

Fiscal Year 2019

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Course number: CSC.T433
School of Computing,
Graduate major in Computer Science

Advanced Computer Architecture

14. Thread Level Parallelism: Memory Consistency Model

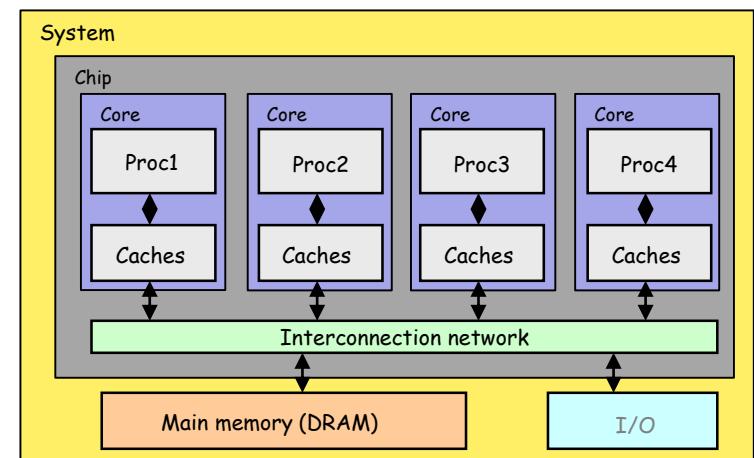


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Mon 13:20-14:50, Thr 13:20-14:50

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Key components of many-core processors

- Interconnection network
 - connecting many modules on a chip achieving high throughput and low latency
- Main memory and caches
 - Caches are used to reduce latency and to lower network traffic
 - A parallel program has private data and shared data
 - New issues are cache coherence and **memory consistency**
- Core
 - High-performance superscalar processor providing a hardware mechanism to **support thread synchronization**



Orchestration

- **LOCK** and **UNLOCK** around **critical section**
 - Lock provides exclusive access to the locked data.
 - Set of operations we want to execute atomically
- **BARRIER** ensures all reach here

```
float A[N+2], B[N+2]; /* these are in shared memory */
float diff=0.0;          /* variable in shared memory */

void solve_pp (int pid, int ncores) {
    int i, done = 0;                      /* private variables */
    int mymin = 1 + (pid * N/ncores);    /* private variable */
    int mymax = mymin + N/ncores - 1;    /* private variable */
    while (!done) {
        float mydiff = 0;
        for (i=mymin; i<=mymax; i++) {
            B[i] = 0.333 * (A[i-1] + A[i] + A[i+1]);
            mydiff = mydiff + fabsf(B[i] - A[i]);
        }
        LOCK();
        diff = diff + mydiff;
        UNLOCK();

        BARRIER();
        if (diff <TOL) done = 1;
        BARRIER();
        if (pid==1) diff = 0;
        for (i=mymin; i<=mymax; i++) A[i] = B[i];
        BARRIER();
    }
}
```



These operations must be executed atomically

- (1) load **diff**
- (2) add
- (3) store **diff**

After all cores update the diff, if statement must be executed.

```
if (diff <TOL) done = 1;
```

Synchronization

- Basic building blocks (instructions) :
 - **Atomic exchange**
 - Swaps register with memory location
 - **Test-and-set**
 - Sets under condition
 - **Fetch-and-increment**
 - Reads original value from memory and increments it in memory
 - **These requires memory read and write in uninterruptable instruction**
- **load linked/store conditional**
 - If the contents of the memory location specified by the load linked are changed before the store conditional to the same address, the store conditional fails

Implementing an atomic exchange EXCH

- Load linked/store conditional instructions
 - If the contents of the memory location specified by the **load linked** are changed before the **store conditional** to the same address, the store conditional fails
- Store conditional instruction
 - it returns 1 if it was successful and a 0 otherwise
- EXCH R4,0(R1) ; exchange R4 and 0(R1) atomically

```
try:    ADD R3,R4,R0      ; move exchange value, R3<=R4
        LL  R2,0(R1)      ; load linked
        SC  R3,0(R1)      ; store conditional
        BEQ R3,R0,try     ; branch if store fails (R3==3)
        ADD R4,R2,R0      ; put load value in R4, R4<=R2
```



Implementing Locks using coherence

- **Spin lock**

- **R1** is the address of the **lock variable** and its initial value is 0.
- We can cache the lock using the coherence mechanism to maintain the lock value coherently.
- This code spins by doing read on a local copy of the lock until it successfully sees that the lock is available (lock variable is 0).

```
lockit:    LD      R2,0(R1)      ; load of lock
            BNE    R2,R0,lockit  ; not available-spin if R2==1
            ADDI   R2,R0,1       ; load locked value, R2<=1
            EXCH   R2,0(R1)      ; swap
            BNE    R2,R0,lockit  ; branch if lock wasn't 0
```



Implementing **Unlocks** using coherence

- **Unlock**
 - Just resetting the lock variable

unlock: SW R0,0(R1) ; reset the lock, lock variable <= 0



Implementing Barriers using coherence

- This code counts up the arrived threads using a shared variable **counter**.
- If all threads increments the variable, the last thread set the shared variable **flag** to exit the barrier.

```
BARRIER(){
    LOCK();
    if (counter == 0) flag = 0; /* counter and flag are shared data */
    counter = counter + 1;      /* increment counter */
    mycount = counter;          /* mycount is a private variable */
    UNLOCK();
    if (mycount == p) {
        counter = 0;
        flag = 1;
    }
    else while (flag == 0);      /* wait until all threads reach BARRIER */
}
```

Problem in multi-core context (consistency)

- Assume that $A=0$ and $Flag=0$ initially
- Core 1 (C1) writes data into A and sets $Flag$ to tell C2 that data value can be read (loaded) from A .
- C2 waits till $Flag$ is set and then reads (loads) data from A .
- What is the printed value by C2?

C1 (Core 1)

```
A = 3;  
Flag = 1;
```

C2 (Core 2)

```
while (Flag==0);  
print A;
```



Problem in multi-core context

- If the two writes (stores) of different addresses on C1 can be reordered, it is possible for C2 to read 0 from variable A.
- This can happen on most modern processors.
 - For single-core processor, Code1 and Code2 are equivalent. These writes may be reordered by compilers statically or by OoO execution units dynamically.
 - The printed value by C2 will be 0 or 3.

Code1

```
A = 3;  
Flag = 1;
```

Code2

```
Flag = 1;  
A = 3;
```

C1 (Core 1)

```
A = 3;  
Flag = 1;
```

C2 (Core 2)

```
while (Flag==0);  
print A;
```

Problem in multi-core context

- Assume that $A=0$ and $B=0$ initially
- Should be impossible for both outputs to be zero.
 - Intuitively, the outputs may be 01, 10, and 11.

C1 (Core 1)

```
A = 1;  
print B;
```

C2 (Core 2)

```
B = 1;  
print A;
```



Problem in multi-core context

- Assume that $A=0$ and $B=0$ initially
- Should be impossible for both outputs to be zero.
 - Intuitively, the outputs may be 01, 10, and 11.
 - This is true only if reads and writes on the same core to different locations are not reordered by the compiler or the hardware.
 - The outputs may be 01, 10, 11, and 00.

C1 (Core 1)

```
A = 1;  
print B;
```

C2 (Core 2)

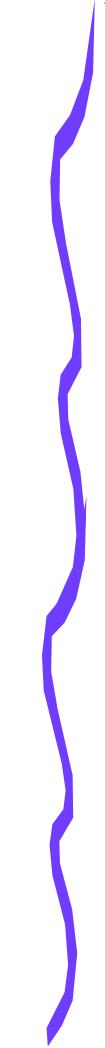
```
B = 1;  
print A;
```

Memory Consistency Models

- A single-core processor can reorder instructions subject only to control and data dependence constraints
- These constraints are not sufficient in shared-memory multi-cores
 - simple parallel programs may produce counter-intuitive results
- **Question:** what constraints must we put on single-core instruction reordering so that
 - shared-memory programming is intuitive
 - but we do not lose single-core performance?
- The answers are called memory consistency models supported by the processor
 - Memory consistency models are all about ordering constraints on independent memory operations in a single-core's instruction stream

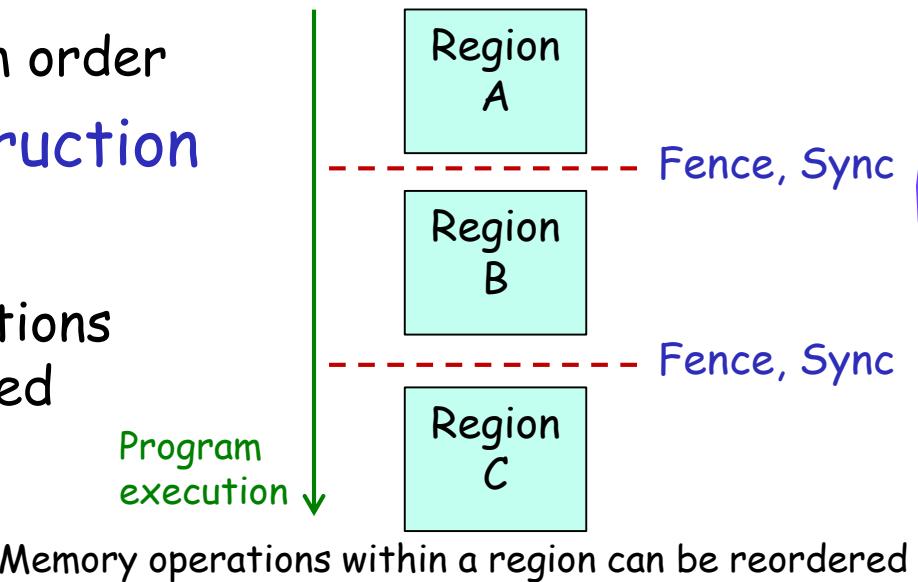
Simple and Intuitive Model: Sequential Consistency

- Sequential consistency (SC) model
 - It constrains all memory operations:
 - Write → Read
 - Write → Write
 - Read → Read
 - Read → Write
 - Simple model for reasoning about parallel programs
 - You can verify that the examples considered earlier work correctly under sequential consistency.
 - This simplicity comes at the cost of single-core performance.
 - How to implement SC?
 - How do we modify sequential consistency model with the demands of performance?



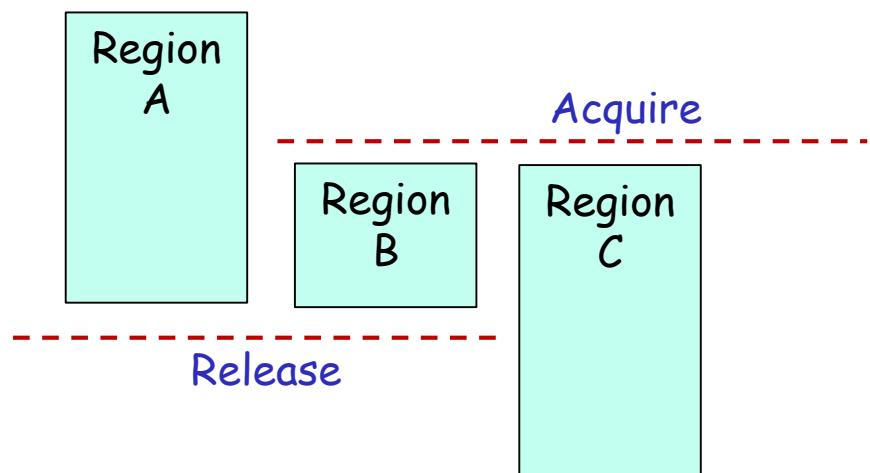
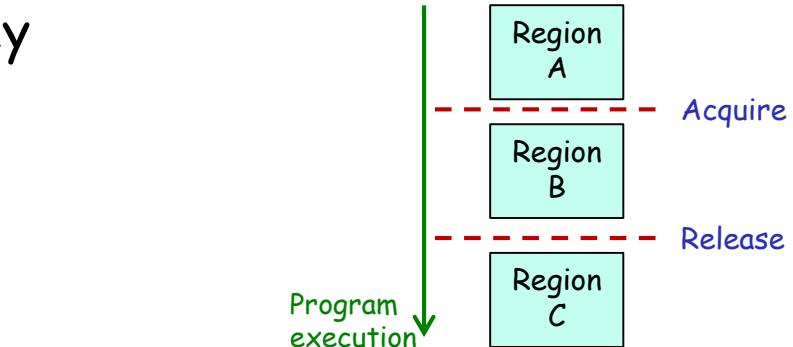
Relaxed consistency model: Weak Consistency

- Programmer specifies regions within which global memory operations can be reordered
- Processor has **fence** or **sync** instruction:
 - all data operations before fence in program order must complete before fence is executed
 - all data operations after fence in program order must wait for fence to complete
 - fences are performed in program order
- Example: MIPS has **SYNC** instruction
- Implementation of SYNC
 - a processor may flush all instructions when a SYNC instruction is retired



Release Consistency Model

- Further relaxation of weak consistency
- A fence instruction is divided into
 - **Acquire**: operation like lock
 - **Release**: operation like unlock
- Semantics of Acquire:
 - Acquire must complete before all following memory accesses
 - Memory operations in region B and C must complete before Acquire
- Semantics of Release:
 - all memory operations before Release are complete
 - Memory operations in region A and B must complete before Release

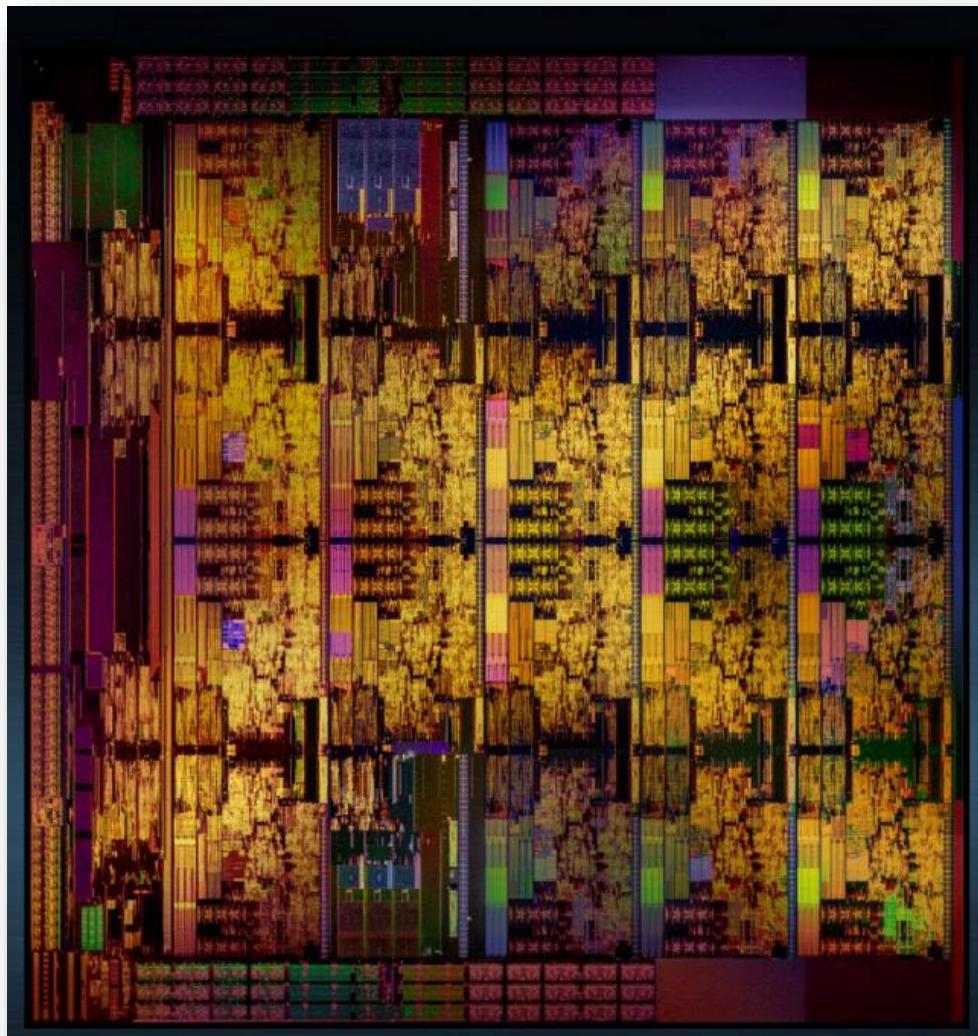


Memory Consistency Model

- In the literature, there are a large number of other consistency models
 - Sequential Consistency
 - Causal Consistency
 - Processor Consistency
 - Weak Consistency (Weak Ordering)
 - Release Consistency
 - Entry Consistency
 - ...
- It is important to remember that these are concerned with reordering of independent memory operations within a single thread.
- Weak or Release Consistency Models are adequate

Putting It All Together

- 18 core



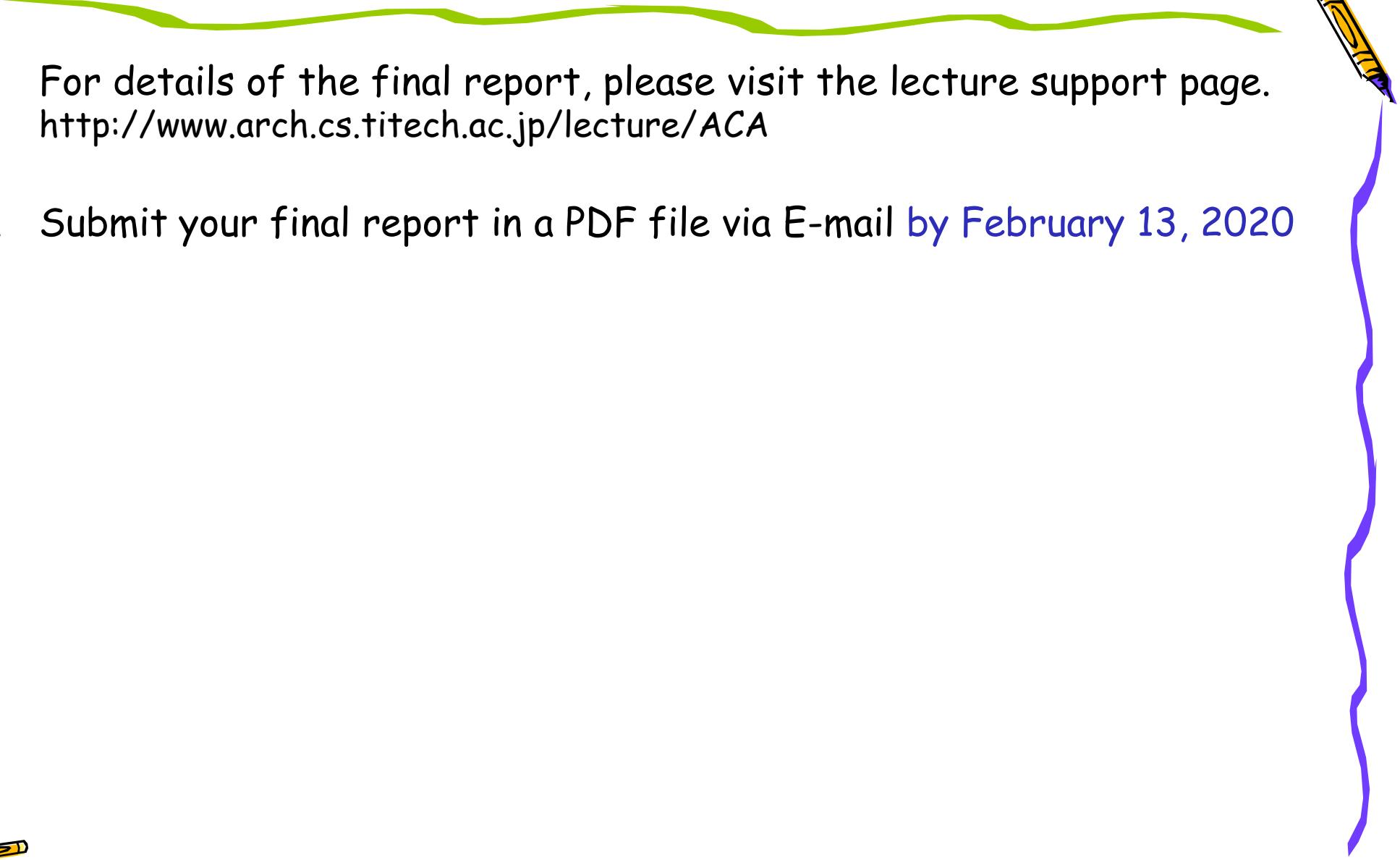
Syllabus (3/3)



Course schedule/Required learning		
	Course schedule	Required learning
Class 1	Design and Analysis of Computer Systems	Understand the basic of design and analysis of computer systems.
Class 2	Instruction Set Architecture	Understand the examples of instruction set architectures
Class 3	Memory Hierarchy Design	Understand the organization of memory hierarchy designs
Class 4	Pipelining	Understand the idea and organization of pipelining
Class 5	Instruction Level Parallelism: Concepts and Challenges	Understand the idea and requirements for exploiting instruction level parallelism
Class 6	Instruction Level Parallelism: Instruction Fetch and Branch Prediction	Understand the organization of instruction fetch and branch predictions to exploit instruction level parallelism
Class 7	Instruction Level Parallelism: Advanced Techniques for Branch Prediction	Understand the advanced techniques for branch prediction to exploit instruction level parallelism
Class 8	Instruction Level Parallelism: Dynamic Scheduling	Understand the dynamic scheduling to exploit instruction level parallelism
Class 9	Instruction Level Parallelism: Exploiting ILP Using Multiple Issue and Speculation	Understand the multiple issue mechanism and speculation to exploit instruction level parallelism
Class 10	Instruction Level Parallelism: Out-of-order Execution and Multithreading	Understand the out-of-order execution and multithreading to exploit instruction level parallelism
Class 11	Multi-Processor: Distributed Memory and Shared Memory Architecture	Understand the distributed memory and shared memory architecture for multi-processors
Class 12	Thread Level Parallelism: Coherence and Synchronization	Understand the coherence and synchronization for thread level parallelism
Class 13	Thread Level Parallelism: Memory Consistency Model	Understand the memory consistency model for thread level parallelism
Class 14	Thread Level Parallelism: Interconnection Network	Understand the interconnection network for thread level parallelism
Class 15	Thread Level Parallelism: Many-core Processor and Network-on-chip	Understand the many-core processor and network-on-chip for thread level parallelism



Final report



1. For details of the final report, please visit the lecture support page.
<http://www.arch.cs.titech.ac.jp/lecture/ACA>
2. Submit your final report in a PDF file via E-mail **by February 13, 2020**

