# SCALING DISTRIBUTED CACHE HIERARCHIES THROUGH COMPUTATION AND DATA CO-SCHEDULING

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Many misses Low hit latency

Moderate misses Medium hit latency Few misses High hit latency

More capacity does not always mean better performance



CDCS jointly places threads and data to reduce data movement



- Improves performance by 46% on average and by up to 76%
- Saves 36% of system energy
- Uses low-overhead algorithms that perform within 1% of impractical, idealized solutions



Background

CDCS Design

Evaluation





#### Place data in local bank















## Dynamic NUCA



## Partitioned NUCA



CDCS

#### Mix:

#### 4 x 471.omnetpp 4-thread 360.ilbdc





## Agenda

Background

#### CDCS Design

Operation

Optimization

Evaluation

### **CDCS** Overview



## Operation

Group partitions from different banks to create virtual caches (VCs)



## Optimization

- □ Minimize sum of on-chip latency and off-chip latency by deciding:
  - Thread placement
  - Virtual cache capacity
  - Virtual cache data placement
- It's an NP-hard problem
  - Thread and data placement are interrelated
  - Similar to VLSI place & route, HPC cluster scheduling



## Insight: Decouple the dependency



By placing data twice, CDCS disentangles the dependencies

## Latency-aware allocation



□ Assume no contention



### Latency-aware allocation

Use total latency curve to partition cache among VCs



## **Optimistic VC placement**



#### Place VC as compactly as possible



Estimating contention of every bank for VC VC placed around least-contended tile





#### Place threads at center of mass of their accesses







#### Greedily place VC close to thread first

Move/trade cache lines between VCs





## Scalable reconfiguration & monitoring

Incremental reconfiguration

Allows chip to reconfigure smoothly, without pausing cores

□ Geometric monitor

Monitors large LLC with low overhead

See paper for details

## Agenda

Background

CDCS design

#### Evaluation

- Methodology
- Performance
- Sensitivity

## Methodology

- □ Systems:
  - 64-core, 512KB/L3 bank
  - OOO cores (Silvermont-like)
  - 8x8 Mesh network
  - Similar to Knights Landing



□ Zsim [Sanchez'13]: Pin-based simulator

Workloads: SPEC CPU2006, SPEC OMP2012

## Methodology

Schemes

- S-NUCA (baseline) with clustering thread scheduler
- R-NUCA with clustering thread scheduler
- Jigsaw
  - Jigsaw+C: Jigsaw with clustering thread scheduler
  - Jigsaw+R: Jigsaw with random thread scheduler



## Multi-programmed mixes



### Multi-threaded mixes



### Undercommitted multi-threaded mixes

□ SPECOMP mixes using half of the cores



## CDCS vs idealized algorithms

Integer Linear Programming (ILP)



## See paper for additional results

- Under-committed system
- Traffic breakdown
- Energy breakdown
- Factor analysis
- Other sensitivity studies
  - Reconfiguration interval sweep
  - Incremental reconfiguration IPC trace

## Conclusions

- Thread placement has a large impact on NUCA performance when capacity is well managed
- CDCS reduces the distance to data through joint thread and data placement
- CDCS outperforms state-of-the-art NUCA techniques with different thread scheduling policies and prevents pathological behavior of fixed policies

## QUESTIONS





