

# EXPLOITING COMMUTATIVITY TO REDUCE THE COST OF UPDATES TO SHARED DATA IN CACHE-COHERENT SYSTEMS

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MICRO 2015



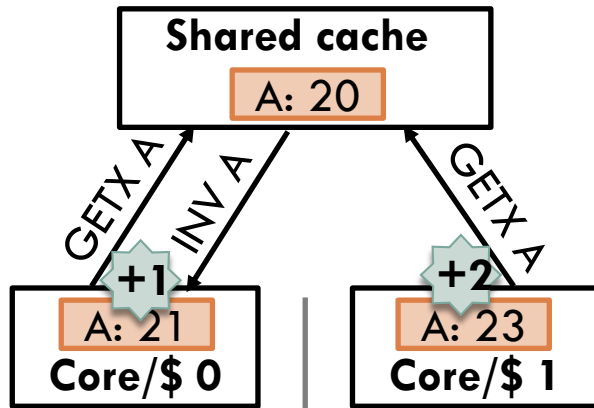
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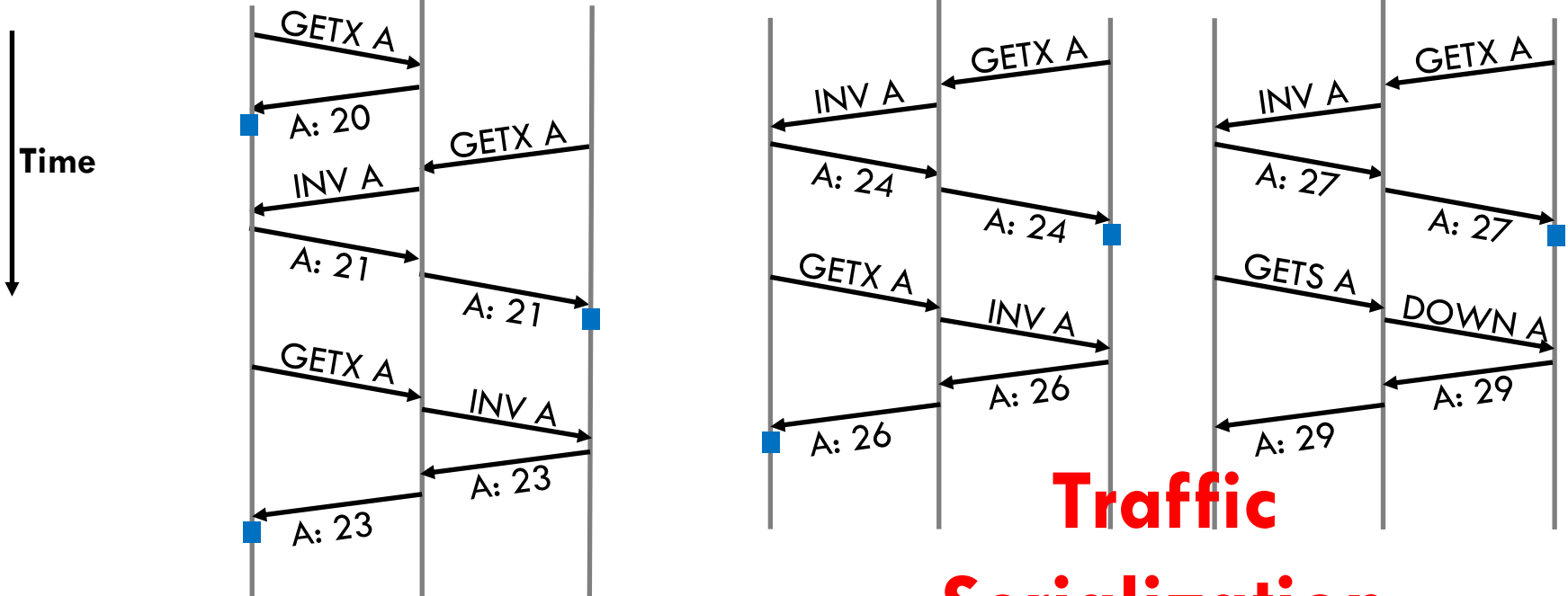
# Executive summary

- Updates to shared data limit parallelism in current systems
- Insight: Many updates are commutative
- Coup extends cache coherence protocols to make commutative updates as cheap as reads
  - ▣ Maintains coherence and consistency
  - ▣ Accelerates update-heavy applications significantly

# Updates are expensive

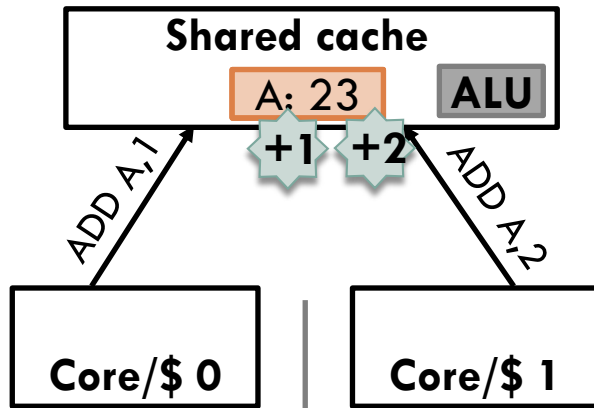


```
Core 0: add(A, 1);  
        add(A, 1);  
        add(A, 1);  
        read(A);  
Core 1: add(A, 2);  
        add(A, 2);  
        add(A, 2);
```



**Traffic  
Serialization**

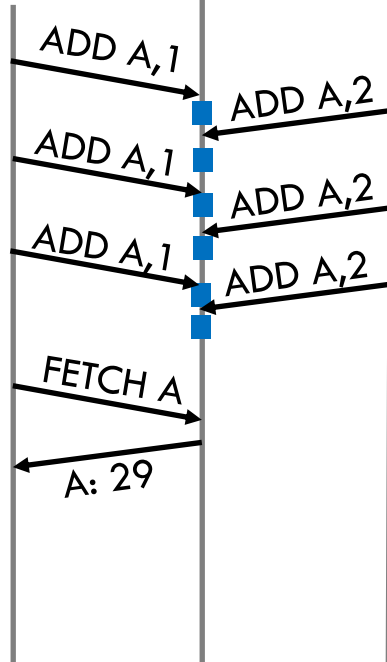
# Updates are expensive, even with RMOs



```
Core 0
add(A, 1);
add(A, 1);
add(A, 1);
read(A);

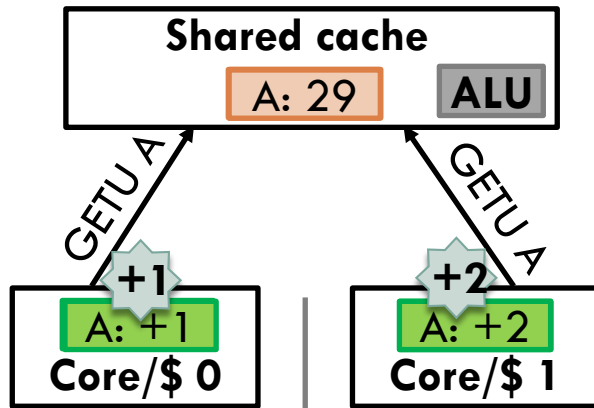
Core 1
add(A, 2);
add(A, 2);
add(A, 2);
```

Time



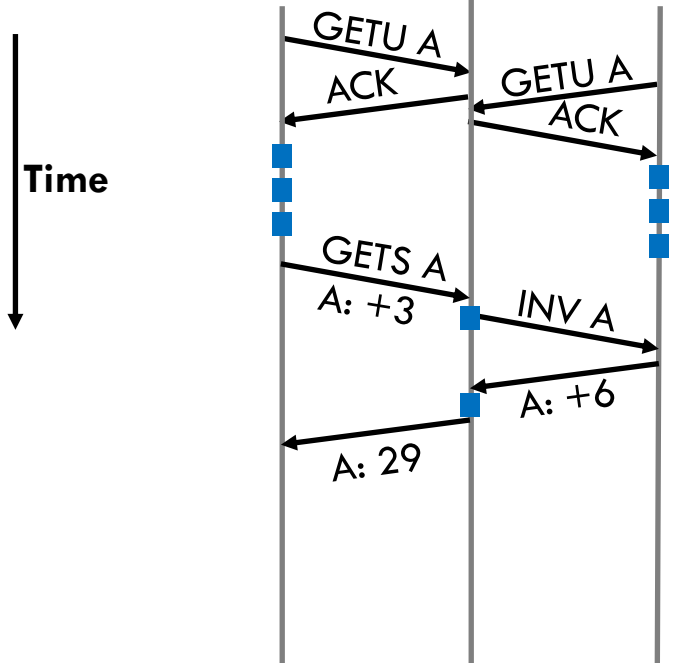
**Traffic**  
**Serialization**  
**Complicates consistency**

# Coup: exploiting commutativity



```
Core 0
add(A, 1);
add(A, 1);
add(A, 1);
read(A);




Core 1
add(A, 2);
add(A, 2);
add(A, 2);
```



**Low traffic**  
**Concurrent updates**  
**Simple consistency**

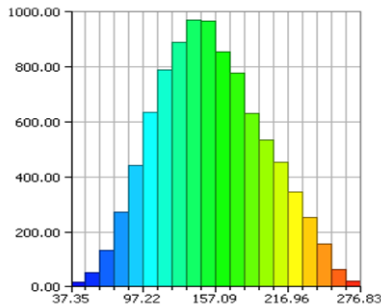
**Less general than RMOs**

# Commutative updates are common

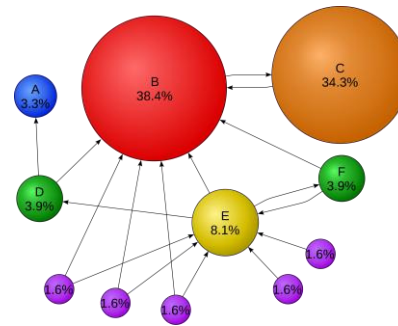
- Operations   MIN 

- Applications

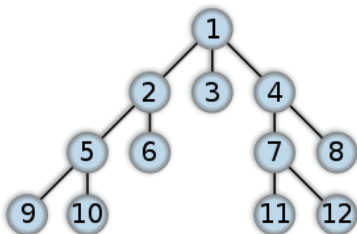
## Reduction variables



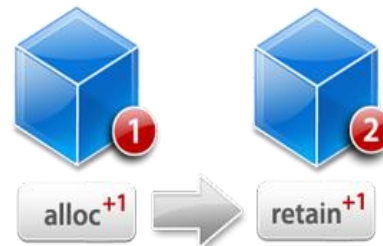
## Iterative algorithms



## Graph traversal

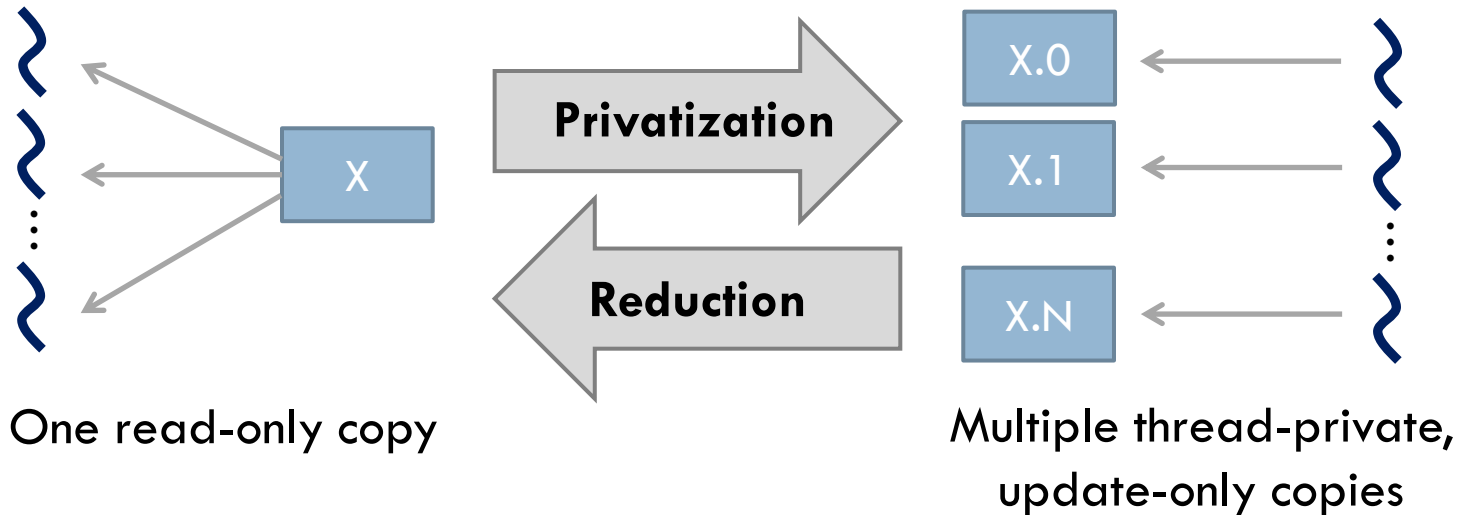


## Reference counting



# Software privatization vs. Coup

7



## Software privatization

**Needs to amortize  
privatization/reduction costs**

**Wastes shared cache &  
memory capacity**

**Must apply selectively**

## Coup

**No overheads**

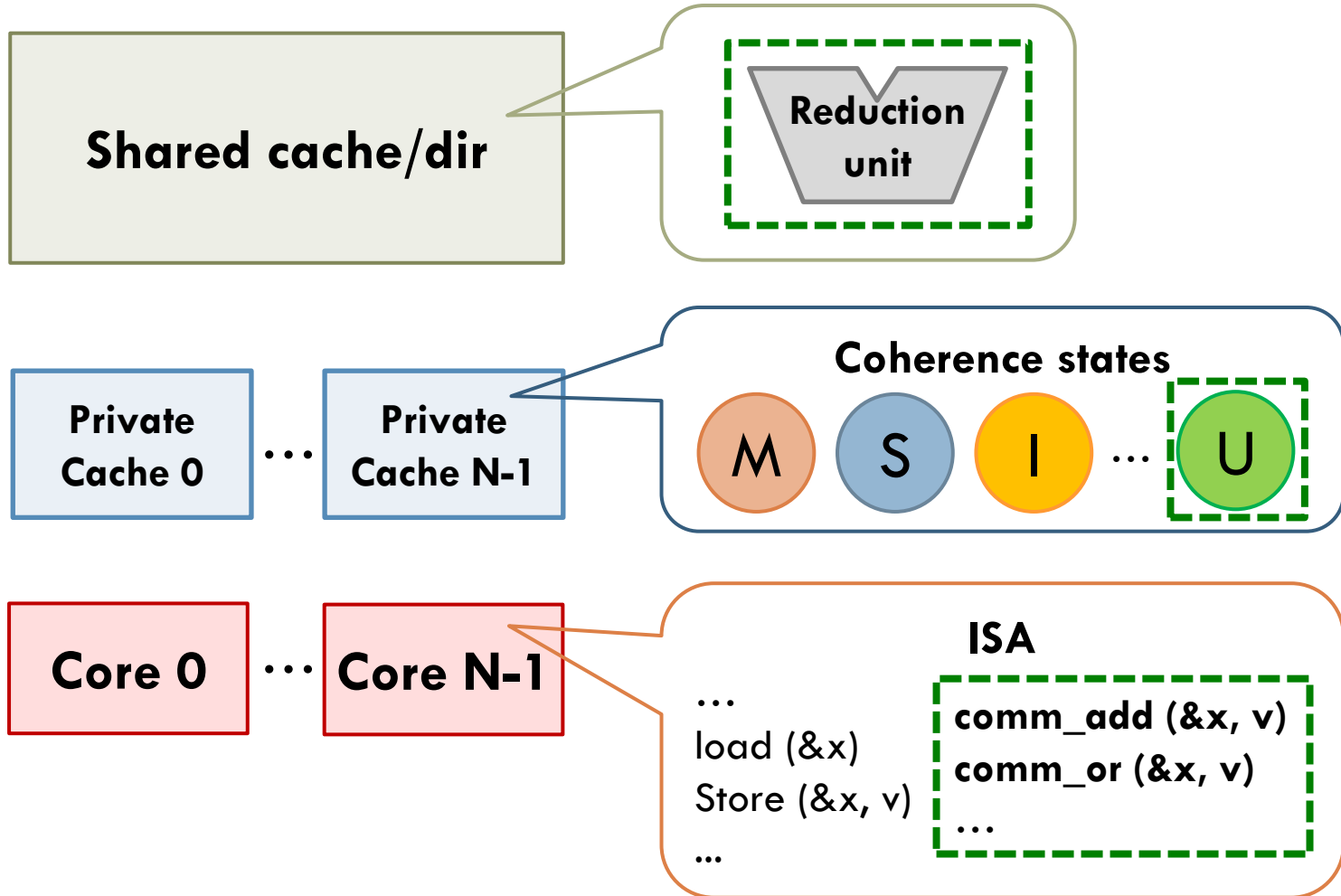
**No wasted capacity**

**Apply to any update  
that might commute**

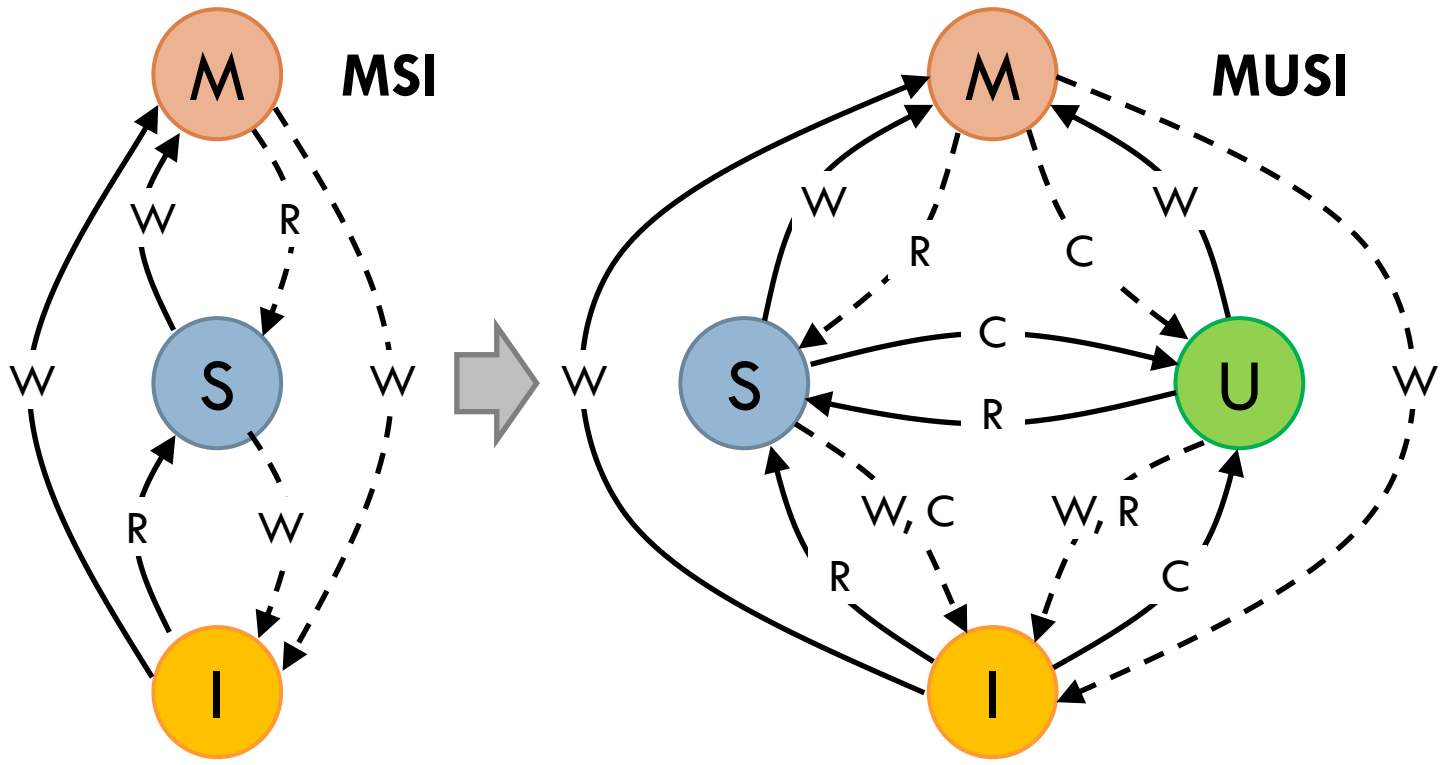
- Introduction
- **Coup**
- Evaluation



# Structural changes



# Example: extending MSI



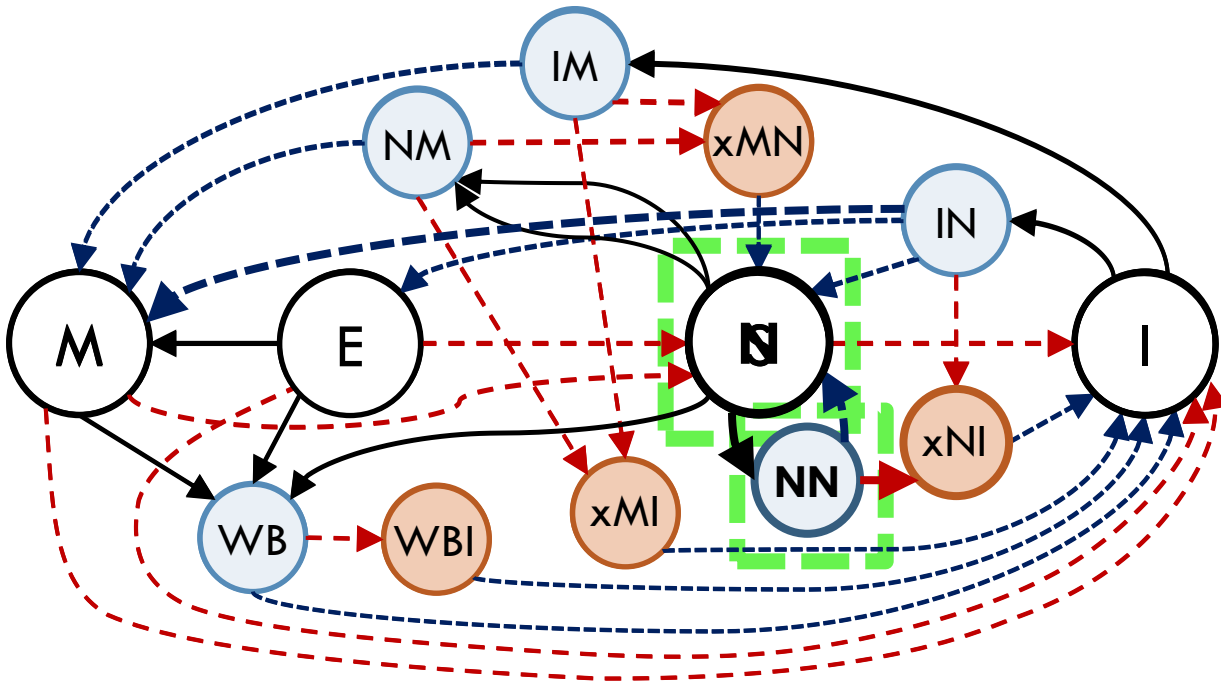
Legend			
<b>Transitions</b>		Initiated by own core (gain permissions)	
		Initiated by others (lose permissions)	
<b>States</b>	<span style="color: orange;">Modified</span>	<span style="color: blue;">Shared (read-only)</span>	<span style="color: yellow;">Invalid</span> <span style="color: green;">Update-only</span>
<b>Requests</b>	Read	Write	Commutative update

# Coherence and consistency

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- Coherence is maintained
  
- Consistency is not affected
  
- See paper for proofs

# Implementation and verification



**Legend**

**States**

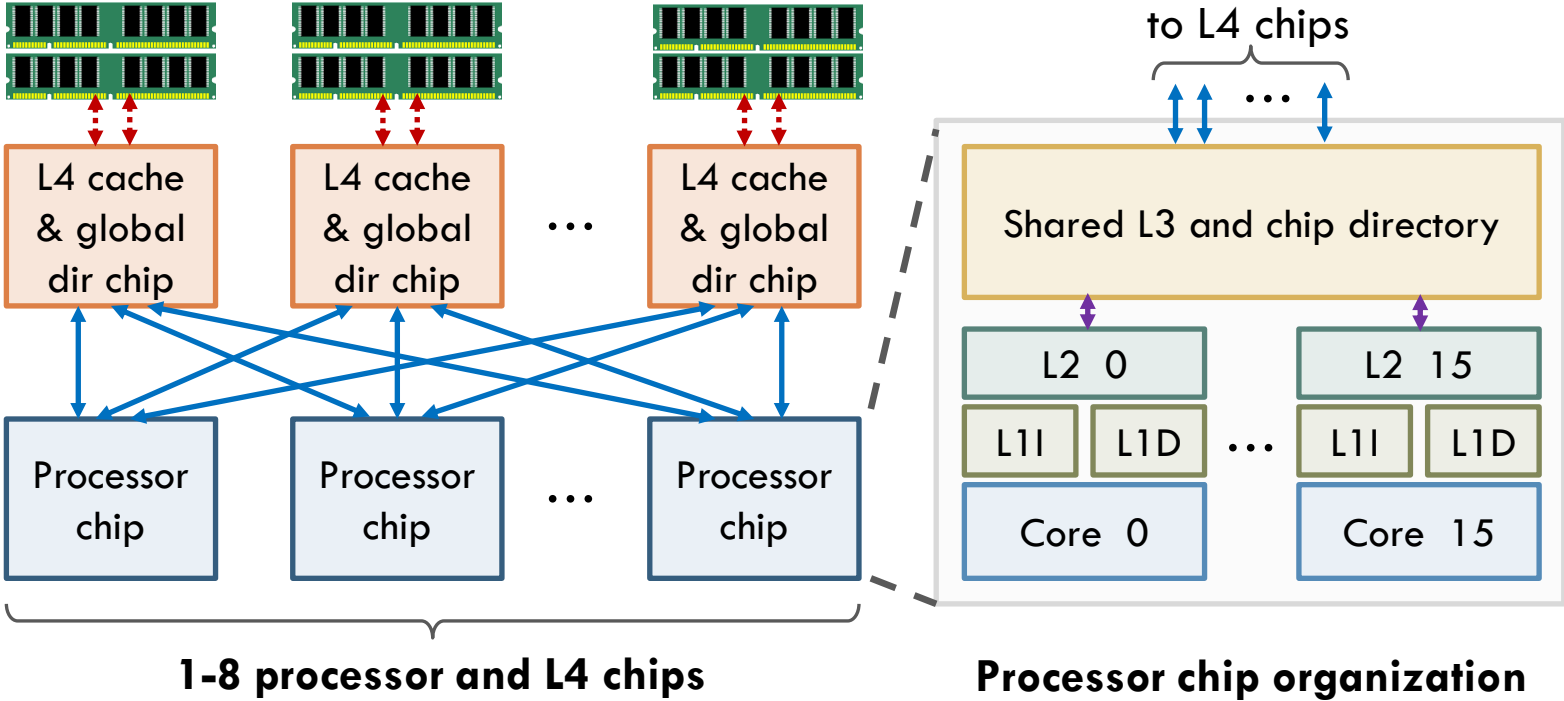
Stable	Transient	
	Split	Race

**Transitions** initiated by  
Own request (R,W,C,wback) →  
Response to own request →  
Inval/downgrade request →

No extra stable states

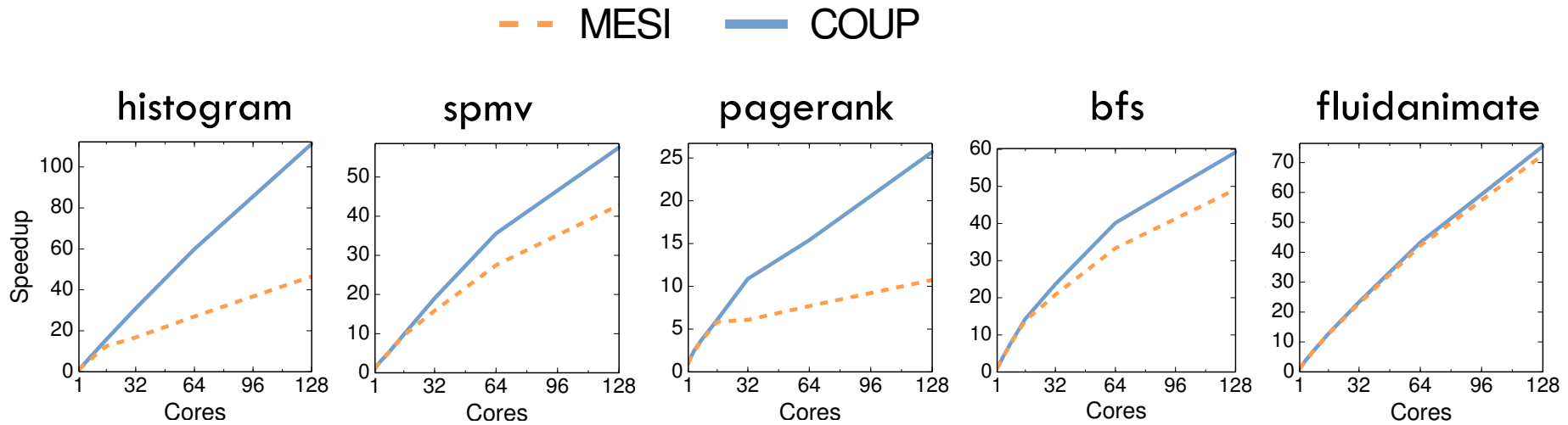
Easy to verify

# Evaluation Methodology

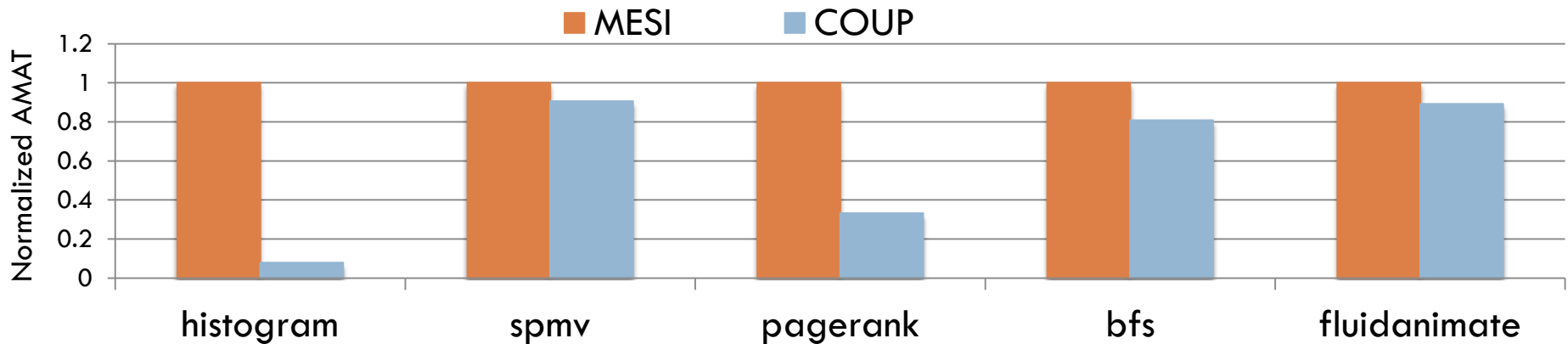
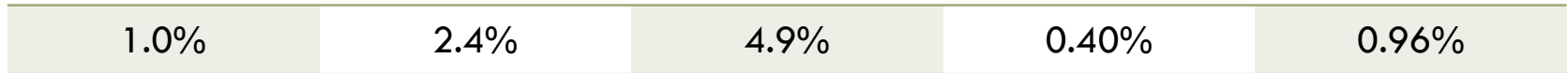


$$8 \text{ sockets} \times 16 \text{ cores/socket} = 128 \text{ cores}$$

# Coup vs. Atomic Operations



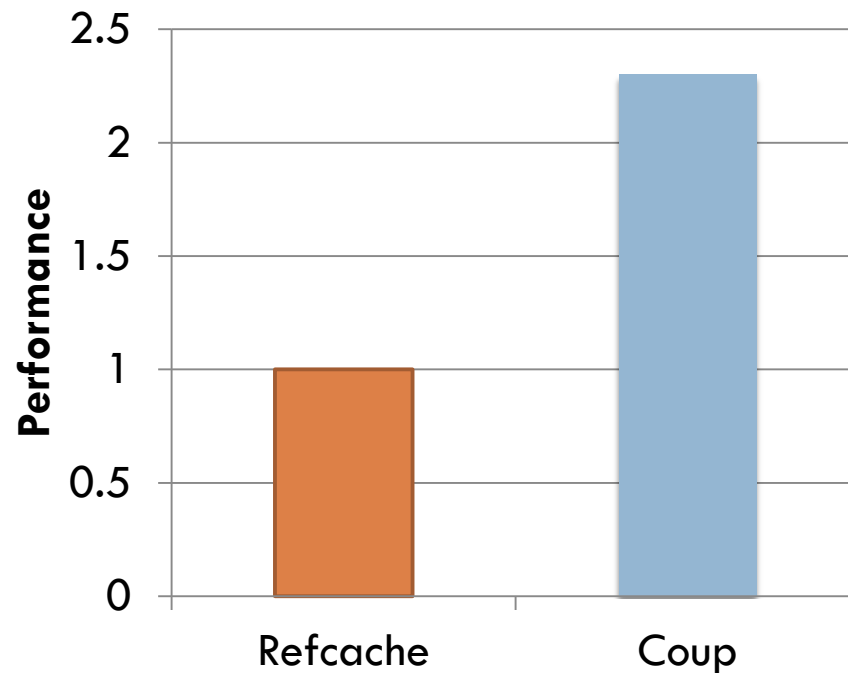
## Fraction of commutative instructions



# Modifying algorithms to exploit Coup 15

## Delayed deallocation reference counting

Scheme	Data structure
Refcache <sup>[1]</sup>	Hash table
Coup implementation	Hierarchical bit vectors + comm add/or



[1] Clements et al, EuroSys 2013

- Coup allows concurrent commutative updates
  - ▣ Maintains coherence and consistency
  
- Coup implementation accelerates single-word updates
  - ▣ Minor hardware overhead
  - ▣ Accelerates update-heavy applications by up to 2.4x
  
- Coup opens exciting research avenues
  - ▣ Commutativity-aware hardware transactional memory
  - ▣ Support arbitrary update functions, semantic commutativity



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**THANKS FOR YOUR ATTENTION!**

**QUESTIONS ARE WELCOME!**



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