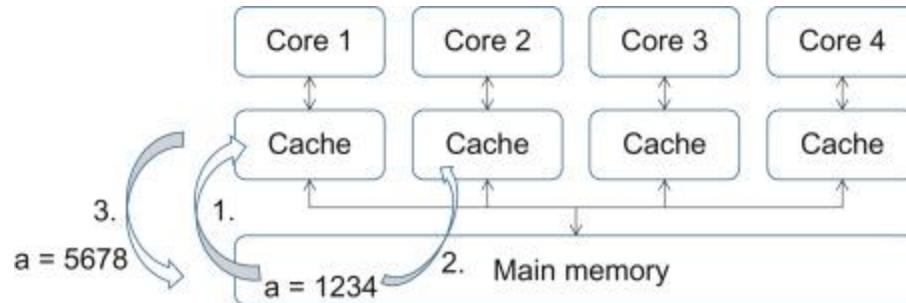


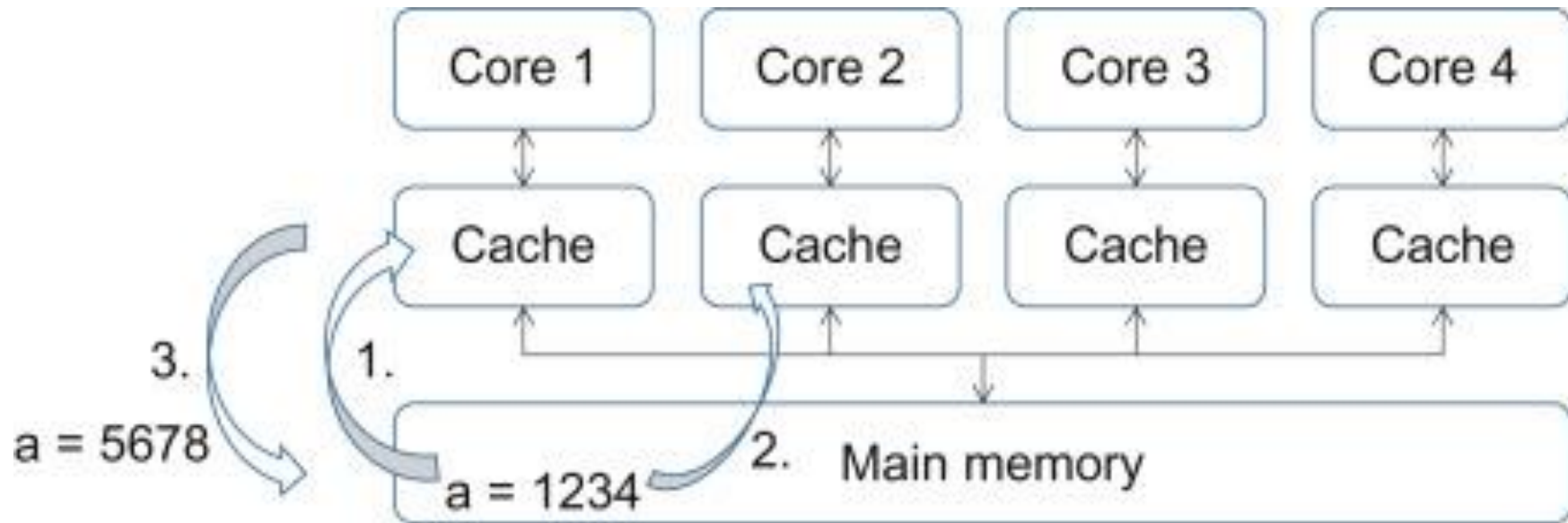
# Cache coherency

Dr.Maheswari.R

# Cache coherency

- Cache coherency is a situation where multiple processor cores share the same memory hierarchy, but have their own L1 data and instruction caches. Incorrect execution could occur if two or more copies of a given cache block exist, in two processors' caches, and one of these blocks is modified.



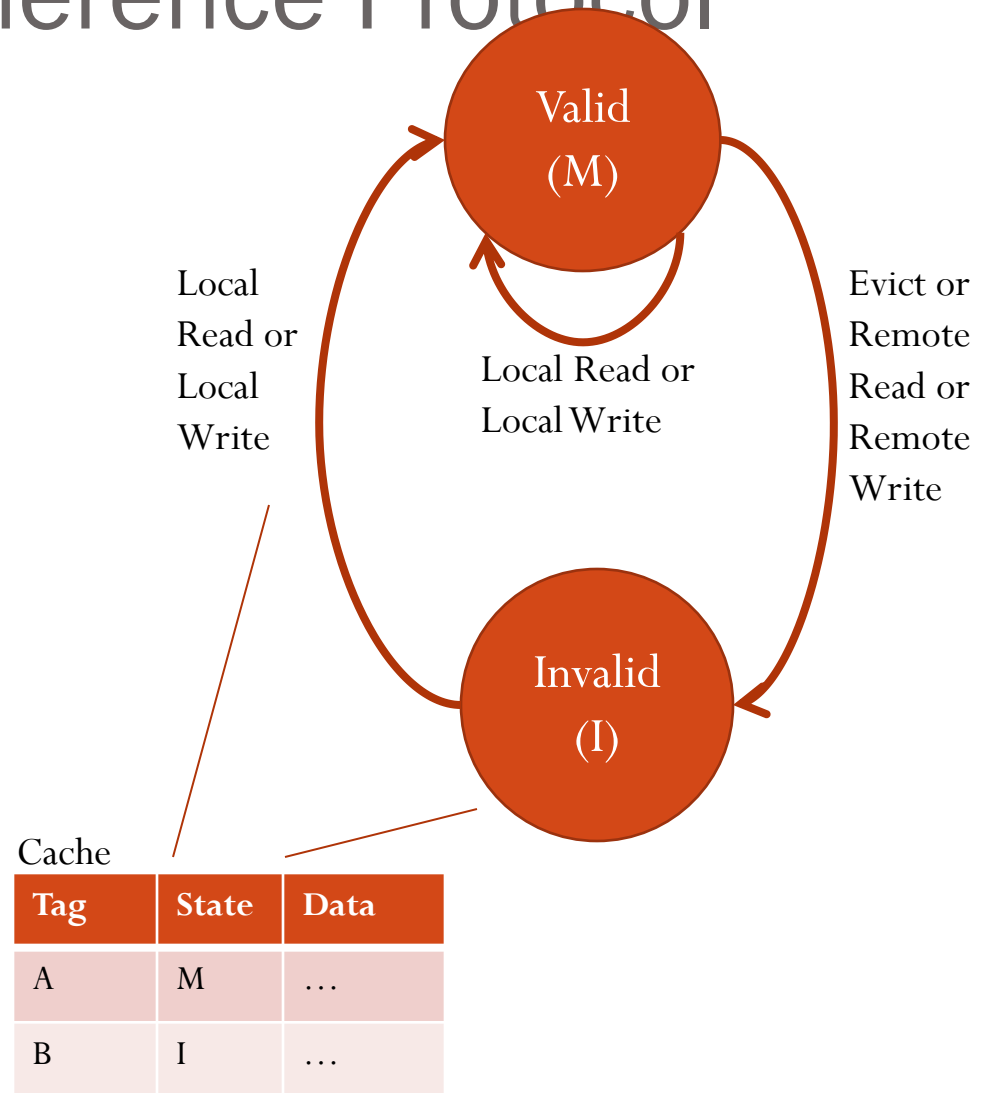


# Snoopy Cache Coherence

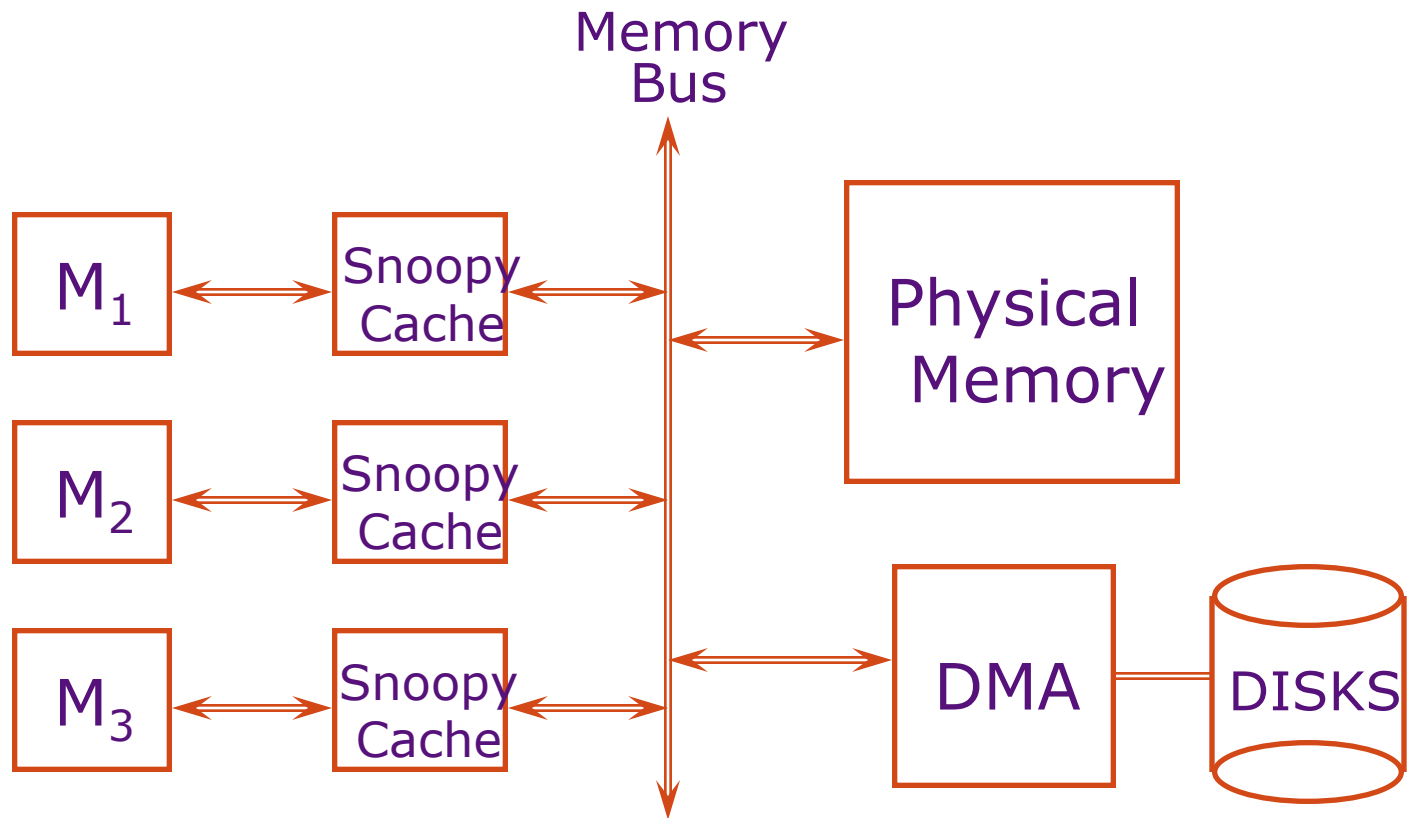
- All requests **broadcast** on bus
- All processors and memory **snoop** and **respond**
- Cache blocks writeable at one processor or read-only at several
  - **Single-writer protocol**

# Minimal Coherence Protocol

- Blocks are always private or exclusive
- State transitions:
  - Local read: I- $\rightarrow$ M, fetch, invalidate other copies
  - Local write: I- $\rightarrow$ M, fetch, invalidate other copies
  - Evict: M- $\rightarrow$ I, write back data
  - Remote read: M- $\rightarrow$ I, write back data
  - Remote write: M- $\rightarrow$ I, write back data



# Shared Memory Multiprocessor



Use snoop mechanism to keep all processors' view of memory coherent

# MSI Protocol:

- This is a basic cache coherence protocol used in multiprocessor system. The letters of protocol name identify possible states in which a cache can be.

# MSI

- **Modified –**

The block has been modified in cache, i.e., the data in the cache **is inconsistent** with the backing store (memory). So, a cache with a block in “M” state has responsibility to write the block to backing store when it is evicted.

- **Shared –**

This block is not modified and is present in **at least one cache**. The cache can evict the data without writing it to backing store.

- **Invalid –**

This block is **invalid** and must be fetched from **memory** or from another **cache** if it is to be stored in this cache.



# Cache State Transition Diagram

The MSI protocol

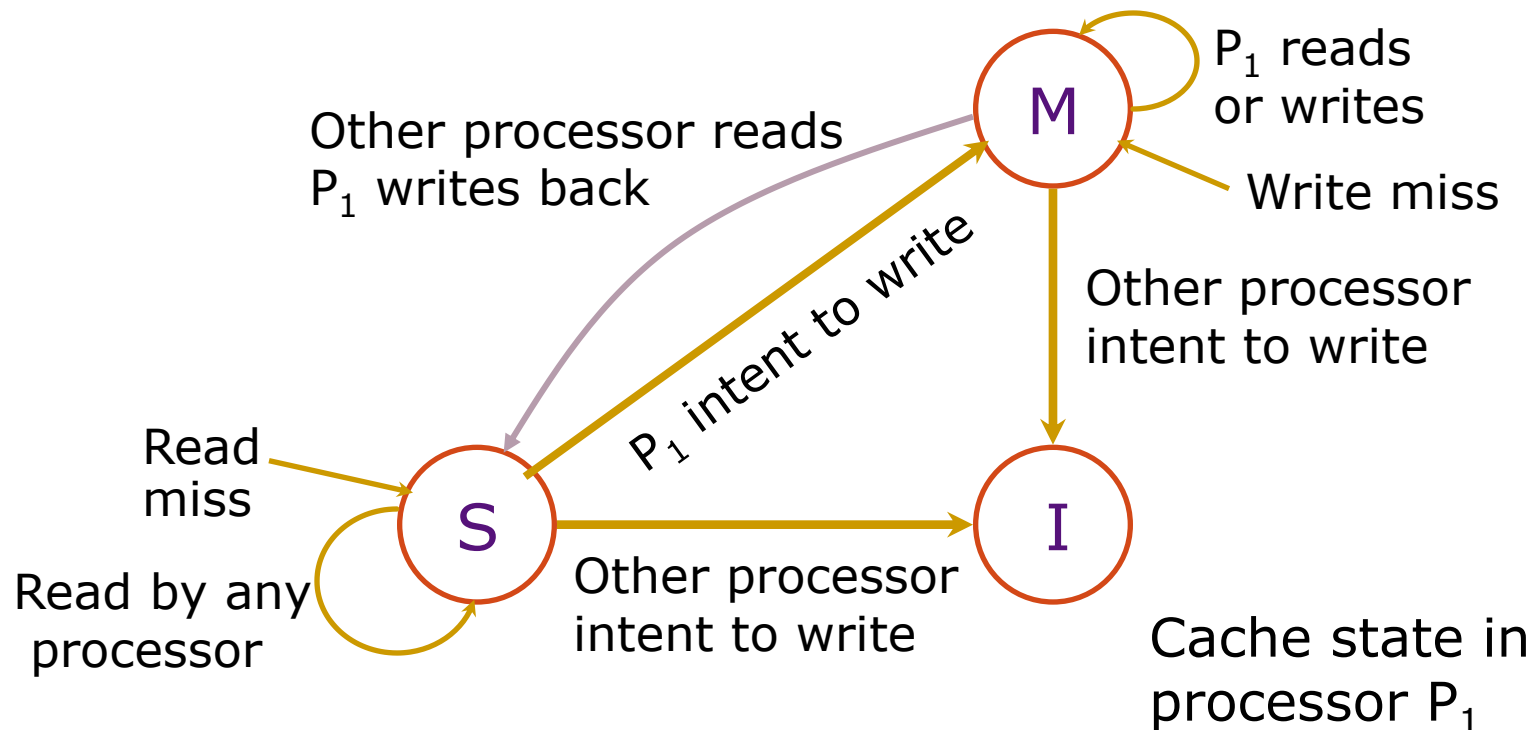
Each cache line has a tag



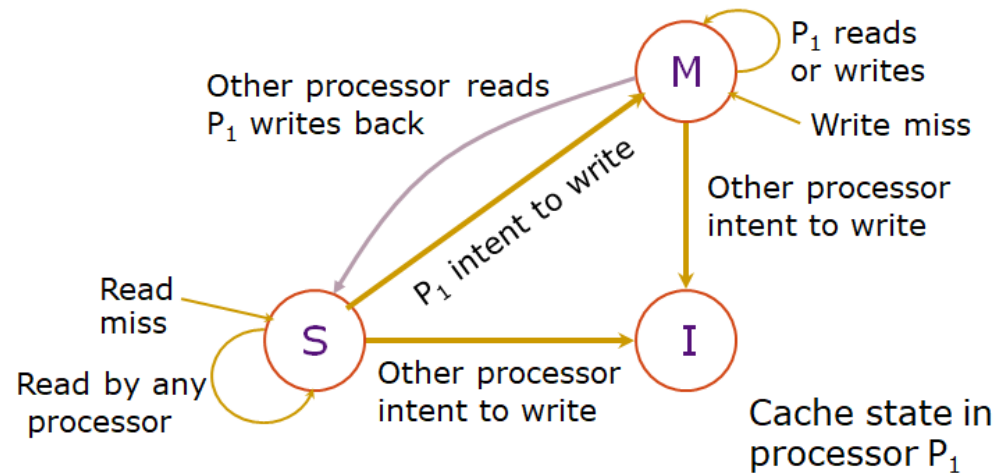
M: Modified

S: Shared

I: Invalid



# MSI Protocol



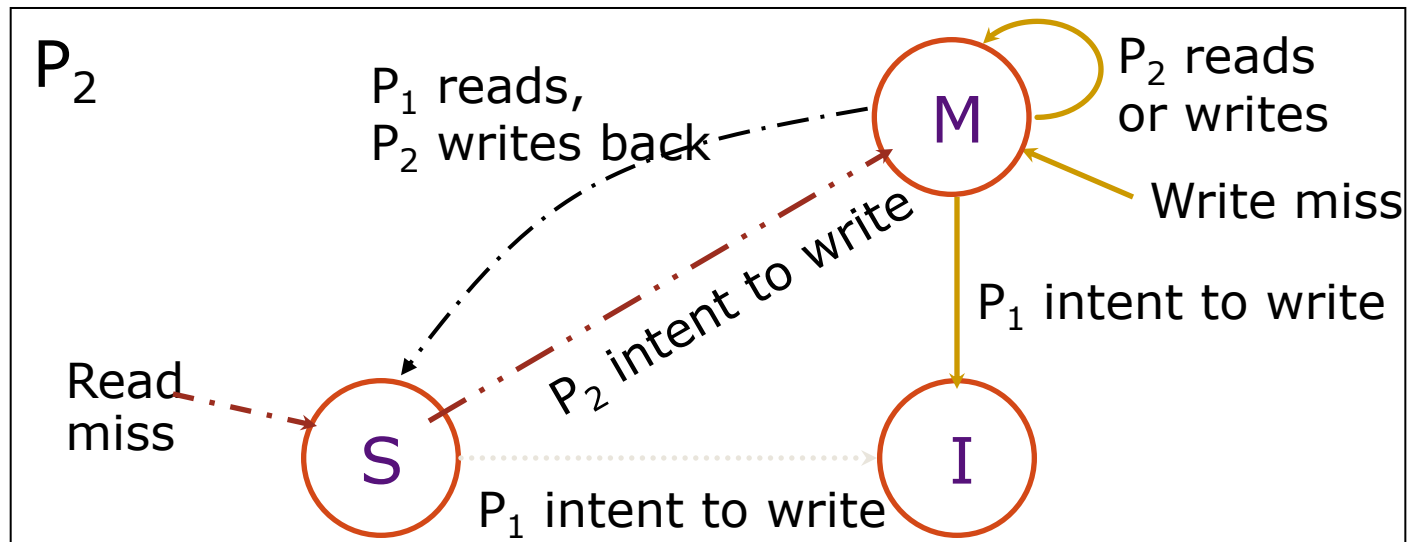
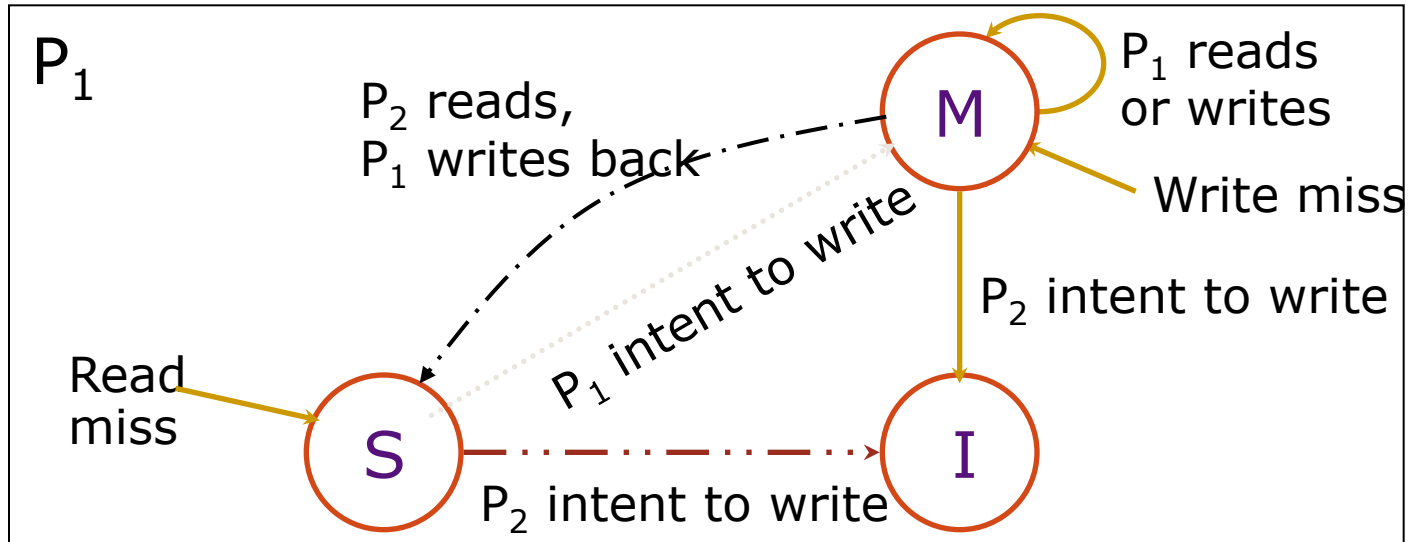
## Action and Next State

Current State	Processor Read	Processor Write	Eviction		Cache Read	Cache Read&M	Cache Upgrade
<i>I</i>	Cache Read Acquire Copy → S	Cache Read&M Acquire Copy → M			No Action → I	No Action → I	No Action → I
<i>S</i>	No Action → S	Cache Upgrade → M	No Action → I		No Action → S	Invalidate Frame → I	Invalidate Frame → I
<i>M</i>	No Action → M	No Action → M	Cache Write back → I		Memory inhibit; Supply data; → S	Invalidate Frame; Memory inhibit; Supply data; → I	

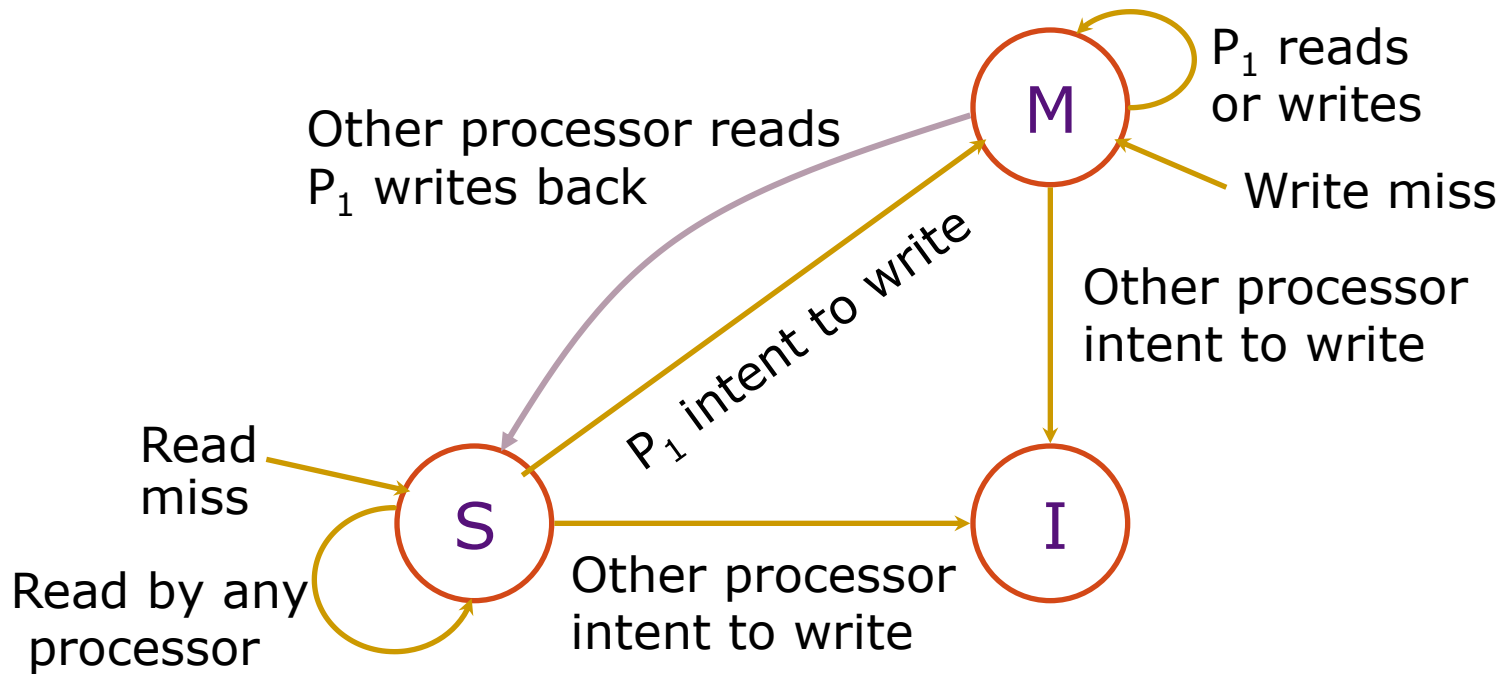
# Two Processor Example

(Reading and writing the same cache line)

$P_1$  reads  
 $P_1$  writes  
 $P_2$  reads  
 $P_2$  writes  
 $P_1$  reads  
 $P_1$  writes  
 $P_2$  writes  
 $P_1$  writes



# Observation



- If a line is in the **M** state then no other cache can have a copy of the line!
- Memory stays coherent, multiple differing copies cannot exist

# MESI Protocol

- Variation used in many Intel processors
- 4-State Protocol
  - **Modified:**  $\langle 1, 0, 0 \dots 0 \rangle$
  - **Exclusive:**  $\langle 1, 0, 0, \dots, 1 \rangle$
  - **Shared:**  $\langle 1, X, X, \dots, 1 \rangle$
  - **Invalid:**  $\langle 0, X, X, \dots X \rangle$
- Bus/Processor Actions
  - Same as MSI
- Adds *shared* signal to indicate if other caches have a copy

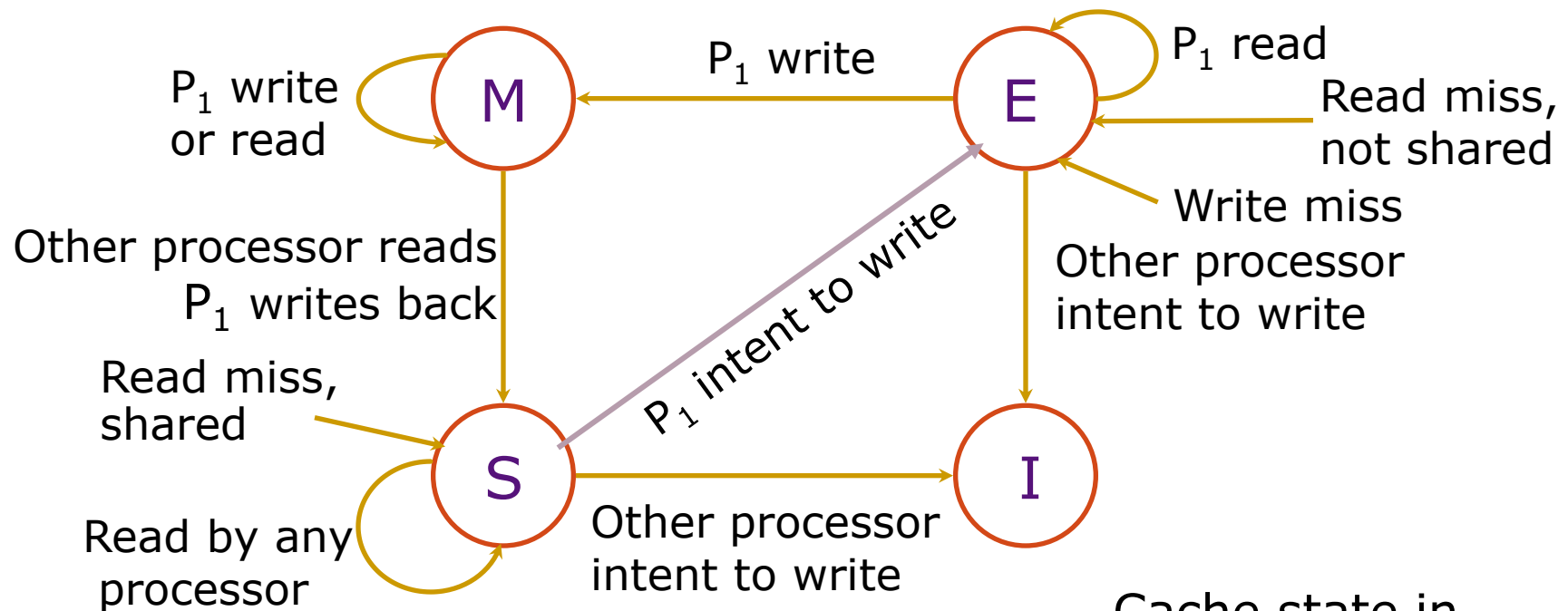
# MESI: An Enhanced MSI protocol

increased performance for private data

*Each* cache line has a tag



M: Modified Exclusive  
E: Exclusive, unmodified  
S: Shared  
I: Invalid



Cache state in  
processor  $P_1$

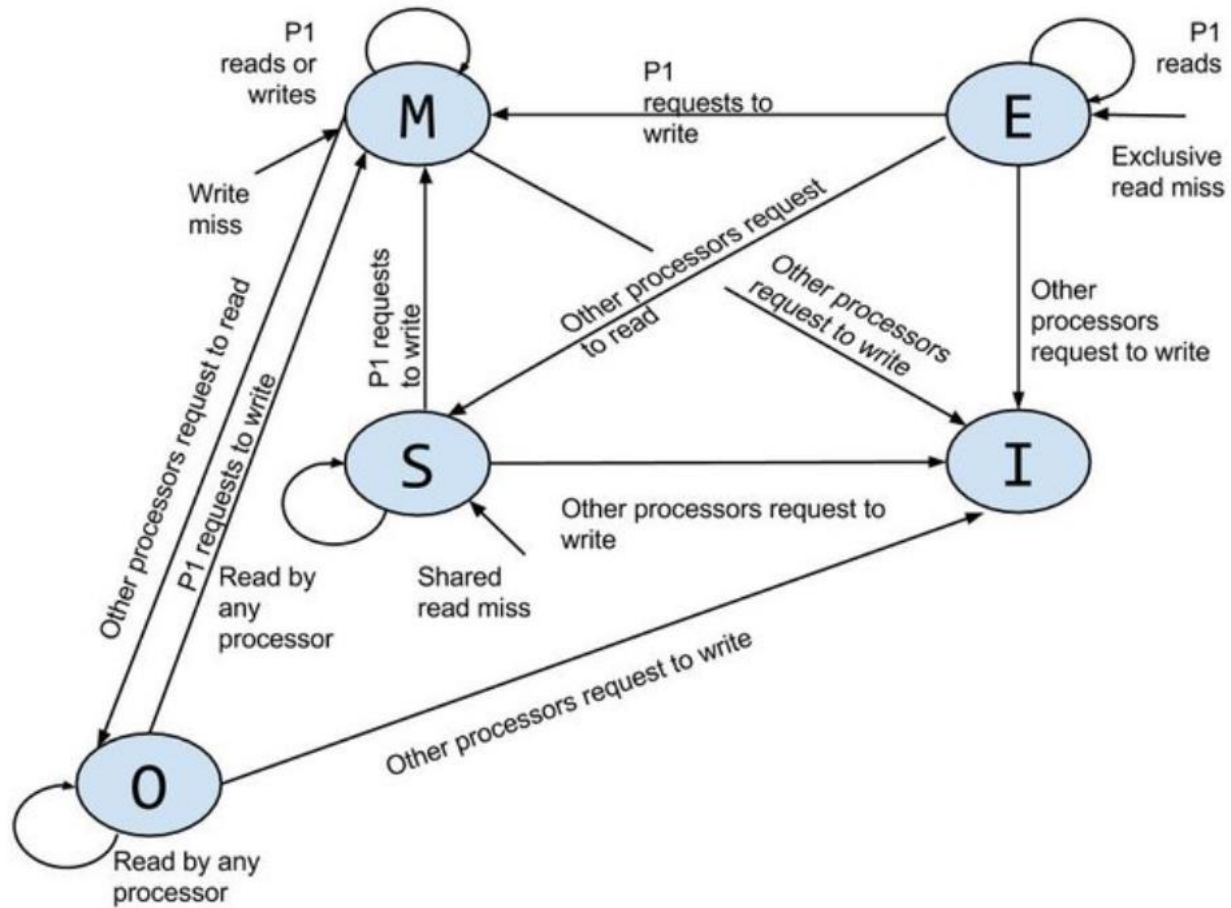
# MESI Protocol

	Action and Next State						
<i>Current State</i>	<i>Processor Read</i>	<i>Processor Write</i>	<i>Eviction</i>		<i>Cache Read</i>	<i>Cache Read&amp;M</i>	<i>Cache Upgrade</i>
<b><i>I</i></b>	Cache Read If no sharers: → E If sharers: → S	Cache Read&M → M			No Action → I	No Action → I	No Action → I
<b><i>S</i></b>	No Action → S	Cache Upgrade → M	No Action → I		Respond Shared: → S	No Action → I	No Action → I
<b><i>E</i></b>	No Action → E	No Action → M	No Action → I		Respond Shared; → S	No Action → I	
<b><i>M</i></b>	No Action → M	No Action → M	Cache Write-back → I		Respond dirty; Write back data; → S	Respond dirty; Write back data; → I	

# MOESI Protocol

- Used in AMD Opteron
- 5-State Protocol
  - **Modified:**  $\langle 1, 0, 0 \dots 0 \rangle$
  - **Exclusive:**  $\langle 1, 0, 0, \dots, 1 \rangle$
  - **Shared:**  $\langle 1, X, X, \dots, 1 \rangle$
  - **Invalid:**  $\langle 0, X, X, \dots X \rangle$
  - **Owned:**  $\langle 1, X, X, X, 0 \rangle$  ; only one owner, memory not up to date
- Owner can supply data, so memory does not have to supply
  - Avoids lengthy memory access





# MOESI Protocol

	Action and Next State						
<i>Current State</i>	<i>Processor Read</i>	<i>Processor Write</i>	<i>Eviction</i>		<i>Cache Read</i>	<i>Cache Read&amp;M</i>	<i>Cache Upgrade</i>
<i>I</i>	<i>Cache Read</i> If no sharers: → E If sharers: → S	<i>Cache Read&amp;M</i> → M			No Action → I	No Action → I	No Action → I
<i>S</i>	No Action → S	<i>Cache Upgrade</i> → M	No Action → I		Respond shared; → S	No Action → I	No Action → I
<i>E</i>	No Action → E	No Action → M	No Action → I		Respond shared; Supply data; → S	Respond shared; Supply data; → I	
<i>O</i>	No Action → O	<i>Cache Upgrade</i> → M	<i>Cache Write-back</i> → I		Respond shared; Supply data; → O	Respond shared; Supply data; → I	
<i>M</i>	No Action → M	No Action → M	<i>Cache Write-back</i> → I		Respond shared; Supply data; → O	Respond shared; Supply data; → I	