CS252
Graduate Computer Architecture
Lecture 21
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Distributed Shared Memory

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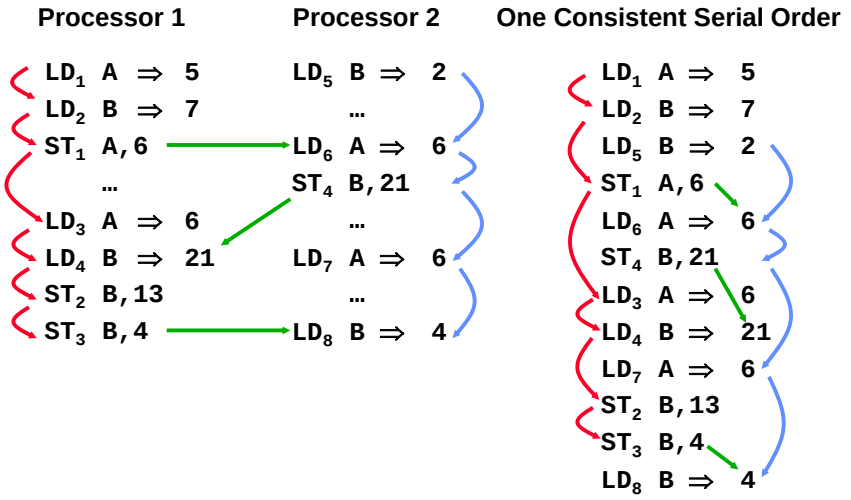
Recall: Sequential Consistency Example



Issues for Directory Protocols

- Correctness
- Performance
- Complexity and dealing with errors

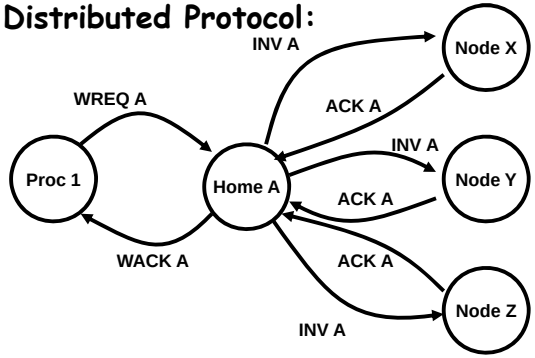
Discuss major correctness and performance issues that a protocol must address

Then delve into memory- and cache-based protocols, tradeoffs in how they might address (case studies)

Complexity will become apparent through this

Implications for Implementation

- Consider Distributed Protocol:



- Serious restrictions on when you can issue requests
- Processor held up on store until:
  - Every processor cache invalidated!
- How to prove that this is sequentially consistent??

Correctness

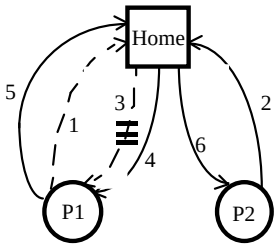
- Ensure basics of coherence at state transition level
  - relevant lines are updated/invalidated/fetched
  - correct state transitions and actions happen
- Ensure ordering and serialization constraints are met
  - for coherence (single location)
  - for consistency (multiple locations): assume sequential consistency
- Avoid deadlock, livelock, starvation
- Problems:
  - multiple copies AND multiple paths through network (distributed pathways)
  - unlike bus and non cache-coherent (each had only one)
  - large latency makes optimizations attractive
    - » increase concurrency, complicate correctness

Coherence: Serialization to a Location

- Need entity that sees op's from many procs
- bus:
  - multiple copies, but serialization imposed by bus order
  - Timestamp snooping: serialization imposed by virtual time
- scalable MP without coherence:
  - main memory module determined order
- scalable MP with cache coherence
  - home memory good candidate
    - » all relevant ops go home first
  - but multiple copies
    - » valid copy of data may not be in main memory
    - » reaching main memory in one order does not mean will reach valid copy in that order
    - » serialized in one place doesn't mean serialized wrt all copies

Serialization: Filter Through Home Node?

- Need a serializing agent
  - home memory is a good candidate, since all misses go there first
- Having single entity determine order is not enough
  - it may not know when all xactions for that operation are done everywhere



1. P1 issues read request to home node for A
2. P2 issues read-exclusive request to home corresponding to write of A. But won't process it until it is done with read
3. Home recieves 1, and in response sends reply to P1 (and sets directory presence bit). Home now thinks read is complete. Unfortunately , the reply does not get to P1 right away .
4. In response to 2, home sends invalidate to P1; it reaches P1 before transaction 3 (no point-to-point order among requests and replies).
5. P1 receives and applies invalideate, sends ack to home.
6. Home sends data reply to P2 corresponding to request 2.

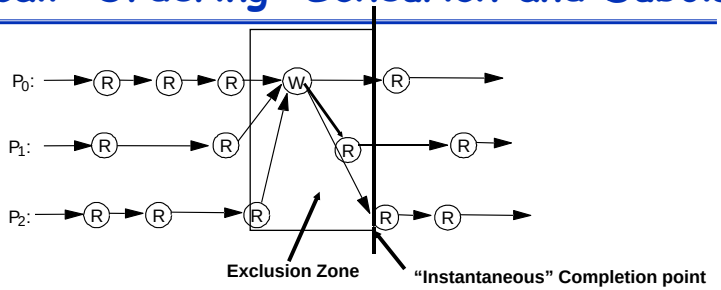
Finally , transaction 3 (read reply) reaches P1.

- Problem:
  - Home deals with write access before prev. is fully done
  - P1 should not allow new access to line until old one "done"

Basic Serialization Solution

- Use additional 'busy' or 'pending' directory *and* cache states
- Cache-Side: "Transaction Buffer"
  - Similar to memory load/store buffer in uniprocessor
  - Handles misordering in network:
    - » E.g. Sent request, got invalidate first: wait to invalidate until get response from memory (either data or NACK)
    - » Make sure that memory state machine has actual understanding of state of caches + network
- Memory-Side: Indicate that operation is in progress, further operations on location must be delayed or queued
  - buffer at home
  - buffer at requestor
  - NACK and retry
  - forward to dirty node

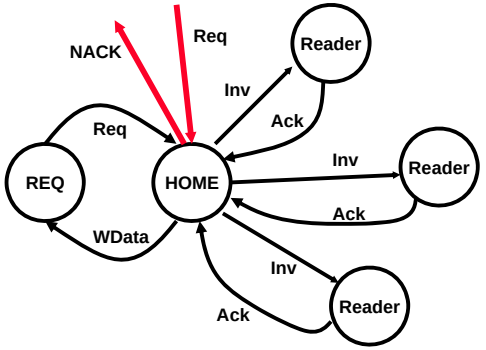
Recall: Ordering: Scheurich and Dubois



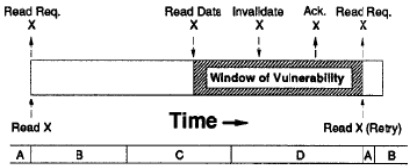
- Sufficient Conditions
  - every process issues mem operations in program order
  - after a write operation is issued, the issuing process waits for the write to complete before issuing next memory operation
  - after a read is issued, the issuing process waits for the read to complete and for the write whose value is being returned to complete (globally) before issuing its next operation
- How to get exclusion zone for directory protocol?
  - Clearly need to make sure that invalidations *really* invalidate copies
    - » Keep state to handle reordering at client (previous slide's problem)
  - While acknowledgements outstanding, cannot handle read requests
    - » NAK read requests
    - » Queue read requests

Achieving write exclusion zone

- Example for invalidation-based scheme:
  - block owner (home node) provides appearance of atomicity by waiting for all invalidations to be ack'd before allowing access to new value
  - As a result, write commit point becomes point at which WData leaves home node (after last ack received)
- Much harder in update schemes!



Livelock: Cache Side



- Window of Vulnerability: Time between return of value to cache and consumption by cache
  - Can lead to cache-side thrashing during context switching
  - Various solutions possible include stalling processor until result can be consumed by processor
  - Discussion of "Closing the Window of Vulnerability in Multiphase Memory Transactions" by Kubiatowicz, Chaiken, and Agarwal
- Solution:
  - Provide Transaction buffers to track state of outstanding requests
  - Stall context switching and invalidations selectively when thrashing detected (presumably rare)

Livelock: Memory Side

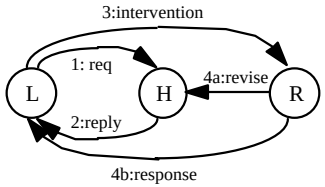
- What happens if popular item is written frequently?
  - Possible that some disadvantaged node never makes progress!
  - This is a *memory-side* thrashing problem
- Examples:
  - High-conflict lock bit
  - Scheduling queue
- Solutions?
  - Ignore
    - » Good solution for low-conflict locks
    - » Bad solution for high-conflict locks
  - Software queueing: Reduce conflict by building a queue of locks
    - » Example: MCS Lock ("Mellor-Crummey-Scott")
  - Hardware Queuing at directory: Possible scalability problems
    - » Example: QOLB protocol ("Queue on Lock Bit")
    - » Natural fit to SCI protocol
  - Escalating priorities of requests (SGI Origin)
    - » Pending queue of length 1
    - » Keep item of highest priority in that queue
    - » New requests start at priority 0
    - » When NACK happens, increase priority

Performance

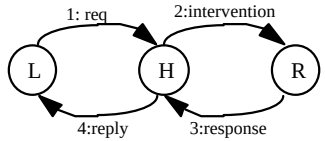
- Latency
  - protocol optimizations to reduce network xactions in critical path
  - overlap activities or make them faster
- Throughput
  - reduce number of protocol operations per invocation
  - Reduce the *residency time* in the directory controller
    - » Faster hardware, etc
- Care about how these scale with the number of nodes

Protocol Enhancements for Latency

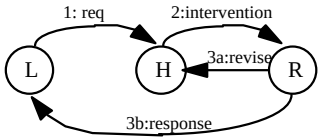
- Forwarding messages: memory-based protocols



(a) Strict request-reply



(a) Intervention forwarding



(a) Reply forwarding

Intervention is like a req, but issued in reaction to req. and sent to cache, rather than memory.

Other Latency Optimizations

- Throw hardware at critical path
  - SRAM for directory (sparse or cache)
  - bit per block in SRAM to tell if protocol should be invoked
- Overlap activities in critical path
  - multiple invalidations at a time in memory-based
  - overlap invalidations and acks in cache-based
  - lookups of directory and memory, or lookup with transaction
    - » speculative protocol operations
- Relaxing Consistency, e.g. Stanford Dash:
  - Write request when outstanding reads: home node gives data to requestor, directs invalidation acks to be returned to requester
  - Allow write to continue immediately upon receipt of data
  - Does not provide Sequential consistency (provides release consistency), but still write atomicity:
    - » Cache can refuse to satisfy intervention (delay or NACK) until all acks received
    - » Thus, writes have well defined ordering (coherence), but execution note necessarily sequentially consistent (instructions after write not delayed until write completion)

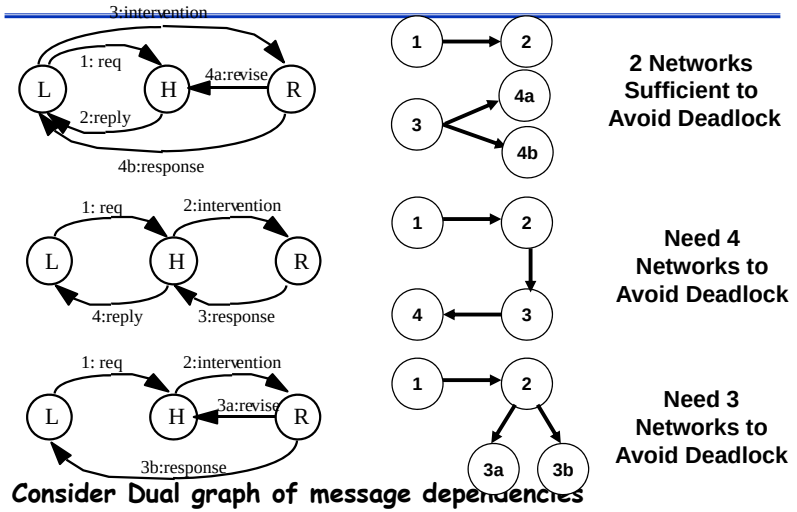
Increasing Throughput

- Reduce the number of transactions per operation
  - invals, acks, replacement hints
  - all incur bandwidth and assist occupancy
- Reduce "occupancy" (overhead of protocol processing)
  - transactions small and frequent, so occupancy very important
- Pipeline the assist (protocol processing)
- Many ways to reduce latency also increase throughput
  - e.g. forwarding to dirty node, throwing hardware at critical path...

Deadlock, Livelock, Starvation

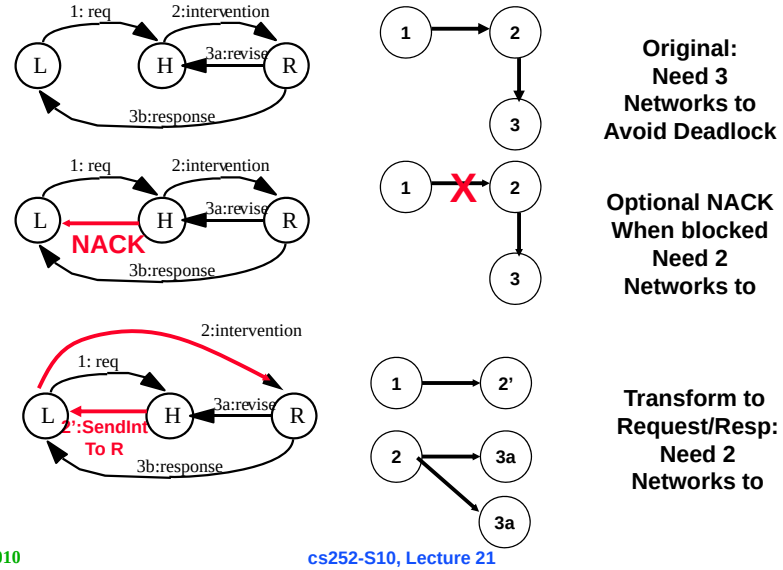
- Request-response protocol
- Similar issues to those discussed earlier
  - a node may receive too many messages
  - flow control can cause deadlock
  - separate request and reply networks with request-reply protocol
  - Or NACKs, but potential livelock and traffic problems
- New problem: protocols often are not strict request-reply
  - e.g. rd-excl generates invalidation requests (which generate ack replies)
  - other cases to reduce latency and allow concurrency

Deadlock Issues with Protocols

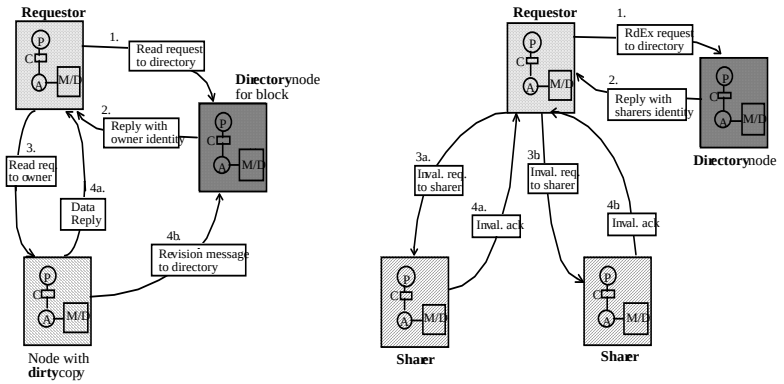


- Consider Dual graph of message dependencies
  - Nodes: Networks, Arcs: Protocol actions
  - Number of networks = length of longest dependency
  - Must always make sure response (end) can be absorbed!

Mechanisms for reducing depth



Example of two-network protocols: Only Request-Response (2-level responses)



(a) Read miss to a block in dirty state

(b) Write miss to a block with two sharers

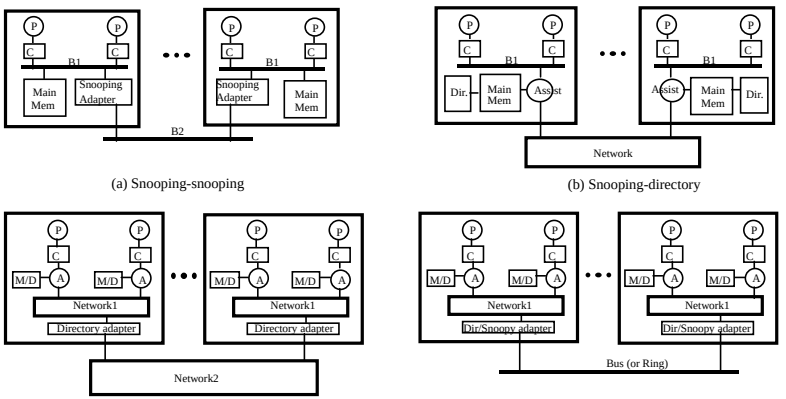
Complexity?

- Cache coherence protocols are complex
- Choice of approach
  - conceptual and protocol design versus implementation
- Tradeoffs within an approach
  - performance enhancements often add complexity, complicate correctness
    - » more concurrency, potential race conditions
    - » not strict request-reply
- Many subtle corner cases
  - BUT, increasing understanding/adoption makes job much easier
  - automatic verification is important but hard

A Popular Middle Ground

- Two-level "hierarchy"
- Individual nodes are multiprocessors, connected non-hiearchically
  - e.g. mesh of SMPs
- Coherence across nodes is directory-based
  - directory keeps track of nodes, not individual processors
- Coherence within nodes is snooping or directory
  - orthogonal, but needs a good interface of functionality
- Examples:
  - Convex Exemplar: directory-directory
  - Sequent, Data General, HAL: directory-snoopy
- SMP on a chip?

Example Two-level Hierarchies



(a) Snooping-snooping

(b) Snooping-directory

(c) Directory-directory

(d) Directory-snooping

Advantages of Multiprocessor Nodes

- Potential for cost and performance advantages
  - amortization of node fixed costs over multiple processors
    - » applies even if processors simply packaged together but not coherent
  - can use commodity SMPs
  - less nodes for directory to keep track of
  - much communication may be contained within node (cheaper)
  - nodes prefetch data for each other (fewer "remote" misses)
  - combining of requests (like hierarchical, only two-level)
  - can even share caches (overlapping of working sets)
  - benefits depend on sharing pattern (and mapping)
    - » good for widely read-shared: e.g. tree data in Barnes-Hut
    - » good for nearest-neighbor, if properly mapped
    - » not so good for all-to-all communication

Disadvantages of Coherent MP Nodes

- Bandwidth shared among nodes
  - all-to-all example
  - applies to coherent or not
- Bus increases latency to local memory
- With coherence, typically wait for local snoop results before sending remote requests
- Snoopy bus at remote node increases delays there too, increasing latency and reducing bandwidth
- May hurt performance if sharing patterns don't comply

Summary

- Issues for Distributed Directories
  - Correctness
  - Performance
  - Complexity and dealing with errors
- Serialization Solutions
  - Use additional 'busy' or 'pending' directory *and* cache states
  - Cache-Side: "Transaction Buffer"
  - Memory-Side: Indicate that operation is in progress, further operations on location must be delayed or queued
- Performance Enhancements
  - Reduce number of hops
  - Reduce occupancy of transactions in memory controller
- Deadlock Issues with Protocols
  - Many protocols are not simply request-response
  - Consider Dual graph of message dependencies
    - » Nodes: Networks, Arcs: Protocol actions
    - » Consider maximum depth of graph to discover number of networks