

## MESI is a protocol use by Intel and others

Each cache line can be in one of 4 states:

M – modified (in one cache & was altered since read from memory)

E – exclusive (in one cache & matches what's in memory)

S – shared (in at least 2 caches and matches what's in memory)

I – invalid (never filled or is outdated)

## Lines change state based on accesses that are made

From local processor or from other processors over the bus

Cache controller listens (snoops) on the bus for accesses

A *snoopy* protocol

## Writes are broadcast on the bus

- All caches observe the write

- Writes may invalidate copies of lines in other caches

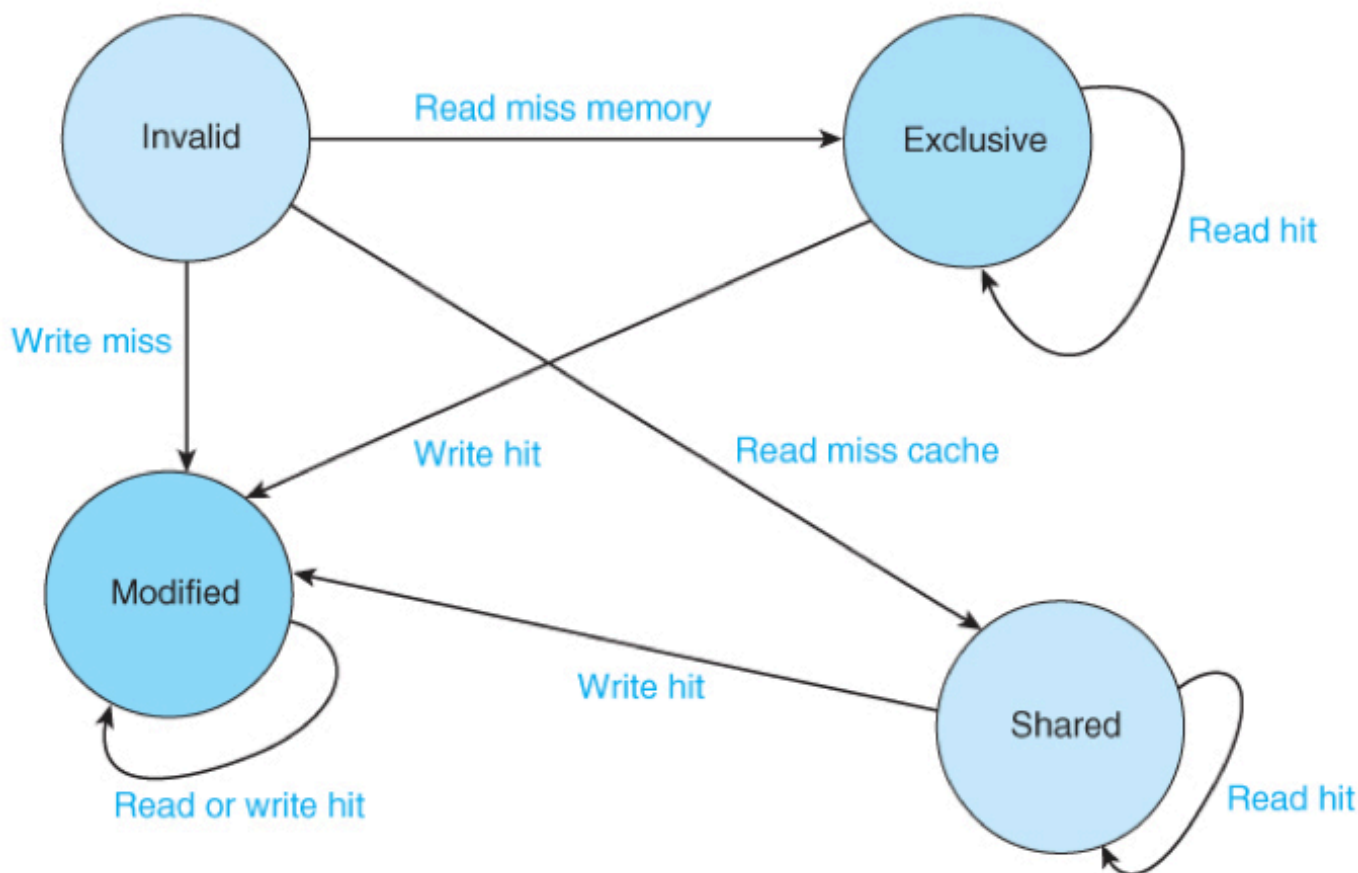
## Does not scale beyond about 128 processors

- The bus traffic due to snooping becomes too high

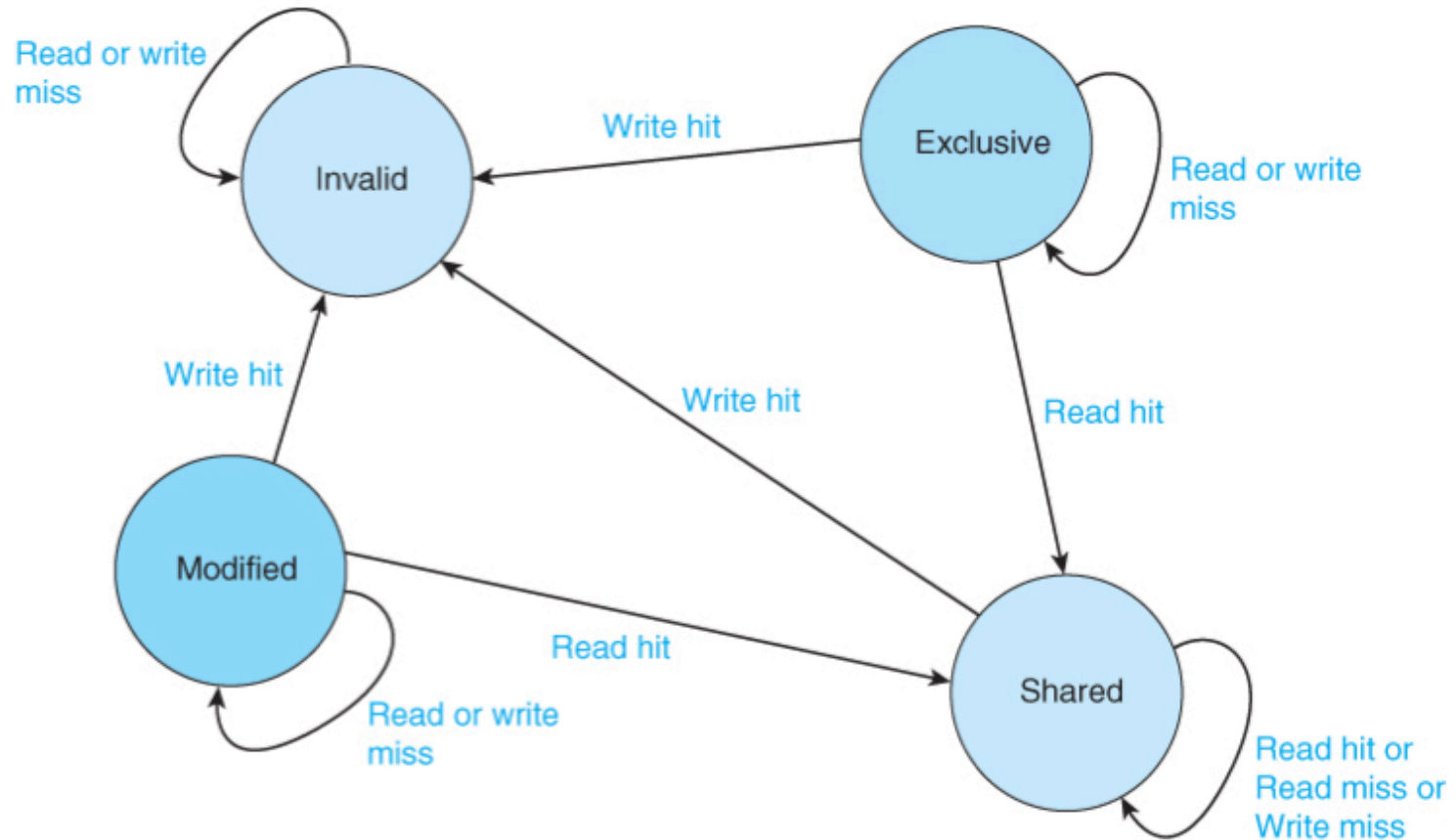
- Exclusive and modified states reduces traffic

  - Writes to modified or exclusive lines need not be broadcast

MESI state diagram as seen from the local CPU bus



## MESI state diagram as seen from the system bus



Bus Transaction	Action by local cache
Read hit	$E \rightarrow S$ , $M \rightarrow S$ or no change if S
Read miss	no change
Write hit	$E \rightarrow I$ , $S \rightarrow I$ , $M \rightarrow I$
Write miss	no change

Snoopy caches work well when connected to a single bus

Large shared-memory multiprocessors use interconnects

- These are networks such as rings or meshes

- Broadcasting cache operations to all processors would be inefficient

Cache directories can be used as an alternative to snooping

- Each memory module would have a directory

- This approach scales better than snooping on a shared bus

Directories identify which nodes contain a copy of a block

The state of each cache line containing a copy is recorded

Accesses to a module are intercepted by the directory

The directory determines the action to take:

Reads are forwarded to the cache containing the copy

Writes are sent just to the nodes whose copies are affected

Misses cause the memory module to be accessed