Last Time in Lecture 11

Cache Coherence
- Snoopy coherence protocols
- Inclusive L2 snoop filtering
- Directory coherence protocols
- MSI versus MESI cache states
- 4th C: Communication misses
- False sharing
Synchronization

The need for synchronization arises whenever there are concurrent processes in a system (*even in a uniprocessor system*).

Two classes of synchronization:
- **Producer-Consumer**: A consumer process must wait until the producer process has produced data.

- **Mutual Exclusion**: Ensure that only one process uses a resource at a given time.
**Simple Producer-Consumer Example**

Initially flag=0

sd xdata, (xdatap)  
li xflag, 1  
sd xflag, (xflagp)  

spin:  
ld xflag, (xflagp)  
beqz xflag, spin  
ld xdata, (xdatap)

Is this correct?
Memory Model

- Sequential ISA only specifies that each processor sees its own memory operations in program order
- Memory model describes what values can be returned by load instructions across multiple threads
Simple Producer-Consumer Example

Initially \texttt{flag}=0

\begin{align*}
\text{Producer} & \quad \text{flag} \quad \text{data} \quad \text{Consumer} \\
\text{sd} \; \text{xdata}, \; (\text{xdatap}) & \quad \text{spin: ld xflag}, \; (\text{xflagp}) \\
\text{li} \; \text{xflag}, \; 1 & \quad \text{beqz xflag}, \; \text{spin} \\
\text{sd} \; \text{xflag}, \; (\text{xflagp}) & \quad \text{ld} \; \text{xdata}, \; (\text{xdatap})
\end{align*}

Can consumer read \texttt{flag}=1 before \texttt{data} written by producer?
Sequential Consistency
A Memory Model

“A system is sequentially consistent if the result of any execution is the same as if the operations of all the processors were executed in some sequential order, and the operations of each individual processor appear in the order specified by the program”

Leslie Lamport

Sequential Consistency = arbitrary order-preserving interleaving of memory references of sequential programs
Simple Producer-Consumer Example

Initially flag = 0

- **Producers:**
  - `sd xdata, (xdatap)`
  - `li xflag, 1`
  - `sd xflag, (xflagp)`

- **Consumer:**
  - `spin: ld xflag, (xflagp)`
  - `beqz xflag, spin`
  - `ld xdata, (xdatap)`

Dependencies:
- **From sequential ISA:**
  - Blue arrows
- **Added by sequentially consistent memory model:**
  - Red arrows
Implementing SC in hardware

- Only a few commercial systems implemented SC
  - Neither x86 nor ARM are SC
- Requires either severe performance penalty
  - Wait for stores to complete before issuing new store
- Or, complex hardware
  - Speculatively issue loads but squash if memory inconsistency with later-issued store discovered (MIPS R10K)
Software reorders too!

//Producer code
*datap = x/y;
*flagp = 1;

//Consumer code
while (!*flagp)
    ;
d = *datap;

- Compiler can reorder/remove memory operations unless made aware of memory model
  - Instruction scheduling, move loads before stores if to different address
  - Register allocation, cache load value in register, don’t check memory

- Prohibiting these optimizations would result in very poor performance
Relaxed Memory Models

- Not all dependencies assumed by SC are supported, and software has to explicitly insert additional dependencies were needed.
- Which dependencies are dropped depends on the particular memory model:
  - IBM370, TSO, PSO, WO, PC, Alpha, RMO, ...
- How to introduce needed dependencies varies by system:
  - Explicit FENCE instructions (sometimes called sync or memory barrier instructions)
  - Implicit effects of atomic memory instructions

*How on earth are programmers supposed to work with this????*
Fences in Producer-Consumer Example

Initially flag = 0

```
sd xdata, (xdatap)
li xflag, 1
fence.w.w //Write-write fence
sd xflag, (xflagp)
```

```
spin: ld xflag, (xflagp)
beqz xflag, spin
fence.r.r //Read-read fence
ld xdata, (xdatap)
```
Simple Mutual-Exclusion Example

Thread 1

Thread 2

Is this correct?

// Both threads execute:
ld xdata, (xdatap)
add xdata, 1
sd xdata, (xdatap)
Mutual Exclusion Using Load/Store

A protocol based on two shared variables c1 and c2. Initially, both c1 and c2 are 0 (not busy)

Process 1

... 
c1=1;
L: if c2=1 then go to L
   < critical section>
c1=0;

Process 2

... 
c2=1;
L: if c1=1 then go to L
   < critical section>
c2=0;

What is wrong? **Deadlock!**
Mutual Exclusion: second attempt

To avoid deadlock, let a process give up the reservation (i.e. Process 1 sets c1 to 0) while waiting.

Process 1

...  
L: c1=1;  
  if c2=1 then  
    { c1=0; go to L}  
  < critical section>  
c1=0

Process 2

...  
L: c2=1;  
  if c1=1 then  
    { c2=0; go to L}  
  < critical section>  
c2=0

• Deadlock is not possible but with a low probability a livelock may occur.

• An unlucky process may never get to enter the critical section ⇒ starvation
A Protocol for Mutual Exclusion

*T. Dekker, 1966*

A protocol based on 3 shared variables c1, c2 and turn. Initially, both c1 and c2 are 0 (*not busy*)

**Process 1**

```plaintext
... 
c1=1; 
turn = 1; 
L: if c2=1 & turn=1 
   then go to L
   < critical section>
c1=0;
```

**Process 2**

```plaintext
... 
c2=1; 
turn = 2; 
L: if c1=1 & turn=2 
   then go to L
   < critical section>
c2=0;
```

- turn = i ensures that only process i can wait
- variables c1 and c2 ensure *mutual exclusion*

*Solution for n processes was given by Dijkstra and is quite tricky!*
Analysis of Dekker’s Algorithm

Process 1
\[ c_1 = 1; \]
\[ \text{turn} = 1; \]
\[ L: \text{if } c_2 = 1 \& \text{turn} = 1 \]
\[ \quad \text{then go to } L \]
\[ \quad \text{< critical section> } \]
\[ c_1 = 0; \]

Process 2
\[ c_2 = 1; \]
\[ \text{turn} = 2; \]
\[ L: \text{if } c_1 = 1 \& \text{turn} = 2 \]
\[ \quad \text{then go to } L \]
\[ \quad \text{< critical section> } \]
\[ c_2 = 0; \]

Scenario 1
Process 1
\[ c_1 = 1; \]
\[ \text{turn} = 1; \]
\[ L: \text{if } c_2 = 1 \& \text{turn} = 1 \]
\[ \quad \text{then go to } L \]
\[ \quad \text{< critical section> } \]
\[ c_1 = 0; \]

Scenario 2
Process 1
\[ c_1 = 1; \]
\[ \text{turn} = 1; \]
\[ L: \text{if } c_2 = 1 \& \text{turn} = 1 \]
\[ \quad \text{then go to } L \]
\[ \quad \text{< critical section> } \]
\[ c_1 = 0; \]
ISA Support for Mutual-Exclusion Locks

- Regular loads and stores in SC model (plus fences in weaker model) sufficient to implement mutual exclusion, but inefficient and complex code
- Therefore, atomic read-modify-write (RMW) instructions added to ISAs to support mutual exclusion

- Many forms of atomic RMW instruction possible, some simple examples:
  - Test and set (reg_x = M[a]; M[a]=1)
  - Swap (reg_x=M[a]; M[a] = reg_y)
Lock for Mutual-Exclusion Example

// Both threads execute:
li xone, 1

spin:
  amoswap xlock, xone, (xlockp)
bnez xlock, spin
  Acquire Lock
  ld xdata, (xdatap)
  add xdata, 1
  Critical Section
  sd xdata, (xdatap)
  sd x0, (xlockp)
  Release Lock

Assumes SC memory model
Lock for Mutual-Exclusion with Relaxed MM

// Both threads execute:
li xone, 1

spin: amoswap xlock, xone, (xlockp)
bnez xlock, spin
fence.r.r

ld xdata, (xdatap)
add xdata, 1
sd xdata, (xdatap)
fence.w.w
sd x0, (xlockp)

Acquire Lock
Critical Section
Release Lock
Release Consistency

- Observation that consistency only matters when processes communicate data
- Only need to have consistent view when one process shares its updates to other processes
- Other processes only need to ensure they receive updates after they acquire access to shared data
Nonblocking Synchronization

\[
\text{Compare\&\,Swap}(m), \ R_t, \ R_s:
\begin{align*}
\text{if } (R_t &= M[m]) \\
& \text{then } M[m] = R_s; \nonumber \\
& R_s = R_t; \nonumber \\
& \text{status } \leftarrow \text{success}; \nonumber \\
\text{else } & \text{status } \leftarrow \text{fail}; \nonumber 
\end{align*}
\]

\text{status is an \textit{implicit} argument}

\textbf{try:}
\begin{align*}
\text{spin:} & \quad \text{Load } R_{\text{head}}, \ (\text{head}) \\
& \quad \text{Load } R_{\text{tail}}, \ (\text{tail}) \\
& \quad \text{if } R_{\text{head}} == R_{\text{tail}} \text{ goto spin} \\
& \quad \text{Load } R, \ (R_{\text{head}}) \\
& \quad R_{\text{newhead}} = R_{\text{head}} + 1 \\
& \quad \text{Compare\&\,Swap}(\text{head}), \ R_{\text{head}}, \ R_{\text{newhead}} \\
& \quad \text{if } (\text{status} == \text{fail}) \text{ goto try} \\
& \text{process}(R)
\end{align*}
Load-reserve & Store-conditional

Special register(s) to hold reservation flag and address, and the outcome of store-conditional

Load-reserve R, (m):
  \(<\text{flag, adr}> \leftarrow <1, m>\);
  R \leftarrow M[m];

Store-conditional (m), R:
  \text{if } <\text{flag, adr}> == <1, m>
  \text{then} \hspace{0.5cm} \text{cancel other procs’}
  \hspace{0.5cm} \text{reservation on } m;
  \hspace{0.5cm} M[m] \leftarrow R;
  \hspace{0.5cm} \text{status } \leftarrow \text{succeed;}
  \text{else} \hspace{0.5cm} \text{status } \leftarrow \text{fail;}

try:
  \hspace{0.5cm} \text{Load-reserve } R_{\text{head}}, (\text{head})
  \hspace{0.5cm} \text{Load } R, (\text{tail})
  \hspace{0.5cm} \text{if } R_{\text{head}} == R_{\text{tail}} \text{ goto spin}
  \hspace{0.5cm} \text{Load } R, (R_{\text{head}})
  \hspace{0.5cm} R_{\text{head}} = R_{\text{head}} + 1
  \hspace{0.5cm} \text{Store-conditional (head), } R_{\text{head}}
  \text{if (status==fail) goto try}
\hspace{0.5cm} \text{process}(R)

spin:
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