

Coherence commands

- **Core:** PrRd_i and PrWr_i, being *i* the core number doing the action
- **Snoopy:** BusRd_j, BusRdX_j, BusUpgr_j and Flush_j, being *j* the snoopy/cache number doing the action
- **Hub/directoty:** RdReq_{i→j}, WrReq_{i→j}, UpgrReq_{i→j}, Dreply_{i→j}, Fetch_{i→j}, Invalidate_{i→j}, Ack_{i→j} and WriteBack_{i→j}, from NUMANode *i* to NUMANode *j*

Line state in cache

- M (Modified), S (Shared), I (Invalid)

Line state in main memory

- M (Modified), S (Shared), U (Uncached)

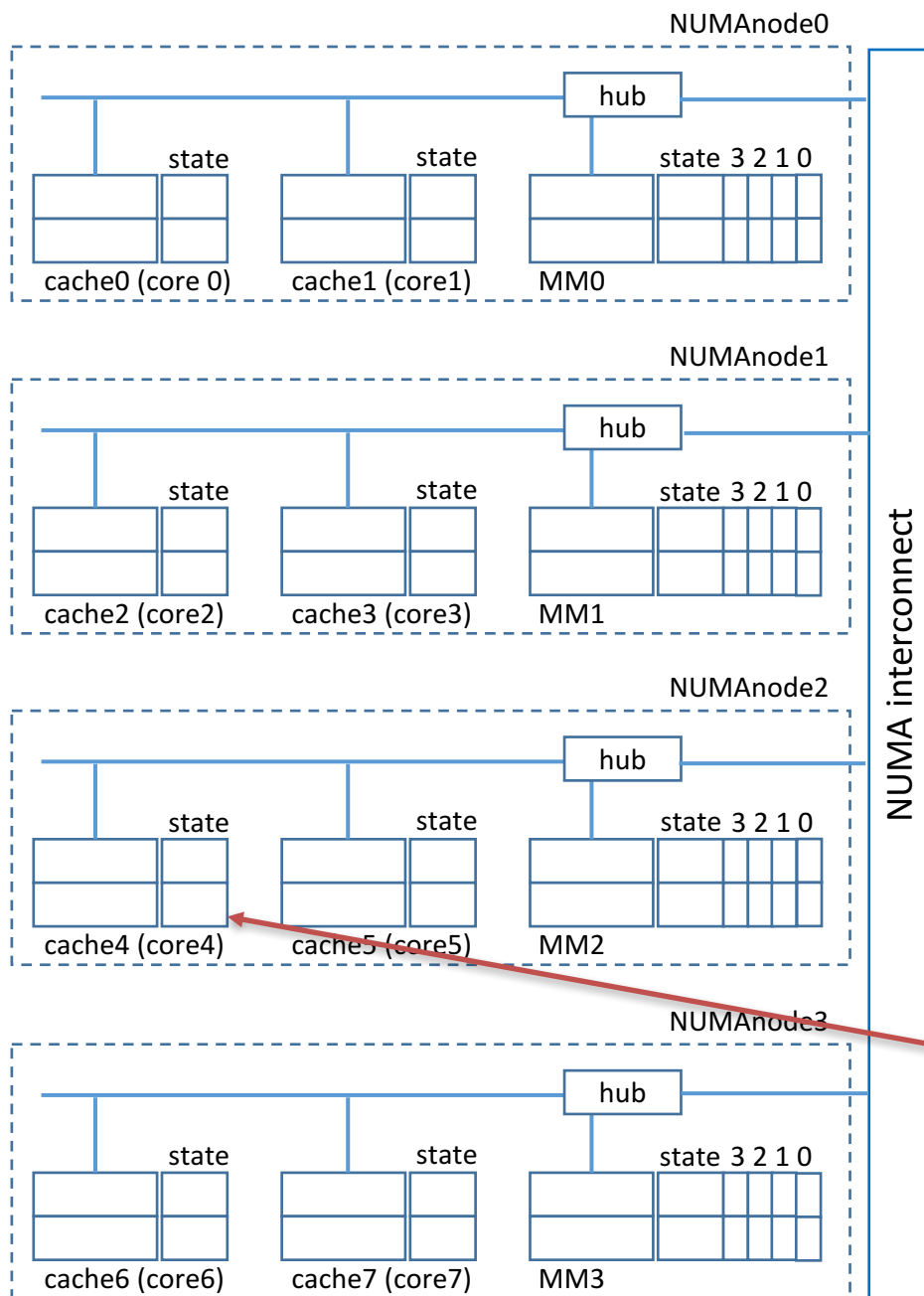
Cache line size = 32 bytes

Main memory size = 8 GB

Cache size in each processor = 4 MB

(a) Amount of bits taken by:

- Snoopy : to keep coherence between caches in a NUMA node
- The Directory : to keep coherence between NUMA nodes.



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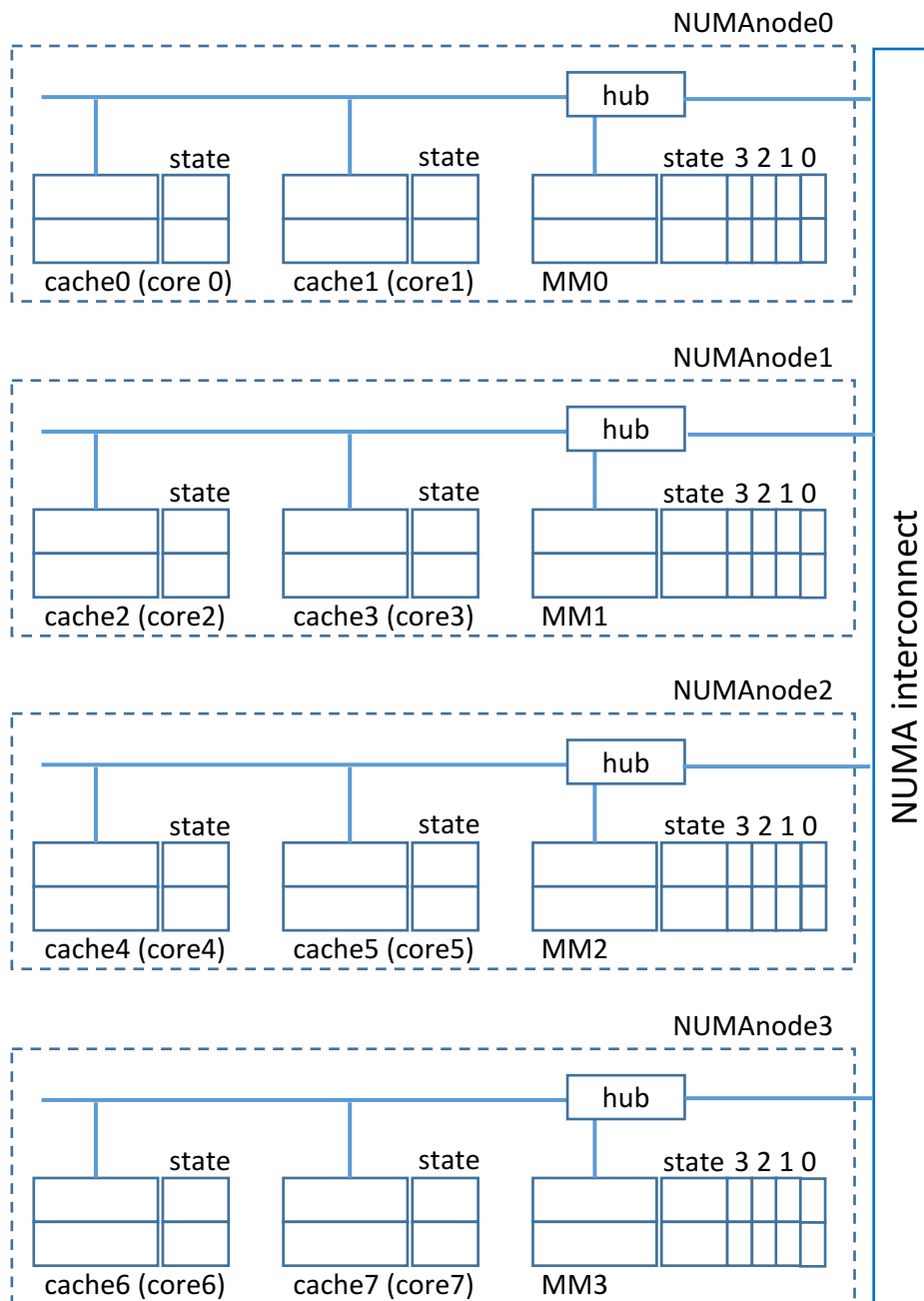
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States = M,S,I : 2 bits
(for each cache line)



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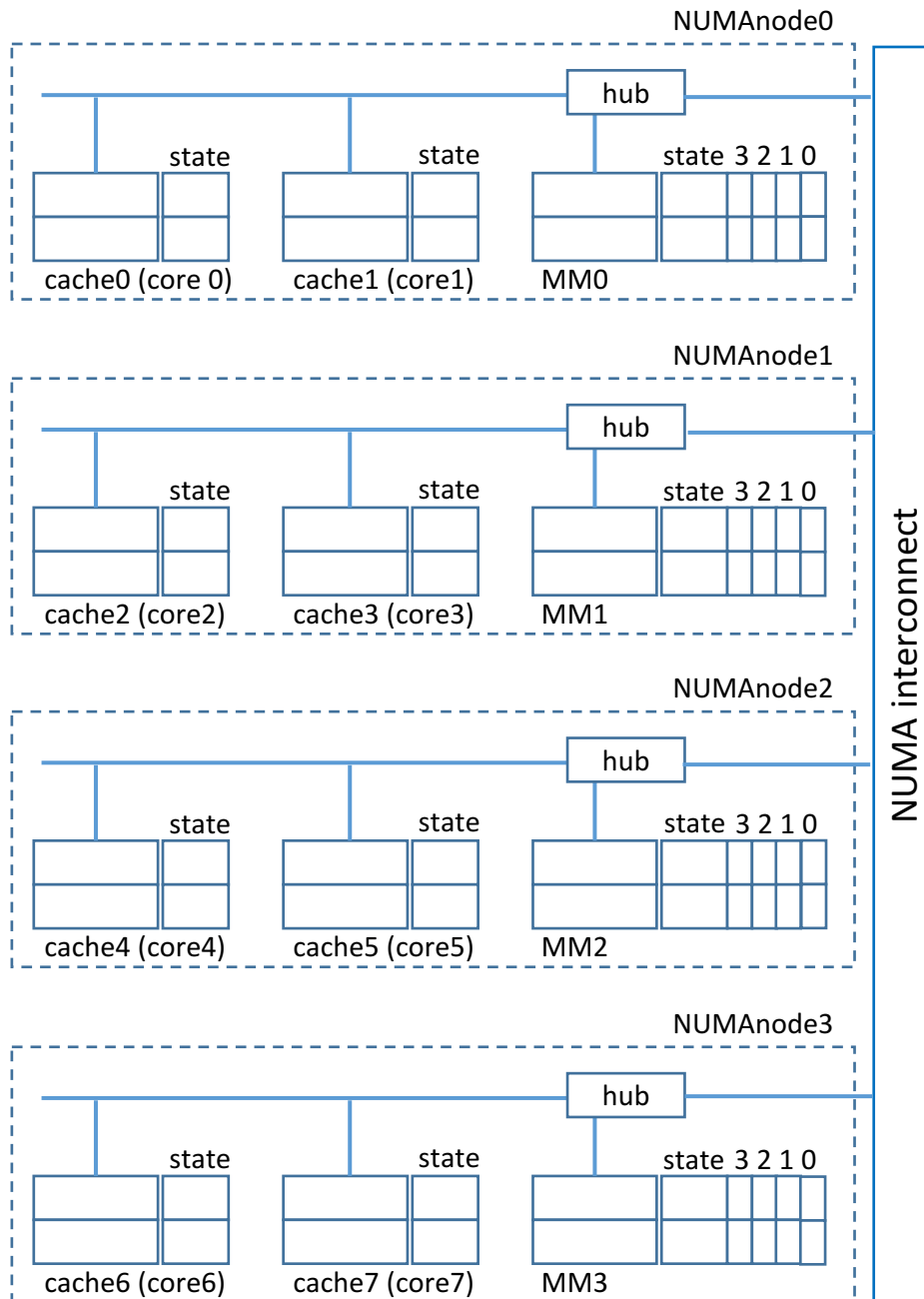
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- Snoopy : to keep coherence between caches in a NUMA node

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$$\text{\#cache lines} = \frac{4 \text{ MB}}{32 \text{ bytes}} = \frac{4 \times 2^{20}}{2^5} = 2^{17}$$

$$\text{\#bits} = \text{\#cache lines} \times 2 \text{ bits} = 2^{17} \times 2 = 2^{18}$$



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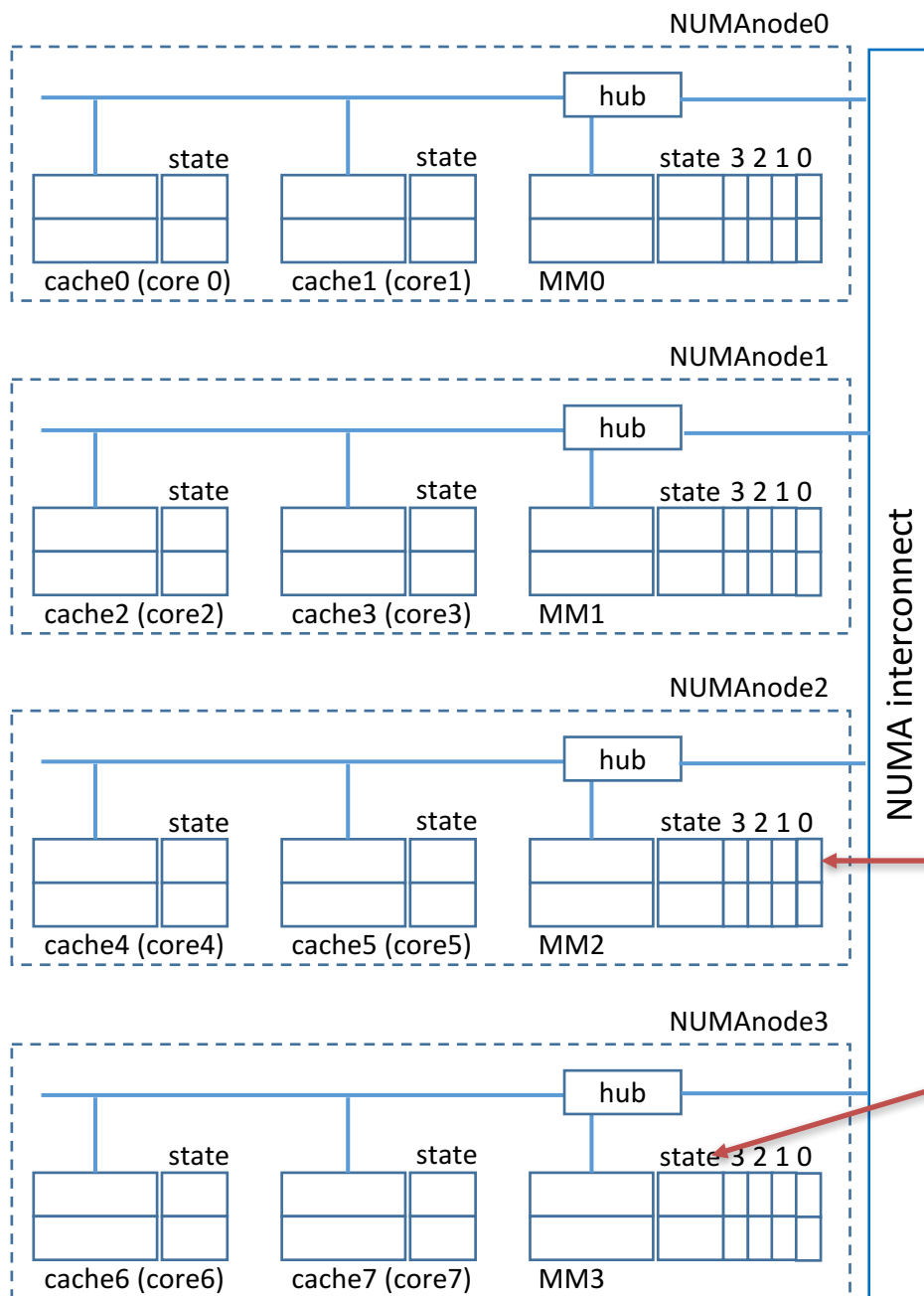
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- The Directory : to keep coherence between NUMA nodes.



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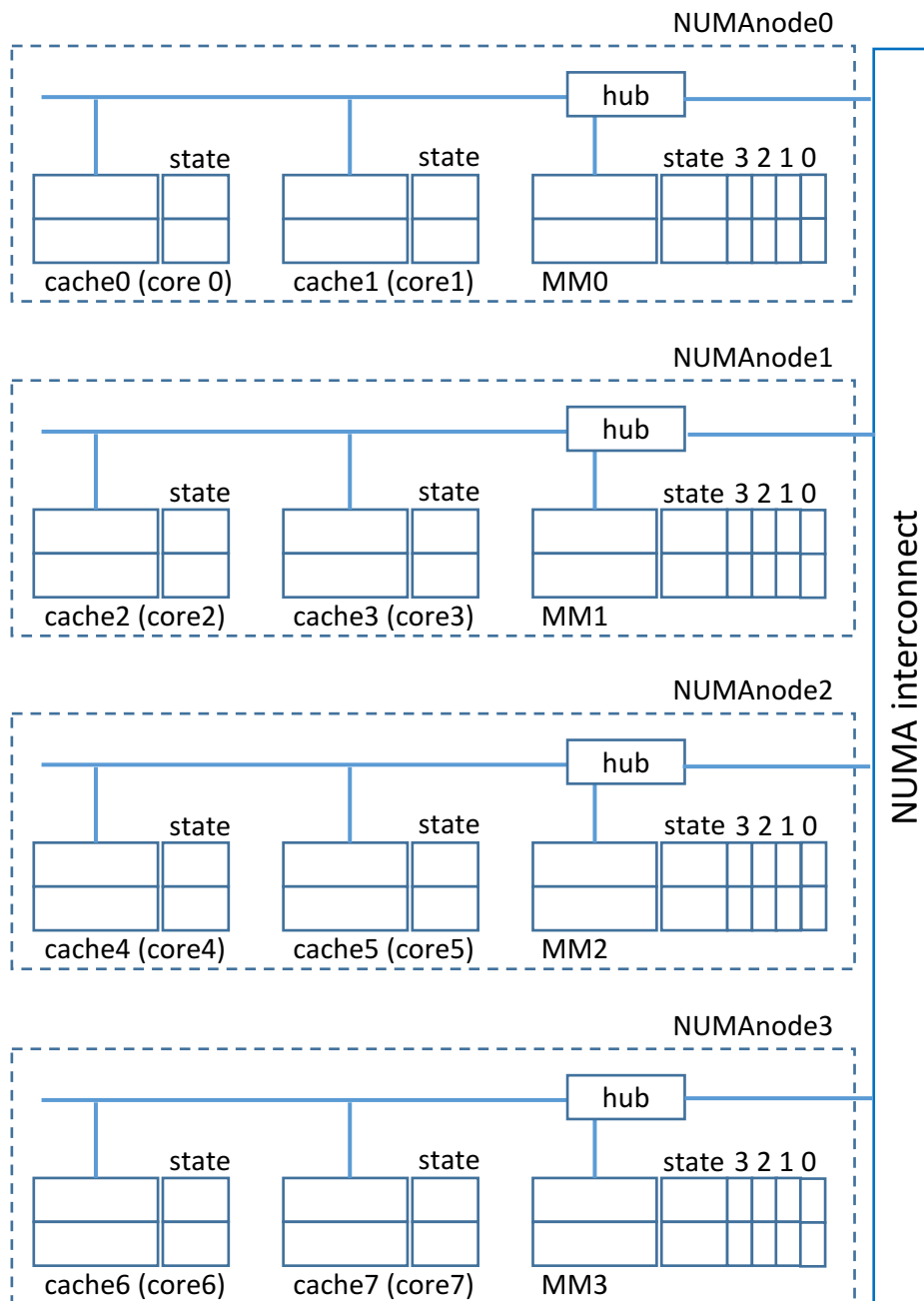
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Main memory size = 8 GB

Cache size in each processor = 4 MB

Presence bits 0/1 (or Sharers list)
(1 bit for each NUMA node)

Status bits: M, S, U = 2 bits
(Modified, Shared , Uncached)



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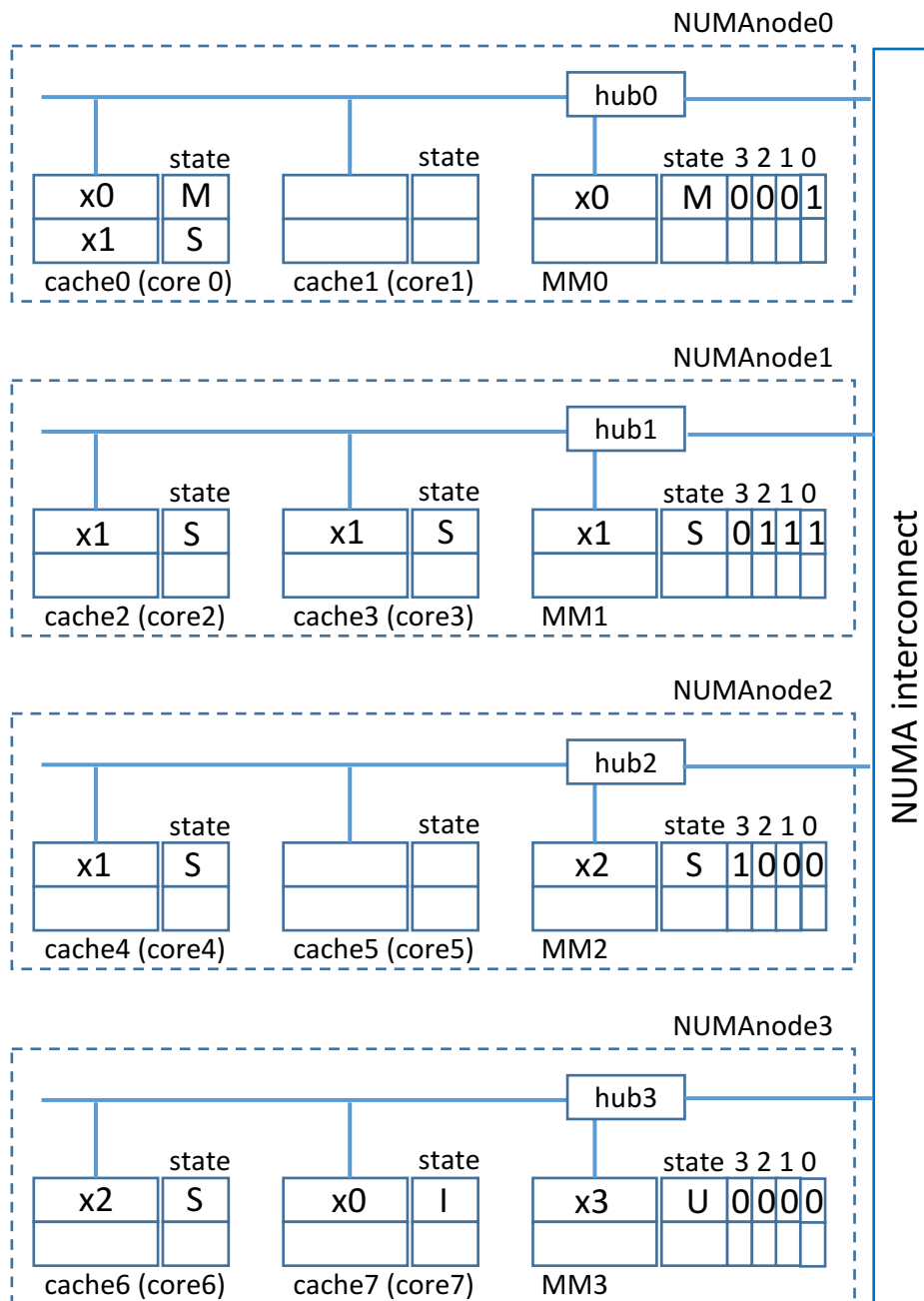
(a) Amount of bits taken by (at each NUMA node):

- The Directory : to keep coherence between NUMA nodes.

States = M,S,U : 2 bits } 6 bits
 Presence bits = 4 bits }

$$\# \text{memory lines} = \frac{2 \text{ GB}}{32 \text{ bytes}} = \frac{2 \times 2^{30}}{2^5} = 2^{26}$$

$$\# \text{bits} = \# \text{memory lines} \times 6 \text{ bits} = 2^{26} \times 6$$

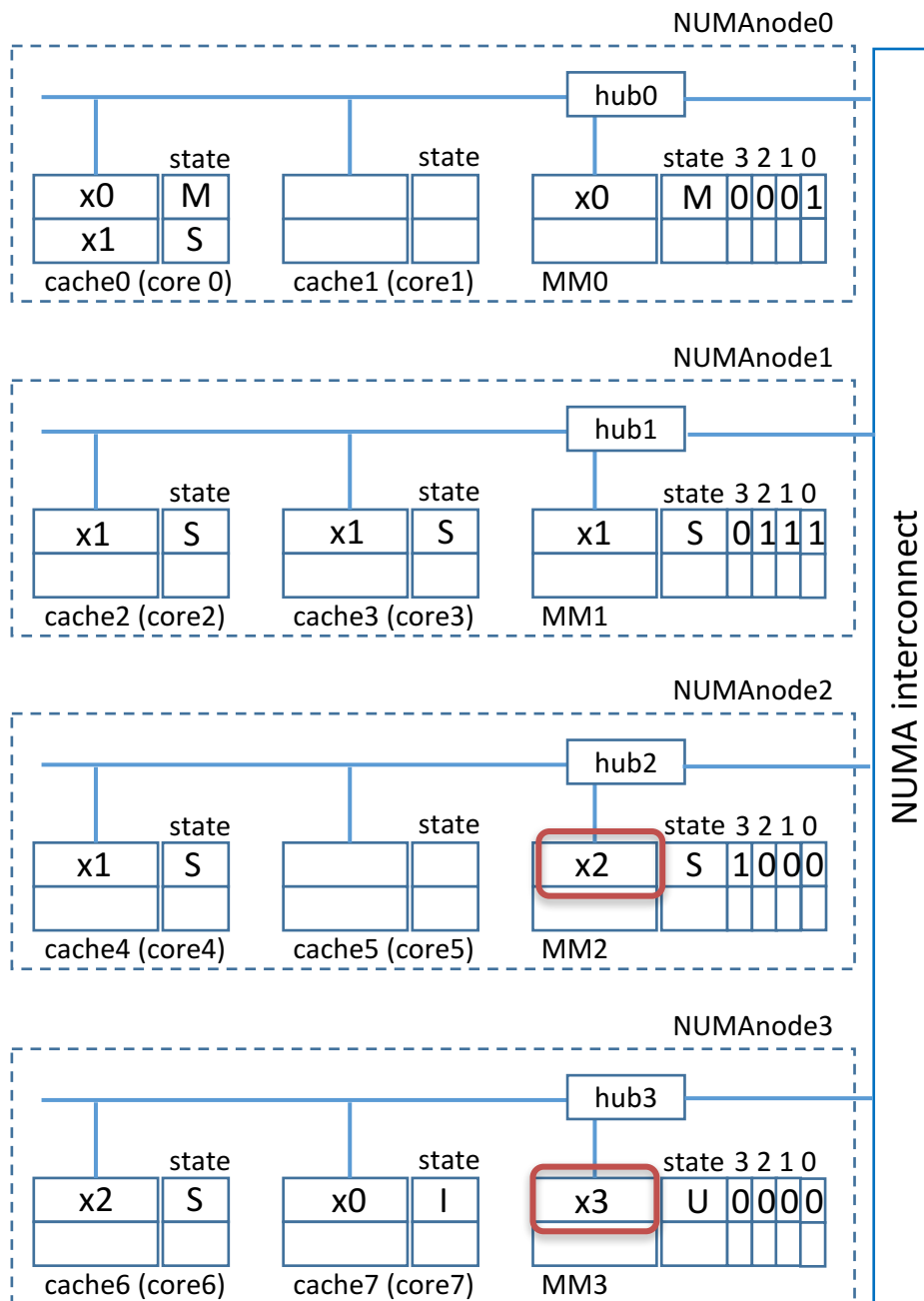


Assuming the initial state of the memories (caches and MM) shown:

- only two lines are represented for each memory (cache or MM),
- variables x0 , x1 , x2 and x3 , 4 bytes wide each.
- variables x2 and x3 reside in the same cache line
- variables x0 and x1 reside in a different cache line each.

(b) Indicate which variable (only one) is not in a correct state either in a cache or in main memory and the reason for that.

Based on you answer, write that variable in the correct state in the appropriate memories (cache and/or MM).

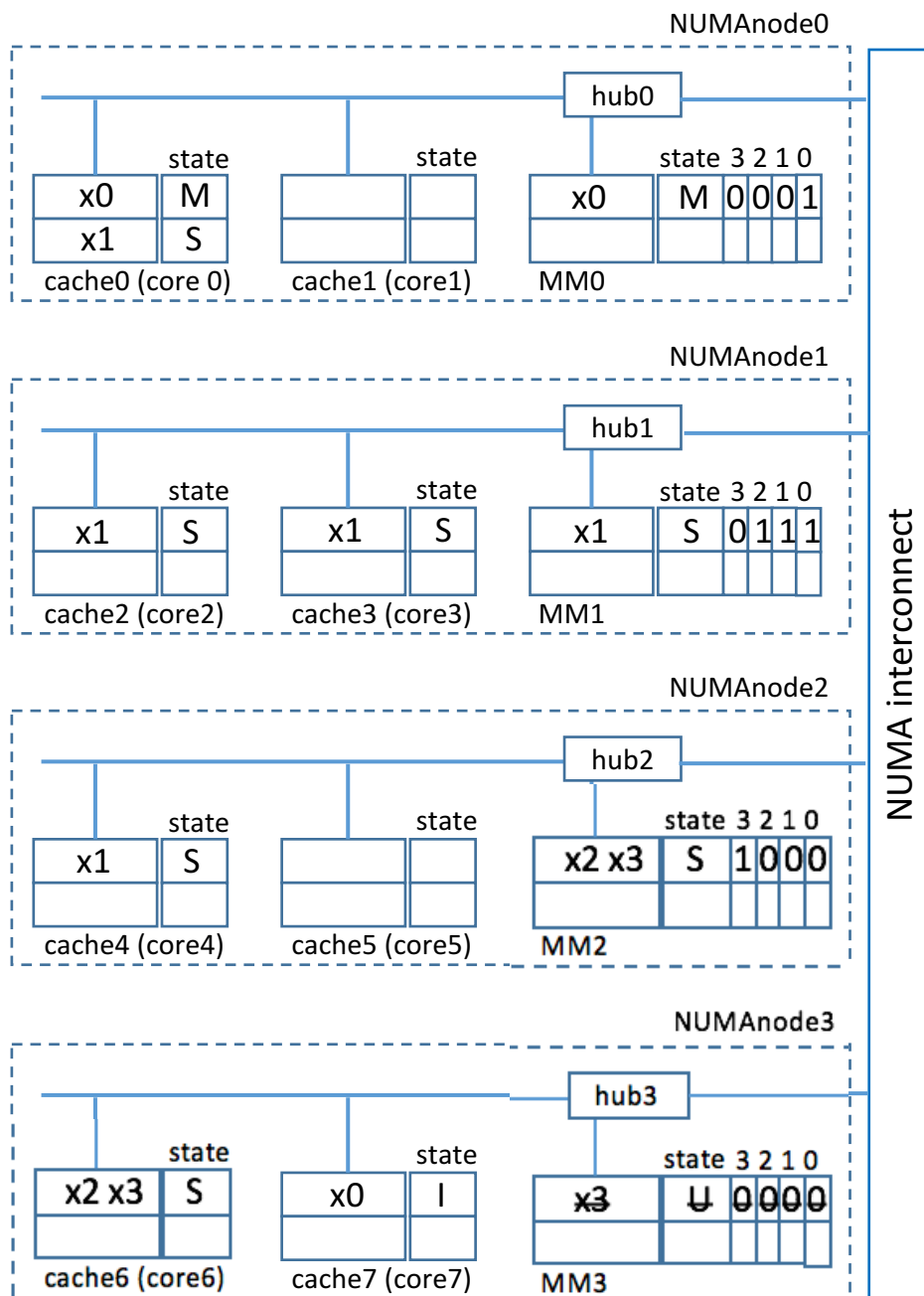


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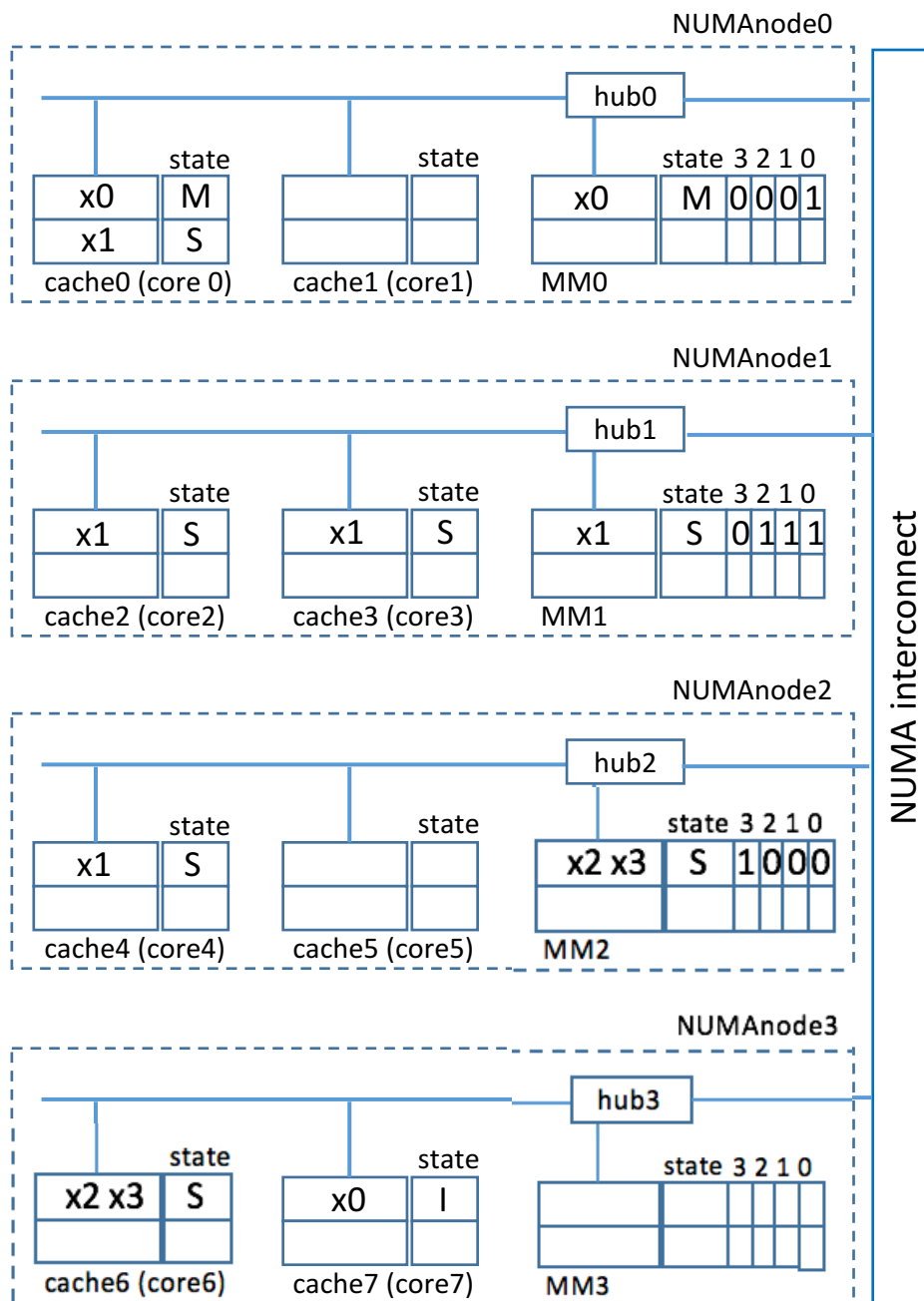
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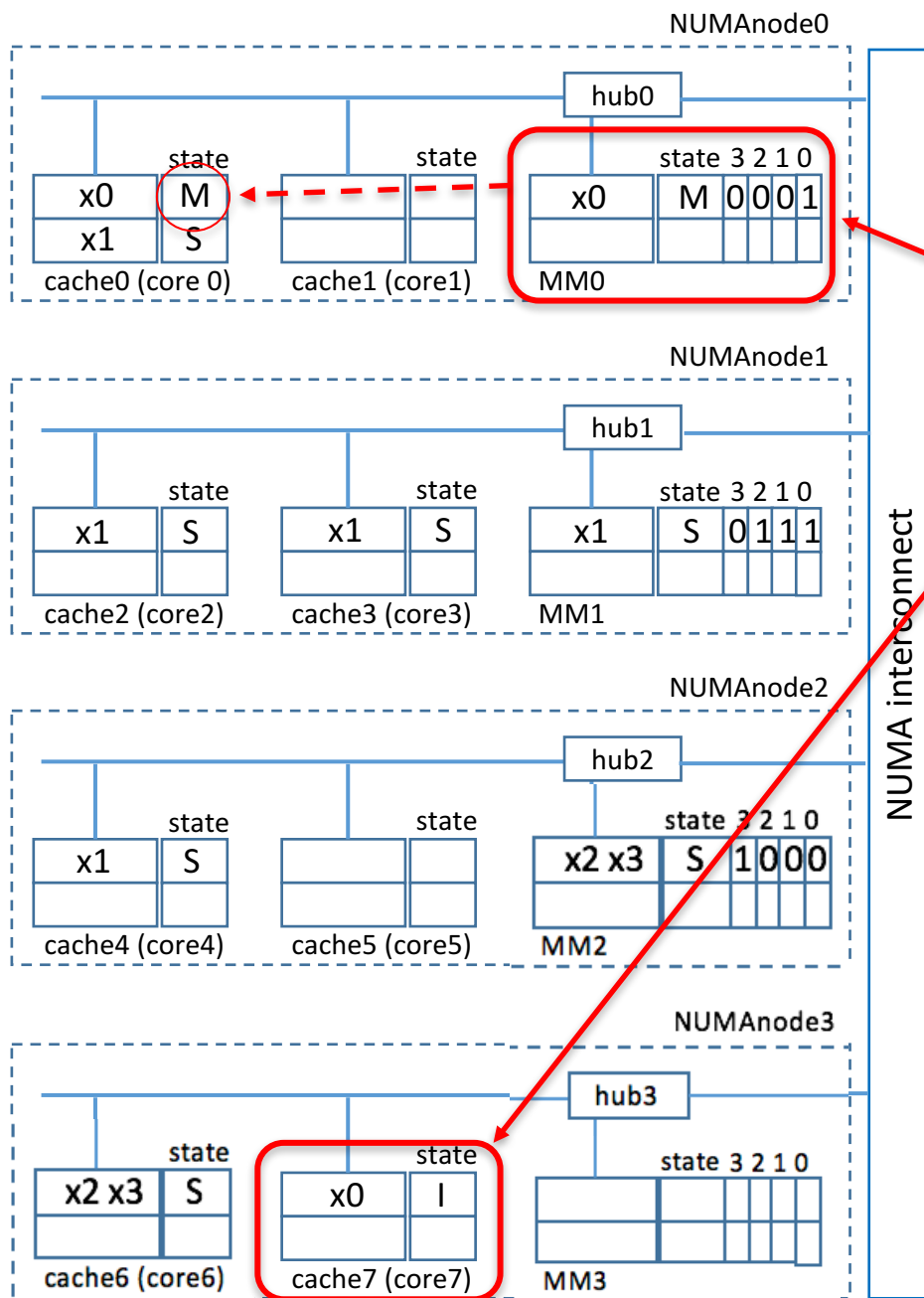
(b) Indicate which variable (only one) is not in a correct state either in a cache or in main memory and the reason for that.

Variables x2 and x3 cannot be mapped in two different NUMA nodes
Each memory line **can only exist in one home node.**

Variable x3 does not exist in NUMANode3
We just add it in the same line as the one containing x2 in NUMANode2.



(c) core 7 writes x0. Indicate final state in memories.

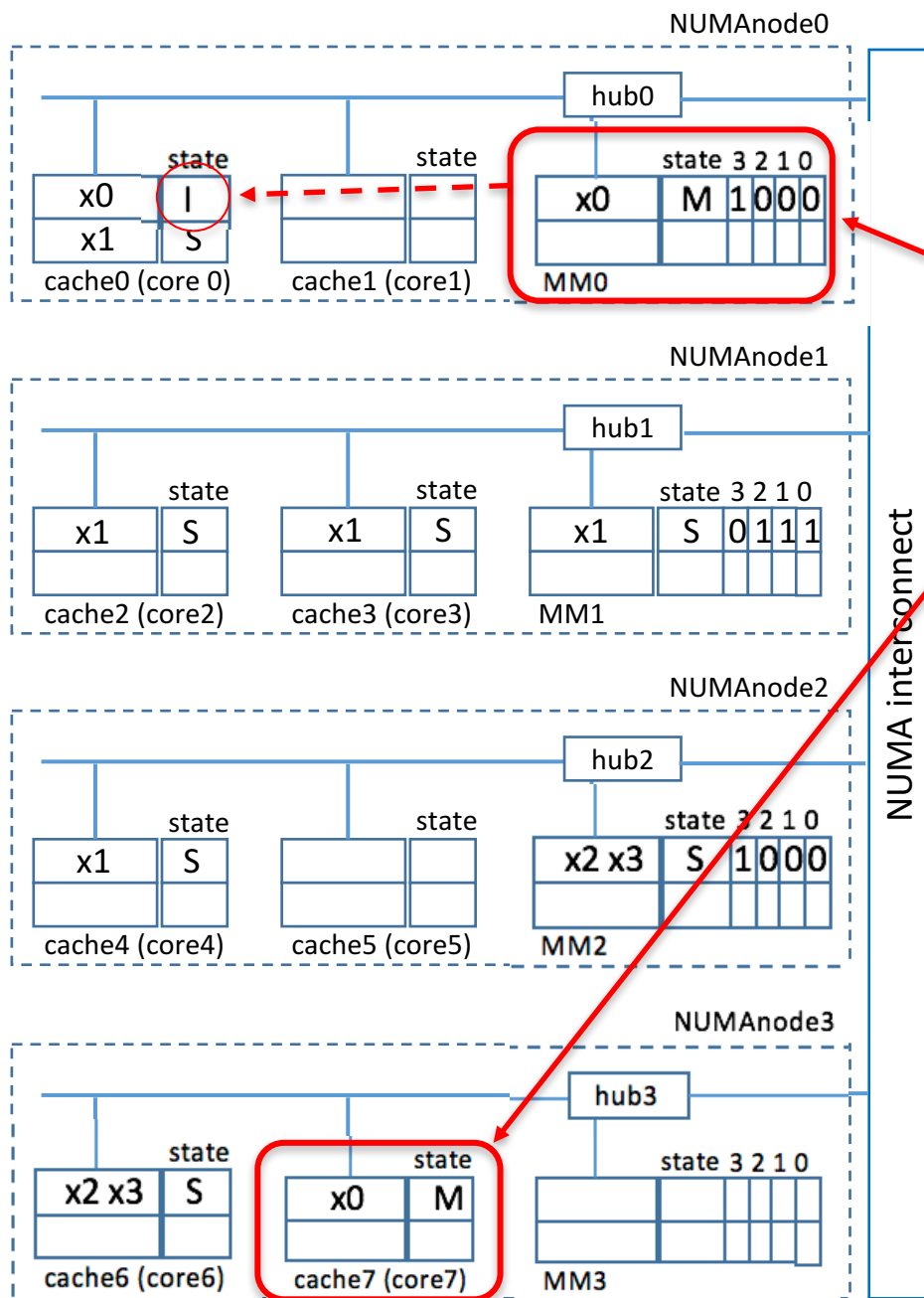


(c) core 7 writes x0. Indicate final state in memories.

Current state of x0:

Directory information: x0 has only a copy in some cache of NUMA node0 with Modified state

Snoopy information: x0 has Invalid state in cache of core7 → Miss in cache of core7



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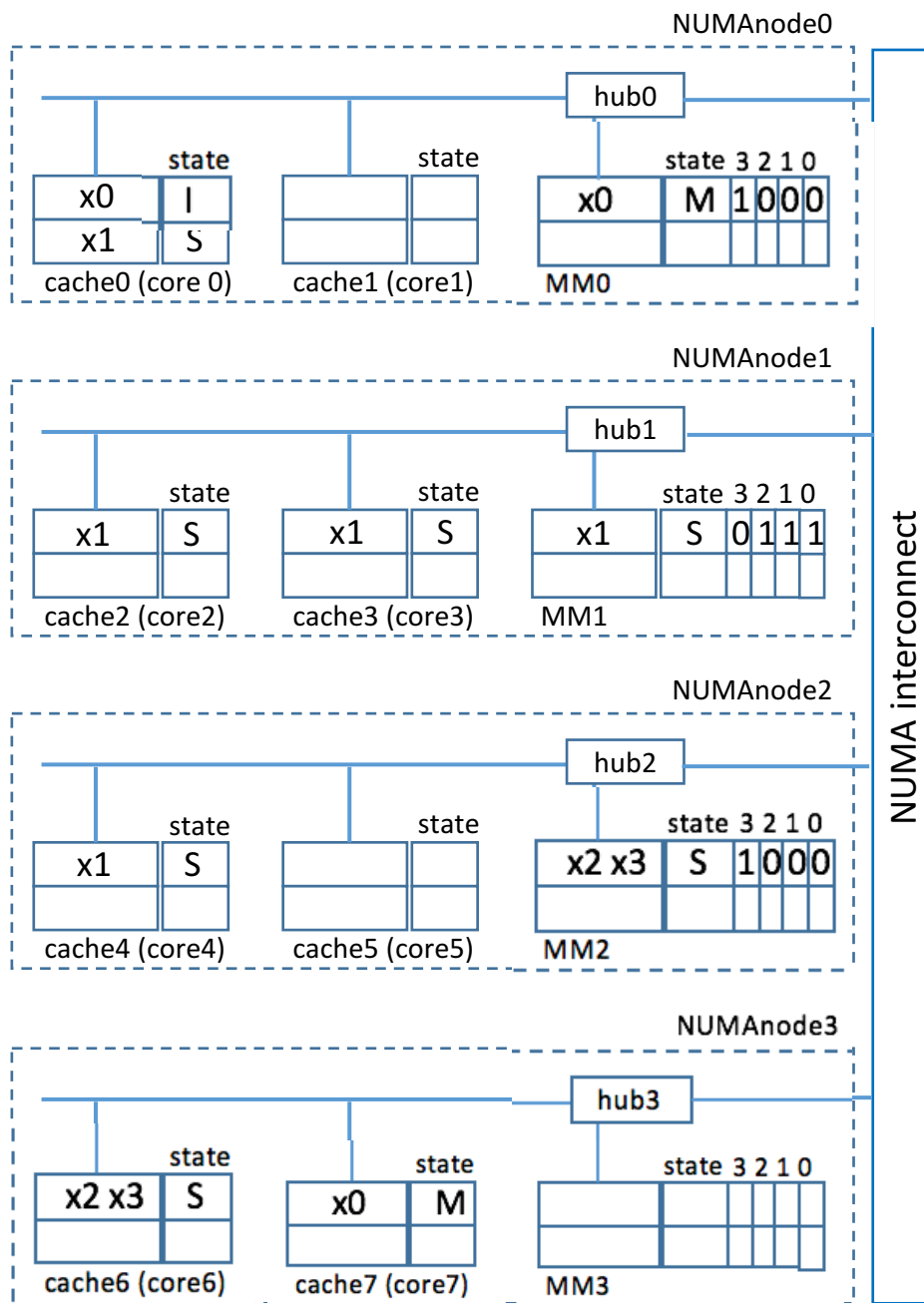
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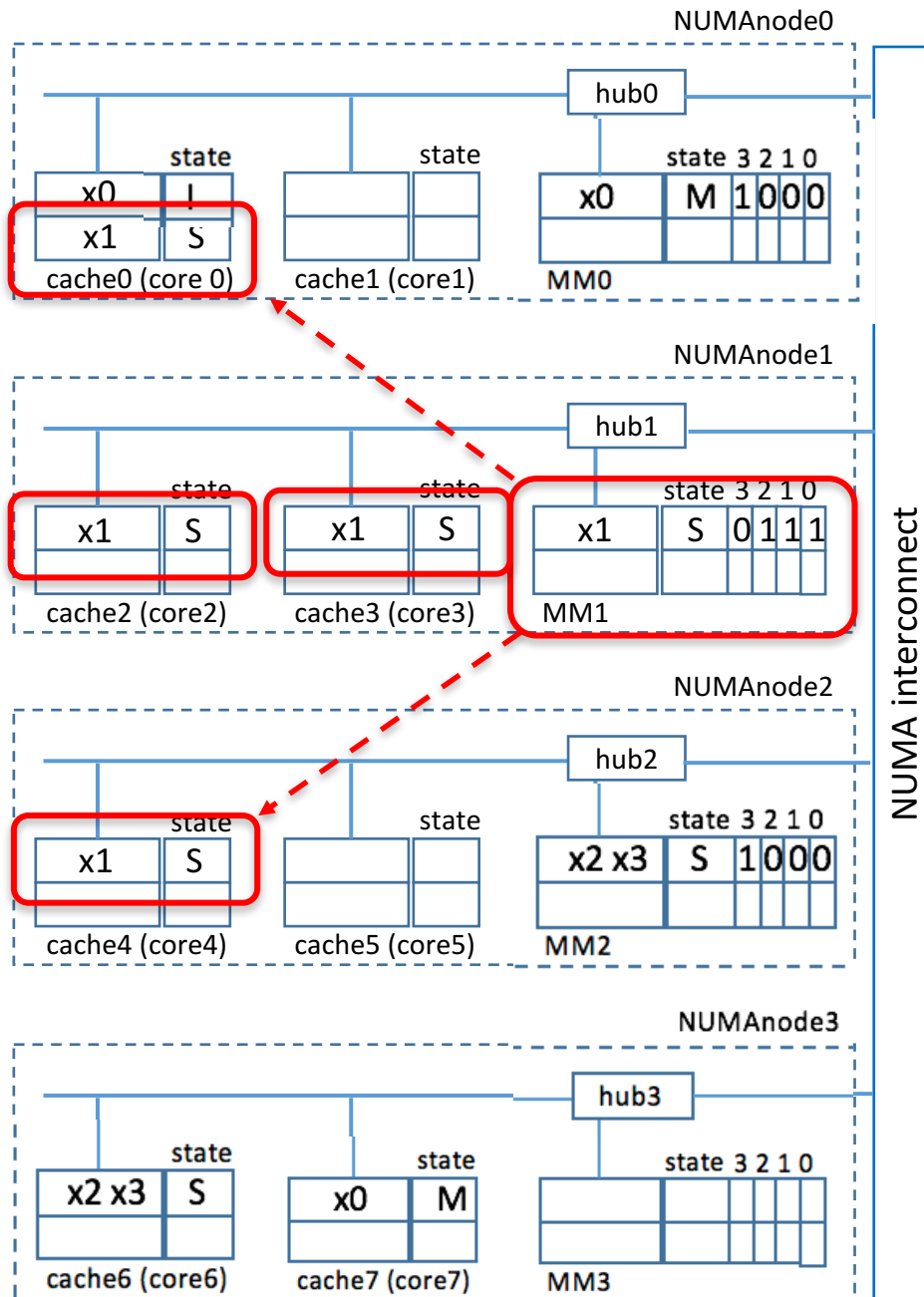
Final state of x0:

Snoopy information:
 x0 old copy in cache of core0 is invalidated after flushing value to memory
 x0 loaded a copy from MM to cache of core7 with M state

Directory information:
 X0 keep M state but with presence bit on NUMANode3 now.



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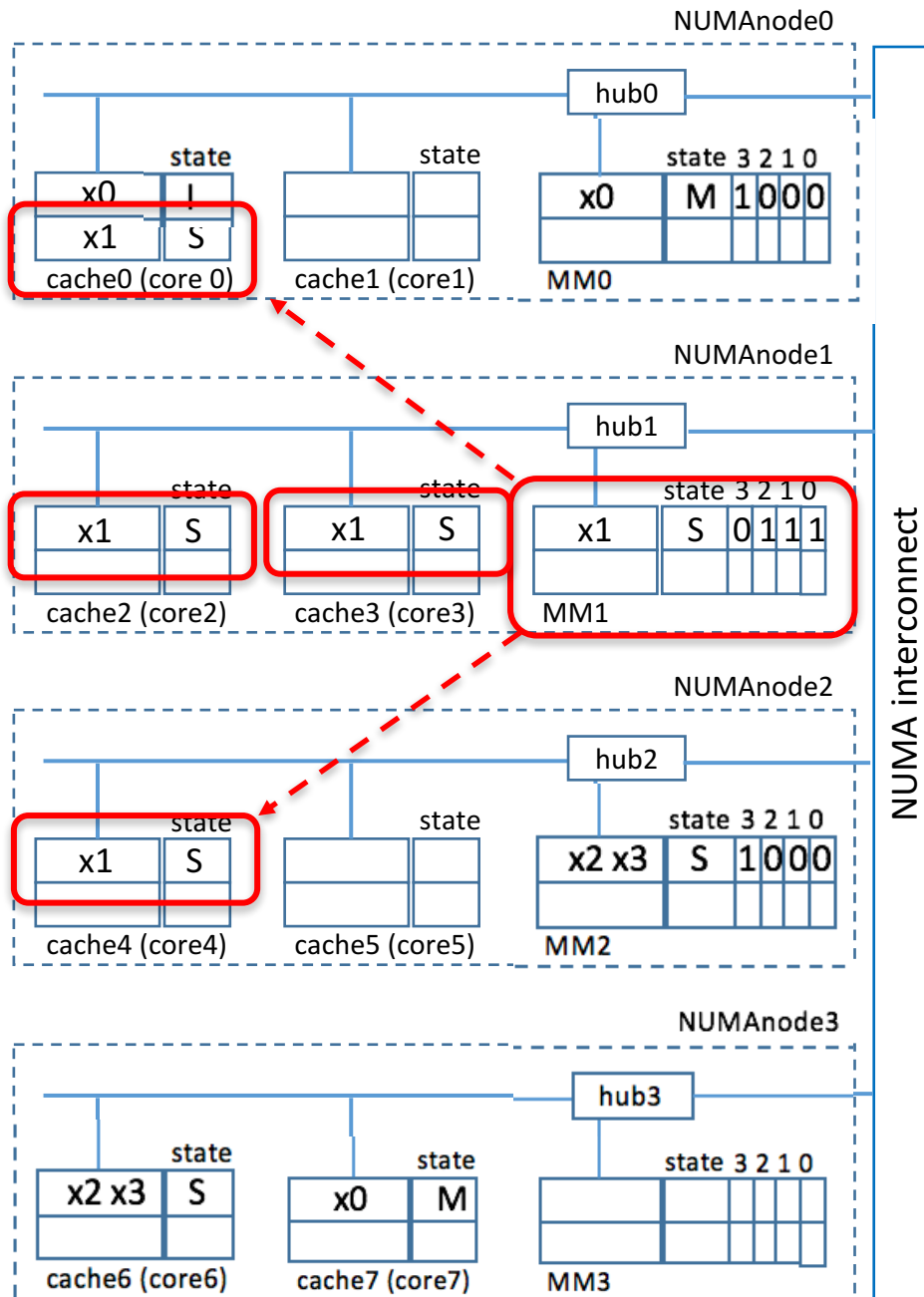
Current state of x1:

Directory information:

x1 has a copy in some cache of NUMA nodes 2, 1 and 0 with state Shared.

Snoopy information:

Cache line with x1 has Shared state in caches of core0, core2, core3 and core4
 → Hit in cache of core2



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Current state of x1:

Directory information:

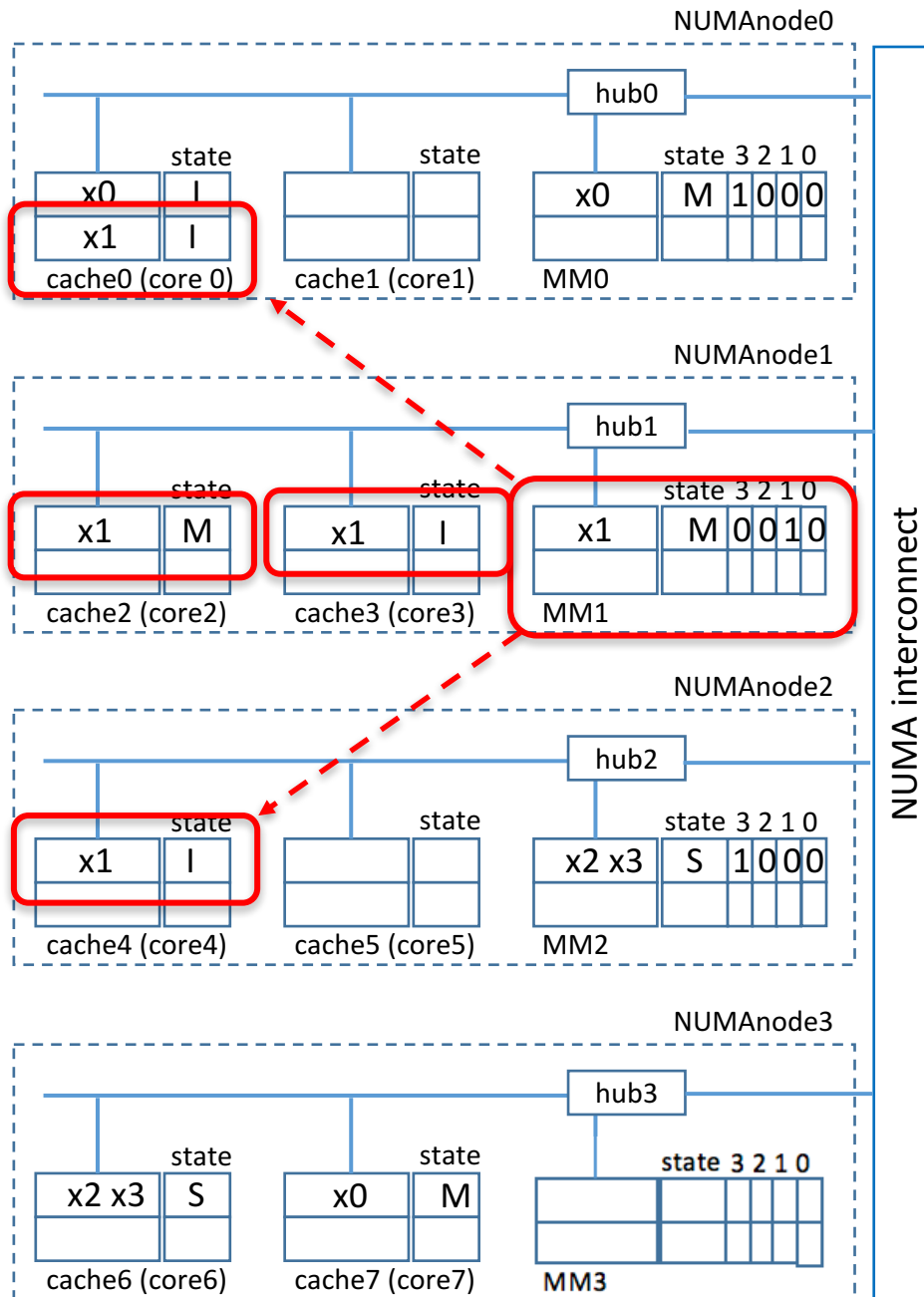
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x1 copies in cache of core 4, cache of core0 and cache of core3 are invalidated
 Presence bits are updated: only NUMA node1 is valid with Modified state.
 x1 state in cache2 is changed to Modified



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