Cache Coherence for Large-Scale Machines

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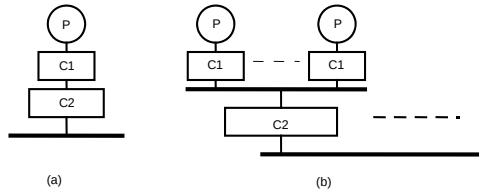
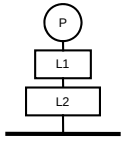
Topics
- Hierarchies
- Directory Protocols

Hierarchical Cache Coherence



Hierarchies arise in two ways:
1. Processors have multiple levels of caches
   - single cache hierarchy
2. Building a large-scale multiprocessor via a hierarchy of buses
   - multi-cache hierarchy

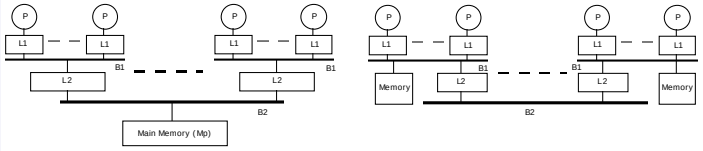
Single Cache Hierarchies



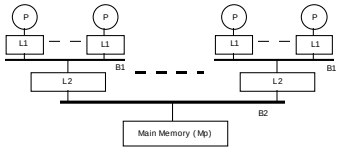
Inclusion Property: Everything in L1 cache is also present in L2 cache.
- L2 must also be owner of block if L1 has the block dirty
- Snoop of L2 takes responsibility for recalling or invalidating data due to remote requests
- It often helps if the block size in L1 is smaller or the same size as that in L2 cache

Hierarchical Snoopy Cache Coherence

- Simplest way to build large-scale cache-coherent MPs is to use a hierarchy of buses and use snoopy coherence at each level.
- Two ways to build such a machine:
  (a) Main memory centralized at the global (B2) bus
  (b) Main memory distributed among the clusters



Hierarchies with Global Memory



- First-level caches:
  - Highest performance SRAM caches.
  - B1 follows standard snoopy protocol
- Second-level caches:
  - Much larger than L1 caches (set assoc). Must maintain inclusion.
  - L2 cache acts as filter for B1-bus and L1-caches.
  - L2 cache can be DRAM based, since fewer references get to it.

Hierarchies w/ Global Mem (Cont)

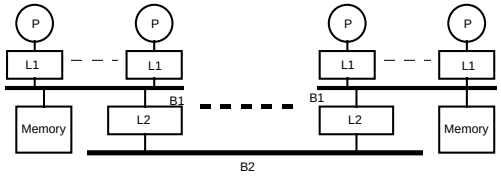
Advantages:

- Misses to main memory just require single traversal to the root of the hierarchy.
- Placement of shared data is not an issue.

Disadvantages:

- Misses to local data structures (e.g., stack) also have to traverse the hierarchy, resulting in higher traffic and latency.
- Memory at the global bus must be highly interleaved. Otherwise bandwidth to it will not scale.

Cluster Based Hierarchies



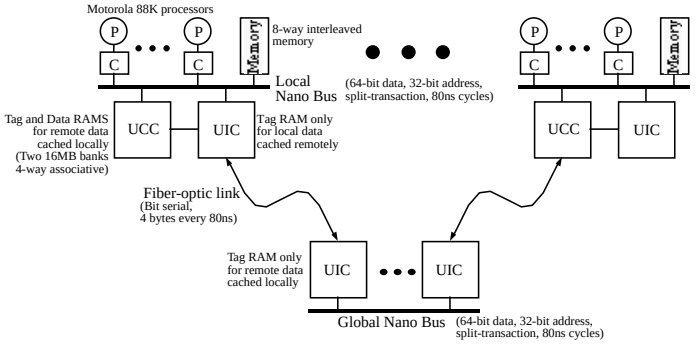
Key idea: Main memory is distributed among clusters.

- reduces global bus traffic
  - local data and suitably placed shared data
- reduces latency
  - less contention and local accesses are faster
- example machine: Encore Gigamax

Observation:

- L2 cache can be replaced by a tag-only router-coherence switch.

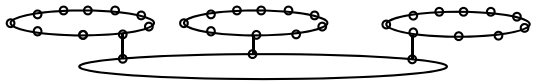
Encore Gigamax



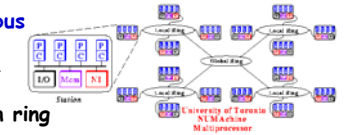
Cache Coherence in Gigamax

- Write to local-bus is passed to global-bus if:
  - data allocated in remote Mp
  - allocated local but present in some remote cache
- Read to local-bus passed to global-bus if:
  - allocated in remote Mp, and not in cluster cache
  - allocated local but dirty in a remote cache
- Write on global-bus passed to local-bus if:
  - allocated in to local Mp
  - allocated remote, but dirty in local cache
- ...
- Many race conditions possible
  - e.g., write-back going out as request coming in

Alternative: Hierarchy of Rings



- Hierarchical ring network, not bus
  - examples:
    - U. of Toronto: Hector, NUMAchine
    - Kendall Square Research (KSR)
- Snoop on requests passing by on ring



- Point-to-point structure of ring implies:
  - potentially higher bandwidth than buses
  - higher latency
- May become interesting again in chip multiprocessors

Hierarchies: Summary

Advantages:

- Conceptually simple to build
  - apply snooping recursively
- Can get merging and combining of requests in hardware

Disadvantages:

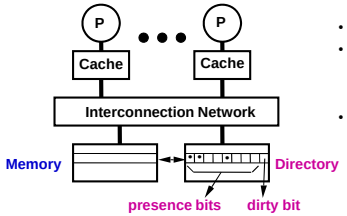
- Physical hierarchies do not provide enough bisection bandwidth
  - the root becomes a bottleneck (e.g., 2-d, 3-d grid problems)
  - patch solution: multiple buses/rings at higher levels
- Latencies often larger than in direct networks

Directory-Based Cache Coherence

Motivation for Directory Schemes

- **Snoopy schemes** do not scale because they **rely upon broadcast**
- **Directory-based schemes** allow scaling:
  - they **avoid broadcasts** by:
    - keeping track of all processors (PEs) caching a memory block,
    - and then using point-to-point messages to maintain coherence
  - they will work on **any scalable point-to-point interconnect**
    - i.e. do not rely upon buses or other broadcast-based interconnects

Basic Scheme (Censier & Feautrier)

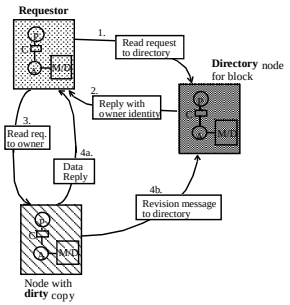


- Assume P processors
- With each cache-block in memory:
  - P presence bits
  - 1 dirty bit
- With each cache-block in cache:
  - 1 valid bit
  - 1 dirty (owner) bit

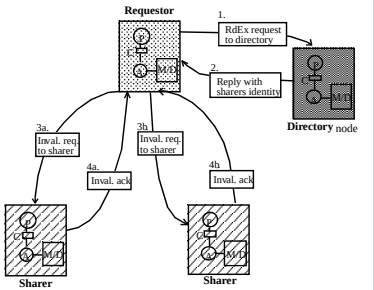
- **Read from main memory by PE-i:**
  - if dirty-bit is OFF then { read from main memory; turn p[i] ON; }
  - if dirty-bit is ON then { recall line from dirty PE (cache state to shared); update memory; turn dirty-bit OFF; turn p[i] ON; supply recalled data to PE-i; }
- **Write to main memory by PE-i:**
  - if dirty-bit OFF then { supply data to PE-i; send invalidations to all PEs caching that block; turn dirty-bit ON; turn P[i] ON; ... }
  - ...

Directory Protocol Examples

(a) Read miss to a block in dirty state



(b) Write miss to a block with two sharers



Many alternative for organizing directory information

Scaling with Number of Processors

- **Scaling of memory and directory bandwidth provided**
  - Centralized directory is BW bottleneck, just like centralized memory
  - How to maintain directory information in distributed way?
- **Scaling of performance characteristics**
  - *traffic*: # of network transactions each time protocol is invoked
  - *latency*: # of network transactions in critical path each time
- **Scaling of directory storage requirements**
  - Number of presence bits needed grows as the number of processors
- **How directory is organized affects all these, performance at a target scale, as well as coherence management issues**

Insights into Directories

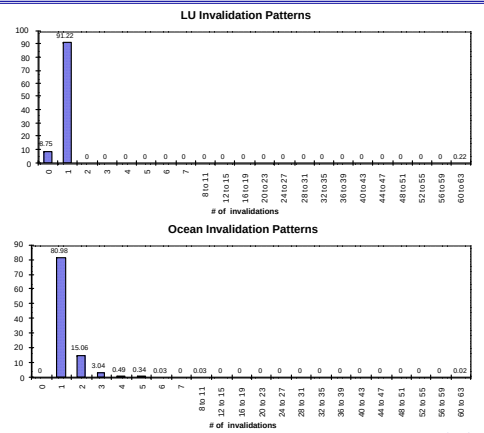
Inherent program characteristics:

- determine whether directories provide big advantages over broadcast
- provide insights into how to organize and store directory information

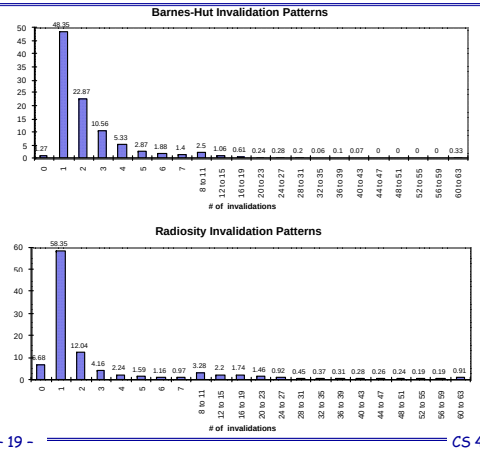
Characteristics that matter:

- frequency of write misses
- how many sharers on a write miss
- how these scale

Cache Invalidation Patterns



Cache Invalidation Patterns



Sharing Patterns Summary

Generally, only a few sharers at a write, scales slowly with P:

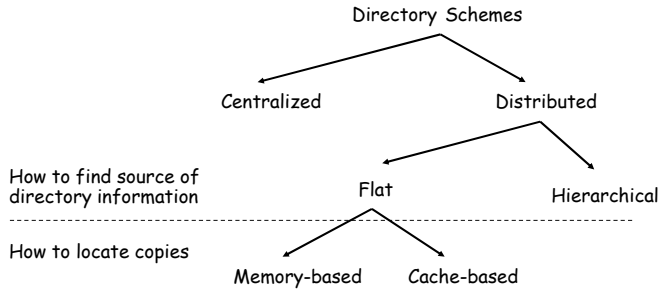
- **Code and read-only objects (e.g, scene data in Raytrace)**
  - no problems as rarely written
- **Migratory objects (e.g., cost array cells in LocusRoute)**
  - even as # of PEs scale, only 1-2 invalidations
- **Mostly-read objects (e.g., root of tree in Barnes)**
  - invalidations are large but infrequent, so little impact on performance
- **Frequently read/written objects (e.g., task queues)**
  - invalidations usually remain small, though frequent
- **Synchronization objects**
  - low-contention locks result in small invalidations
  - high-contention locks need special support (SW trees, queueing locks)

Implies directories very useful in containing traffic

- **if organized properly, traffic and latency shouldn't scale too badly**

Suggests techniques to reduce storage overhead

Organizing Directories



Let's see how they work and their scaling characteristics with P

How to Find Directory Information

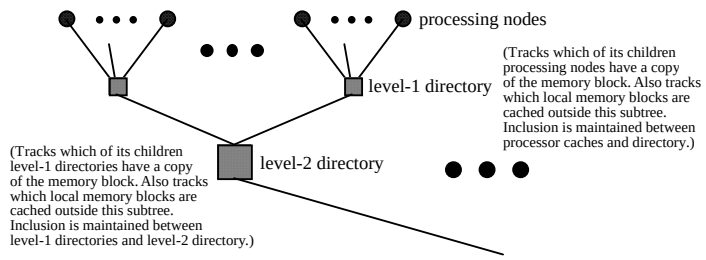
centralized memory and directory - easy: go to it

- **but not scalable**

distributed memory and directory

- **flat schemes**
  - directory distributed with memory: at the *home*
  - location based on address (hashing):
    - » message sent directly to home
- **hierarchical schemes**
  - directory organized as a hierarchical data structure
  - leaves are processing nodes, internal nodes have only directory state
  - node's directory entry for a block says whether each subtree caches the block
  - to find directory info, send "search" message up to parent
    - » routes itself through directory lookups
  - like hiearchical snooping, but point-to-point messages between children and parents

How Hierarchical Directories Work



Directory is a hierarchical data structure

- **leaves are processing nodes, internal nodes just directory**
- **logical hierarchy, not necessarily physical**
  - can be embedded in general network

How Is Location of Copies Stored?

Hierarchical Schemes:

- **through the hierarchy**
- **each directory has presence bits for its children (subtrees), & dirty bit**

Flat Schemes:

- **varies a lot**
- **different storage overheads and performance characteristics**
- **Memory-based schemes**
  - info about copies stored all at the home with the memory block
  - Dash, Alewife , SGI Origin, Flash
- **Cache-based schemes**
  - info about copies distributed among copies themselves
    - » each copy points to next
  - Scalable Coherent Interface (SCI: IEEE standard)

Flat, Memory-based Schemes

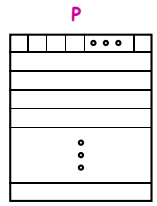
All info about copies co-located with the block itself the home
- works just like centralized scheme, except physically distributed

Scaling of performance characteristics:
- traffic on a write: proportional to number of sharers
- latency of a write: can issue invalidations to sharers in parallel

How Does Storage Overhead Scale?

Simplest representation: *full bit vector*
- i.e. one presence bit per node

Directory storage overhead:
- P = # of processors (or nodes)
- M = # of blocks in memory
- overhead is proportional to P*M



Does not scale well with P:
- 64-byte line implies:
  - 64 nodes: 12.7% overhead
  - 256 nodes: 50% overhead
  - 1024 nodes: 200% overhead

Reducing Storage Overhead

- Full Bit Vector Schemes Revisited
- Limited Pointer Schemes
  - reduce "width" of directory
    - i.e. the "P" term
- Sparse Directories
  - reduce "height" of directory
    - i.e. the "M" term

The Full Bit Vector Scheme

Invalidation traffic is best
- because sharing information is accurate

Optimizations for full bit vector schemes:
- increase cache block size:
  - reduces storage overhead proportionally
  - problems with this approach?
- use multiprocessor nodes:
  - bit per multiprocessor node, not per processor
  - still scales as P*M, but not a problem for all but very large machines
    - » e.g., 256-procs, 4 per cluster, 128B line: 6.25% overhead

Limited Pointer Schemes

Observation:

- Since data is expected to be in only a few caches at any one time, a limited # of pointers per directory entry should suffice

Overflow Strategy:

- What to do when # of sharers exceeds # of pointers?

Many different schemes based on differing overflow strategies

Overflow Schemes for Limited Pointers

Broadcast (Dir$_i$B)

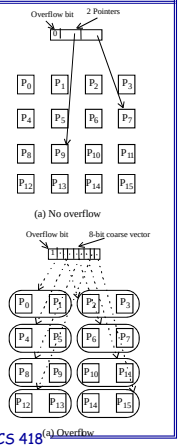
- broadcast bit turned on upon overflow
- when is this bad?

No-broadcast (Dir$_i$NB)

- on overflow, new sharer replaces one of the old ones (invalidated)
- when is this bad?

Coarse Vector (Dir$_i$CV)

- change representation to a coarse vector:
  - 1 bit per k nodes
- on a write, invalidate all nodes that a bit corresponds to



Overflow Schemes (Continued)

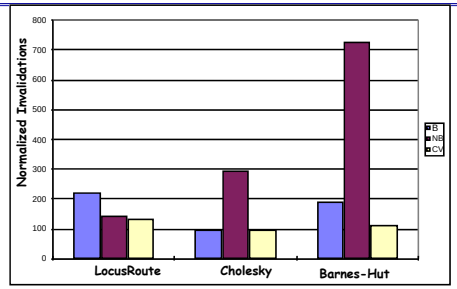
Software (Dir$_i$SW)

- trap to software, use any number of pointers (no precision loss)
  - MIT Alewife: 5 ptrs, plus one bit for local node
- but extra cost of interrupt processing on software
  - processor overhead and occupancy
  - latency:
    - » 40 to 425 cycles for remote read in Alewife
    - » 84 cycles for 5 inval, 707 for 6.

Dynamic Pointers (Dir$_i$DP)

- use pointers from a hardware free list in portion of memory
- manipulation done by hardware assist, not software
- e.g., Stanford FLASH

Some Data



- 64 procs, 4 pointers, normalized to full-bit-vector
- Coarse vector quite robust

General conclusions:

- full bit vector simple and good for moderate-scale
- several schemes should be fine for large-scale, no clear winner yet

Reducing Height: Sparse Directories

Reduce M term in P*M

Observation: total number of cache entries << total amount of memory.

- most directory entries are idle most of the time
- 1MB cache and 64MB per node => 98.5% of entries are idle

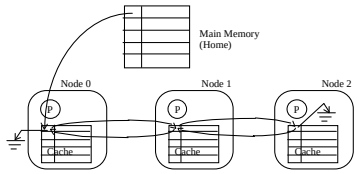
Organize directory as a cache

- but no need for backup store
  - send invalidations to all sharers when entry replaced
- one entry per "line"; no spatial locality
- different access patterns (from many procs, but filtered)
- allows use of SRAM, can be in critical path
- needs high associativity, and should be large enough

Can trade off width and height

Flat, Cache-based Schemes

- How they work:
  - home only holds pointer to rest of directory info
  - distributed linked list of copies, weaves through caches
    - cache tag has pointer, points to next cache with a copy
  - on read: add yourself to head of the list (communication needed)
  - on write: propagate chain of invalidations down the list



- Scalable Coherent Interface (SCI) IEEE Standard
  - doubly linked list

Scaling Properties (Cache-based)

Traffic on write: proportional to number of sharers

Latency on write: proportional to number of sharers!

- don't know identity of next sharer until reach current one
- also assist processing at each node along the way
- even reads involve more than one other assist:
  - home and first sharer on list

Storage overhead: quite good scaling along both axes

- Only one head pointer per memory block
  - rest is all proportional to cache size
    - » but that information is stored in SRAM!

Other properties:

- good: mature, IEEE Standard, fairness
- bad: complex

Summary of Directory Organizations

Flat Schemes:

- Issue (a): finding source of directory data:
  - go to home, based on address
- Issue (b): finding out where the copies are
  - memory-based: all info is in directory at home
  - cache-based: home has pointer to first element of distributed linked list
- Issue (c): communicating with those copies
  - memory-based: point-to-point messages (perhaps coarser on overflow)
    - can be multicast or overlapped
  - cache-based: part of point-to-point linked list traversal to find them
    - serialized

Hierarchical Schemes:

- all three issues through sending messages up and down tree
- no single explicit list of sharers
- only direct communication is between parents and children

Summary of Directory Approaches

Directories offer scalable coherence on general networks
- no need for broadcast media

Many possibilities for organizing directory and managing protocols

Hierarchical directories not used much
- high latency, many network transactions, and BW bottleneck at root

Both memory-based and cache-based flat schemes are alive
- for memory-based, full bit vector suffices for moderate scale
  - measured in nodes visible to directory protocol, not processors