CS152/252

Computer Architecture and Engineering

Memory Consistency and Cache Coherence

*Assigned April 5, 2023* Problem Set #5 *Due April 27*



**https://inst.eecs.berkeley.edu/~cs152/sp23/**



The problem sets are intended to help you learn the material, and we encourage you to collaborate with other students and to ask questions in discussion sections and office hours to understand the problems. However, each student must turn in their own solution to the problems.

The problem sets also provide essential background material for the exam and the midterms. The problem sets will be graded primarily on an effort basis, but if you do not work through the problem sets yourself you are unlikely to succeed on the exam or midterms! We will distribute solutions to the problem set on the day after the deadline to give you feedback.

Assignments must be submitted through **Gradescope** by **11:59pm PST** on the specified due date. Late submissions will not be accepted, except for extreme circumstances and with prior arrangement.

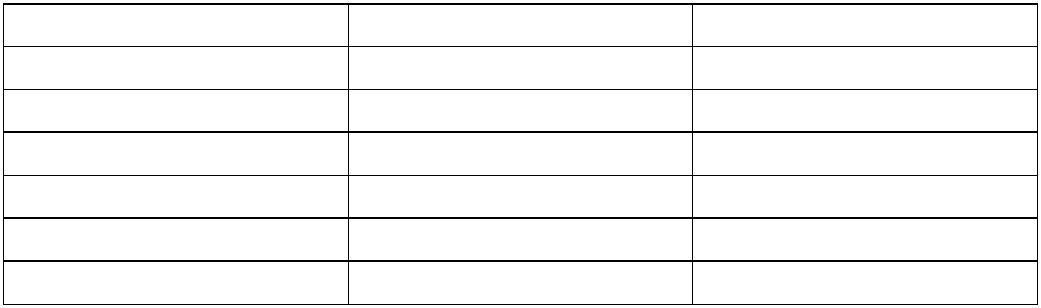
**Name:**

**SID:**

**Problem 1: Sequential Consistency**

For this problem we will be using the following sequences of instructions. These are small programs, each executed on a different processor, each with its own cache and register set. In the following **R** is a register and **X** is a memory location. Each instruction has been named (e.g., B3) to make it easy to write answers.

Assume data in location X is initially 0.



|  |  |  |
| --- | --- | --- |
| Processor A | Processor B | Processor C |
| A1: ST X, 2 | B1: R := LD X | C1: ST X, 7 |
| A2: R := LD X | B2: R := ADD R, 1 | C2: R := LD X |
| A3: R := ADD R, R | B3: ST X, R | C3: R := ADD R, R |
| A4: ST X, R | B4: R:= LD X | C4: ST X, R |
|  | B5: R := ADD R, R |  |
|  | B6: ST X, R |  |

For each of the questions below, please circle the answer and provide a short explanation assuming the program is executing under the SC model. **No points will be given for just** **circling an answer!**

**Problem 1.A**



Can X hold value of 8 after all three threads have completed? Please explain briefly.

Yes / No

**Problem 1.B**



Can X hold value of 9 after all three threads have completed?

Yes / No

**Problem 1.C**



Can X hold value of 10 after all three threads have completed?

Yes / No

**Problem 1.D**



For this particular program, can a processor that reorders instructions but follows local dependencies produce an answer that cannot be produced under the SC model?

Yes / No

**Problem P5.2: Synchronization Primitives**

One of the common instruction sequences used for synchronizing several processors are the LOAD RESERVE/STORE CONDITIONAL pair (from now on referred to as LdR/StC pair). The LdR instruction reads a value from the specified address and sets a local reservation for the address. The StC attempts to write to the specified address provided the local reservation for the address is still held. If the reservation has been cleared the StC fails and informs the CPU.

**Problem 2.A**



Describe under what events the local reservation for an address *must* be cleared.

**Problem 2.B**



Is it possible to implement LdR/StC pair in such a way that the memory bus is not affected, i.e., unaware of the addition of these new instructions? Explain.

**Problem 2.C**



Give two reasons why the LdR/StC pair of instructions is preferable over atomic read-test-modify instructions such as the TEST&SET instruction.

**Problem 3: Relaxed Memory Models**

The following code implements a *seqlock*, which is a reader-writer lock that supports a single writer and multiple readers. The writer never has to wait to update the data protected by the lock, but readers may have to wait if the writer is busy. We use a seqlock to protect a variable that holds the current time. The lock is necessary because the variable is 64 bits and thus cannot be read or written atomically on a 32-bit system.

The seqlock is implemented using a sequence number, *seqno*, which is initially zero. The writer begins by incrementing *seqno*. It then writes the new time value, which is split into the 32-bit values *time\_lo* and *time\_hi*. Finally, it increments *seqno* again. Thus, if and only if *seqno* is odd, the writer is currently updating the counter.

The reader begins by waiting until *seqno* is even. It then reads *time\_lo* and *time\_hi*. Finally, it reads *seqno* again. If *seqno* didn't change from the first read, then the read was successful; otherwise, the read is retried.

This code is correct on a sequentially consistent system, but on a system with a fully relaxed memory model it may not be. Insert the minimum number of memory fences to make the code correct on a system with a relaxed memory model. To insert a fence, write the needed fence (MembarLL, MembarLS, MembarSL, MembarSS) in between the lines of code below.

|  |  |
| --- | --- |
| **Writer** | **Reader** |
| **LOAD Rseqno,(seqno)**  **ADD Rseqno, Rseqno, 1**  **STORE (seqno), Rseqno**  **STORE (time\_lo), Rtime\_lo**  **STORE (time\_hi), Rtime\_hi**  **ADD Rseqno, Rseqno, 1**  **STORE (seqno), Rseqno** | **Loop:**  **LOAD Rseqno\_before, (seqno)**  **IF(Rseqno\_before & 1)**  **goto Loop**  **LOAD Rtime\_lo, (time\_lo)**  **LOAD Rtime\_hi, (time\_hi)**  **LOAD Rseqno\_after, (seqno)**  **IF(Rseqno\_before != Rseqno\_after)**  **goto Loop** |

**Problem 4: Locking Performance**

While analyzing some code, you find that a big performance bottleneck involves many threads trying to acquire a single lock.

Conceptually, the code is as follows:

int mutex = 0;

while( true )

{

noncritical\_code( );

lock( &mutex ); critical\_code( ); unlock( &mutex );

}

Assume for all questions that our processor is using a directory protocol, as described in Handout #6.

**Test&Set Implementation**

First, we will use the atomic instruction test\_and\_set to implement the *lock(mutex)* and *unlock(mutex)* functions.

In C, the instruction has the following function prototype:

int return\_value = test\_and\_set(int\* maddr);

Recall that test\_and\_set atomically reads the memory address *maddr* and writes a 1 to the location, returning the original value.

Using test\_and\_set, we arrive at the following first-draft implementation for the *lock()* and *unlock()* functions:

void inline lock(int\* mutex\_ptr)

{

while(test\_and\_set(mutex\_ptr) == 1);

}

void inline unlock(int\* mutex\_ptr)

{

\*mutex\_ptr = 0;

}

**Problem 4.A** **Test&Set, The Initial Acquire**



Let us analyze the behavior of Test&Set while running 1,000 threads on 1,000 cores.

Consider the following scenario: At the start of the program, the lock is invalid in all caches. Then, every thread executes Test&Set once. The first thread wins the lock, while the other threads will find that the lock is taken. How many invalidation messages must be sent when all 1,000 threads execute Test&Set once?

Invalidations \_\_\_\_\_\_\_

**Problem 4.B** **Test&Set, Spinning**



While the first thread is in the critical section (the “winning thread”), the remaining threads continue to execute Test&Set, attempting to acquire the lock. Each waiting thread is able to execute Test&Set five times before the winning thread frees the lock. How many invalidation messages must be sent while the winning thread was executing the critical section?

Invalidations \_\_\_\_\_\_\_

**Problem 4.C** **Test&Set, Freeing the Lock**



How many invalidation messages must be sent when the winning thread frees the lock? Assume the critical section is very long, and all 999 other threads have been waiting to acquire the lock.

Invalidations \_\_\_\_\_\_\_

**Test&Test&Set Implementation**

Since our analysis from the previous parts show that a lot of invalidation messages must be sent while waiting for the lock to be freed, let us instead use a regular load alongside the atomic instruction test&set to implement the mutex lock.

void inline lock(int\* mutex\_ptr)

{

while((\*mutex\_ptr == 1) || test&set(mutex\_ptr) == 1);

}

void inline unlock(int\* mutex\_ptr)

{

\*mutex\_ptr = 0;

}

**(***Note:*the loop evaluation is short-circuited if the first part is true; thus,test&setis onlyexecuted if (\*mutex\_ptr) does not equal 1).

**Problem 4.D** **Test&Set&Set, The Initial Acquire**



Let us analyze the behavior of Test&Test&Set while running 1,000 threads on 1,000 cores.

Consider the following scenario: At the start of the program, the lock is invalid in all caches. Then every thread performs the first Test (reading *mutex\_ptr*) once. After every thread has performed the first Test (which evaluates to *False*, because *mutex* == 0), each thread then executes the atomic Test&Set once. Naturally, only one thread wins the lock. How many invalidation messages must be sent in this scenario?

Invalidations \_\_\_\_\_\_\_

**Problem 4.E** **Test&Set&Set, Spinning**



While the first thread is in the critical section, the remaining threads continue to execute Test&Test&Set. Each waiting thread is able to execute Test&Test&Set five times before the winning thread frees the lock. How many invalidation messages must be sent while the winning thread was executing the critical section?

Invalidations \_\_\_\_\_\_\_

**Problem 4.F** **Test&Set&Set, Freeing the Lock**



How many invalidation messages must be sent when the winning thread frees the lock for the Test&Test&Set implementation? Assume the critical section is very long, and all 999 other threads have been waiting to acquire the lock.

Invalidations \_\_\_\_\_\_\_

**Problem 5: Directory-based Cache Coherence Update Protocols**

**Please refer to Handout #6 (on website) for this problem.**

In Handout #6, we examine a cache-coherent distributed shared memory system. Ben wants to convert the directory-based invalidate cache coherence protocol from the handout into an update protocol. He proposes the following scheme.

Caches are write-through, not write allocate. When a processor wants to write to a memory location, it sends a WriteReq to the memory, along with the data word that it wants written. The memory processor updates the memory and sends an UpdateReq with the new data to each of the sites caching the block, unless that site is the processor performing the store, in which case it sends a WriteRep containing the new data.

If the processor performing the store is caching the block being written, it must wait for the reply from the home site to arrive before storing the new value into its cache. If the processor performing the store is not caching the block being written, it can proceed after issuing the

WriteReq.

Ben wants his protocol to perform well, and so he also proposes to implement silent drops. When a cache line needs to be evicted, it is silently evicted and the memory processor is not notified of this event.

Note that WriteReq and UpdateReq contain data at the word-granularity, and not at the block-granularity. Also note that in the proposed scheme, memory will always have the most up-to-date data and the state C-exclusive is no longer used.

As in the lecture, the interconnection network guarantees that message-passing is reliable, and free from deadlock, livelock, and starvation. Also as in the lecture, message-passing is FIFO, meaning; each home site keeps a FIFO queue of incoming requests and processes them in the order received.

**Problem 5.A** **Sequential Consistency**

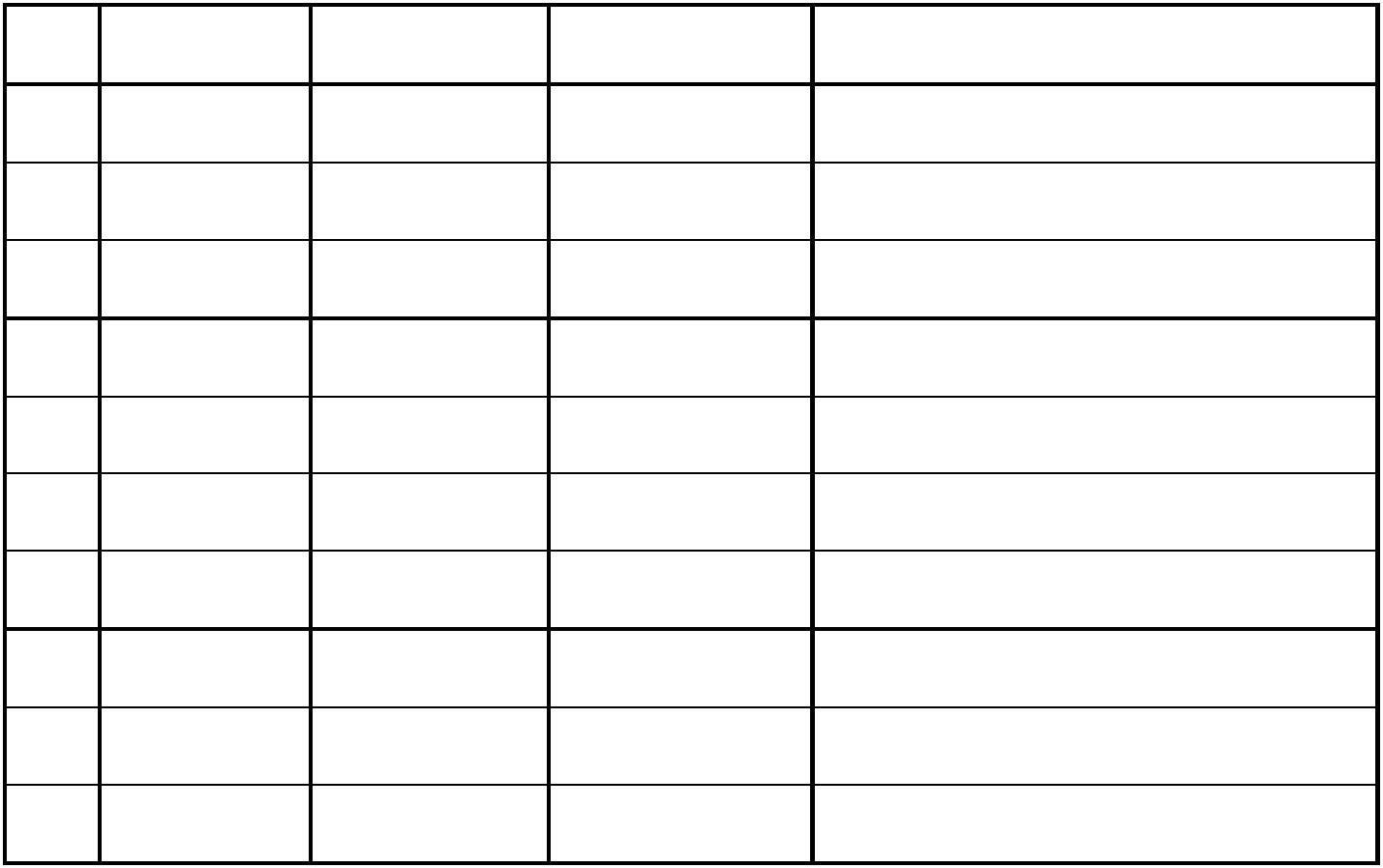


Alyssa claims that Ben’s protocol does not preserve sequential consistency because it allows two processors to observe stores in different orders. Describe a scenario in which this problem can occur.

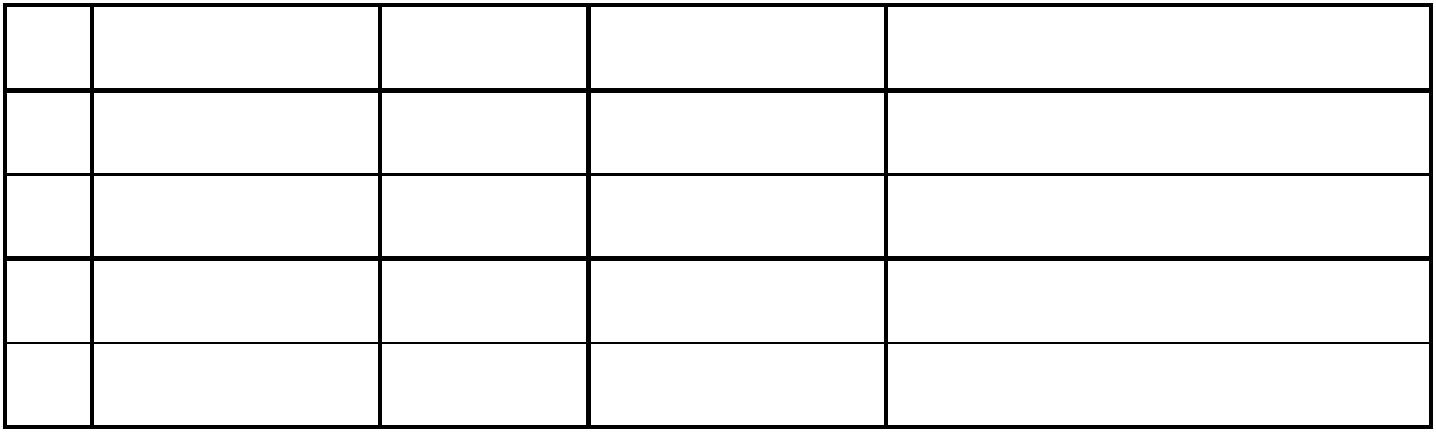
**Problem 5.B** **State Transitions**



Noting that many commercial systems do not guarantee sequential consistency, Ben decides to implement his protocol anyway. Fill in the following state transition tables (Table P5.5-1 and Table P5.5-2) for the proposed scheme. (Note: the tables do not contain all the transitions for the protocol).



|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **No.** | **Current State** | **Event Received** | | **Next State** | **Action** |
| 1 | C-nothing | Load | | C-transient | ShReq(id, Home, a) |
| 2 | C-nothing | Store | |  |  |
| 3 | C-nothing | UpdateReq | |  |  |
| 4 | C-shared | Load | | C-shared | processor reads cache |
| 5 | C-shared | Store | |  |  |
| 6 | C-shared | UpdateReq | |  |  |
| 7 | C-shared | (Silent drop) | |  | Nothing |
| 8 | C-transient | ShRep | |  | data  cache, processor reads cache |
| 9 | C-transient | WriteRep | |  |  |
| 10 | C-transient | UpdateReq | |  |  |
|  |  |  | Table P5.5-1: Cache State Transitions | | |
| **No.** | **Current State** |  | **Message** | **Next State** | **Action** |
|  |  |  | **Received** |  |  |
| 1 | R(dir) & id ∉ dir | | ShReq | R(dir + {id}) | ShRep(Home, id, a) |
| 2 | R(dir) & id ∉ dir | | WriteReq |  |  |
| 3 | R(dir) & id ∈ dir | | ShReq |  | ShRep(Home, id, a) |
| 4 | R(dir) & id ∈ dir | | WriteReq |  |  |
|  |  |  | Table P5.5-2: Home Directory State Transitions (N = “is not in”) | | |



**Problem 5.C** **UpdateReq**



After running a system with this protocol for a long time, Ben finds that the network is flooded with UpdateReqs. Alyssa says this is a bug in his protocol. What is the problem and how can you fix it?

**Problem 5.D** **FIFO Assumption**



FIFO message passing is a necessary assumption for the correctness of the protocol. If the network were non-FIFO, it becomes possible for a processor to never see the result of another processor’s store. Describe a scenario in which this problem can occur.

**Problem 6: Snoopy Cache Coherent Shared Memory**

**Please refer to Handout #7 (on website) for this problem.**

In this problem, we investigate the operation of the snoopy cache coherence protocol in Handout #7. The following questions are to help you check your understanding of the coherence protocol. You do not need to answer these for credit.

* Explain the differences between **CR, CI,** and **CRI** in terms of their purpose, usage, and the actions that must be taken by memory and by the different caches involved.
* Explain why **WR** is not snooped on the bus.
* Explain the I/O coherence problem that **CWI** helps avoid.

**Problem 6.A** **Where in the Memory System is the Current Value**



In Table P5.6-1, P5.6-2, and P5.6-3, column 1 indicates the initial state of a certain address X in a cache. Column 2 indicates whether address X is currently cached in any other cache. (The “cached” information is known to the cache controller only immediately following a bus transaction. Thus, the action taken by the cache controller must be independent of this signal, but state transition could depend on this knowledge.) Column 3 enumerates all the available operations on address X, either issued by the CPU (read, write), snooped on the bus (**CR, CRI,** **CI**. etc), or initiated by the cache itself (replacement). Some state-operation combinations areimpossible; you should mark them as such. (See the first table for examples). In columns 6, 7, and 8 (corresponding to this cache, other caches and memory, respectively), **check all possible** **locations where up-to-date copies of this data block could exist after the operation in column 3 has taken place** and ignore column 4 and 5 for now. Table P5.6-1 has beencompleted for you. Make sure the answers in this table make sense to you.

**Problem 6.B** **MBus Cache Block State Transition Table**



In this problem, **we ask you to fill out the state transitions in Column 4 and 5.** In column 5, fill in the resulting state after the operation in column 3 has taken place. In column 4, list the necessary MBus transactions that are issued by the cache as part of the transition. Remember, the protocol should be optimized such that data is supplied using **CCI** *whenever possible*, and only the cache that ***owns*** a line should issue **CCI**.

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| initial state | other | ops | actions by this | final | this | other | mem |  |
|  | cached |  | cache | state | cache | caches |  |  |
| **Invalid** | no | none | none | **I** |  |  | yes |  |
|  |  | CPU read | **CR** | **CE** | yes |  | yes |  |
|  |  | CPU write | **CRI** | **OE** | yes |  |  |  |
|  |  | replace | none |  | *impossible* | |  |  |
|  |  | **CR** | none | **I** |  | yes | yes |  |
|  |  | **CRI** | none | **I** |  | yes |  |  |
|  |  | **CI** | none |  | *impossible* | |  |  |
|  |  | **WR** | none |  | *impossible* | |  |  |
|  |  | **CWI** | none | **I** |  |  | yes |  |
| **Invalid** | yes | none |  | **I** |  | yes | yes |  |
|  |  | CPU read |  | **CS** | yes | yes | yes |  |
|  |  | CPU write | same | **OE** | yes |  |  |  |
|  |  | replace |  | *impossible* | |  |  |
|  |  | **CR** | as | **I** |  | yes | yes |  |
|  |  | **CRI** | above | **I** |  | yes |  |  |
|  |  | **CI** |  | **I** |  | yes |  |  |
|  |  | **WR** |  | **I** |  | yes | yes |  |
|  |  | **CWI** |  | **I** |  |  | yes |  |
|  |  |  |  |  |  |  |  |  |
| initial state | other | ops | Actions by this | final | this | other | mem |  |
|  | cached |  | cache | state | cache | caches |  |  |
| **cleanExclusive** | no | none | none | **CE** |  |  |  |  |
|  |  | CPU read |  |  |  |  |  |  |
|  |  | CPU write |  |  |  |  |  |  |
|  |  | replace |  |  |  |  |  |  |
|  |  | **CR** |  | **CS** |  |  |  |  |
|  |  | **CRI** |  |  |  |  |  |  |
|  |  | **CI** |  |  |  |  |  |  |
|  |  | **WR** |  |  |  |  |  |  |
|  |  | **CWI** |  |  |  |  |  |  |

**Table P5.7-1**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| initial state | other | ops | Actions by this | final | this | other | mem |  |
|  | cached |  | cache | state | cache | caches |  |  |
| **ownedExclusive** | no | none | none | **OE** |  |  |  |  |
|  |  | CPU read |  |  |  |  |  |  |
|  |  | CPU write |  |  |  |  |  |  |
|  |  | replace |  |  |  |  |  |  |
|  |  | **CR** |  | **OS** |  |  |  |  |
|  |  | **CRI** |  |  |  |  |  |  |
|  |  | **CI** |  |  |  |  |  |  |
|  |  | **WR** |  |  |  |  |  |  |
|  |  | **CWI** |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
| initial state | other | ops | actions by this | final | this | other | mem |  |
|  | cached |  | cache | state | cache | caches |  |  |
| **cleanShared** | no | none | none | **CS** |  |  |  |  |
|  |  | CPU read |  |  |  |  |  |  |
|  |  | CPU write |  |  |  |  |  |  |
|  |  | replace |  |  |  |  |  |  |
|  |  | **CR** |  |  |  |  |  |  |
|  |  | **CRI** |  |  |  |  |  |  |
|  |  | **CI** |  |  |  |  |  |  |
|  |  | **WR** |  |  |  |  |  |  |
|  |  | **CWI** |  |  |  |  |  |  |
| **cleanShared** | yes | none |  |  |  |  |  |  |
|  |  | CPU read |  |  |  |  |  |  |
|  |  | CPU write | same |  |  |  |  |  |
|  |  | replace |  |  |  |  |  |
|  |  | **CR** | as |  |  |  |  |  |
|  |  | **CRI** | above |  |  |  |  |  |
|  |  | **CI** |  |  |  |  |  |  |
|  |  | **WR** |  |  |  |  |  |  |
|  |  | **CWI** |  |  |  |  |  |  |

**Table P5.7-2**

|  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| initial state | other | ops | actions by this | final | this | other | mem |  |
|  | cached |  | cache | state | cache | caches |  |  |
| **ownedShared** | no | none | none | **OS** |  |  |  |  |
|  |  | CPU read |  |  |  |  |  |  |
|  |  | CPU write |  |  |  |  |  |  |
|  |  | replace |  |  |  |  |  |  |
|  |  | **CR** |  |  |  |  |  |  |
|  |  | **CRI** |  |  |  |  |  |  |
|  |  | **CI** |  |  |  |  |  |  |
|  |  | **WR** |  |  |  |  |  |  |
|  |  | **CWI** |  |  |  |  |  |  |
| **ownedShared** | yes | none |  |  |  |  |  |  |
|  |  | CPU read |  |  |  |  |  |  |
|  |  | CPU write | same |  |  |  |  |  |
|  |  | replace |  |  |  |  |  |
|  |  | **CR** | as |  |  |  |  |  |
|  |  | **CRI** | above |  |  |  |  |  |
|  |  | **CI** |  |  |  |  |  |  |
|  |  | **WR** |  |  |  |  |  |  |
|  |  | **CWI** |  |  |  |  |  |  |

**Table P5.7-3**