

## EE382N-10: Parallel Computer Architecture

Fall 2015

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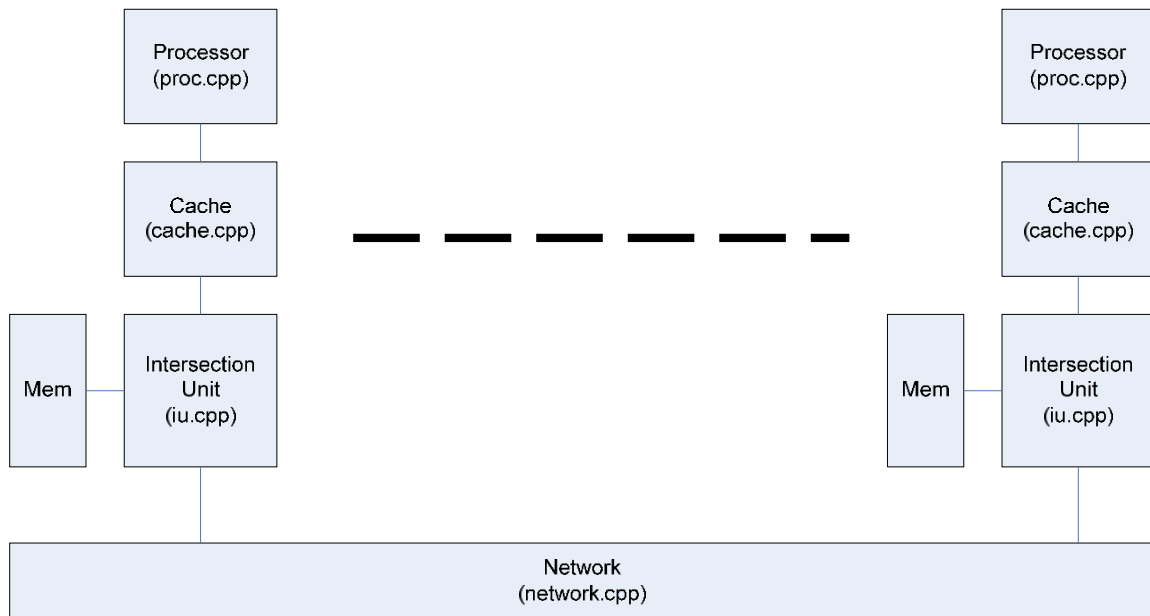
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### Lab 2: Cache Coherency

**READ ALL OF THIS DOCUMENT AND THE CODE BEFORE STARTING**

Due November 8, 2015 at 11:59PM.

Your task is to implement an Interface Unit (IU) that supports the MESI protocol. Below is a picture of the machine you are simulating and the name of the file of the code that describes that particular component.



The lab code can be found on Canvas. It compiles and runs on both Ubuntu Linux (and, I suspect, most other Linuxes) as well as Cygwin ([www.cygwin.com](http://www.cygwin.com), provides Unix-like environment on top of Windows.) On Cygwin, the executable will automatically be sim.exe. The code is simply a skeleton with which will form the basis of your code. It currently implements incoherent cached shared memory with no writeback.

You'll see a FYTD (For You To Do) comment sprinkled around the code. This is where I expect that you need to change the code. You may need to change other places as well, and you might not need to change code at each FYTD, depending on how you tackle the problem.

Some simplifying assumptions:

1. Rather than try to model everything accurately timing-wise, timing is only modeled in the network.
2. The IU is only capable of receiving at most one network message per cycle and sending one network message per cycle. The cache can only send one request to the IU per cycle and the IU can return at most one reply to the cache per cycle.
3. The IU can access memory (including the directory) no more than 6 times per cycle, where each access is no more than one cache-line large. If you add a queue or two, I won't count accesses against them towards the 6 memory accesses, but be reasonable. These constraints are to help model the constraints of a real system. Your grade will be impacted if you don't follow these constraints.
4. You may need additional space to implement your directory information, queues, etc. You can either implement additional structures within `iu.h`, or implement the directory within the last  $\frac{1}{4}$  of the mem. The additional space you use should be no larger than  $\frac{1}{4}$  the space of the memory, regardless of whether you use a separate directory structure or implement it in mem. Therefore, addresses used for loads and stores during testing should be between 0 and 767, inclusive. If you use the mem structure for your directory, the addresses for the directory should be between 768 and 1023, inclusive.
5. Excluding communication with other modules, all processing within the processor, cache and intersection unit (IU) happens in a single cycle.
6. Only one outstanding cache miss per processor can be in progress at any given time (a fully blocking cache.)
7. There is only one core/processor per network node. This means you don't need to maintain snoopy coherence within a single node.
8. You need to support up to 32 processors. You may assume the number of processors is a power of 2.
9. You must use `gen_node` to generate the node number from the address.

Your code should be well documented and as elegant as possible. Use as much of the infrastructure provided as possible. We would recommend spending some time reading my code as the simulator is written in a particular style that you might not be used to.

**We plan to copy my own Makefile, proc.\*, test.\*, main.cpp, helpers.\*, and network.\* when testing code. Your code should not rely on modified versions of those files to run correctly.**

**You must also provide all of the interfaces found in `cache.h` (though you can add to `cache.h` if necessary.) Your tests can rely on that fact.**

### **Part 1: Warm Up (5%)**

Compile and run the code with the following parameters:

```
./sim 1 10000 0 0
```

Why isn't the hit rate 0.5 or so? What would be a reasonable fix to get the hit rate, in this case, to 0.5? You don't need to actually implement the fix.

## **Part 2: RWITM (5%)**

Note that the bus request created when you store to a location that is Invalid in the cache is exactly the same as the bus request created when you store to a location that is Shared in the cache. This is done for simplicity's sake (and I would strongly suggest that you stick with it.) Why is this approach simpler? How is it normally done and why is it normally done that way?

## **Part 3: Add Writeback (10%)**

The current code does not writeback modified cache-lines that are being replaced. Add support to writeback the cache-line. Remember the IU restrictions when you do so.

## **Part 4: Directory Protocol (40%)**

Design and implement a directory-based scheme. Maximize performance while minimizing directory state.

## **Part 5: Test code (40%)**

Verification is very important, thus accounting for the large fraction of the grade. Write as many test cases as you feel is necessary to thoroughly test your code. Isolate your test to the proc.cpp, test.cpp and test.h files (I plan to use your tests on others' code. You will receive more points here if you catch others' bugs.) This is a way to ensure your code works and to help me check your classmates. Tests should either call ERROR/ERROR\_ARGS, or print out "passed". Document your test cases.

### **How we will test**

We plan to use your tests on your fellow students' code and use their tests on your code. Testing will be done by copying our (or your classmates') Makefile, proc.\*, test.\*, main.cpp, helpers.\*, and network.\* to your directory, making, and then running the test(s).

### **How to submit**

Please submit Lab 2 by email to [ee382n-10@externalmail.com](mailto:ee382n-10@externalmail.com). Your submission should consist of a single tar.gz file named Lab2\_LastName1\_LastName2.tar.gz (with your two last names in alphabetical order). The tarball should contain a single top-level folder named Lab2\_LastName1\_LastName2 and follow the exact structure of the lab code provided.

Your documentation should live inside of the doc/ directory and be called Lab2\_LastName1\_LastName2.pdf. Include your documentation source as well. Be sure to indicate your names as well as who did what if there was any division of labor. Please work together as much as possible as you will all be responsible for all of the material.

Your code should live in the sim/ directory.