Memory Consistency

A Crash Course

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CSE 471

Memory Consistency Model

Informal Definition:

"Defines the value a read operation may read at each point during the execution"

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"Defines the set of legal observable orders of memory operations during an execution"

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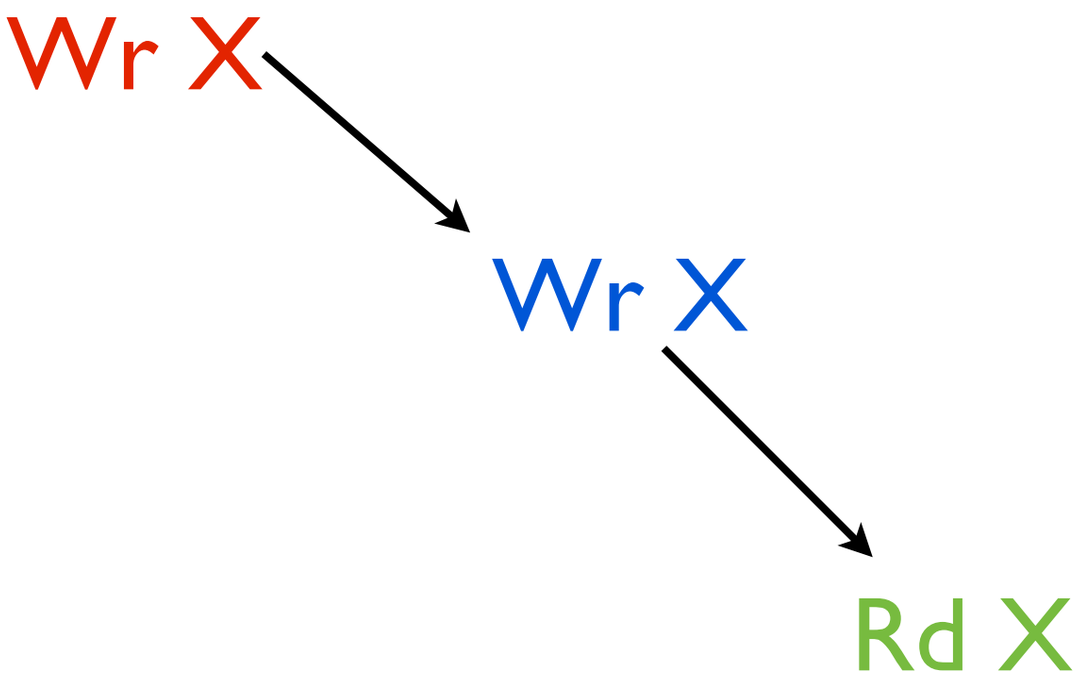
Informal Definition:

"Defines the value a read operation may read at each point during the execution"

"Defines the set of legal observable orders of memory operations during an execution"

"Defines which reorderings of memory operations are permitted"

Review: Coherence

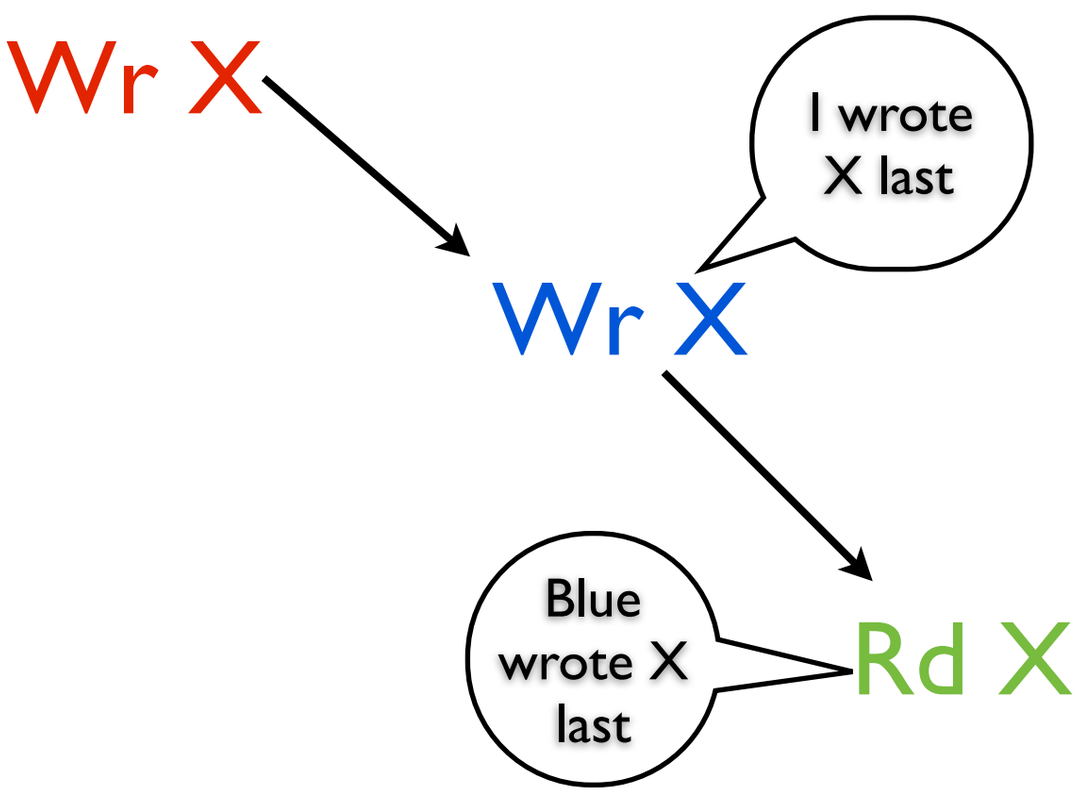


2 Invariants:

1) "One Writer or One or More Readers"

2) "Reading X gets the value of the last write to X"

Review: Coherence



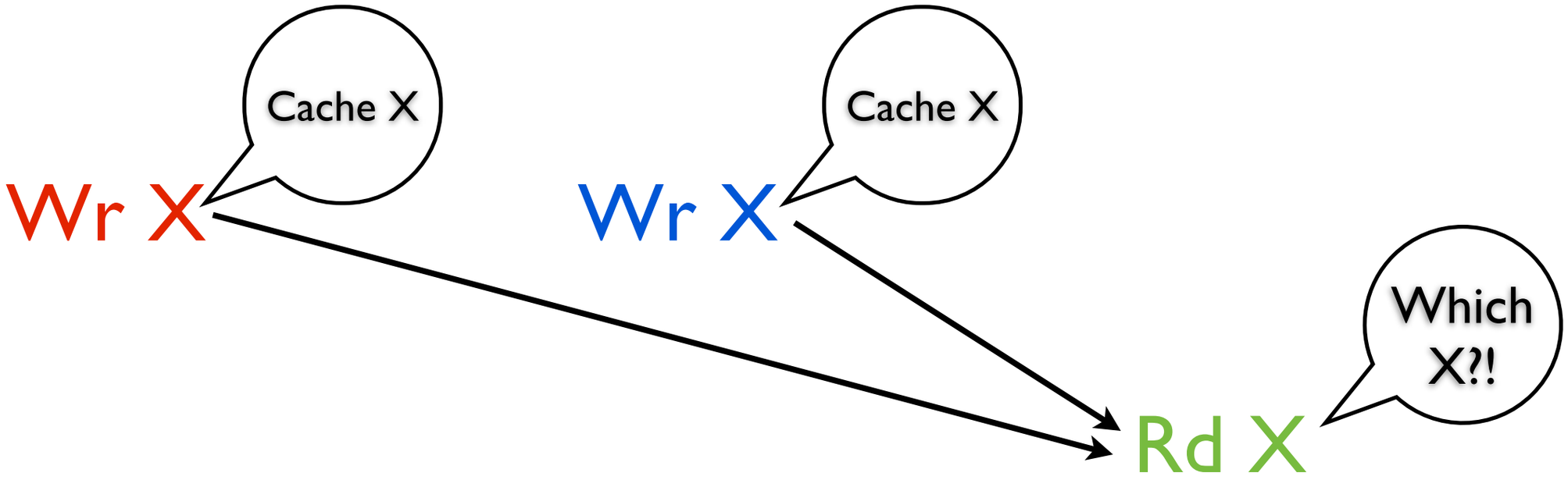
2 Invariants:

1) "One Writer or One or More Readers"

2) "Reading X gets the value of the last write to X"

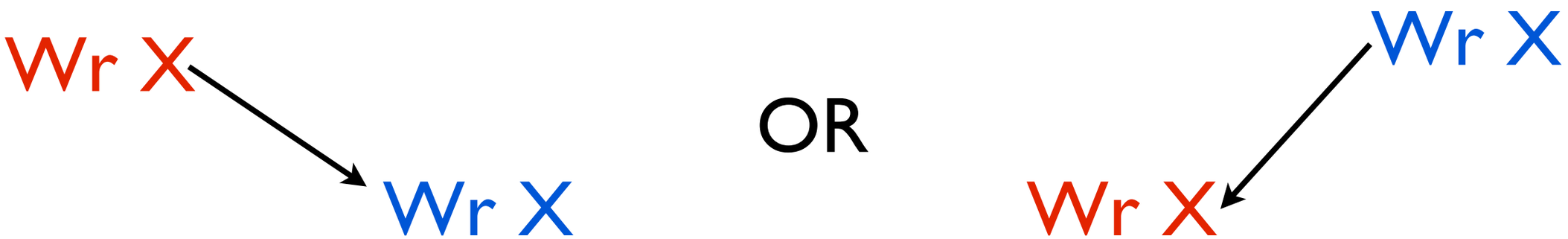
Without Coherence

(The coherence invariants prevent this from happening)



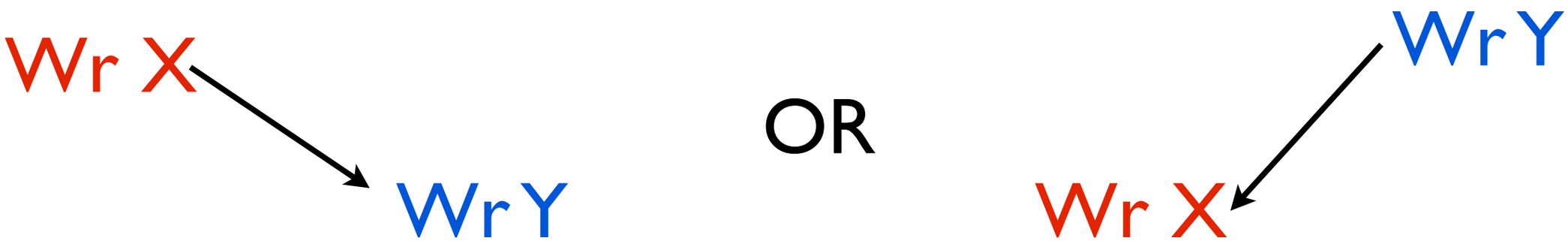
Processors can't decide who wrote last.
Green is hosed.

Coherence is Ordering



Coherence defines the set of legal orders of accesses to a single memory location

Consistency is Ordering



Consistency defines the set of legal orders of accesses to multiple memory locations

Expectation

Program

Initially X == Y == 0

X=1 Y=1

r1=Y r2=X

Which final values of {r1, r2} are possible?

Sequential Consistency (SC)

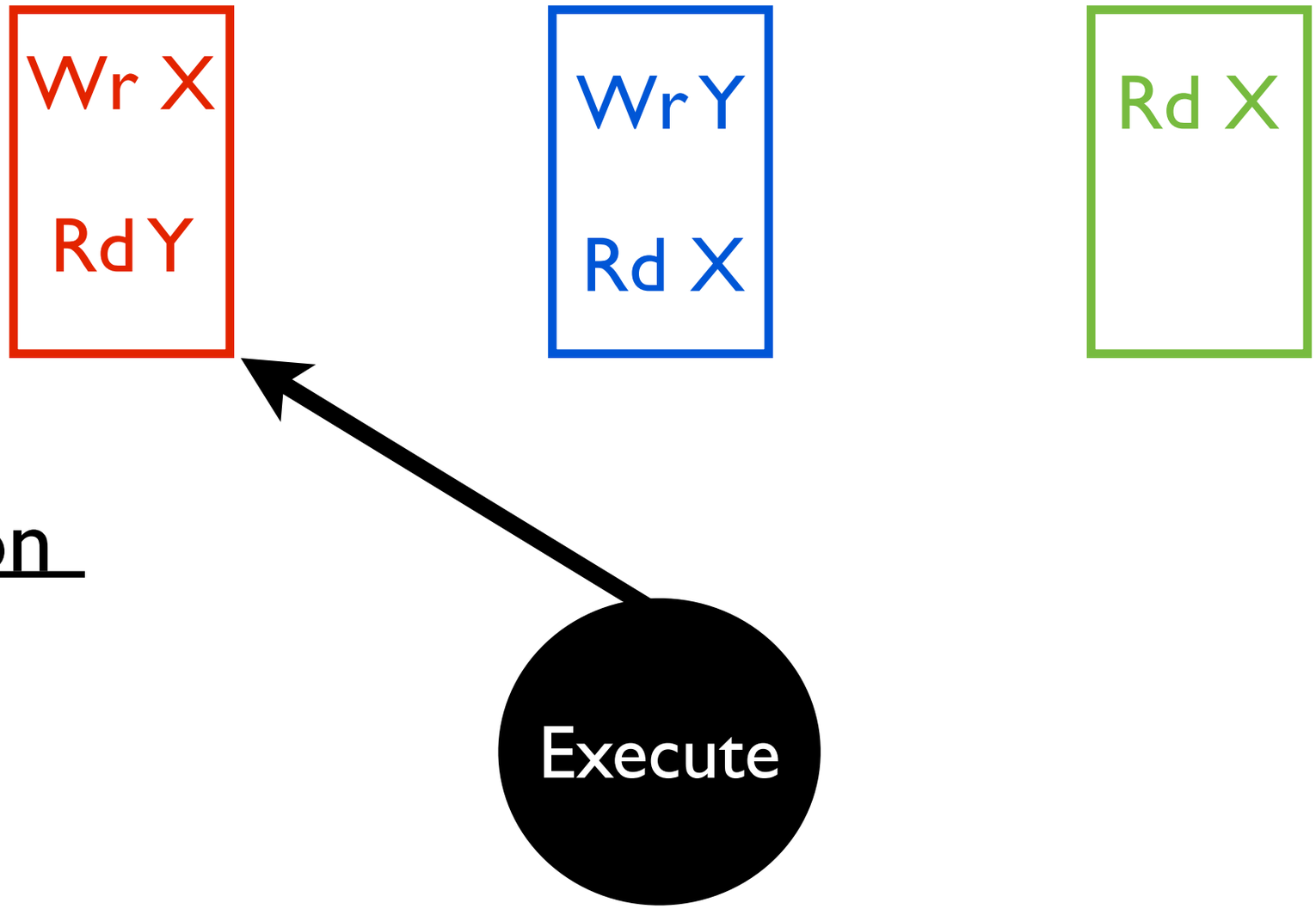
The simplest, most intuitive memory consistency model

Two Invariants to SC:

Instructions are executed in program order

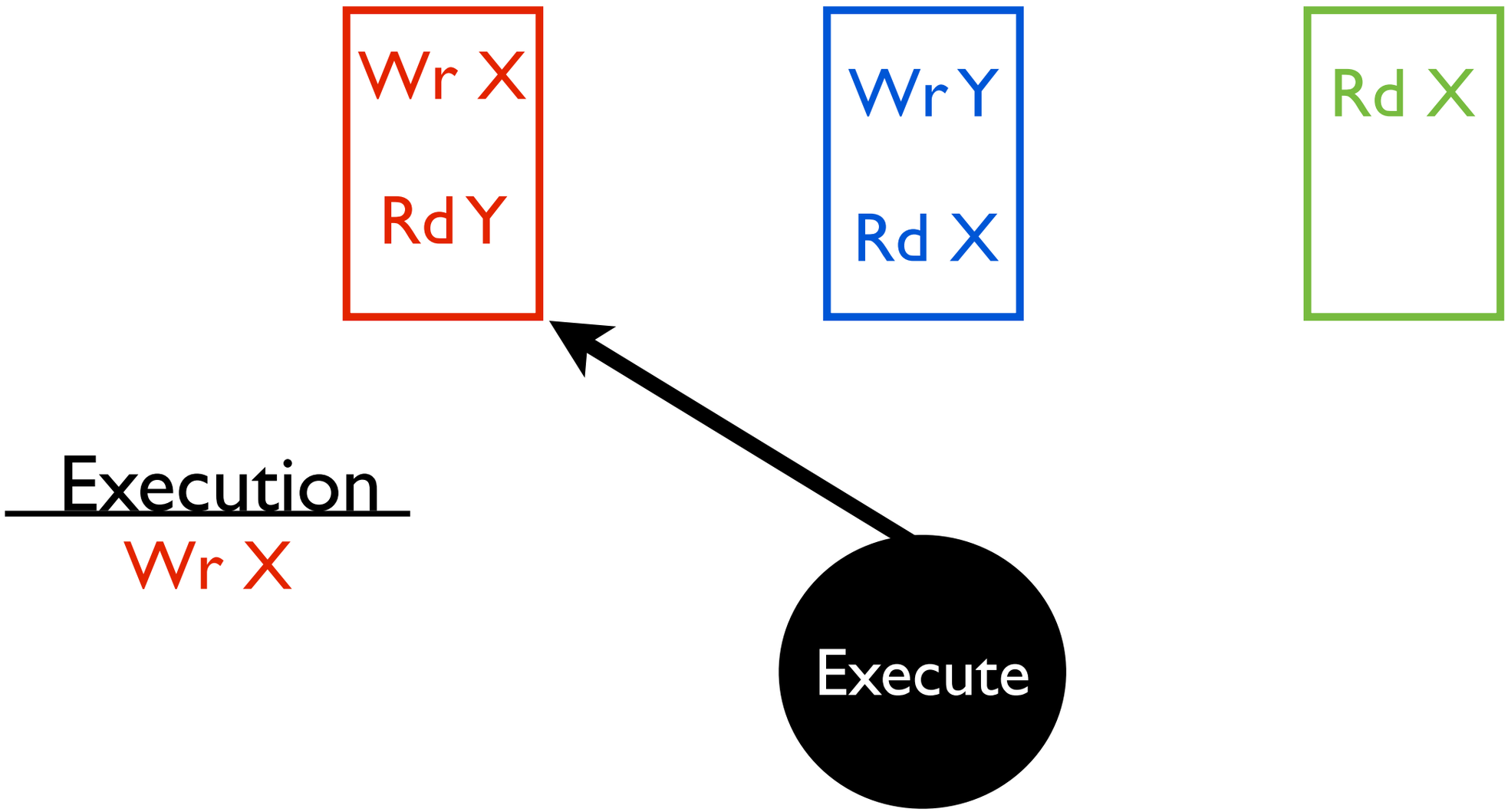
All processors agree on a total order of executed instructions

The SC "Switch"



Execution

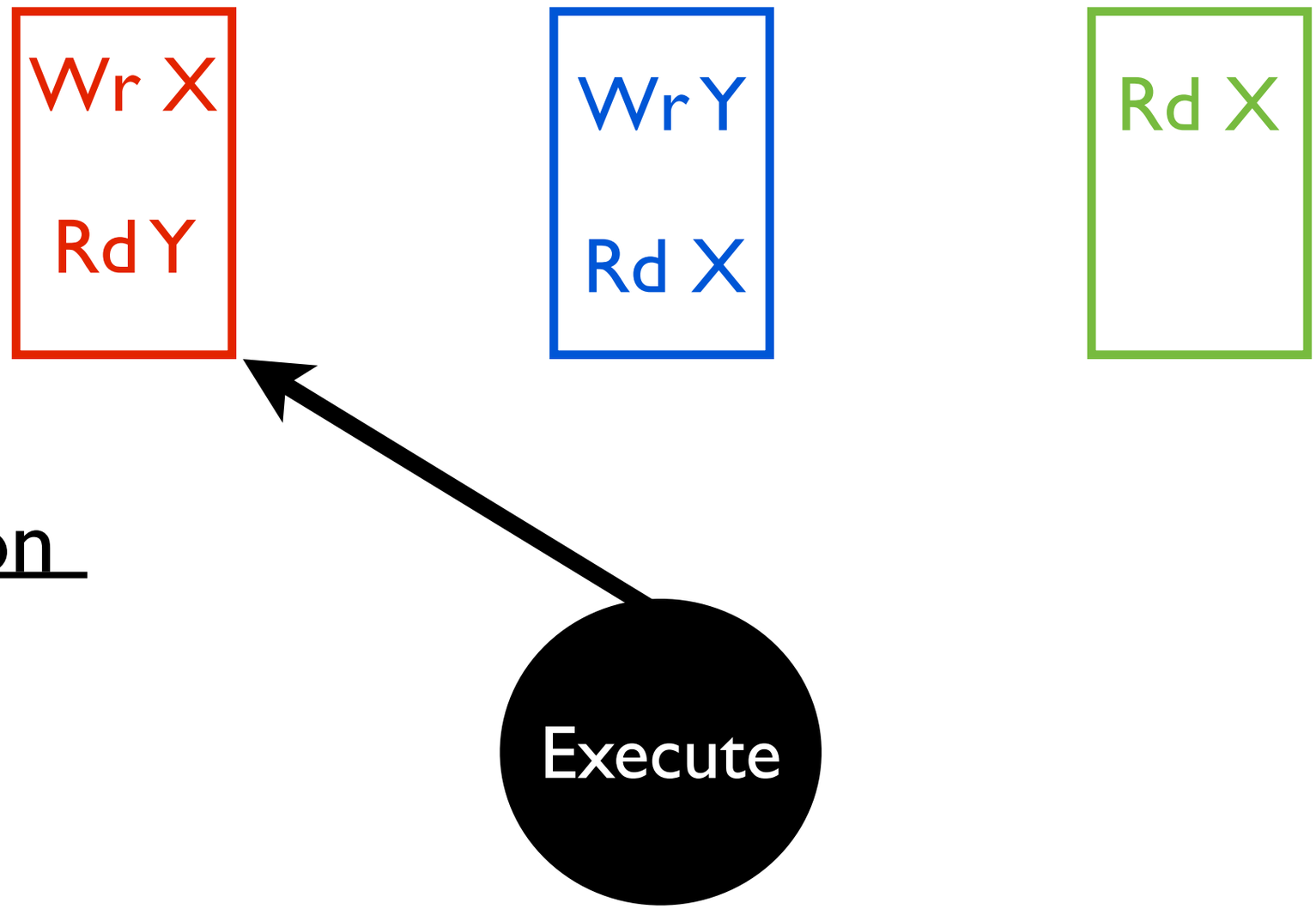
The SC "Switch"



Execution

Wr X

The SC "Switch"

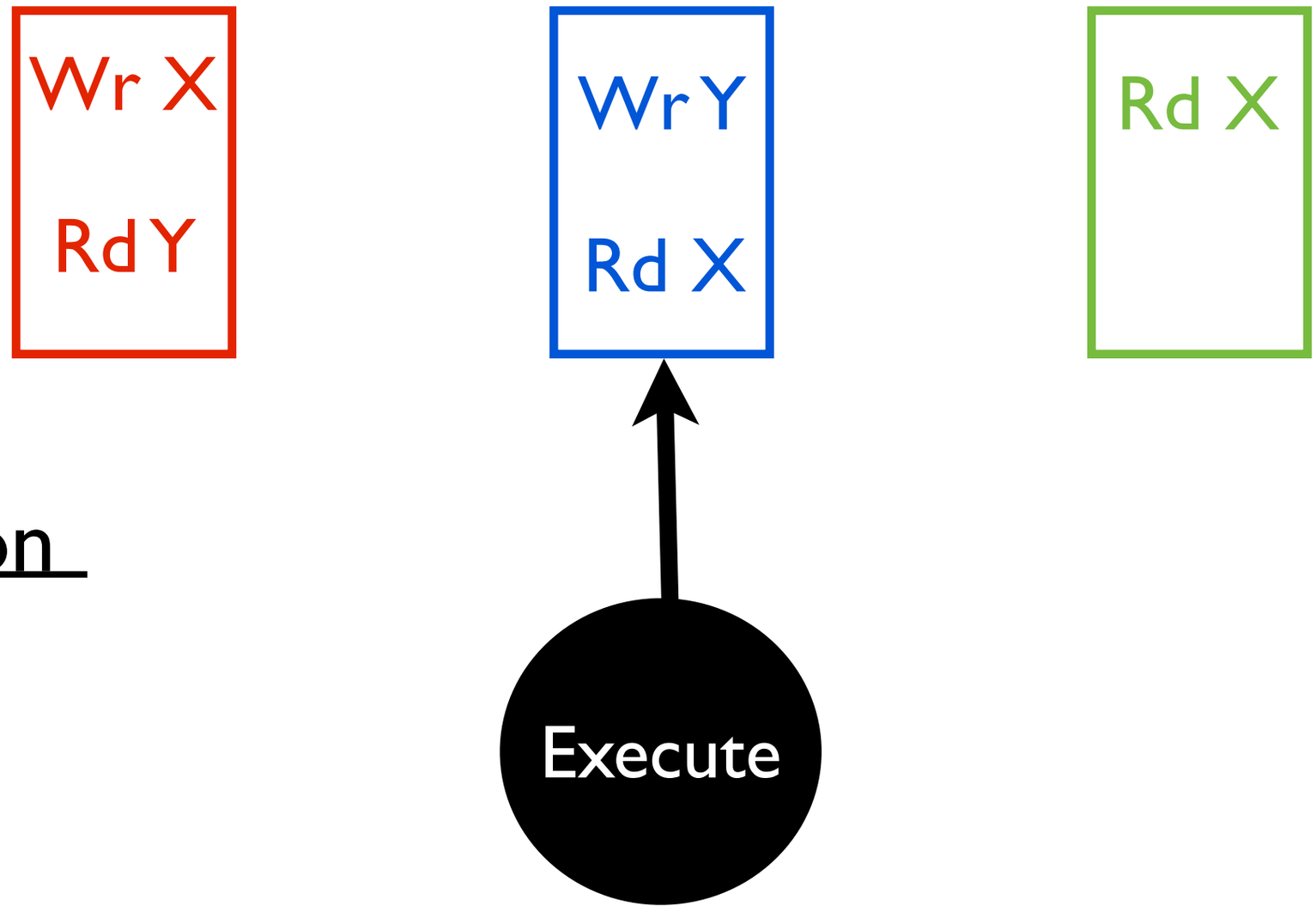


Execution

Wr X

Rd Y

The SC "Switch"



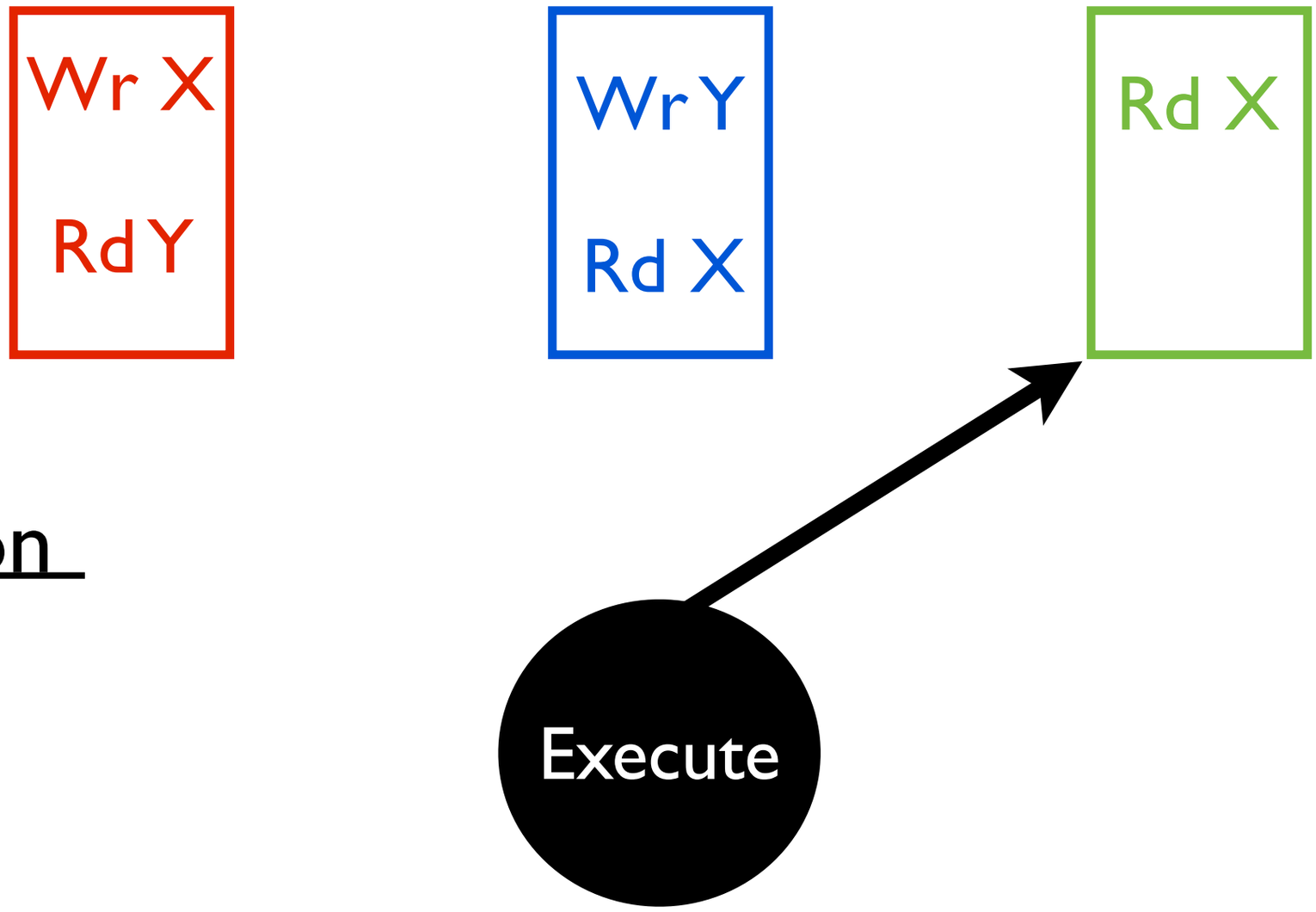
Execution

Wr X

Rd Y

Wr Y

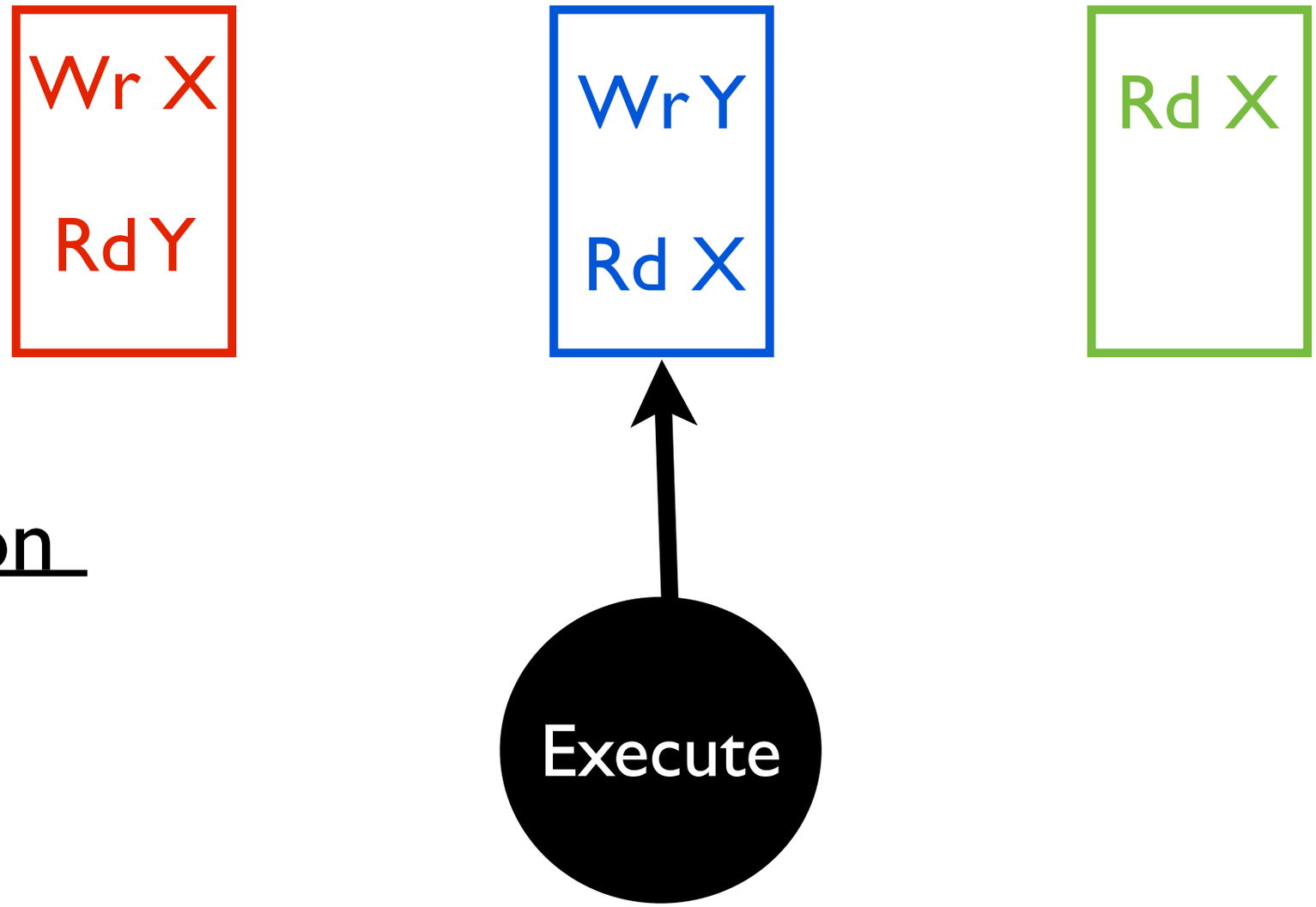
The SC "Switch"



Execution

Wr X
Rd Y
Wr Y
Rd X

The SC "Switch"



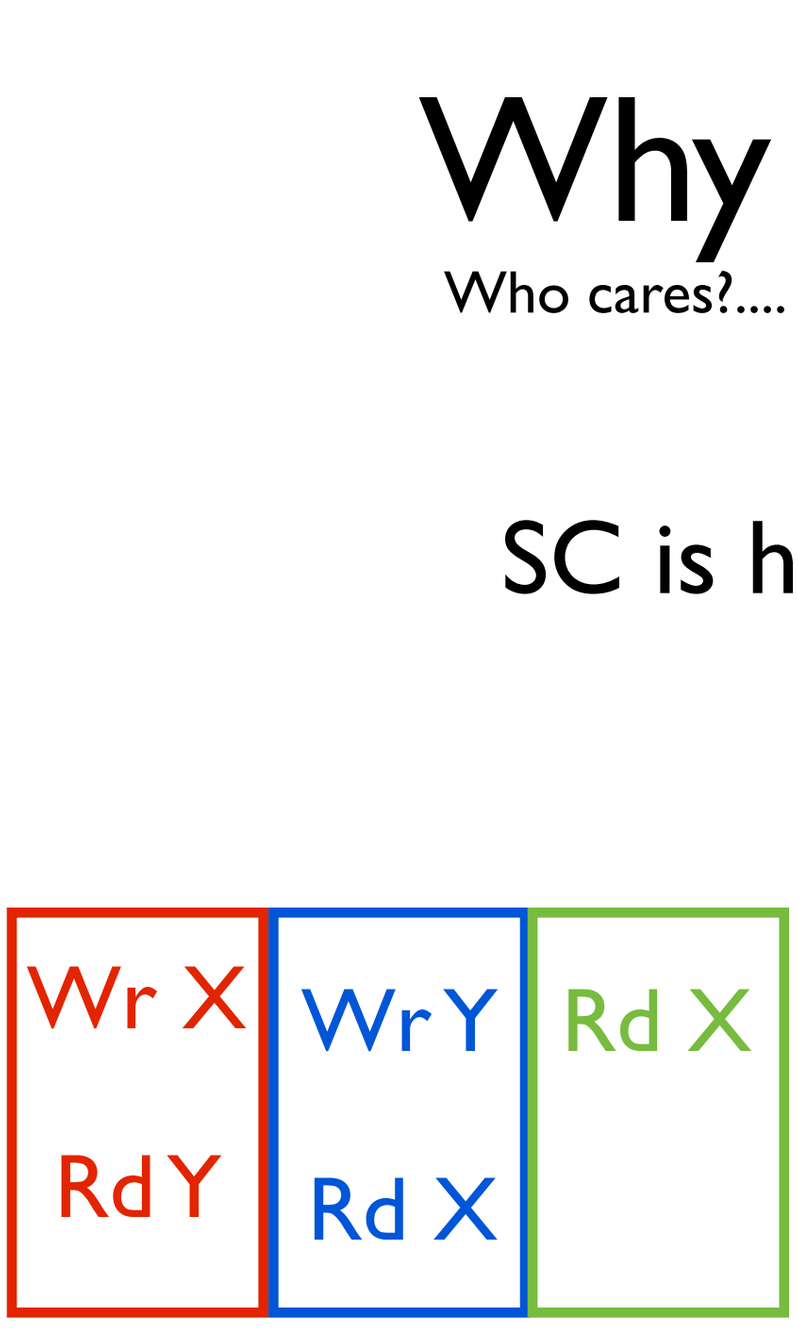
Execution

Wr X
Rd Y
Wr Y
Rd X
Rd X

Why is SC Important?

Who cares?.... **You** care!

SC is how **programmers** think.



Intuitive (SC)

Wr X
Rd Y
Wr Y
Rd X
Rd X

Weird (not SC)

Rd Y
Wr X
Rd X
Rd X
Wr Y

SC prohibits **all** reordering of instructions (Invariant 1)

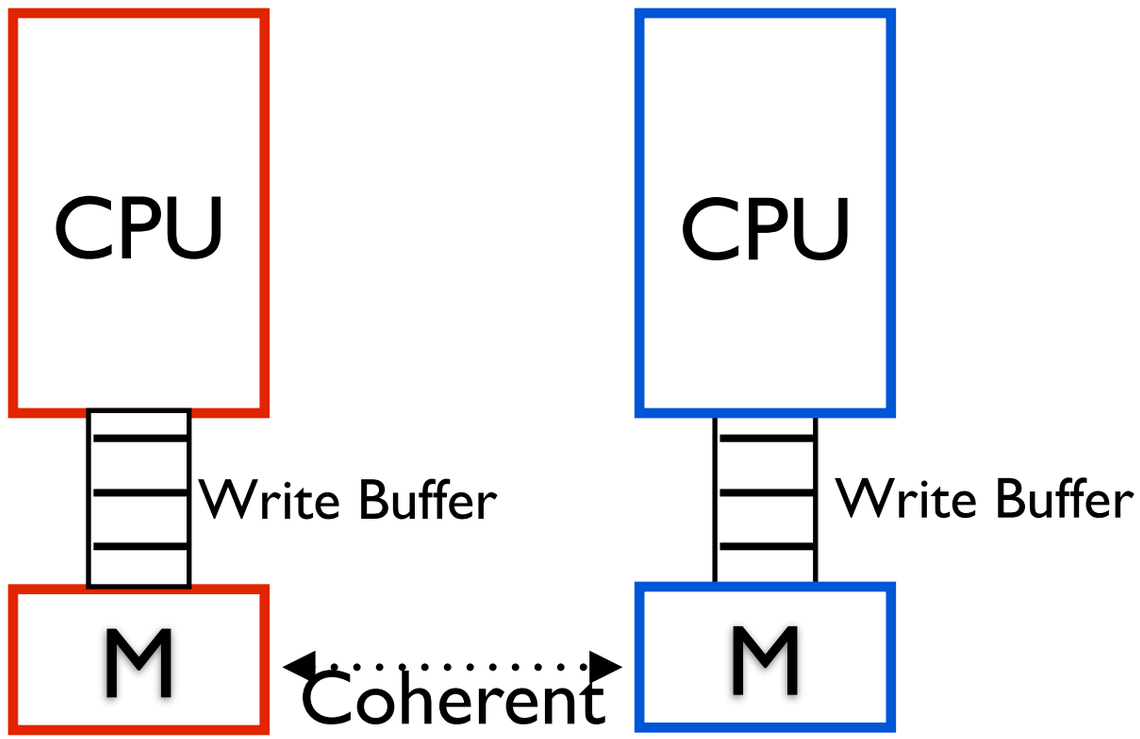
Why are Instructions Reordered?

And when does it matter anyway?

Why are Instructions Reordered?

Optimization.

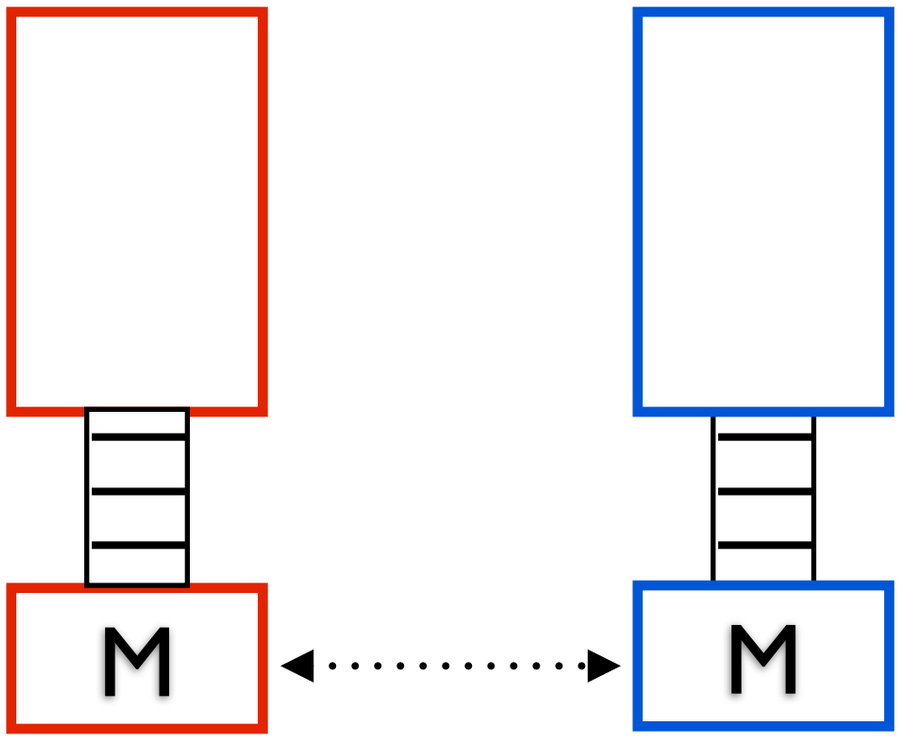
Reordering #1: Write Buffers



CPU can read its write buffer, but not others'

Buffered writes eventually end up in coherent shared memory

Reordering #1: Write Buffers



Program

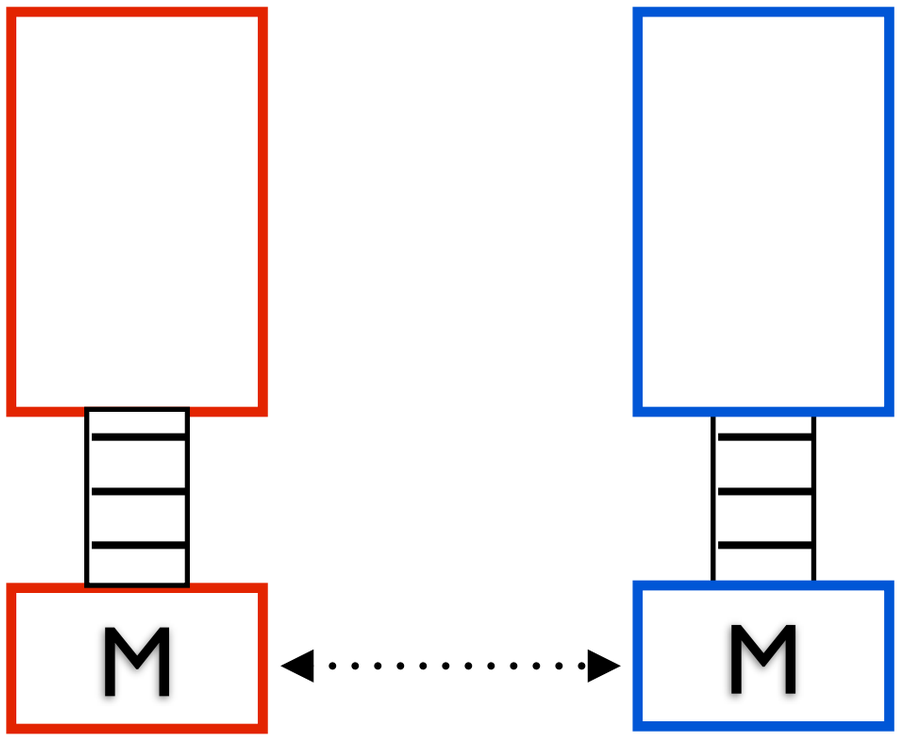
Initially X == Y == 0

X=1 Y=1

r1=Y r2=X

Is r1==r2==0
a valid result?

Reordering #1: Write Buffers



Program

Initially X == Y == 0

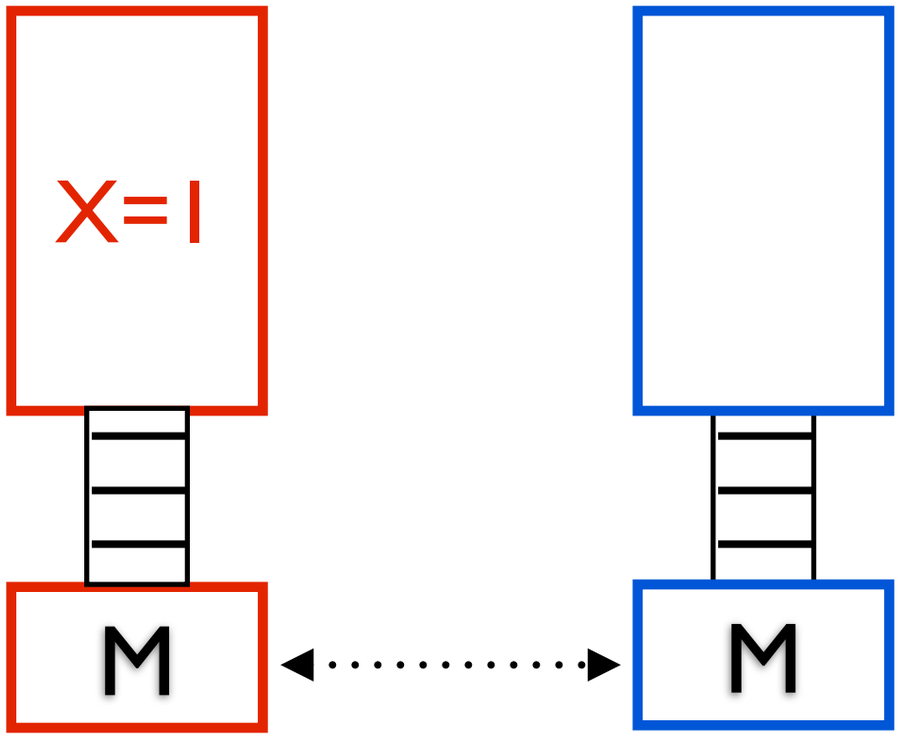
X=1 Y=1

r1=Y r2=X

Is r1==r2==0
a valid result?

r1 == r2 == 0 is **not** SC, but it can happen with write buffers

Reordering #1: Write Buffers



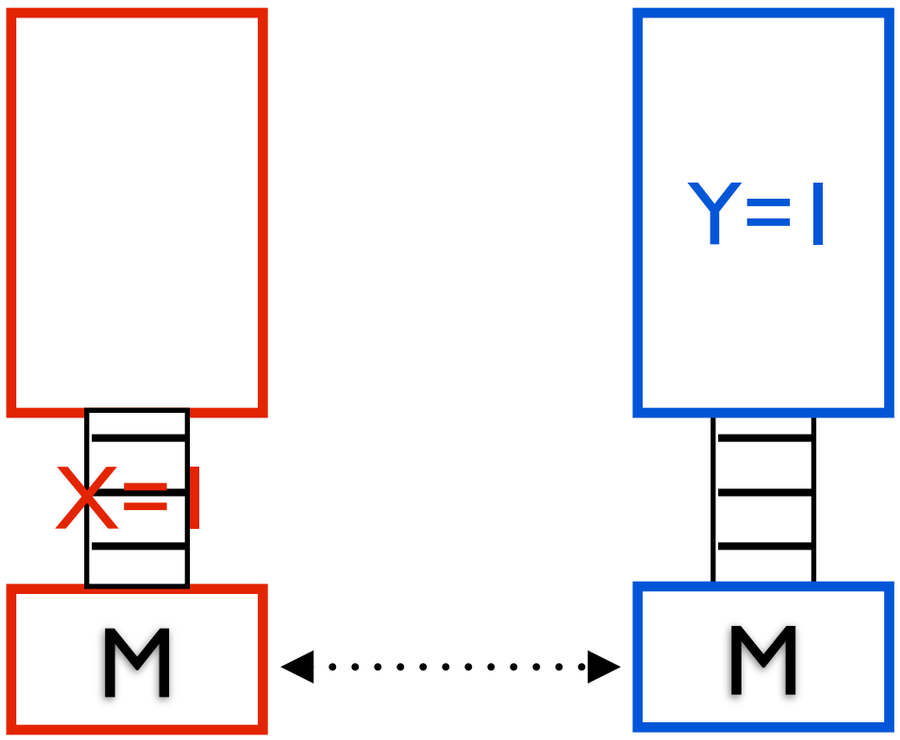
Program

Initially X == Y == 0

	Y=1
r1=Y	r2=X

Execution

Reordering #1: Write Buffers



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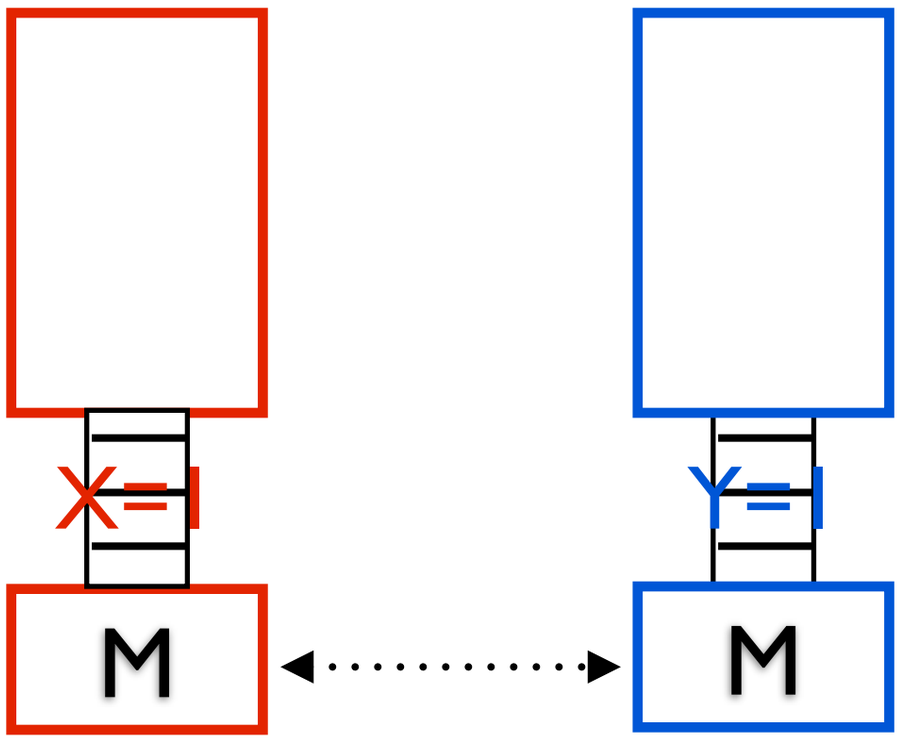
Execution

Reordering #1: Write Buffers



Program

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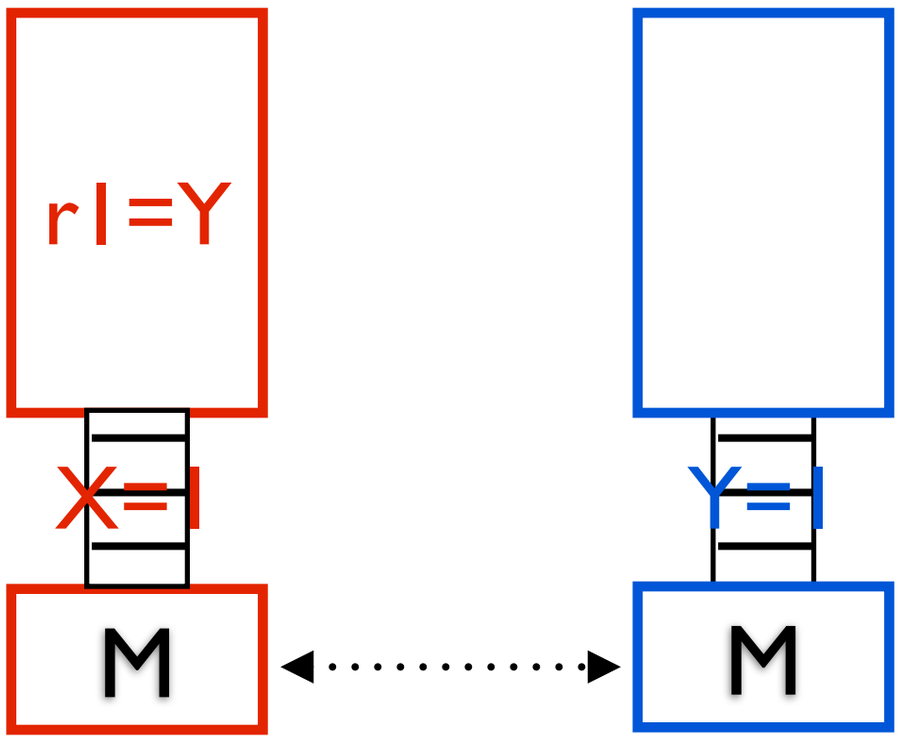
r1=Y r2=X

Execution

Reordering #1: Write Buffers



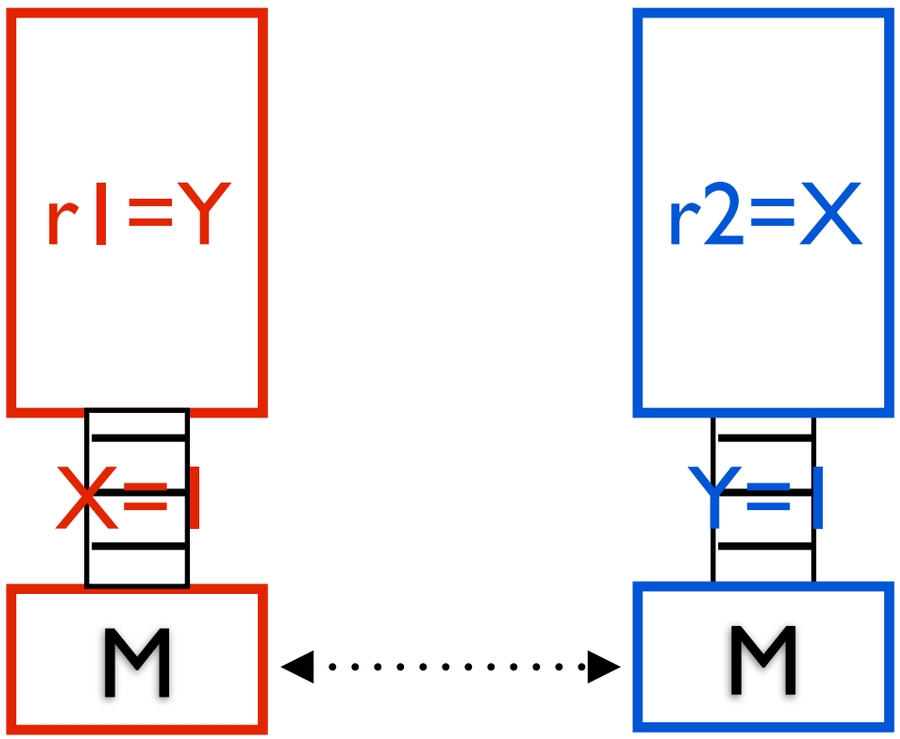
Program

Initially X == Y == 0

r2=X

Execution

Reordering #1: Write Buffers

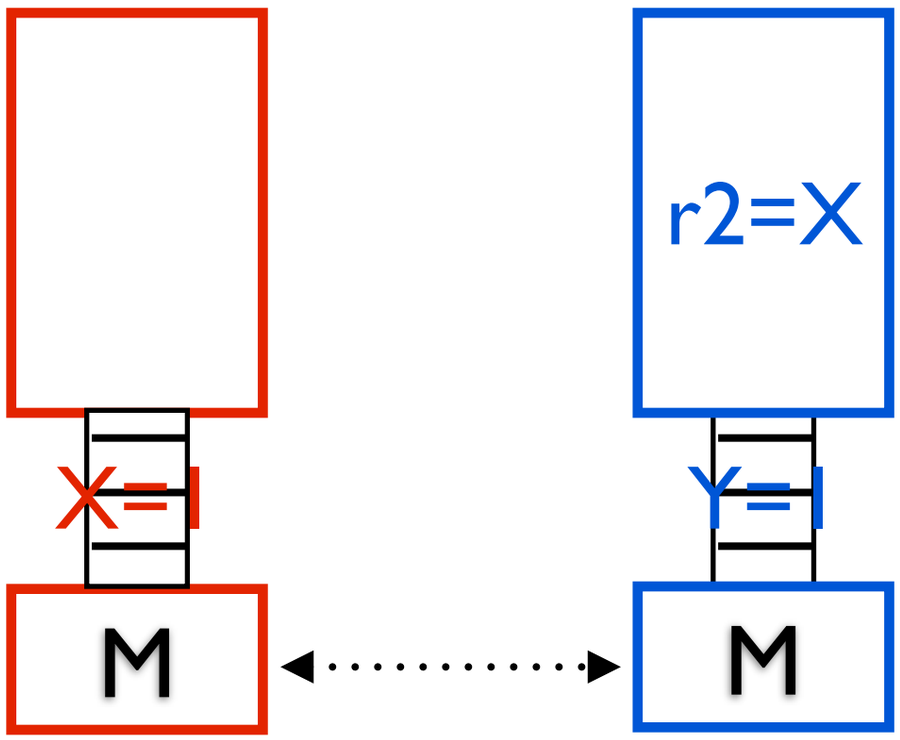


Program

Initially X == Y == 0

Execution

Reordering #1: Write Buffers



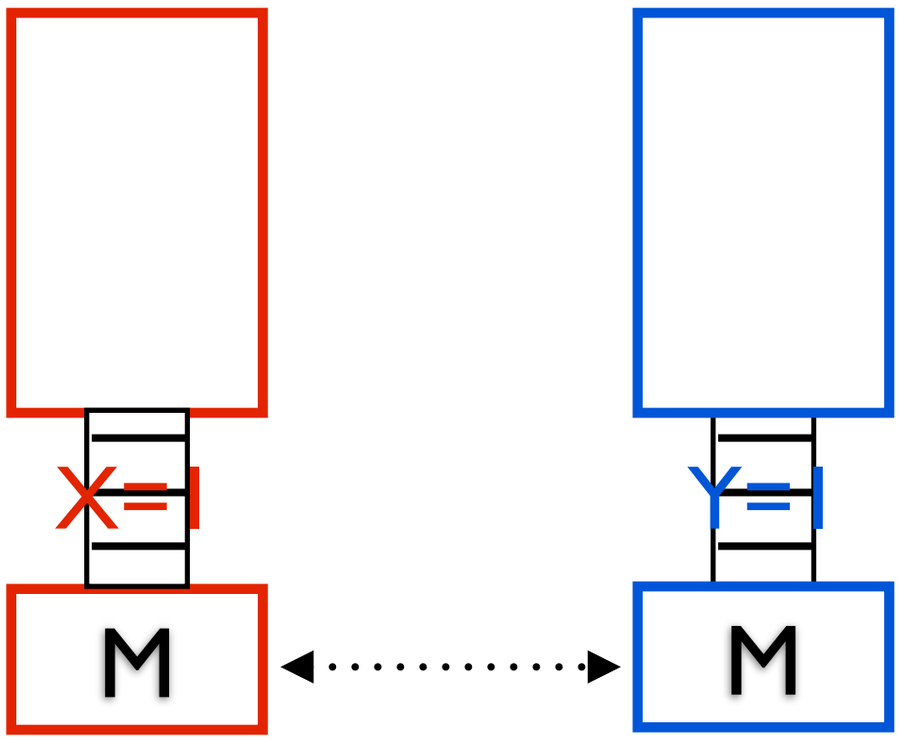
Program

Initially X == Y == 0

Execution

r1=Y [r1 <- 0]

Reordering #1: Write Buffers



Program

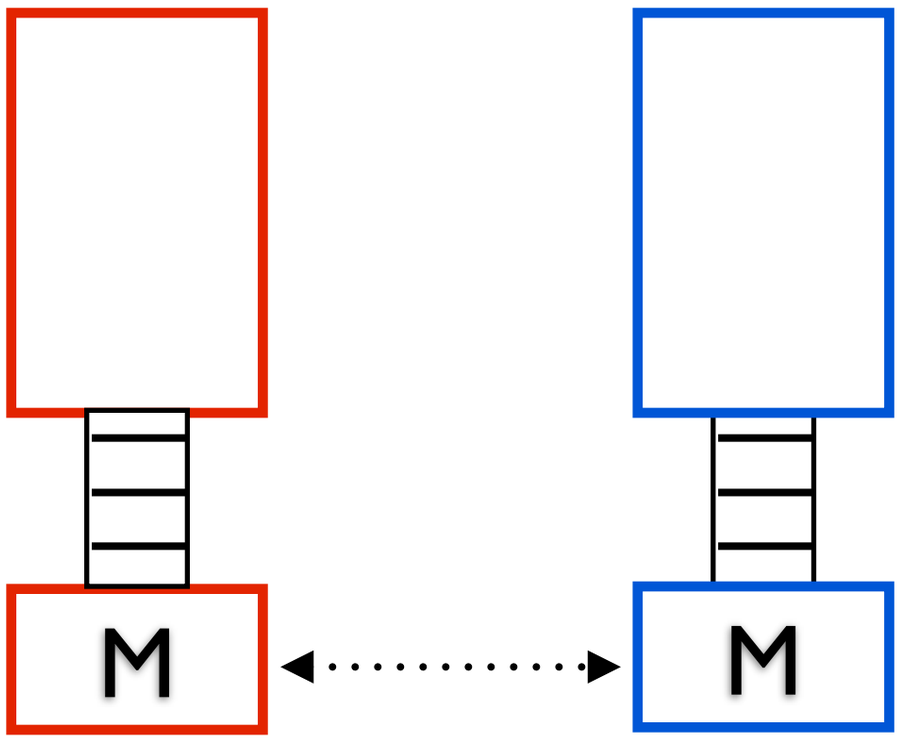
Initially X == Y == 0

Execution

r1=Y [r1 <- 0]

r2=X [r2 <- 0]

Reordering #1: Write Buffers



WBs let reads finish before older writes

Program

Initially X == Y == 0

Execution

r1=Y [r1 <- 0]

r2=X [r2 <- 0]

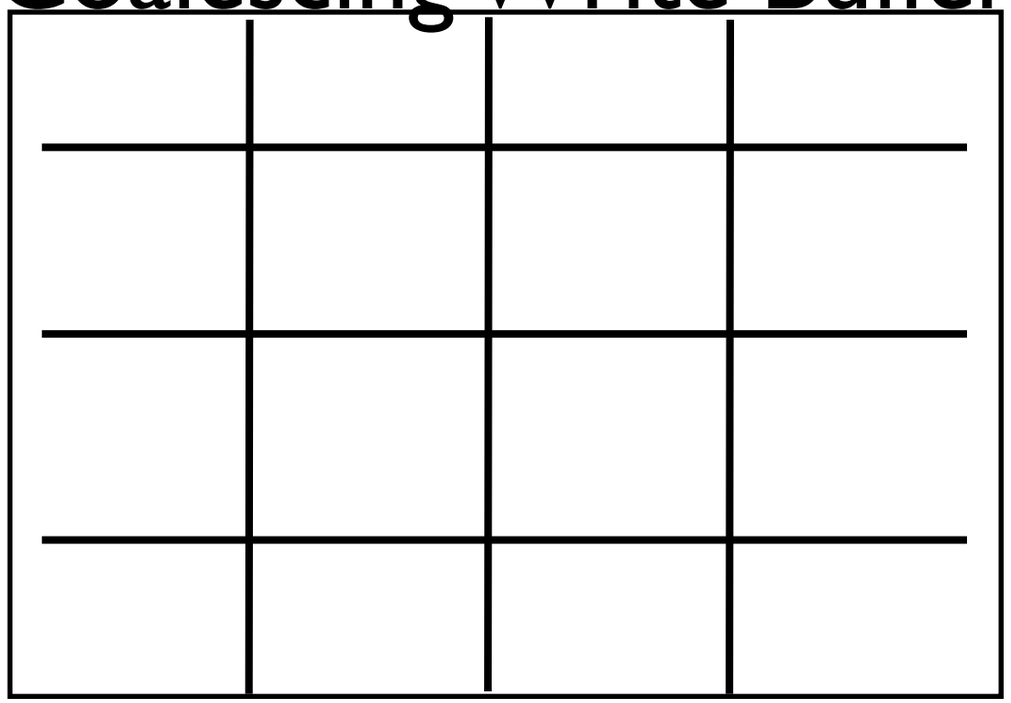
X=1

Y=1

(Not SC!)

Reordering #2: Write Combining

Coalescing Write Buffer



4 word cache line

Program

X,Z in same $ line

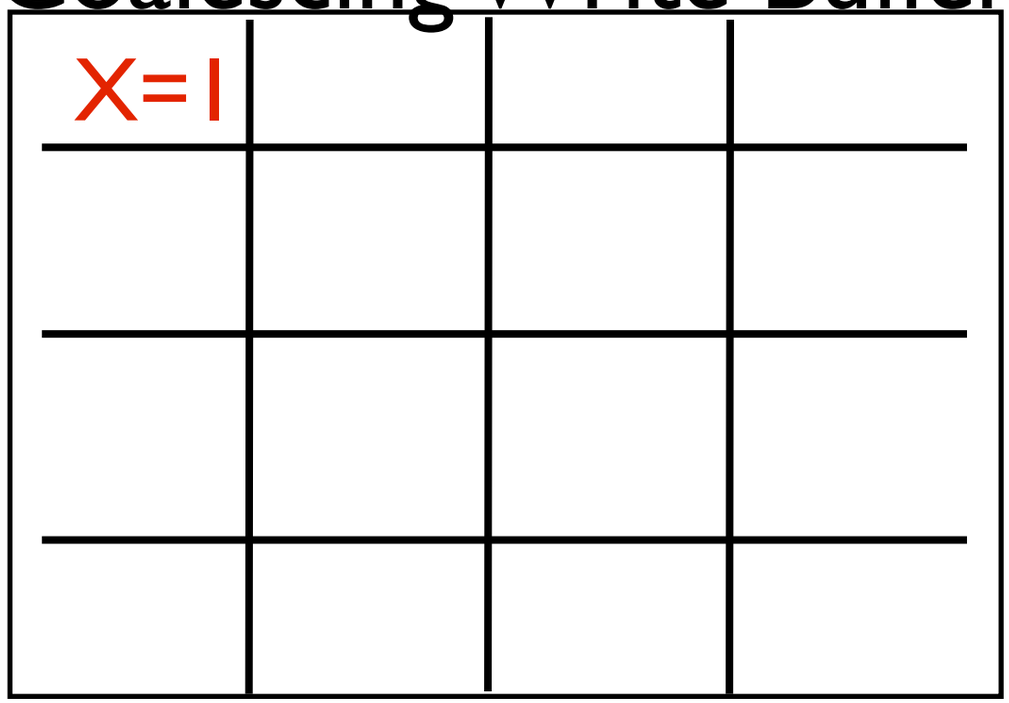
X=1

Y=1

Z=1

Reordering #2: Write Combining

Coalescing Write Buffer



Program

X,Z in same $ line

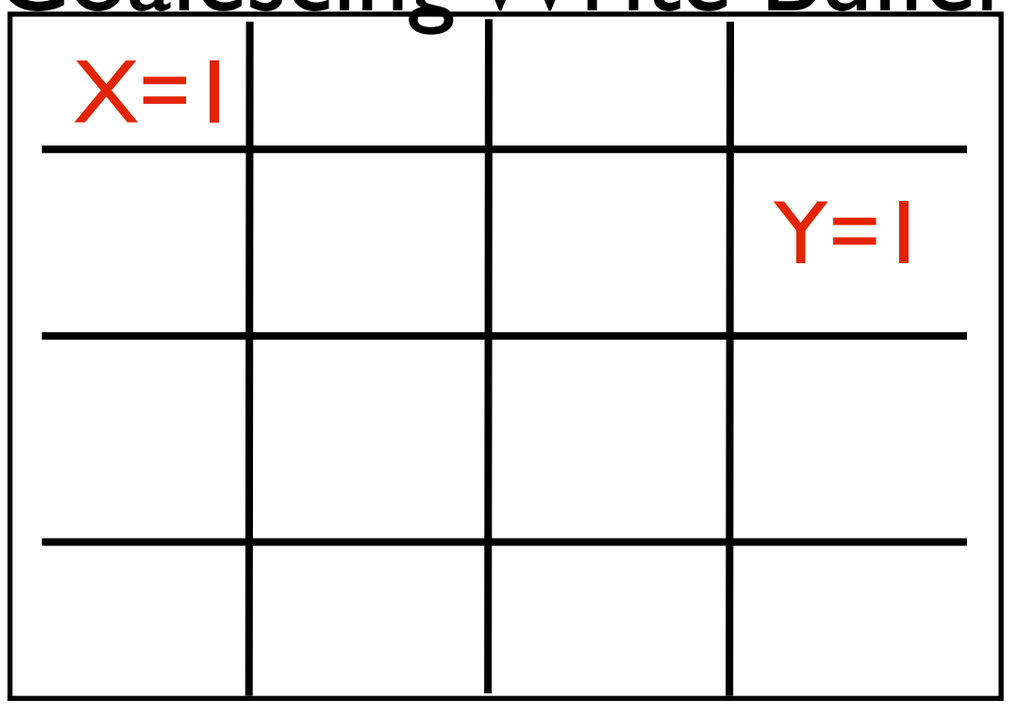
X=1

Y=1

Z=1

Reordering #2: Write Combining

Coalescing Write Buffer



Program

X,Z in same $ line

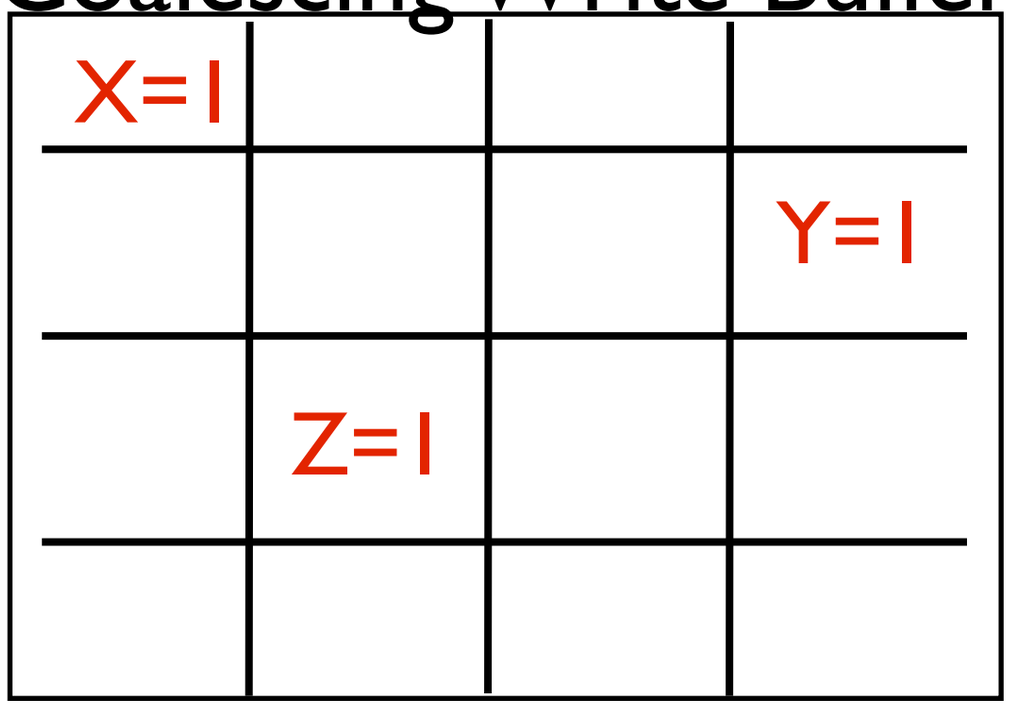
X=1

Y=1

Z=1

Reordering #2: Write Combining

Coalescing Write Buffer



Program

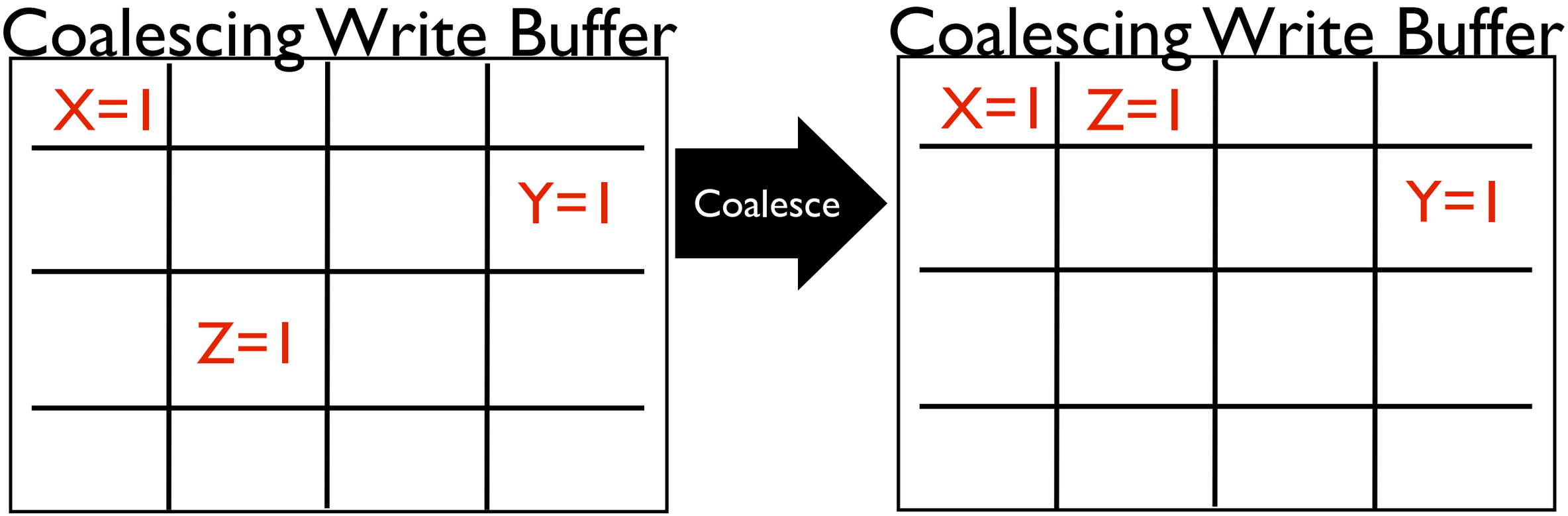
X,Z in same $ line

X=1

Y=1

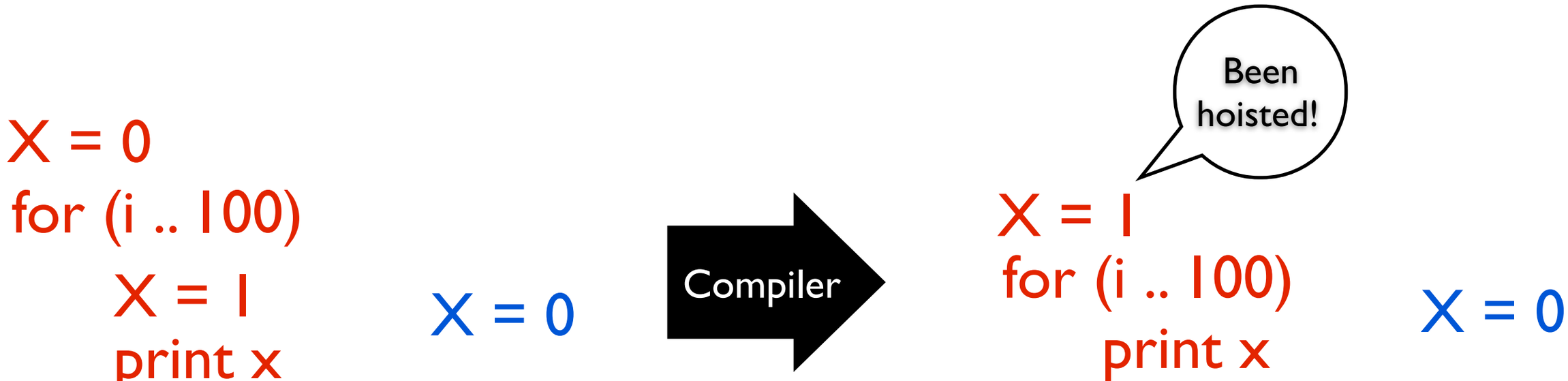
Z=1

Reordering #2: Write Combining



Combining the write to X & Z saves bandwidth,
but **reorders** Z=1 and Y=1

Reordering #3: Compilers



The compiler hoists the write out of the loop, permitting new (non-SC) results (e.g., "1 0 0 0 0 0 0 0...")

When is Reordering a Problem?

When is Reordering a Problem?

When Executions Aren't SC

When is an Execution Not SC?

When a memory operation happens before itself

Execution

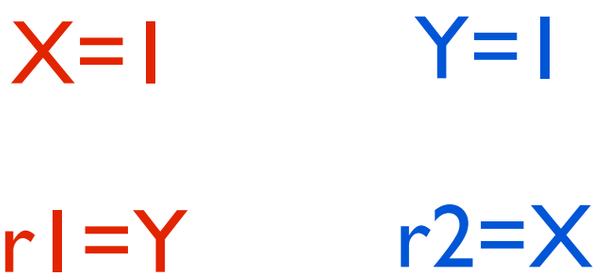
r1=Y [r1 <- 0]

r2=X [r2 <- 0]

X=1

Y=1

Happens-Before Graph



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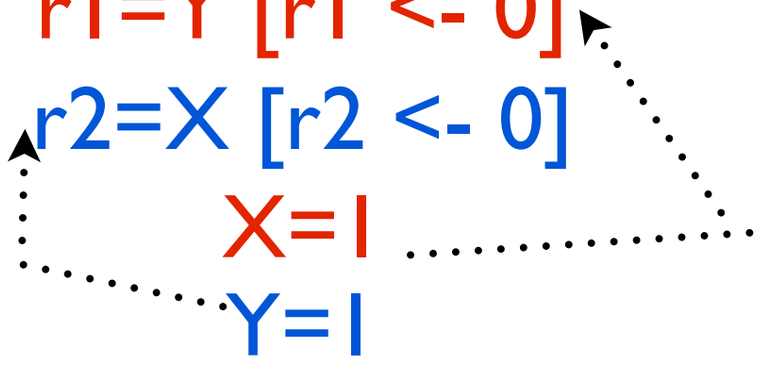
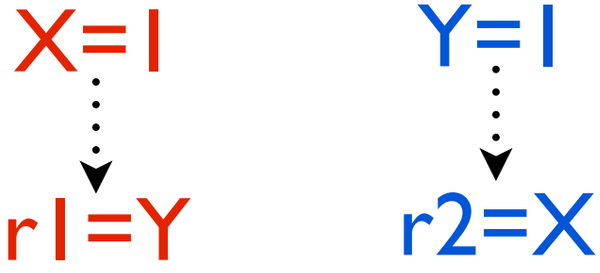


Happens-Before Graph

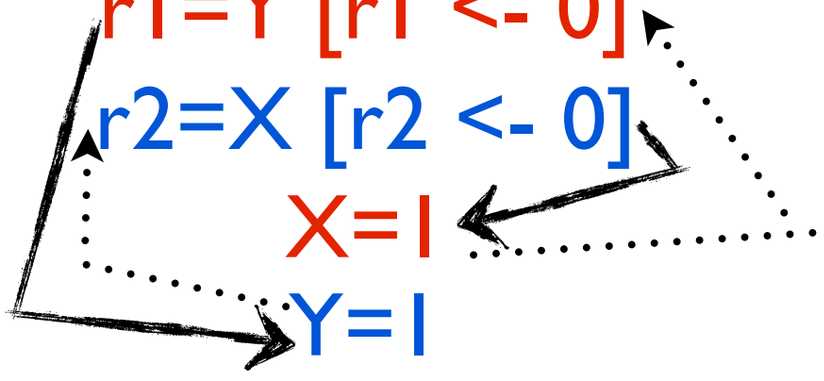


Program Order HB Edge

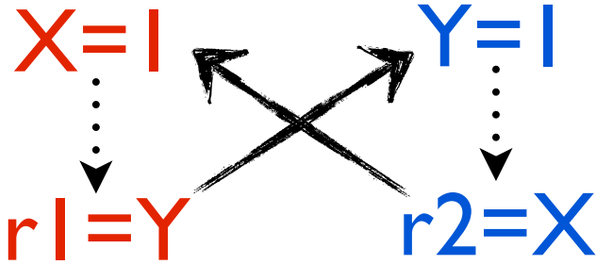
When is an Execution Not SC?

When a memory operation happens before itself

Execution



Happens-Before Graph



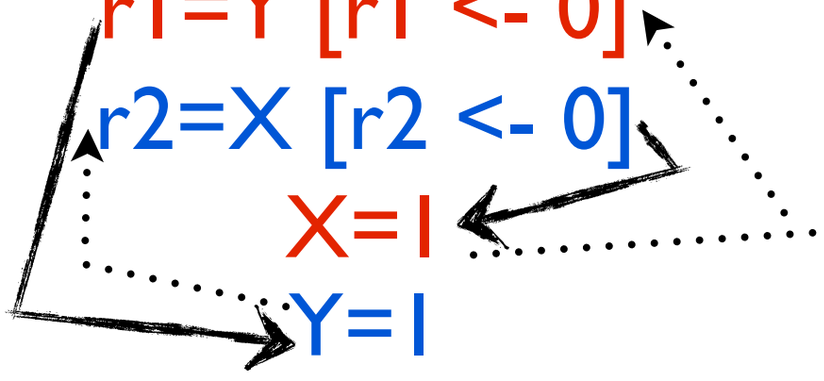
Program Order HB Edge

Causal Order HB Edge

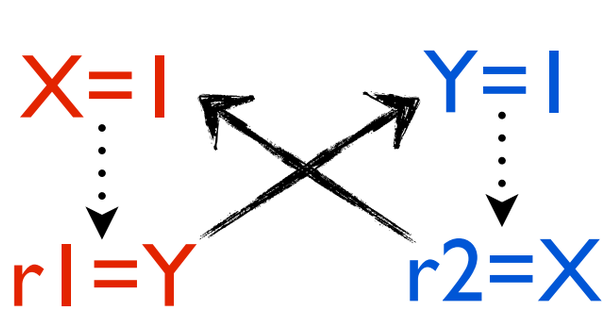
When is an Execution Not SC?

When a memory operation happens before itself

Execution



Happens-Before Graph



If there is a cycle in the happens-before graph, the execution is not SC

So... are Computers Wrong?!

SC is how **programmers** think.

SC prohibits **all** reordering of instructions

WBs let reads finish before older writes

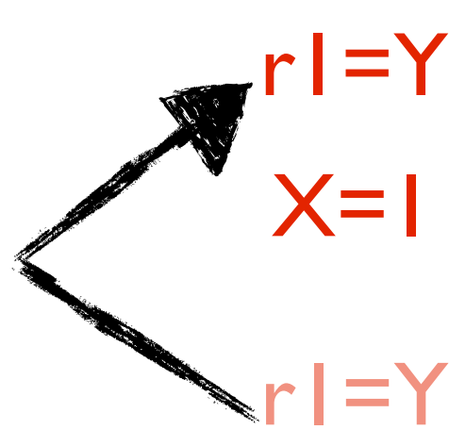
Combining writes saves bandwidth but reorders writes

Relaxed Memory Consistency

Relaxed Memory Models permit reorderings, unlike SC

x86-TSO (intel x86s)

"The Write Buffer Memory Model"

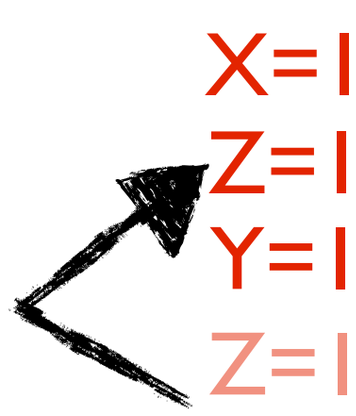


Relaxes W->R order

Total **S**tore **O**rder - loads may complete before older stores to different locations complete.

PSO(SPARC)

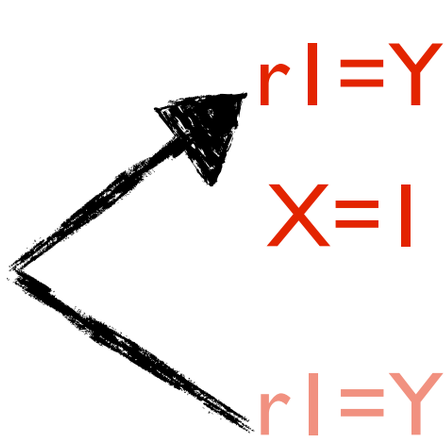
"The Write Combining Memory Model"



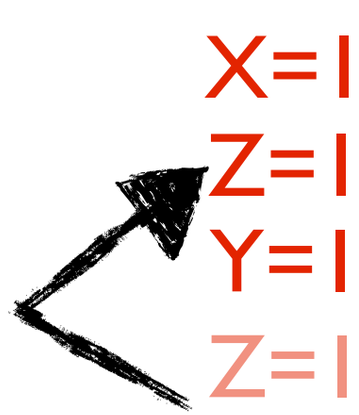
Relaxes W->W order

Partial **S**tore **O**rder - loads and stores may complete before older stores to different locations complete.

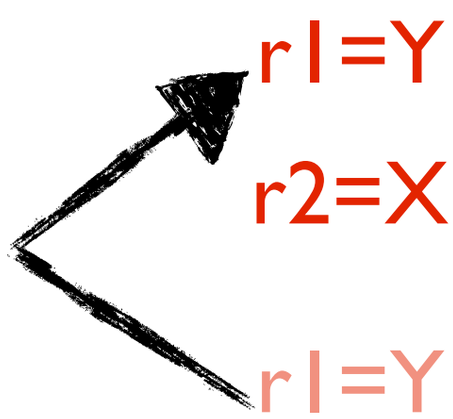
In General



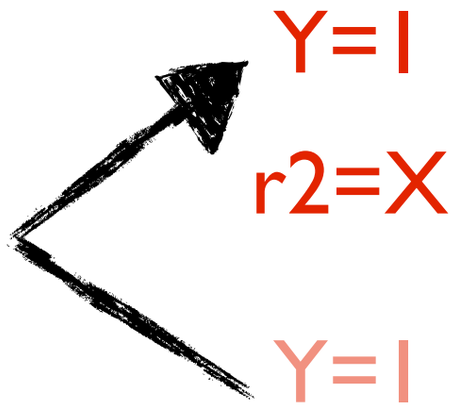
W->R



W->W



R->R



R->W

Starting with PSO and relaxing R->R and R->W yields Weak Ordering or Release Consistency (alpha)

Depending on the implementation

SC and Relaxed Consistency

SC is required for correctness and programmer sanity

+

Reordering is required* for performance

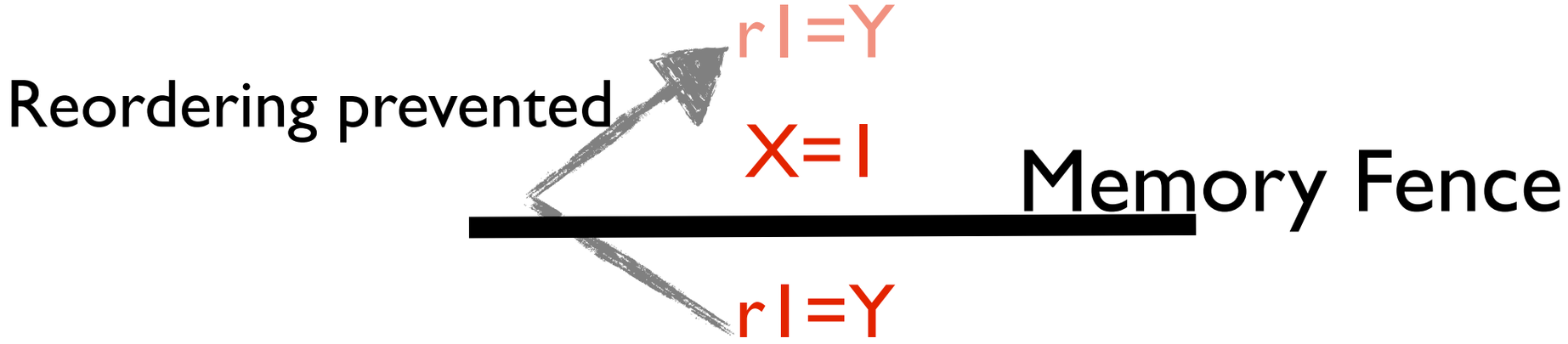
Goal: Ensure SC executions while permitting Relaxed Consistency reorderings

*Usually; the MIPS memory model is **SC** (surprising!)

How to ensure SC, but permit reordering?

Synchronization Prevents Reordering

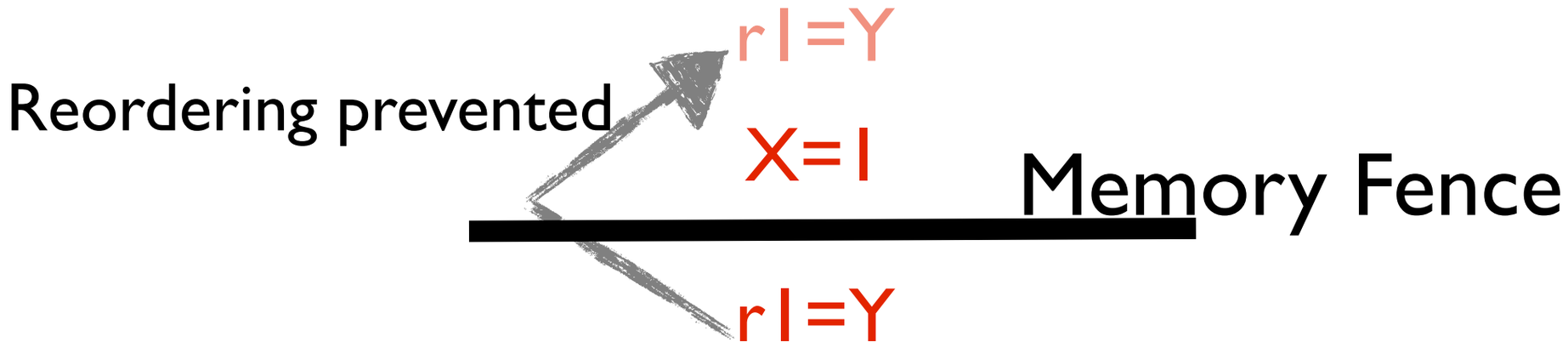
Memory fences are another type of synchronization



Fence implementation depends on reordering implementation

Synchronization Prevents Reordering

Memory fences are another type of synchronization

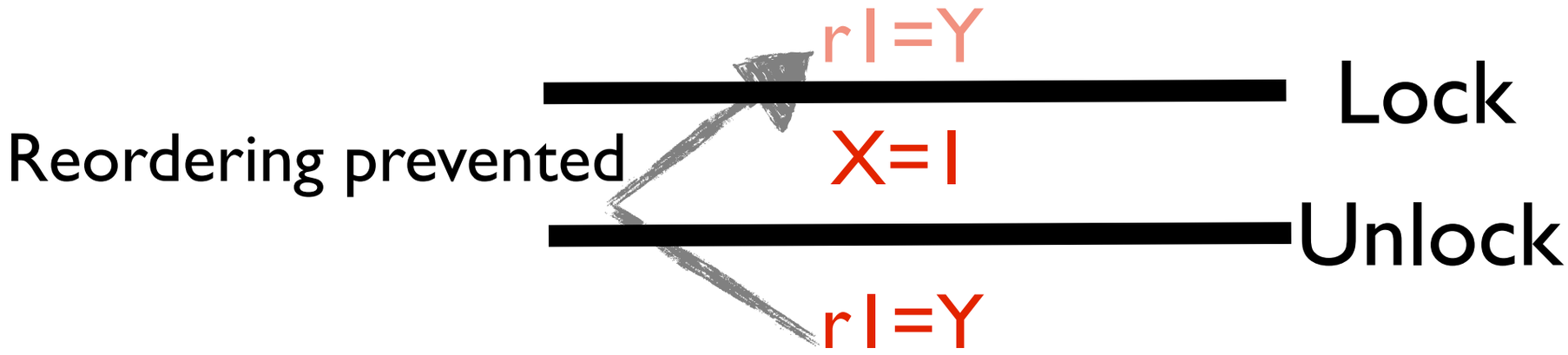


Fence implementation depends on reordering implementation

TSO: Stall reads until write buffer is empty

Synchronization For Real Programmers

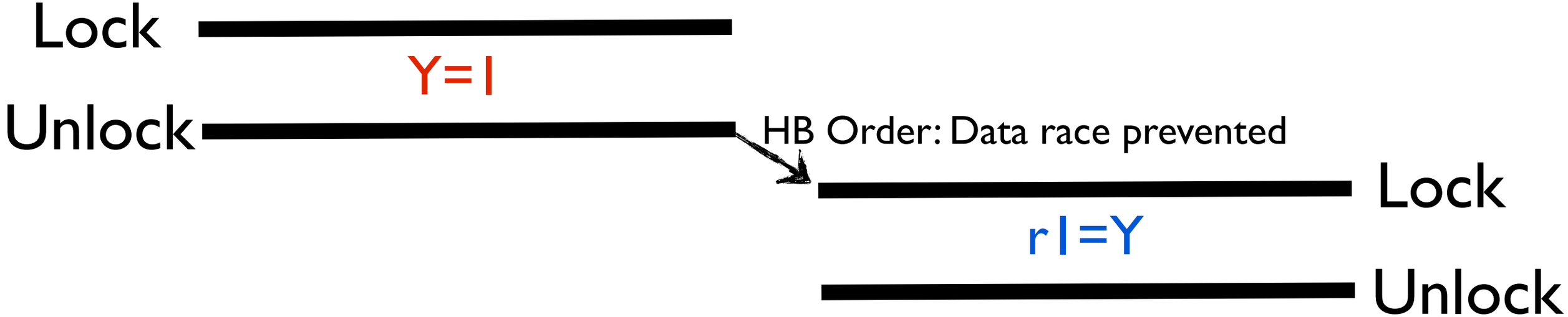
Memory fences are wrapped up in locks, etc.



Direct use of fences possible, but inadvisable.
USE A SYNCHRONIZATION LIBRARY

Data Races

Synchronization imposes happens-before on otherwise unordered operations



Data Race: Unordered operations to the same memory location, at least one a write

Memory Models across the System Stack

Language	Compiler	Architecture
Java/C++: SC for data-race-free programs	Conservative with reordering when d-r-f can't be proved	Usually very weak for max optimization (lots of reordering) Note: fences from "above" ensure SC