



# CACHE COHERENCE

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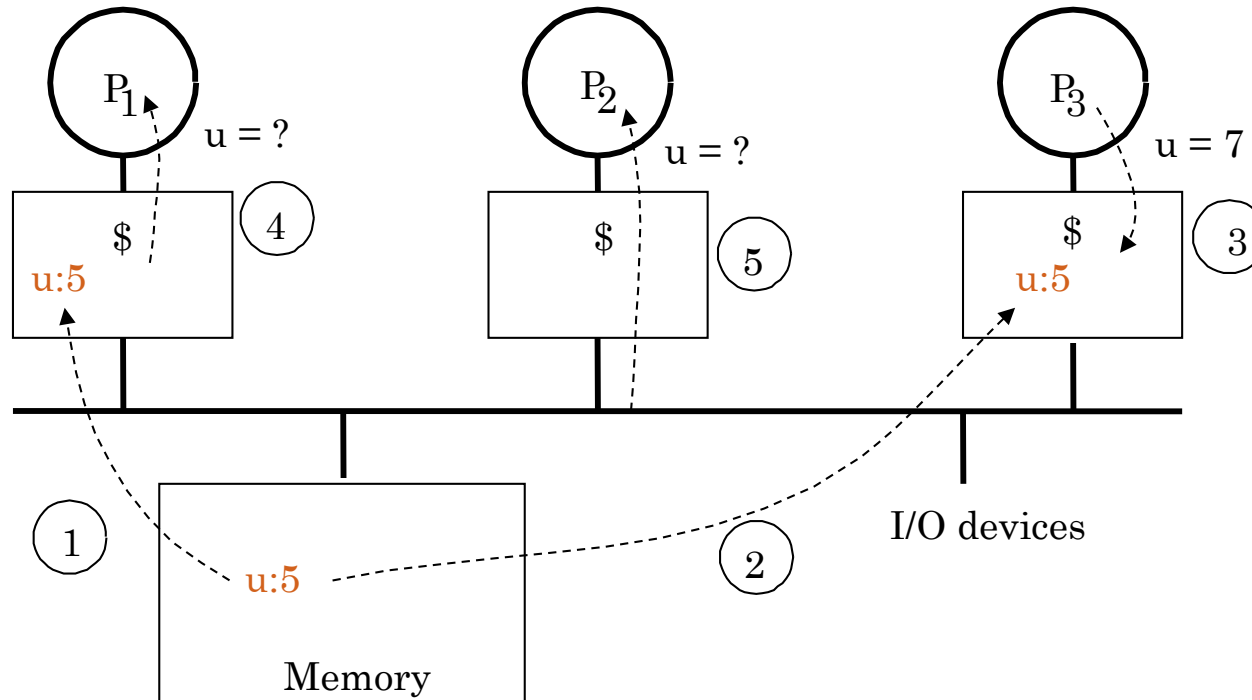
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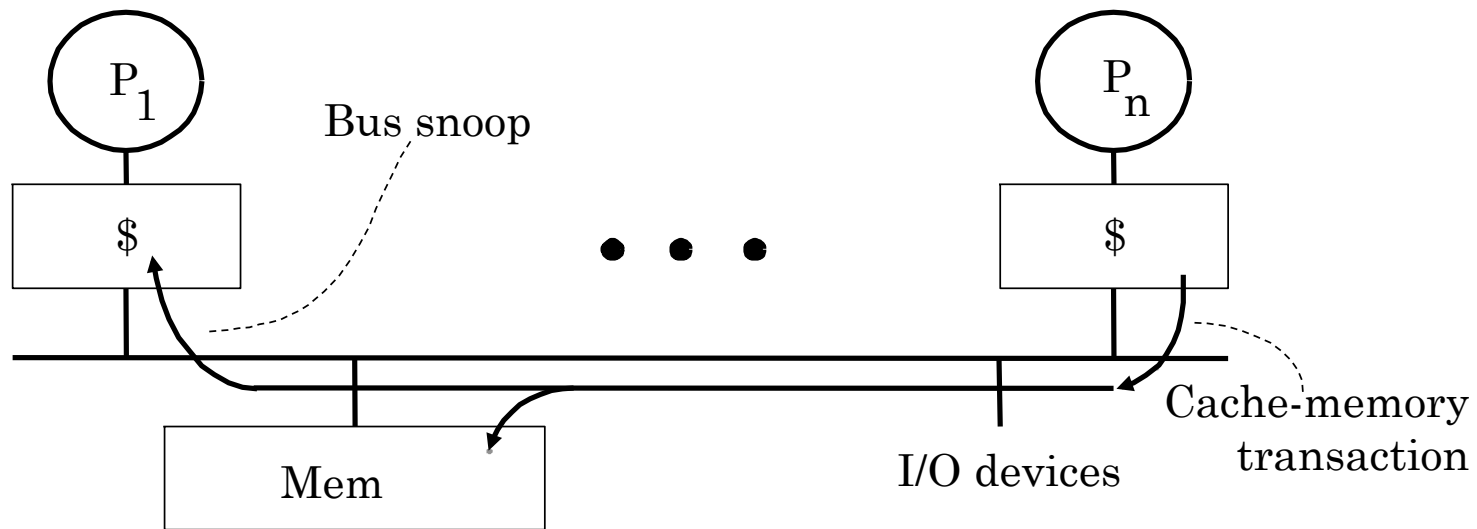
# THE CACHE COHERENCE PROBLEM



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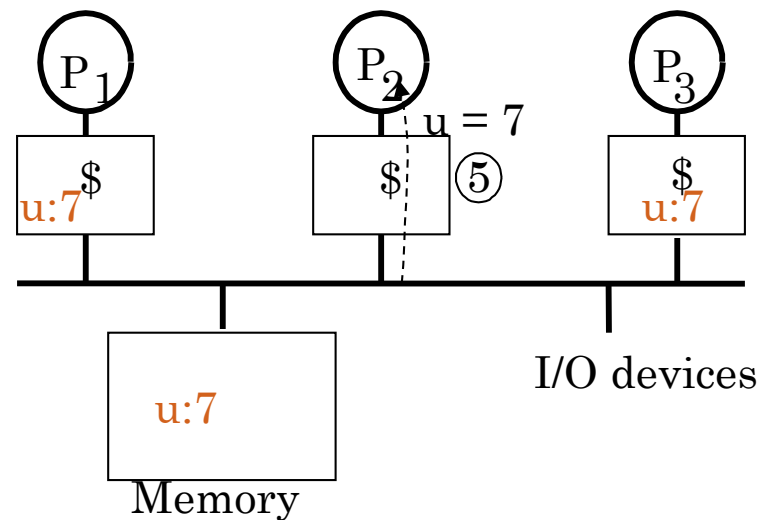
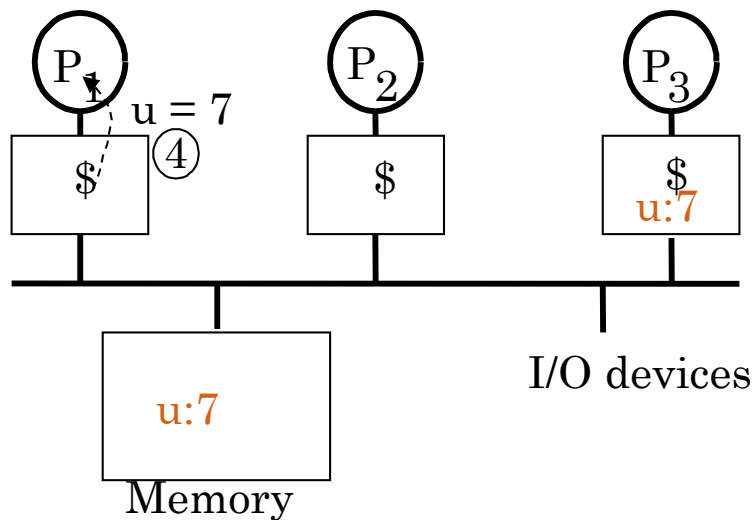
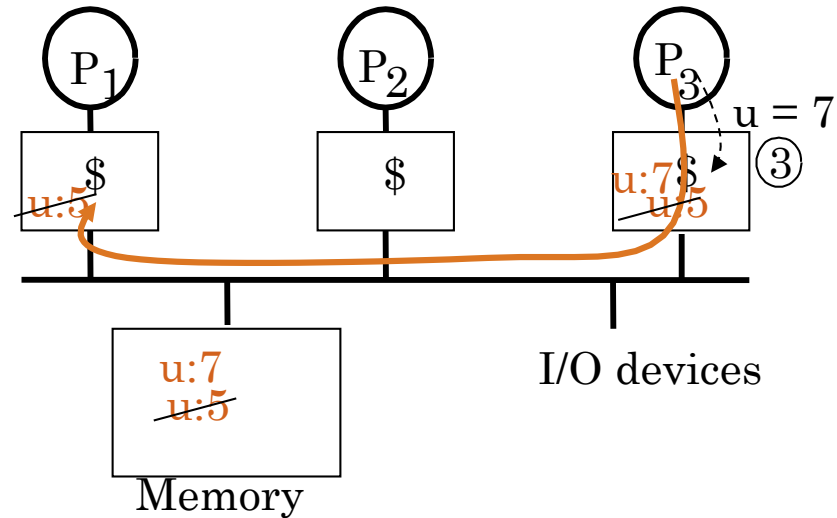
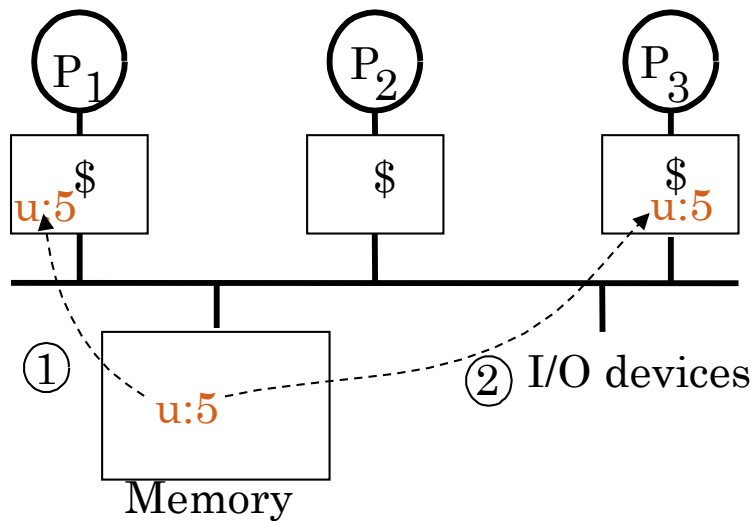
- Processors will see different value for  $u$  after event 3
- Write-through caches:  $P_1$  reads a stale copy
- Write-back caches:  $P_1$  and  $P_2$  read a stale copy
  - The value written back to main memory depends on which cache writes back and when

# CACHE-COHERENCE THROUGH BUS SNOOPING



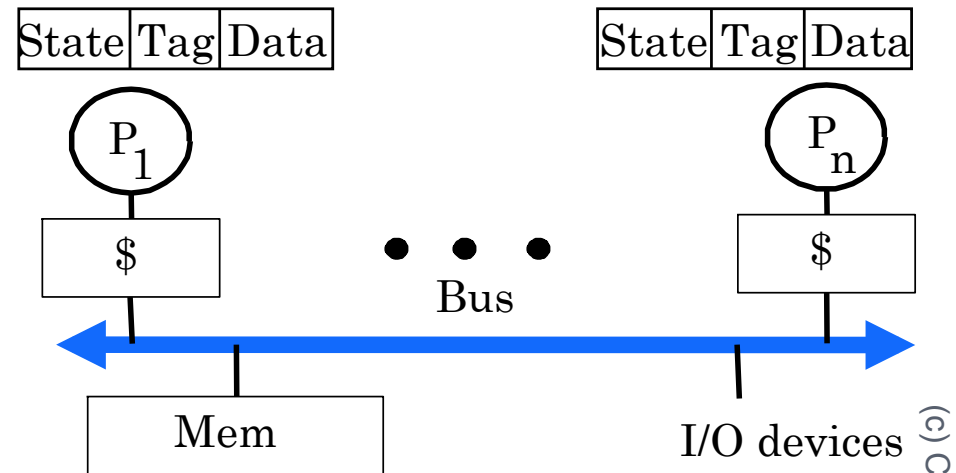
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# EXAMPLE: WRITE-THROUGH CACHES WITH INVALIDATION-BASED PROTOCOL



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# SNOOPY PROTOCOL



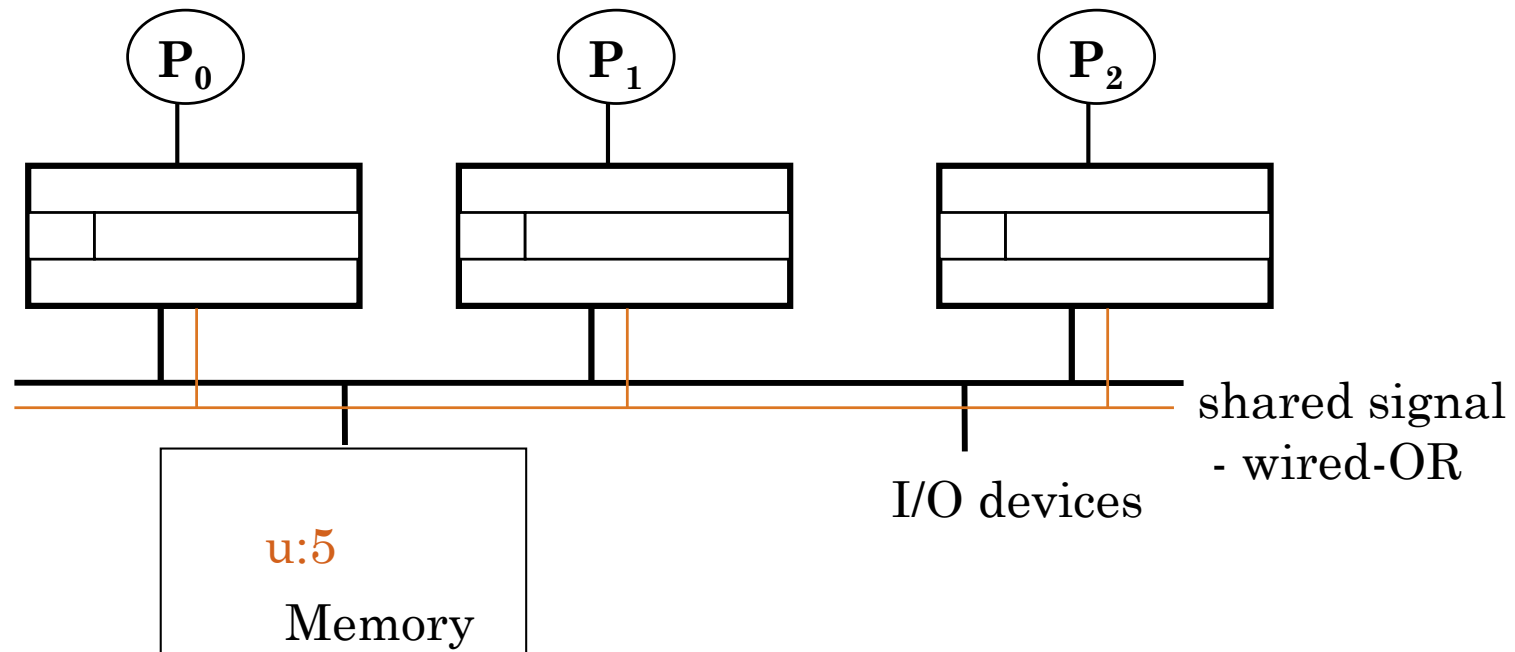
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- Cache block state transition diagram:
  - Each cache block has a state associated with it
  - FSM specifies how the state of a block changes
- Controller updates state of cache blocks in response to processor and snoop events and generates bus transactions
- A snooping protocol is a distributed algorithm represented by a collection of cooperating FSMs

# MESI WRITE-BACK INVALIDATION

- Add *exclusive* state
  - distinguish exclusive (writable) and owned (written)
  - main memory is up to date, so cache not necessarily owner
  - can be written locally
- States
  - I -- Invalid
  - E – exclusive (only this cache has copy, but not modified)
  - S -- shared (two or more caches may have copies)
  - M -- modified (dirty)
- $I \rightarrow E$  on PrRd if no cache has copy
  - => How can you tell?

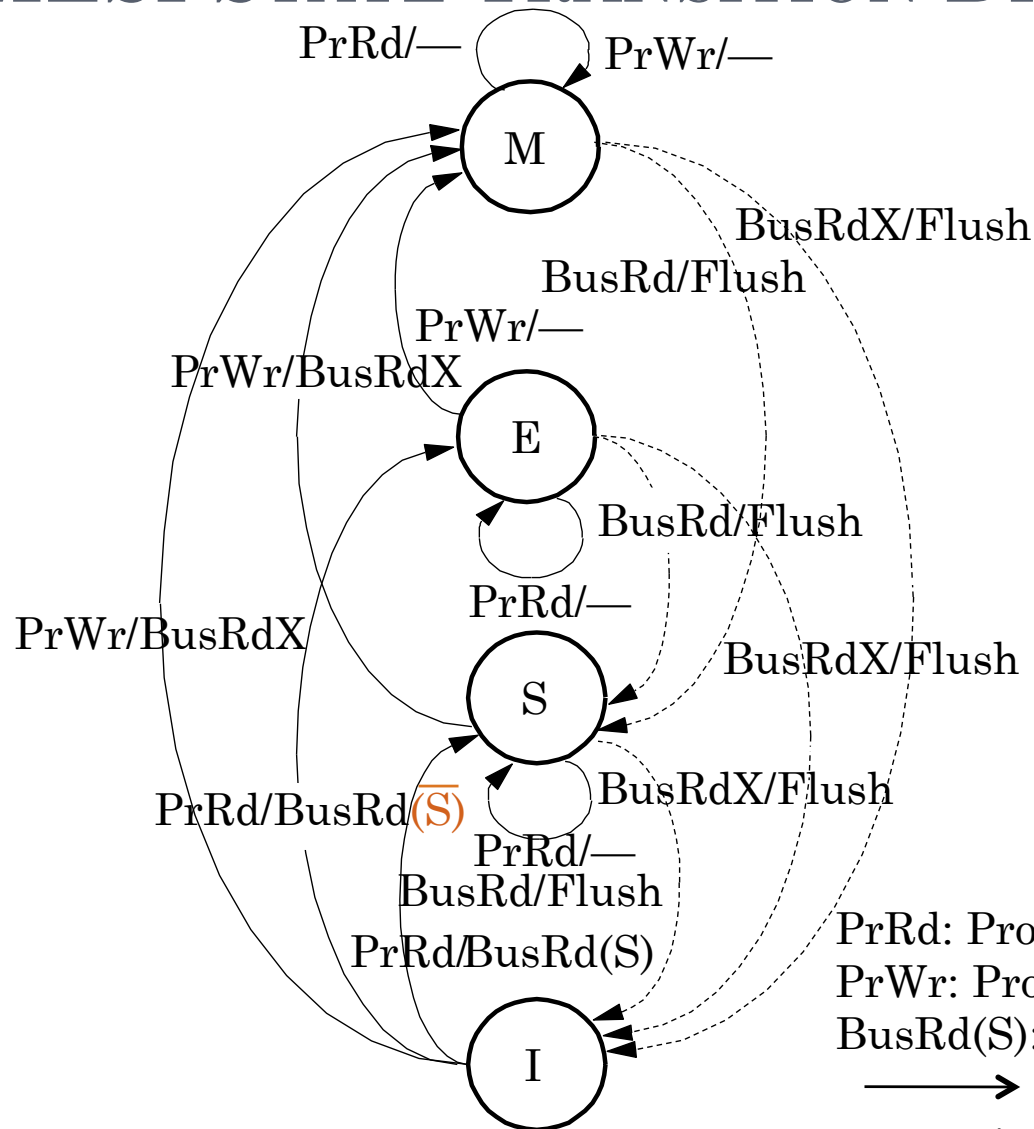
# HARDWARE SUPPORT FOR MESI PROTOCOL



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- All cache controllers snoop on BusRd
- During the address phase of bus transaction, caches which have a copy of the block assert the shared signal
- The controller making the request chooses between S<sup>7</sup> and E

# MESI STATE TRANSITION DIAGRAM





# THINGS TO BE DONE

- Write a simulator to implement MESI protocol for 4-core shared memory system
- Input: Trace of a multi-threaded program in a file
- Assumption: 64B block, 4-way set-associative, 16KB L1 data cache
- Deliverables:
  - State transitions (NP, I, E, S, M) per 1000 data memory references
  - Number of coherence misses