Cachemulator

A Snooping-based Coherent Parallel Cache Emulator

A 15-418 Spring 2014 Final Project

Yuyang Guo (yuyangg@andrew.cmu.edu)

Isaac Lim (idl@andrew.cmu.edu)

The problem

```
static int grades[NUM_STUDENTS];

// Called by each pthread i

void updateStudent(int i) {
    grades[i] = i*2;
}
```

```
struct student {
    int grade;
    char pad[64 - sizeof(int)];
};
static struct student grades[NUM STUDENTS];
// Called by each pthread i
void updateStudent(int i) {
    grades[i].grade = i*2;
}
```

Good

Bad

Making an invisible problem visible



Cachemulator: Inputs

- The user's executable
- Parallelism can be written in any language
 - e.g. *pthreads*, OpenMP, Open MPI, etc.
- Cache configuration
 - e.g. Cache hit: 4 cycles, Memory access: 100 cycles

Cachemulator: Outputs

- Hits / Misses / Evictions
- Bus traffic
- Invalidations
- Number of processor ticks (cycles)
- Highly-contended lines

Cachemulator: A 3-step process

- 1. Using **pin**, generate a memory trace
 - Intel's dynamic binary instrumentation tool
- 2. Simulate execution of the trace
 - Carry out coherence through a simulated bus
- 3. Generate charts and statistics

Cachemulator is cache coherent

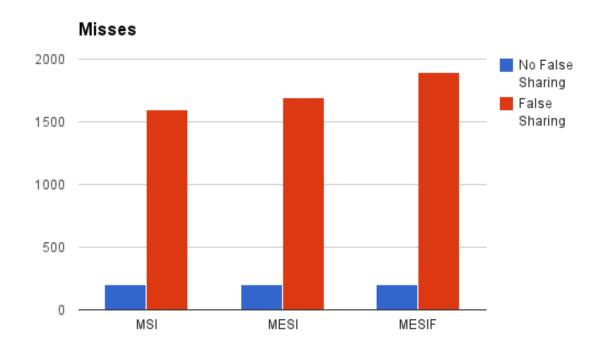
- Snooping-based
- Protocols supported: MSI / MESI / MESIF
- Shared atomic bus

Why is this challenging?

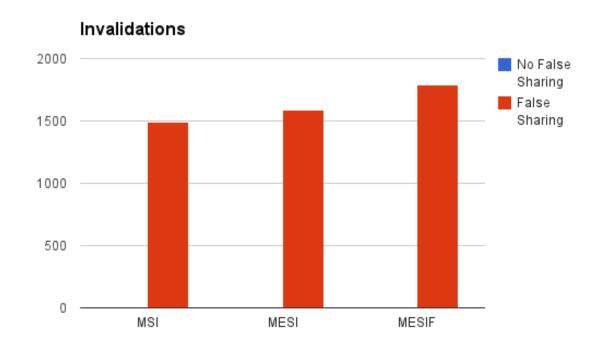
- Large memory trace size
 - ~50,000 lines for int main() { return 0; }
 - Full trace for BFS is on the order of ~10GBs
 - Solution: Pass in a list of the important functions
- Dealing with "race conditions" in the sequential simulator
- Ensuring correctness of cache coherence

An example: False sharing

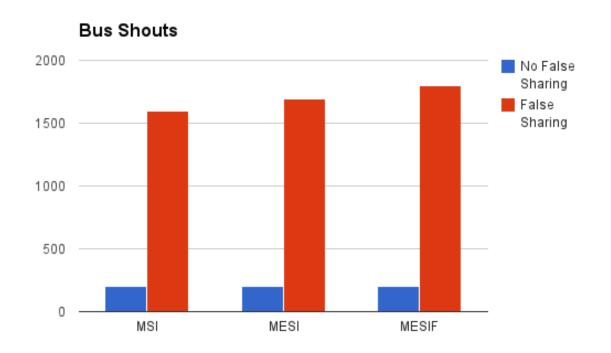
False sharing: Misses



False sharing: Invalidations

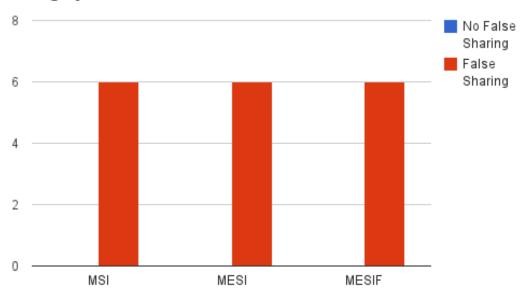


False sharing: Bus traffic



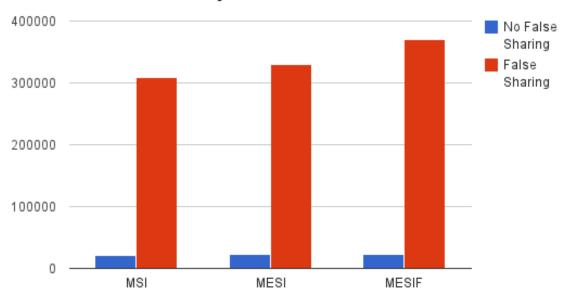
False sharing: Highly-contended lines

Highly Contended Lines



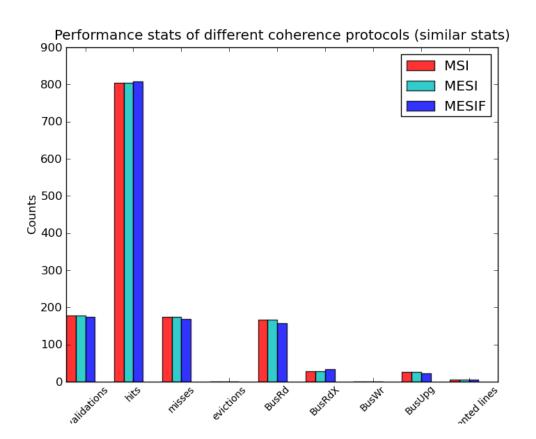
False sharing: Execution time

Total number of Cycles

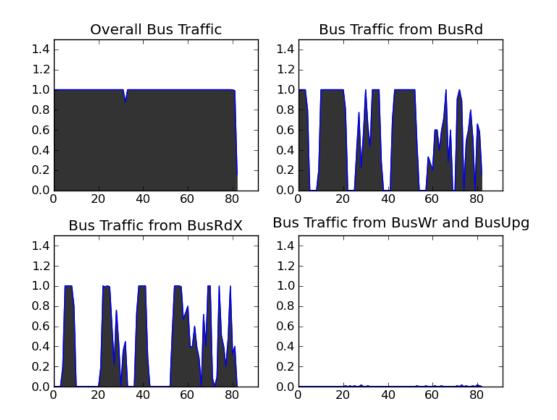


A larger example: OpenMP BFS (Asst 4)

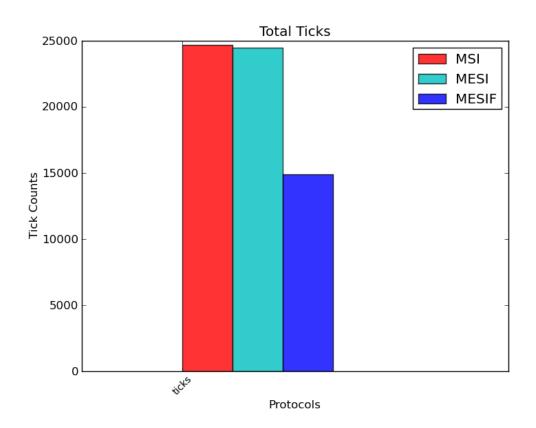
BFS: Performance



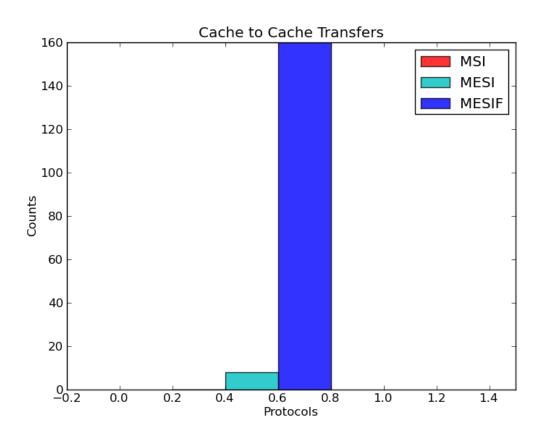
BFS: Bus traffic



BFS: Total Time



BFS: Cache-to-cache transfers



Thank you!

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