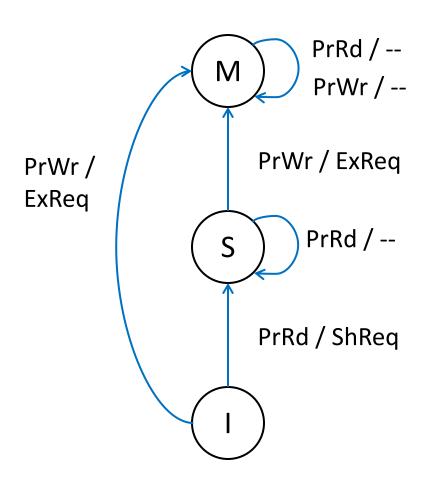
Actions

Processor Read (PrRd)

Processor Write (PrWr)

Shared Request (ShReq)

Transitions initiated by processor accesses:



Actions

Processor Read (PrRd)

Processor Write (PrWr)

Shared Request (ShReq)

Transitions initiated by directory requests:







Actions

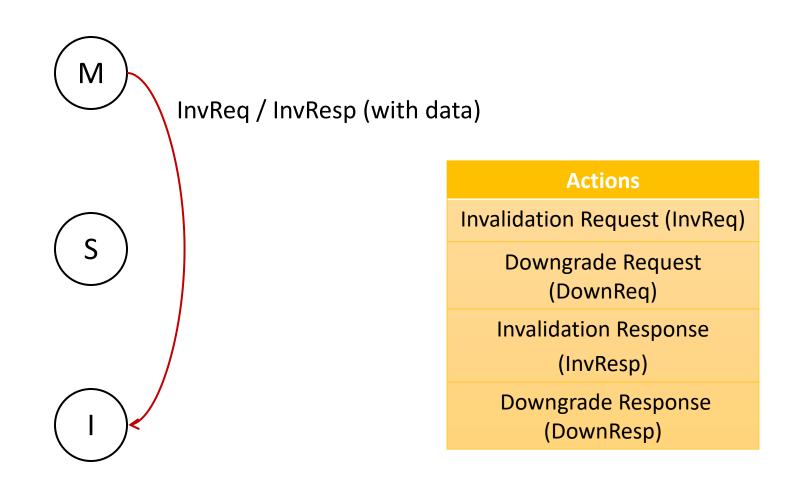
Invalidation Request (InvReq)

Downgrade Request (DownReq)

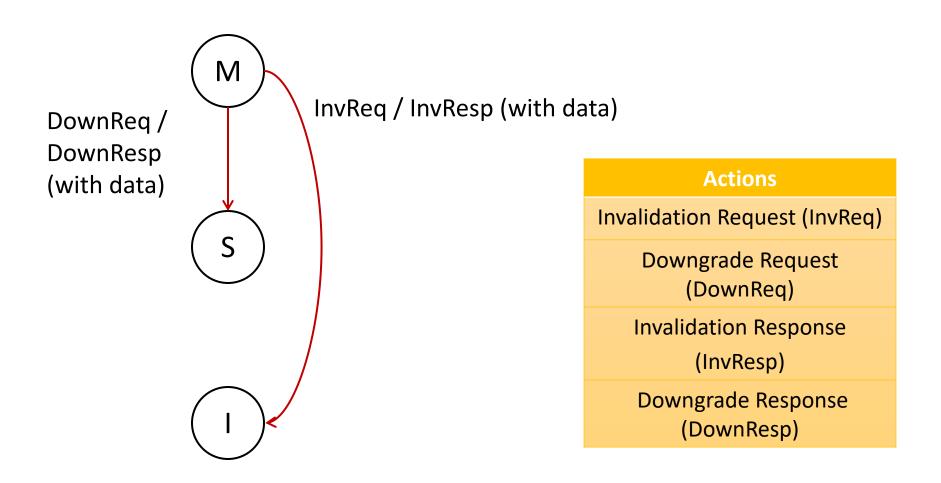
Invalidation Response (InvResp)

Downgrade Response (DownResp)

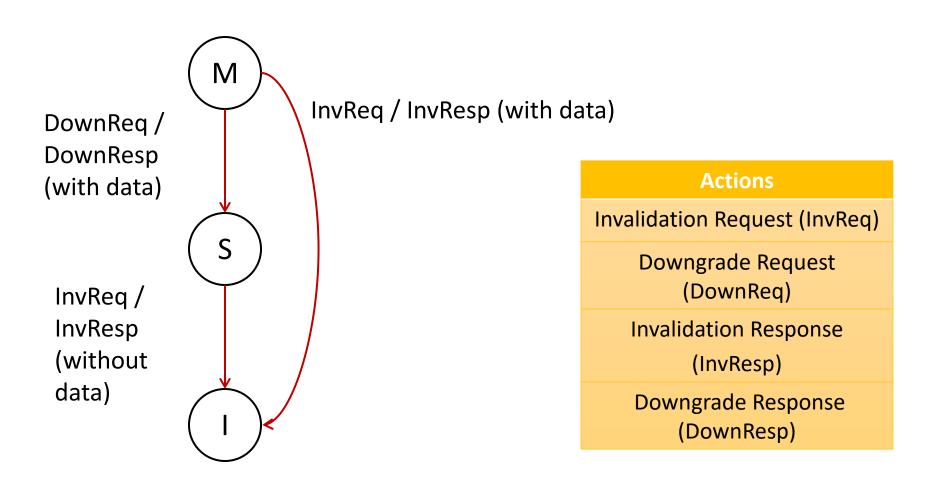
Transitions initiated by directory requests:



Transitions initiated by directory requests:



Transitions initiated by directory requests:



Transitions initiated by evictions:



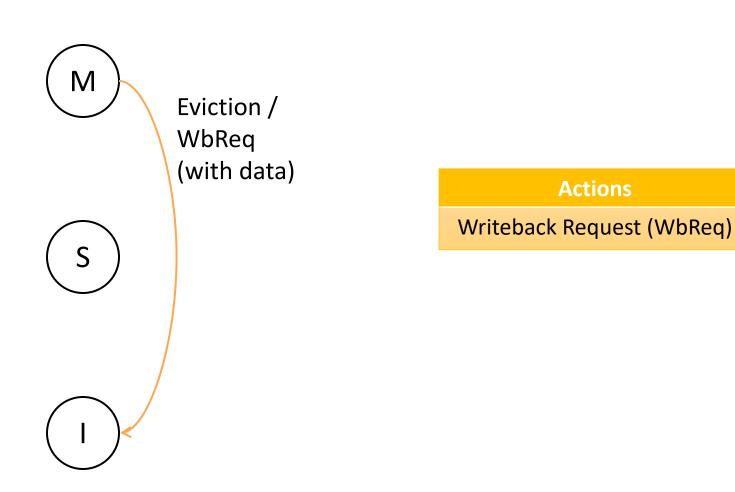


Actions

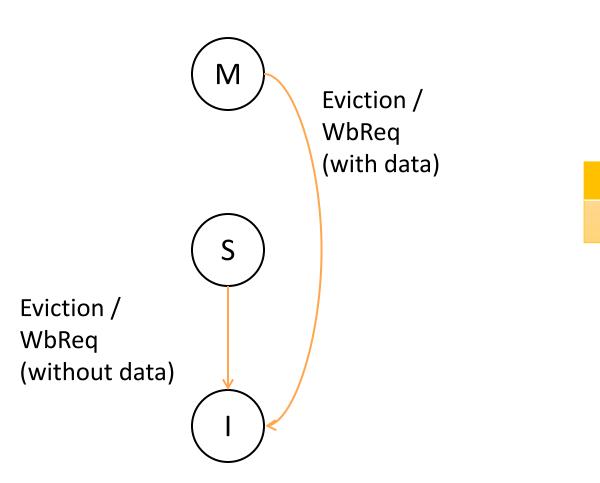
Writeback Request (WbReq)



Transitions initiated by evictions:



Transitions initiated by evictions:

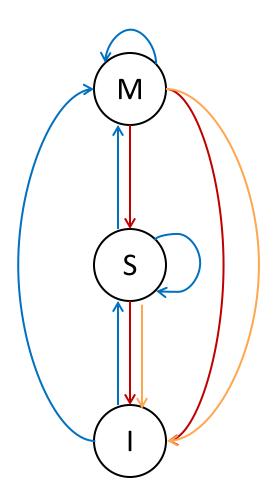


Actions

Writeback Request (WbReq)

MSI Protocol: Caches

- → Transitions initiated by processor accesses
- Transitions initiated by directory requests
- ---> Transitions initiated by evictions



Transitions initiated by data requests:



Sh



Transitions initiated by data requests:

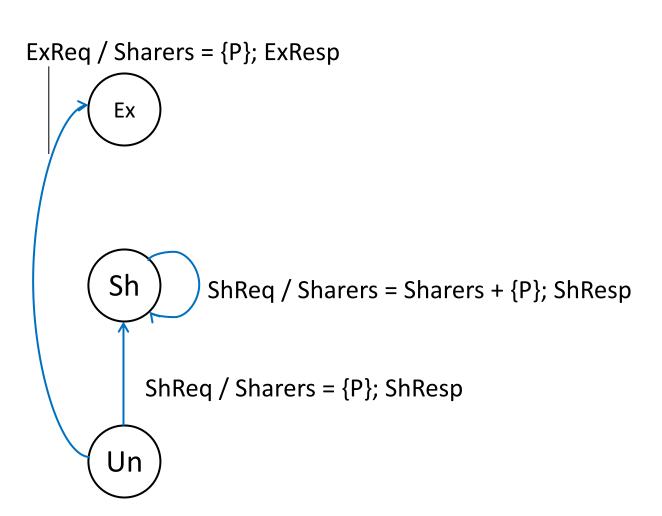
Ex

```
Sh ShReq / Sharers = Sharers + {P}; ShResp

ShReq / Sharers = {P}; ShResp

Un
```

Transitions initiated by data requests:



Transitions initiated by data requests:

```
ExReq / Sharers = {P}; ExResp
        Ex
           ExReq / Inv(Sharers - {P}); Sharers = {P}; ExResp
       Sh
                ShReq / Sharers = Sharers + {P}; ShResp
           ShReq / Sharers = {P}; ShResp
```

Transitions initiated by data requests:

```
ExReq / Sharers = {P}; ExResp
              ShReq / Down(Sharer); Sharers = Sharer + {P}; ShResp
        Ex
           ExReq / Inv(Sharers - {P}); Sharers = {P}; ExResp
       Sh
                ShReq / Sharers = Sharers + {P}; ShResp
           ShReq / Sharers = {P}; ShResp
```

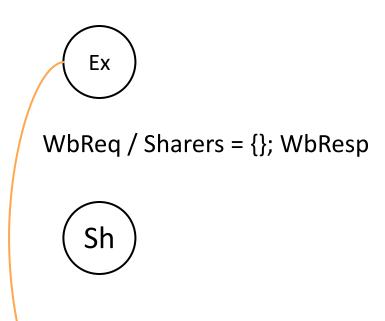
Transitions initiated by writeback requests:



Sh



Transitions initiated by writeback requests:





Transitions initiated by writeback requests:

```
WbReq / Sharers = {}; WbResp

Sh
WbReq && |Sharers| > 1 /
Sharers = Sharers - {P}; WbResp
```

Transitions initiated by writeback requests:

```
Ex
WbReq / Sharers = {}; WbResp
            WbReq && |Sharers| > 1 /
   Sh
            Sharers = Sharers - {P}; WbResp
        WbReq && |Sharers| == 1/
        Sharers = {}; WbResp
```

Optimizations

- » Problem: Frequent read-upgrade sequences
 - private read-modify-write
 - Requires two bus transactions even for private blocks

- » Solution: Add Exclusive (E) state
 - E: Only one copy, writable, and clean
 - Core silently updates to M upon a write to indicate dirty line.

Optimizations

- » Problem: Writeback to memory upon M->S downgrade
 - Sometimes wastes bandwidth e.g. producer-consumer scenarios
 - S implicitly assumes line is clean, allowing silent evictions.
- » Solution: Add Owner (O) state
 - O: Multiple copies, read-only, and dirty. Also responsible for writing back the data
 - Core entres O upon a downgrade.

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.
 - L13-25 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.