



# SWAP: EFFECTIVE FINE-GRAIN MANAGEMENT OF SHARED LAST-LEVEL CACHES WITH MINIMUM HARDWARE SUPPORT

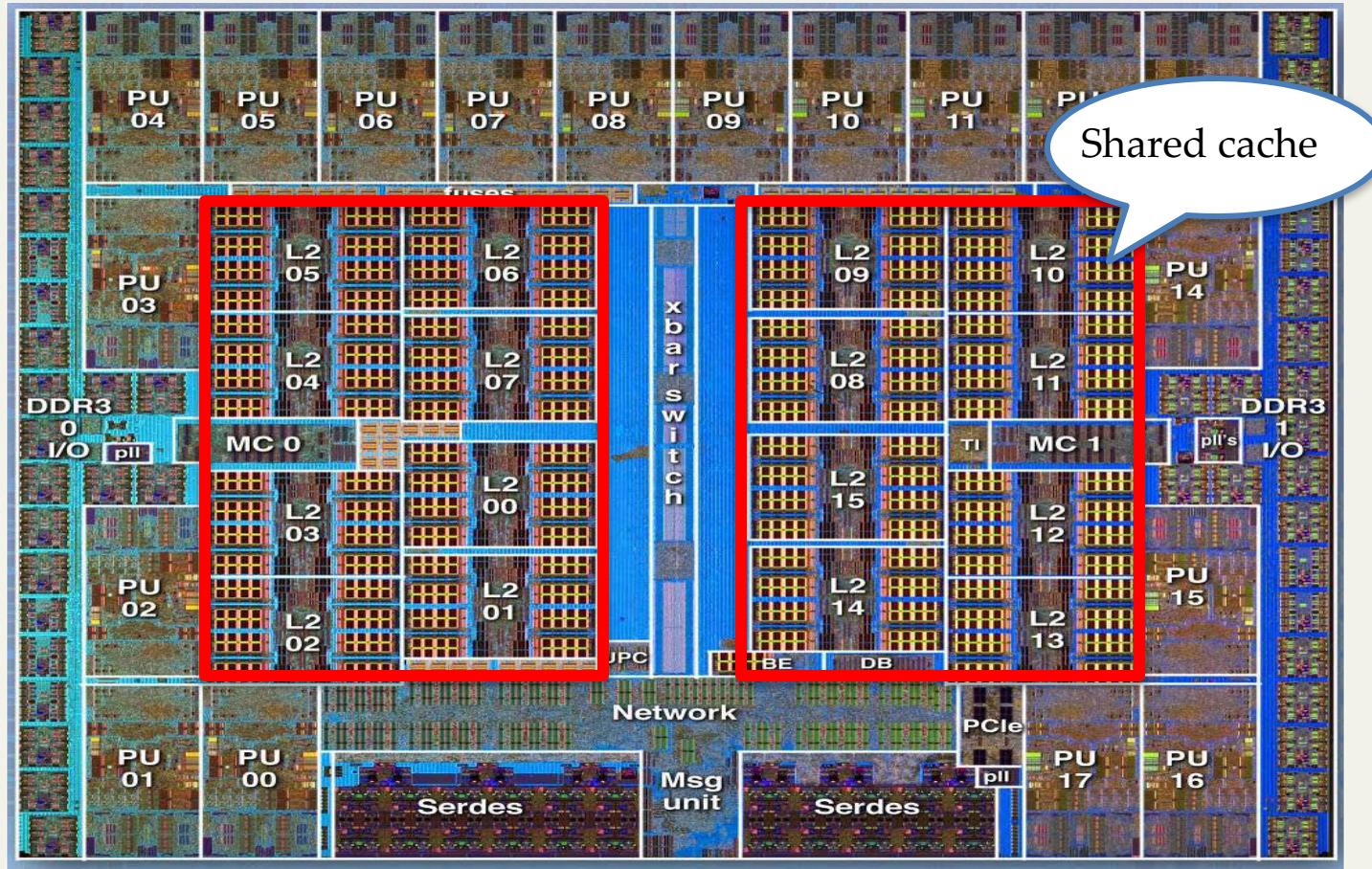
Xiaodong Wang, Shuang Chen, Jeff Setter,  
and José F. Martínez

Computer Systems Lab  
Cornell University



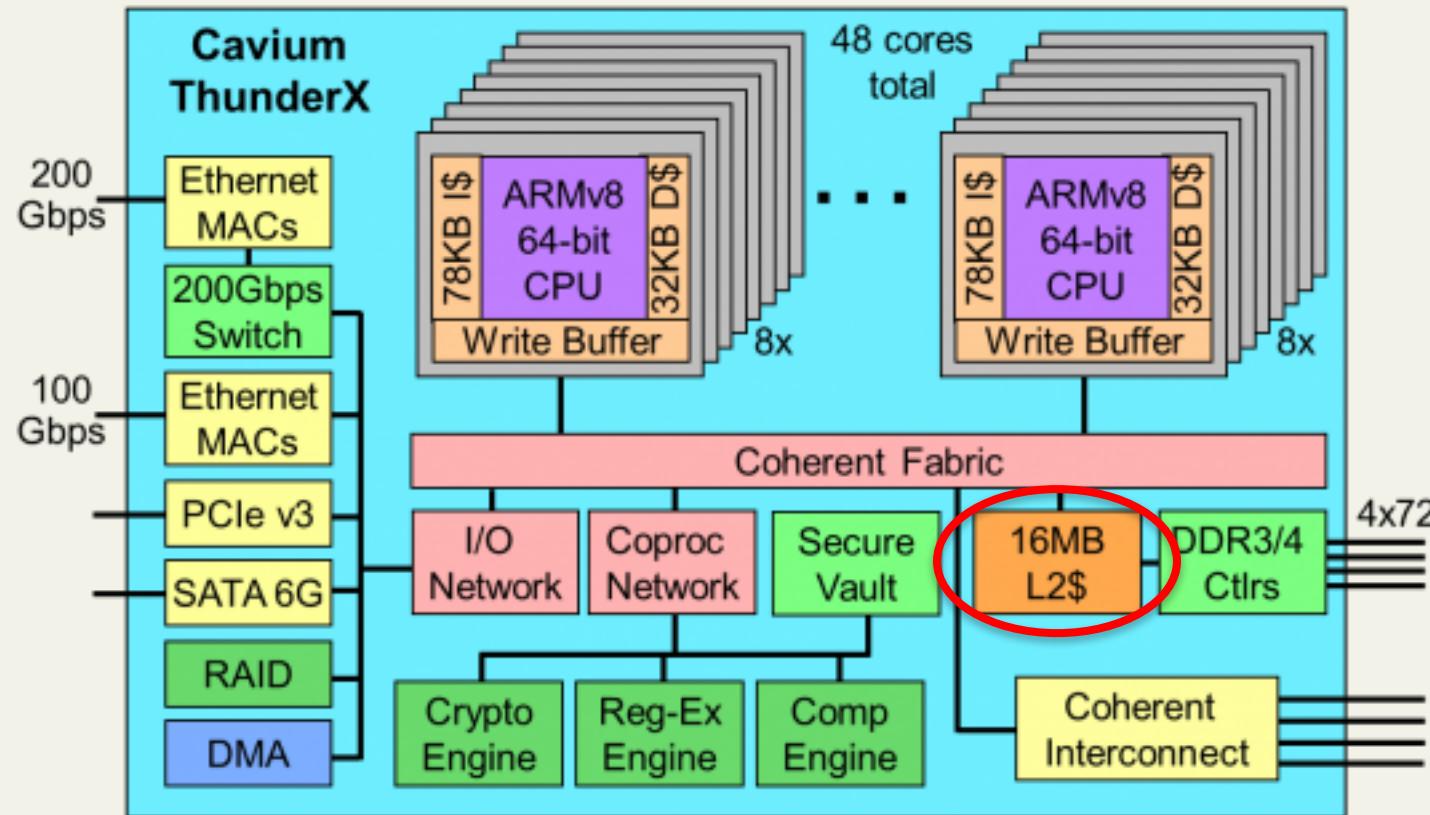
Cornell University  
Computer Systems Laboratory

## ■ IBM Blue Gene/Q



Source: IBM

## ■ Cavium ThunderX® 48-core CMP



Source: Cavium

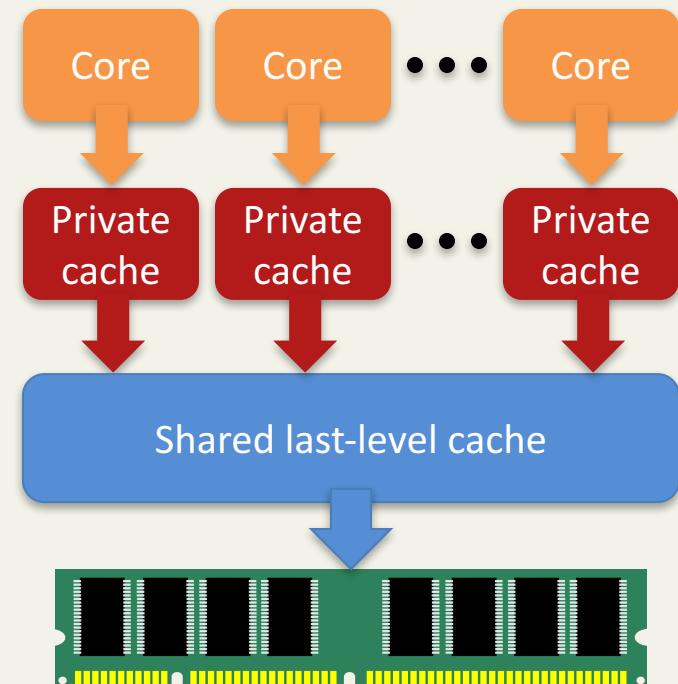


- **Last-level cache is critical to system performance**

- ~50% chip area

- **Performance isolation in shared cache**

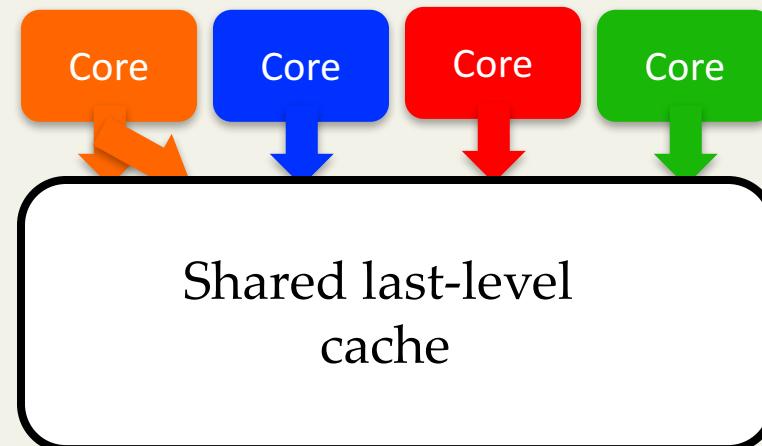
- Improve system throughput
- Guarantee QoS of latency-critical workloads
- Eliminate timing channels



# BACKGROUND

## ■ Cache way partition

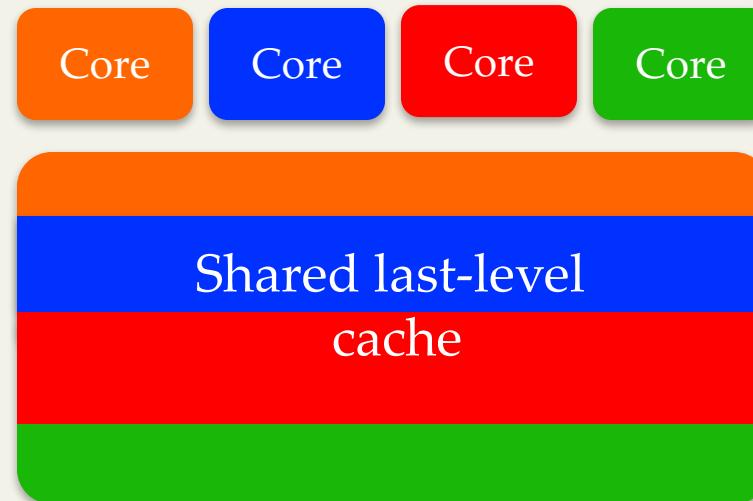
- Assign different cache ways to different cores
- **Coarse-grained**
  - 16 cache ways in ThunderX 48-core processor
- Associativity lost



# BACKGROUND

## ■ Page coloring

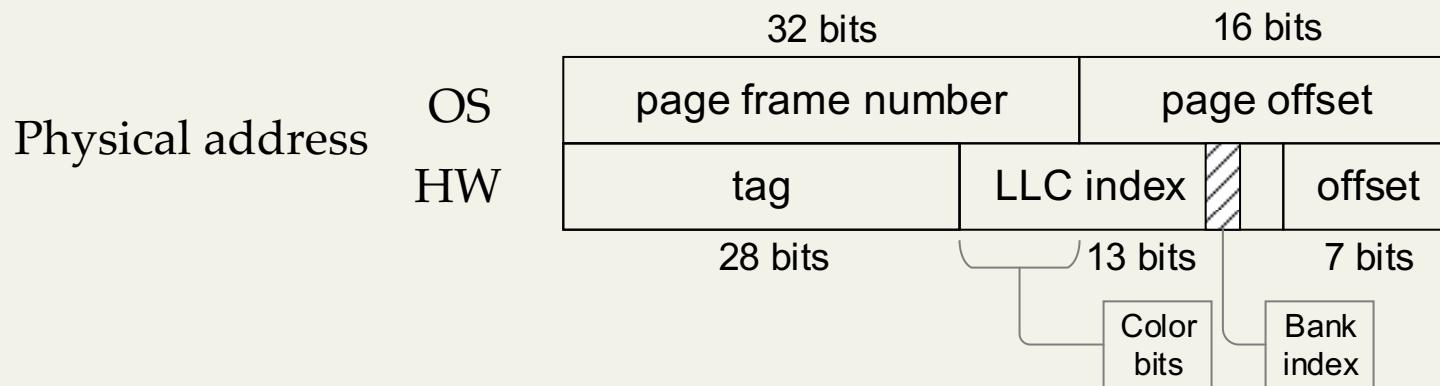
- Assign different cache sets to different cores
- Perfect isolation
- OS-level software technique



# BACKGROUND

## ■ Page coloring

- Assign different cache sets to different cores
- Perfect isolation
- High repartition overhead
- Coarse-grained: the number of page colors is limited
  - 4 color bits, 16 colors in ThunderX 48-core processor



- **Fine-grained cache partitioning [1, 2, 3, 4]**
  - Probabilistically guarantee the size of partitions at the granularity of cache lines
  - Requires non-trivial hardware changes
  - No clear boundary across partitions: isolation is not strict

[1] Xie and Loh, ISCA' 09

[2] Sanchez and Kozyrakis, ISCA' 11

[3] Manikantan et al., ISCA' 12

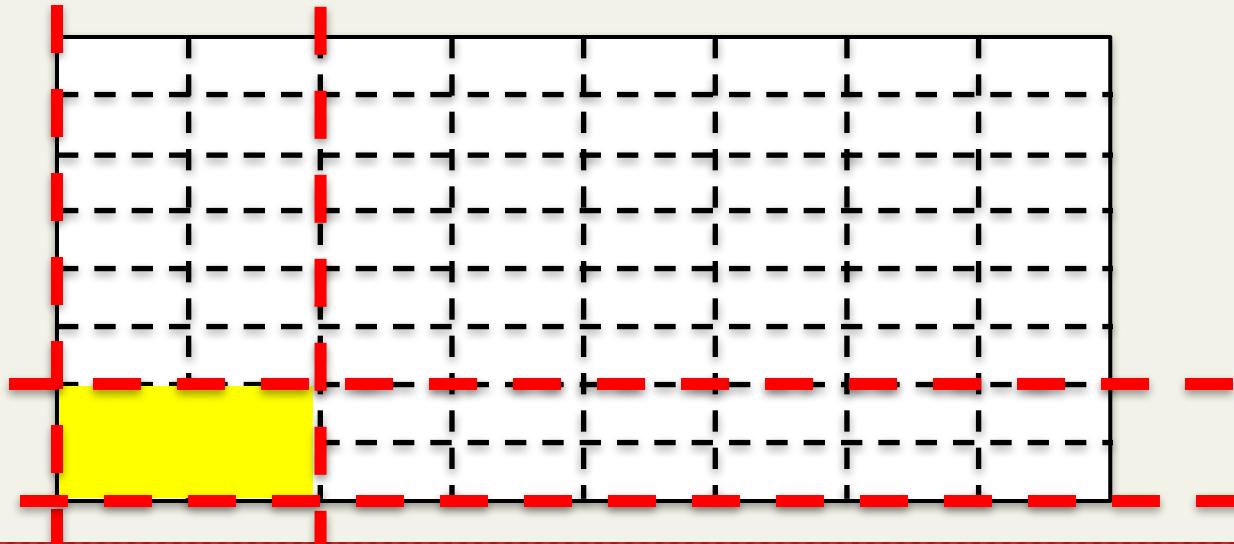
[4] Wang and Chen, MICRO' 14

# COMPARISON OF SCHEMES

	Way partitioning	Page coloring	Probabilistic partitioning	SWAP
Perfect isolation	Yes	Yes	Probabilistic	Yes
Fine-grain	No	No	Yes	Yes
Hardware overhead	Low	No	High	Low
Real system	Yes	Yes	No	Yes
Repartition overhead	Low	High	Low	Median



- Way partitioning vertically divides the cache
  - 16 cache ways in ThunderX for 48 cores
- Page coloring horizontally divides the cache
  - 16 page colors in ThunderX for 48 cores
- Combine way partitioning and page coloring



SWAP

Background • SWAP • Evaluation

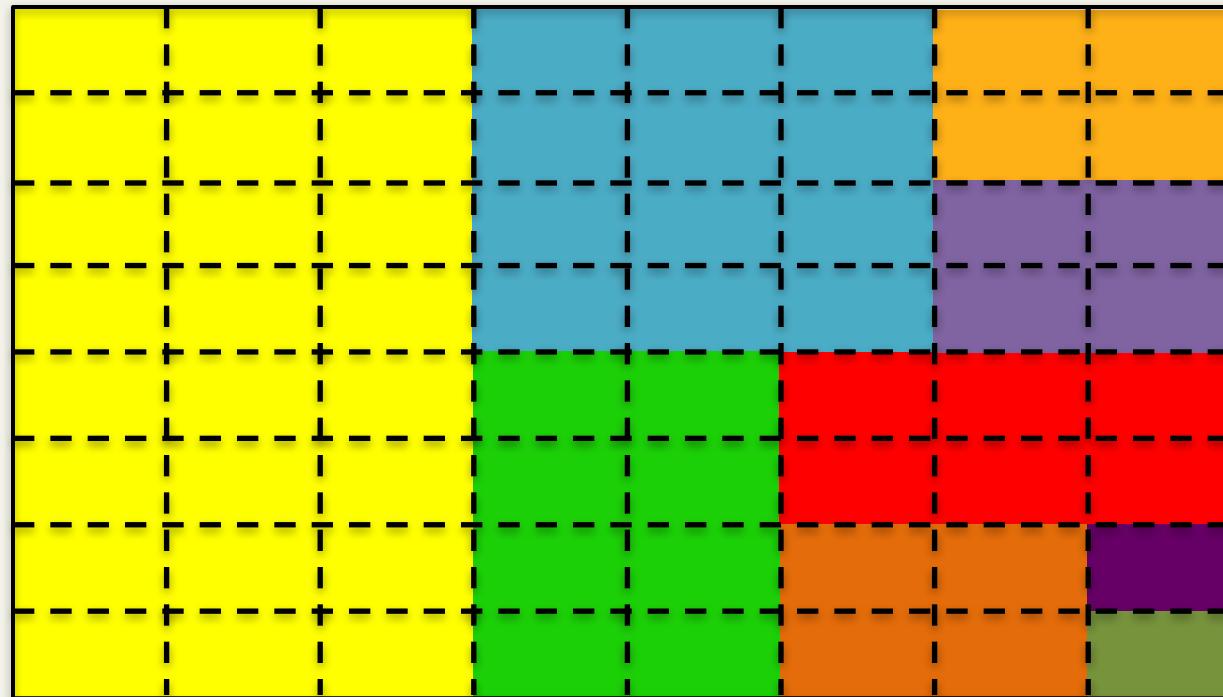
Page 10 of 29



Cornell University  
Computer Systems Laboratory

## ▪ Combine way partitioning and page coloring

- Divide the cache in a 2-dimensional manner
- Maximum 256 partitions w/ 16 cache ways and 16 page colors, fine-grained enough for 48 cores



SWAP



Cornell University  
Computer Systems Laboratory

Background • SWAP • Evaluation

## ■ Contribution

- Combine way partitioning and page coloring that enables fine-grain cache partition in real systems

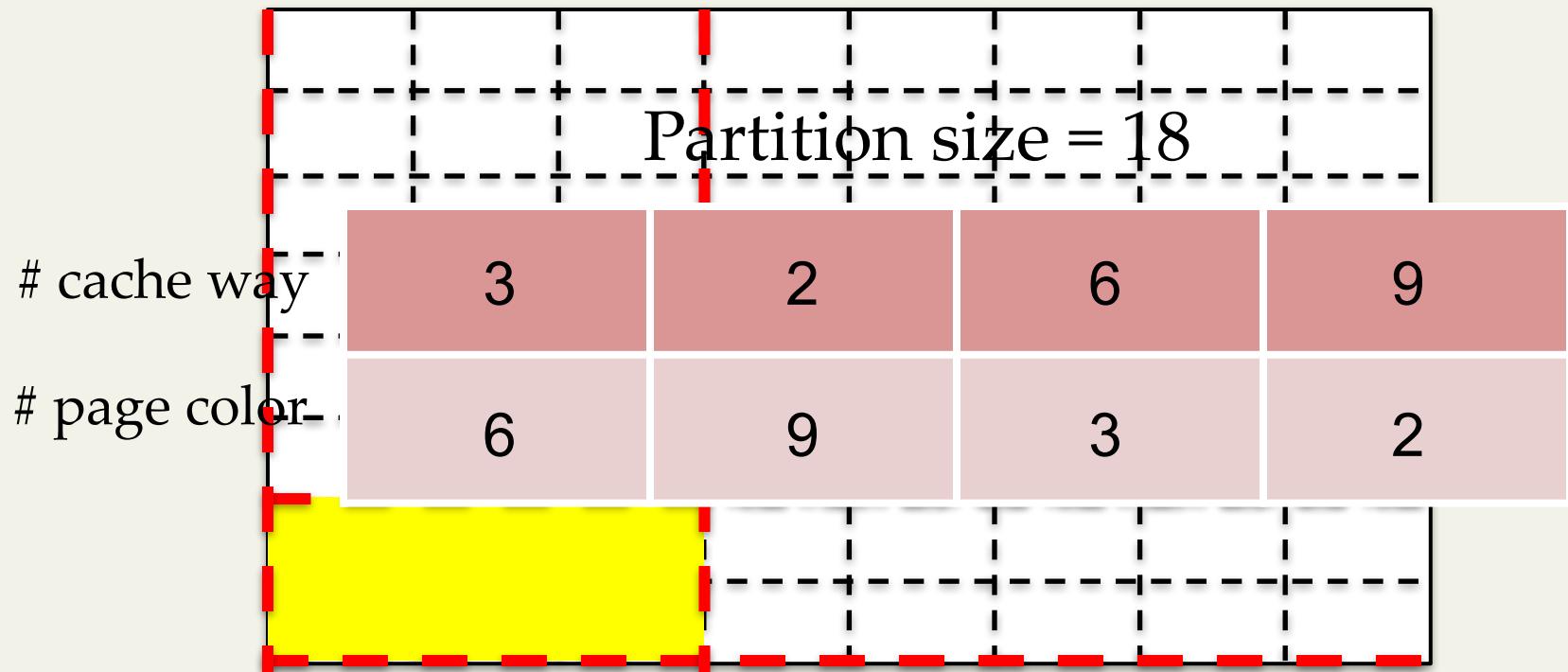
## ■ Challenges

- What's the shape of the partition?
- How are partitions placed with each other?
- How to minimize repartition overhead?



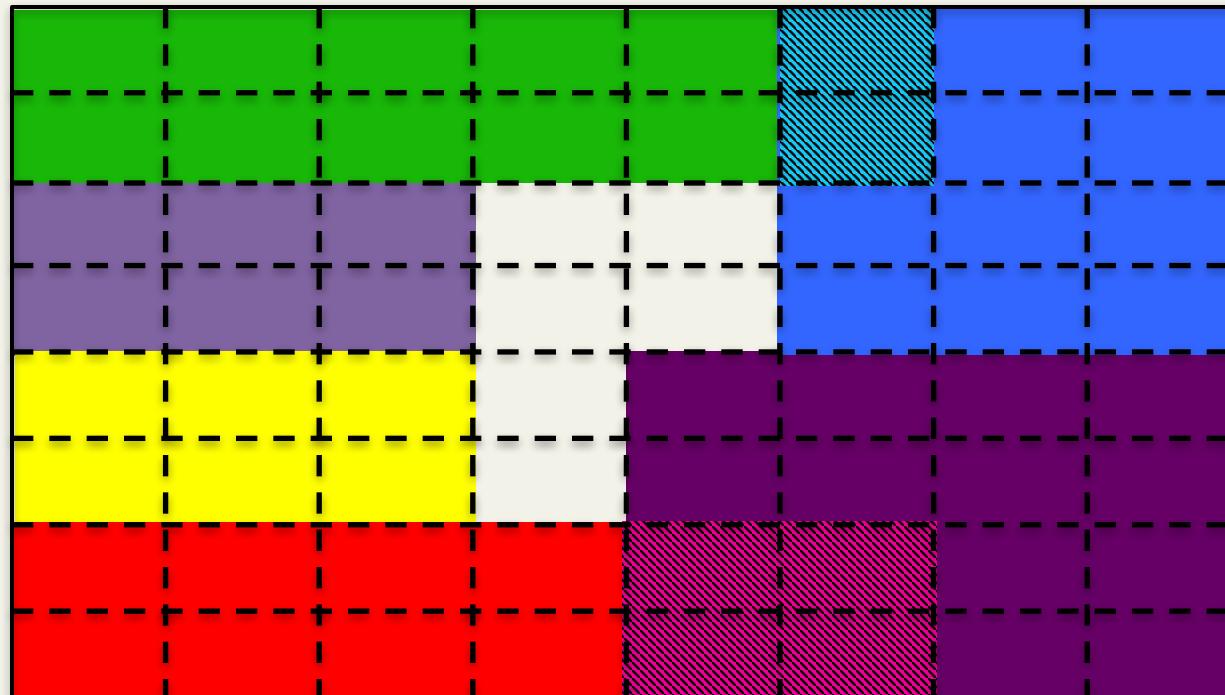
## ■ Partition shape

- Given the partition size, how many cache ways and pages colors should the partition have?



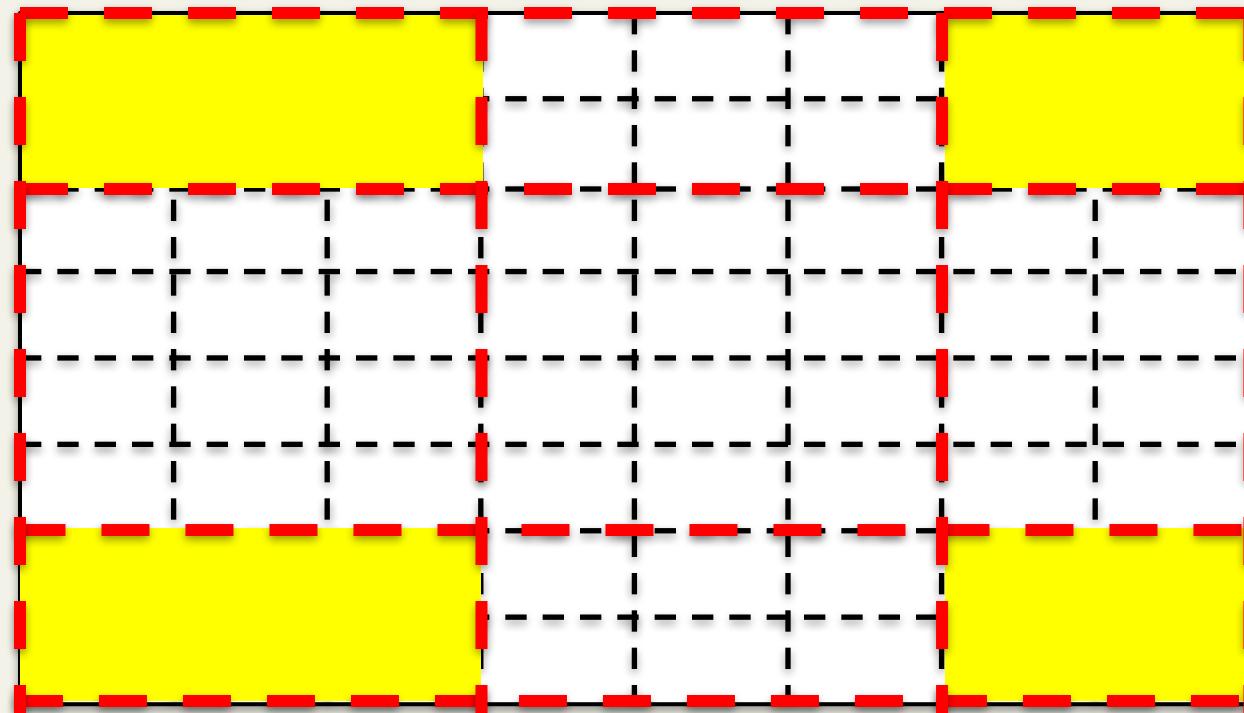
## ■ Partition Placement

- Partitions do not overlap (interference-free)
- No cache space is wasted



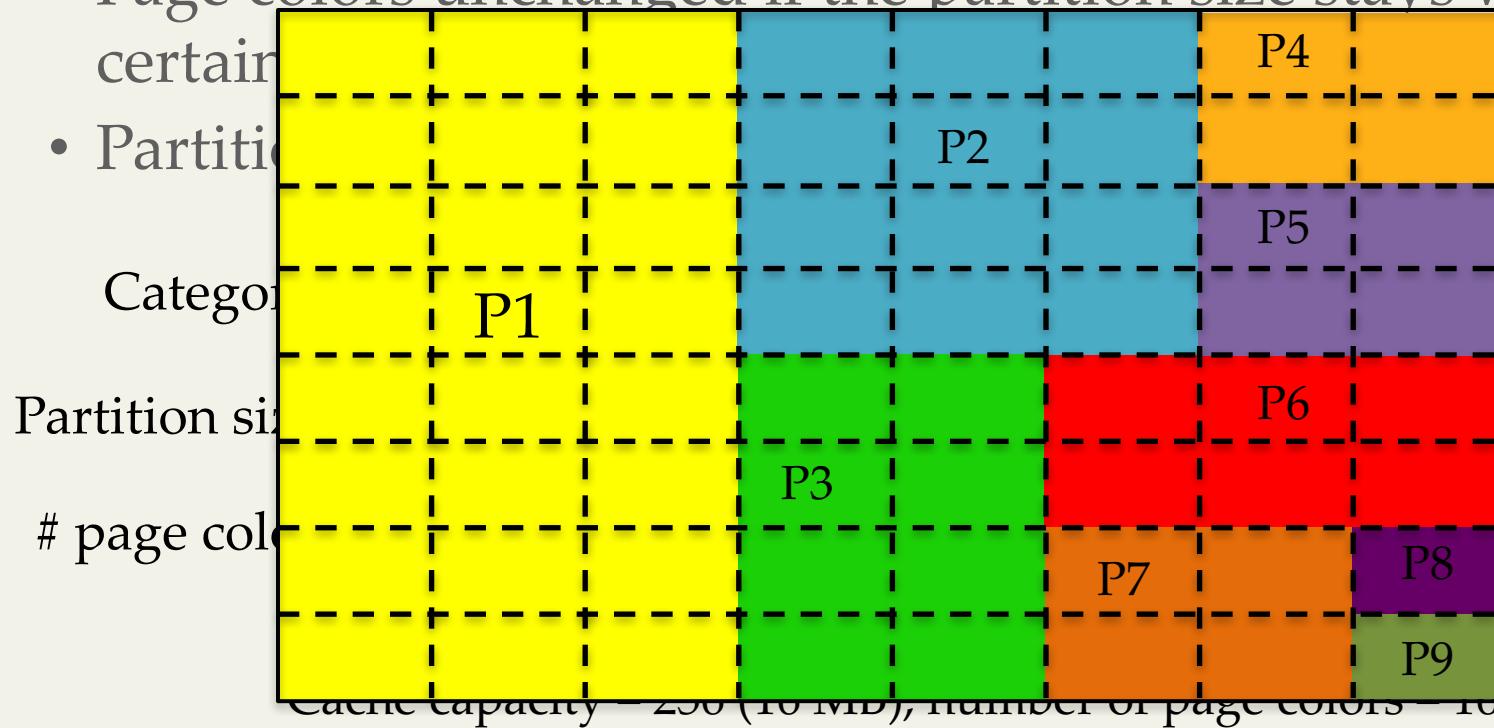
## ■ Partition shape

- Partitions cannot simply expand to occupy unused area



## ■ Partition shape

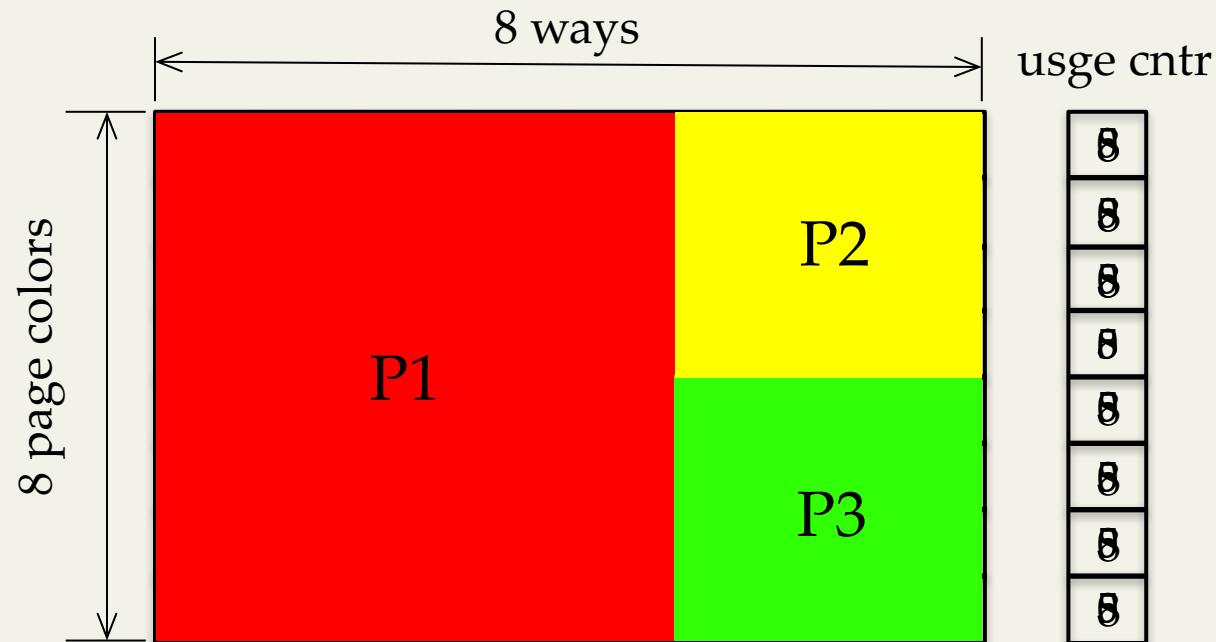
- Given the partition size, we classify the partitions into different categories
- Page colors unchanged if the partition size stays within a certain range
- Partition size vs. number of page colors



## ■ Partition Placement

- Start with large partitions (with more colors)
- Assign the partition with page colors that have most cache ways left

	Size
P1	40
P2	12
P3	12



## ▪ Reduce repartition overhead

- Adjust cache way assignment incurs low overhead
  - » Write way permission register
- Adjust page color assignment is cumbersome
  - » Migrate the page from the old color to the new color



## ▪ Reduce repartition overhead

- Key: reduce page re-coloring
- Classify the partitions as before
  - » Same: keep the original colors
  - » Downgrade: use partial original colors
  - » Upgrade: may use any colors
- Estimate the cache way usage before placement

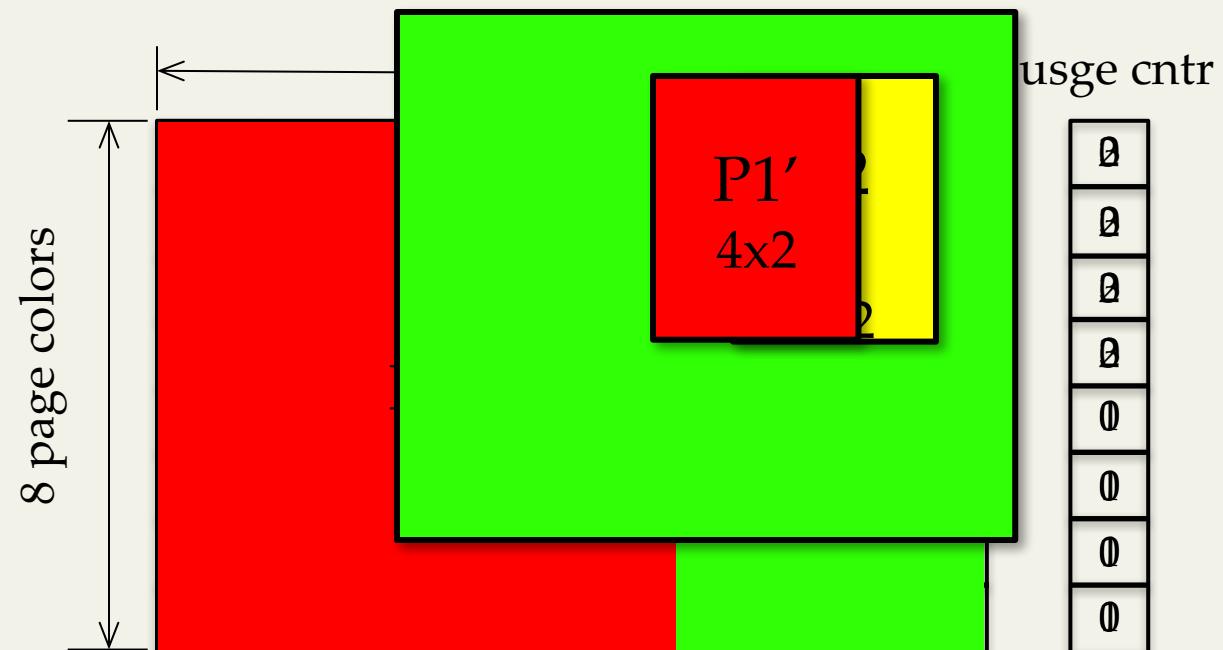


## ▪ Reduce repartition overhead

- Classify the partitions as before
- Estimate the cache way usage

	Before	After
P1	40	8
P2	12	8
P3	12	48

Down  
Up

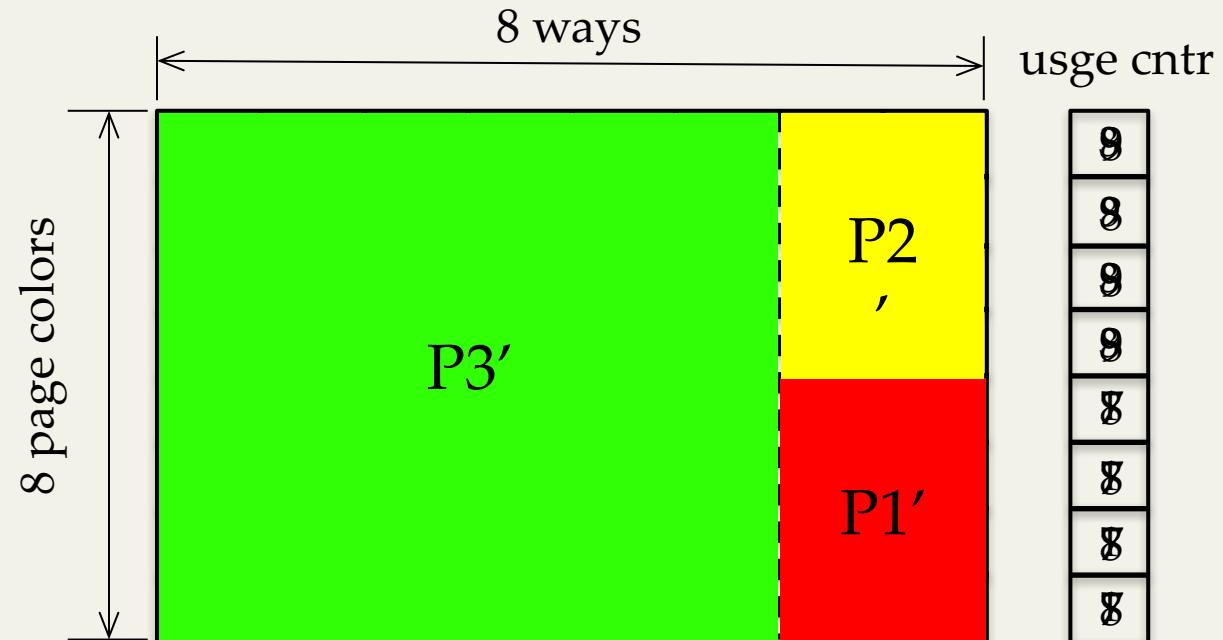


## ▪ Reduce repartition overhead

- Start with large partitions (with more colors)
- Assign the partition with page colors that have most cache ways left

	Before	After
P1	40	8
P2	12	8
P3	12	48

Down  
Up



# OTHER ISSUES

- Cache miss-ratio curve
  - Profiling
- Lookahead algorithm [1] decides partition sizes
- Other issues
  - Hashed indexing
  - Superpage

[1] Qureshi and Patt, MICRO' 06



# EXPERIMENTAL SETUP

## ■ Cavium ThunderX Processor

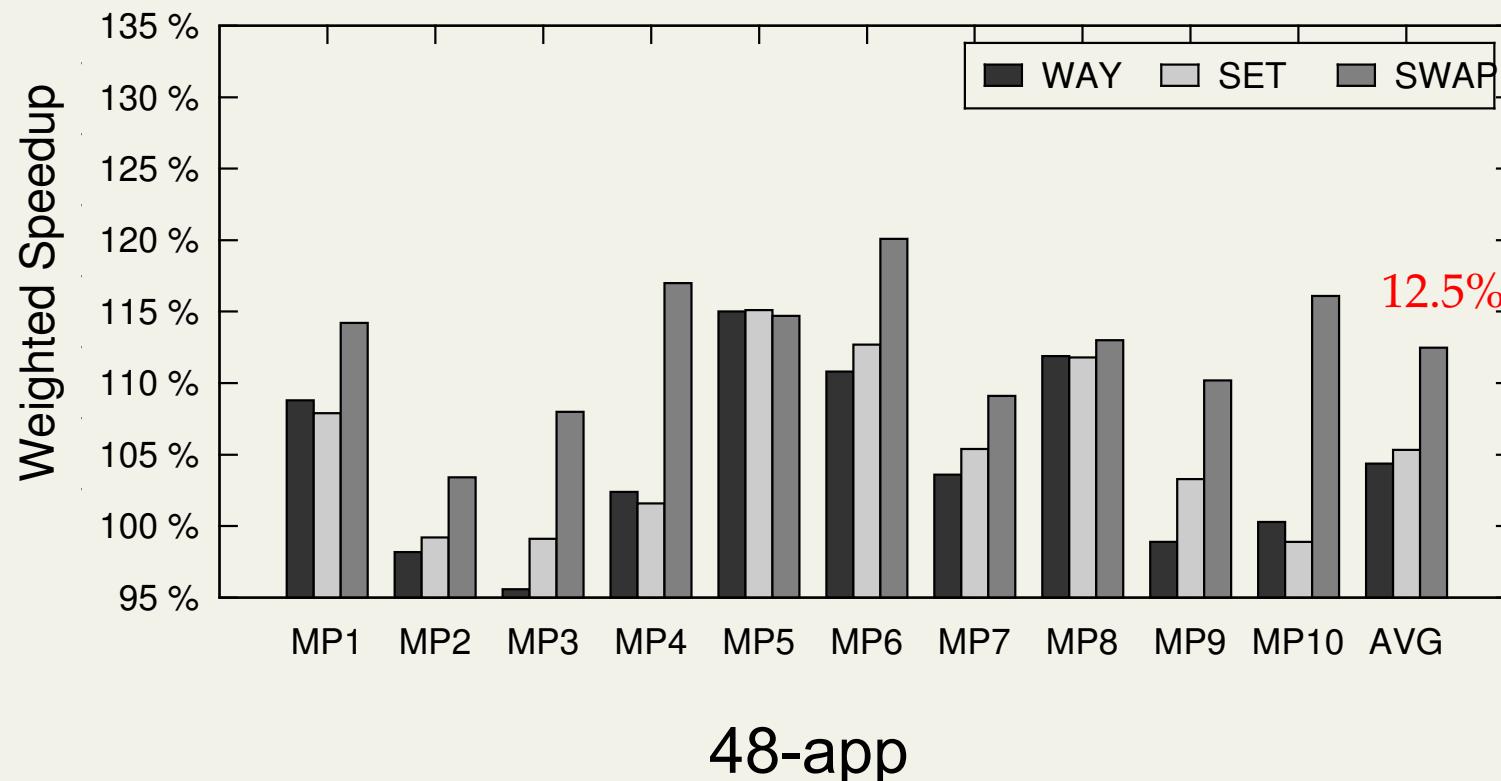
- 48-core CMP, 1.9GHz
- 16MB shared last-level cache
- 64GB DDR4-2133, 4 channels
- Ubuntu Linux 3.18

## ■ Performance analysis

- Mix of SPEC2000 and SPEC2006 multi-programmed workloads
- Latency critical workload memcached

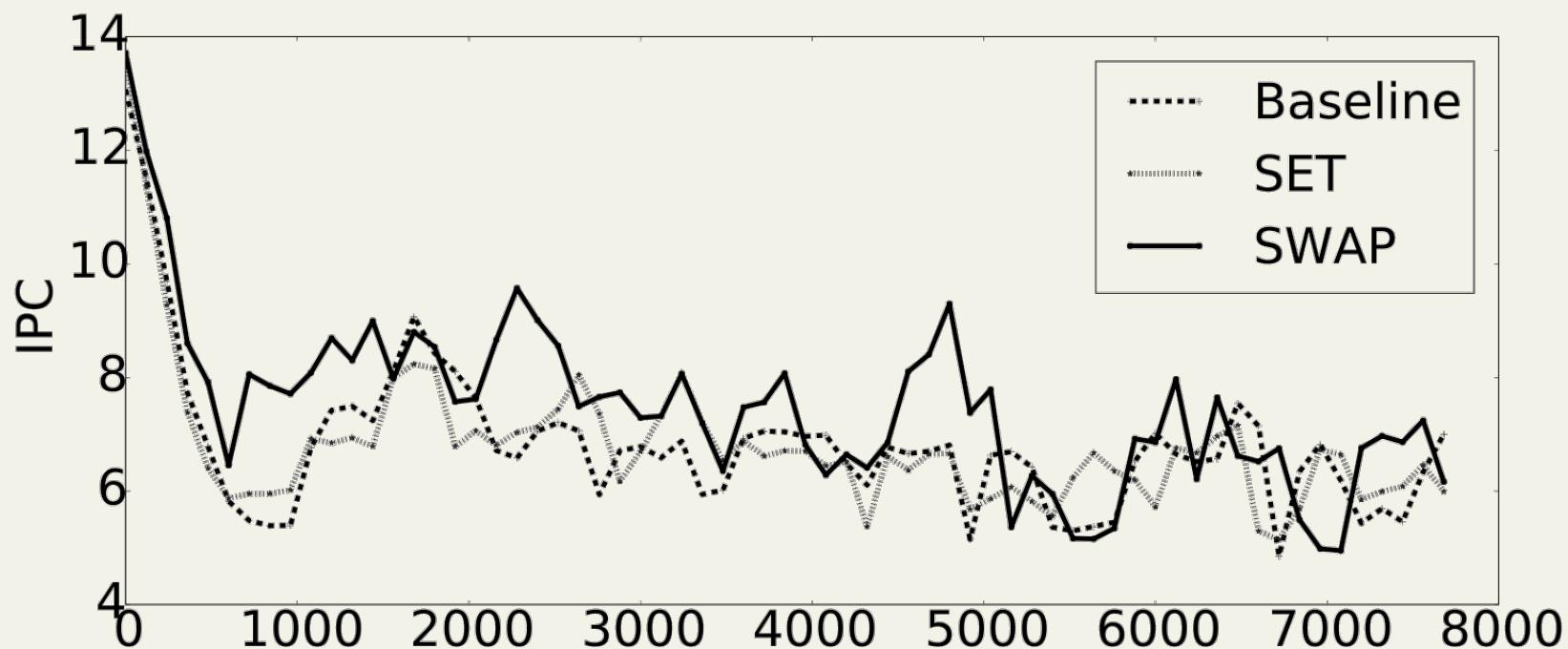


## ■ Running application bundle



## ■ Running application sequence

- The next application in the sequence replaces the finished one; cache partitions change dynamically



## ■ Running application sequence

- The next application in the sequence replaces the finished one; cache partitions change dynamically

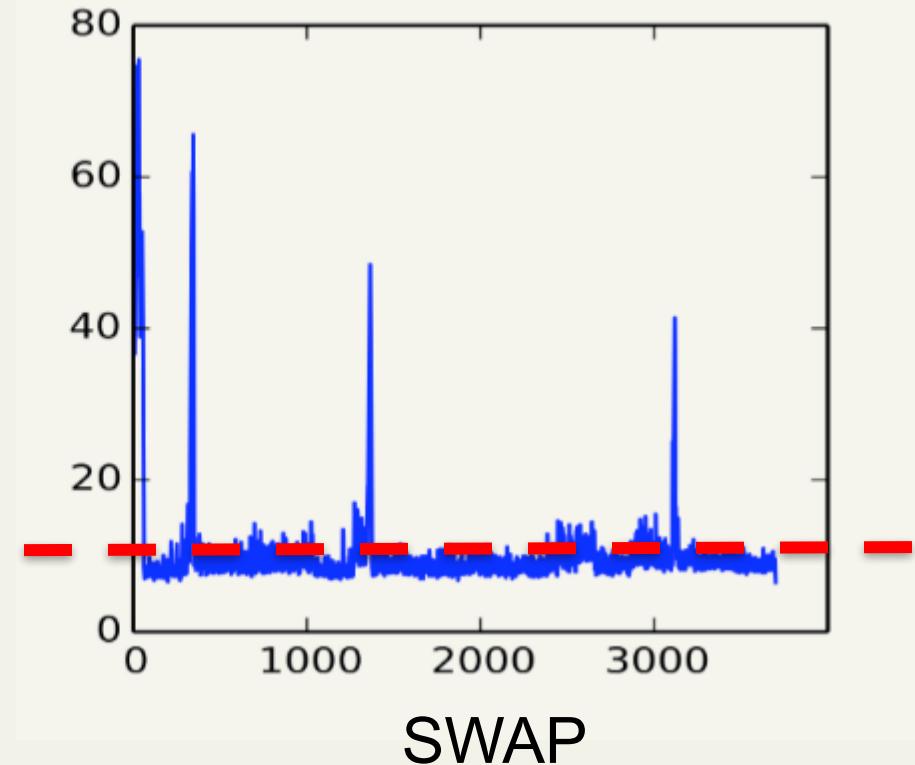
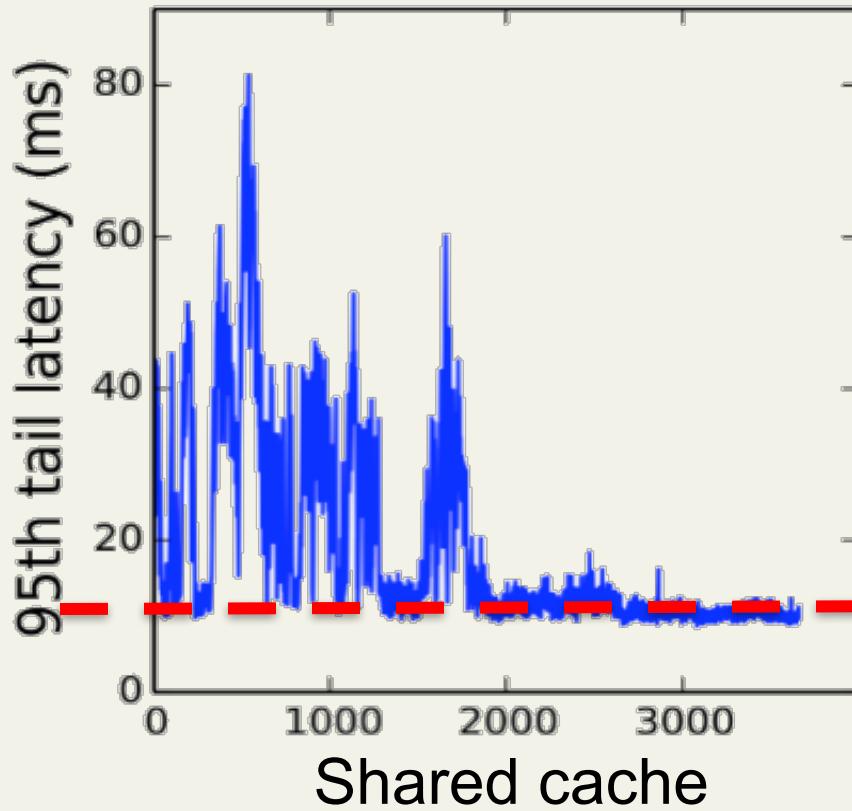
Cores	Seq	WAY	SET	SWAP	Avg. Inj interval
16	1	1.04x	1.02x	1.08x	46s
	2	1.11x	1.04x	1.17x	41s
32	1	0.97x	1.04x	1.11x	31s
	2	1.04x	1.02x	1.20x	25s
48	1	0.92x	0.99x	1.11x	34s
	2	1.00x	1.03x	1.15x	25s

SWAP

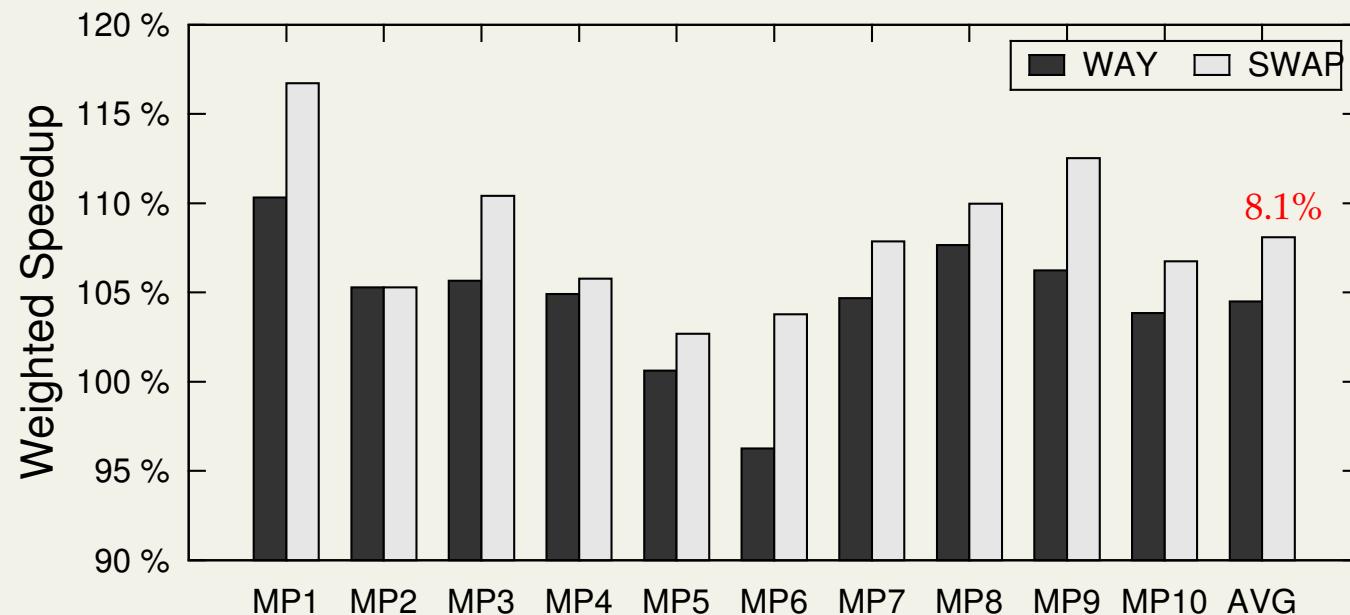
SWAP • Evaluations • Conclusions



- Latency workload memcached co-located with background multi-programmed workloads



- Latency workload memcached co-located with background multi-programmed workloads



16-app SPEC bundle



## ■ A real system implementation of fine-grain cache partitioning in large CMP systems

- Combine cache way partitioning and page coloring
- Delivers superior system throughput
- Guarantee QoS of latency-critical workloads





# SWAP: EFFECTIVE FINE-GRAIN MANAGEMENT OF SHARED LAST-LEVEL CACHES WITH MINIMUM HARDWARE SUPPORT

Xiaodong Wang, Shuang Chen, Jeff Setter,  
and José F. Martínez

Computer Systems Lab  
Cornell University

# STATIC PARTITIONING

