

[544] Cache-Friendly Code

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Learning Objectives

- write cache-friendly code with Numpy and PyArrow
- use memory mappings via PyArrow to access data that is larger than physical memory
- enable swapping to alleviate memory pressure
- configure Docker memory limits on physical memory used

Outline

CPU: L1-L3

Demos: Numpy+PyArrow...

Background: Virtual Address Spaces

OS (Operating System): Page Cache

Demos: PyArrow+Docker

Granularity

If a process reads 1 byte and misses, *how much data should the CPU bring into the cache?*

- **too little:** we'll have many more misses if we read nearby bytes soon
- **too much:** wasteful to load data to cache that might never be accessed

L1-L3 cache data in units called **cache lines**

- modern CPUs typically 64 bytes (for example, 8 int64 numbers)
- M1/M2 uses 128

Cache Lines and Misses

cache line

int64
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how many
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Cache Lines and Misses

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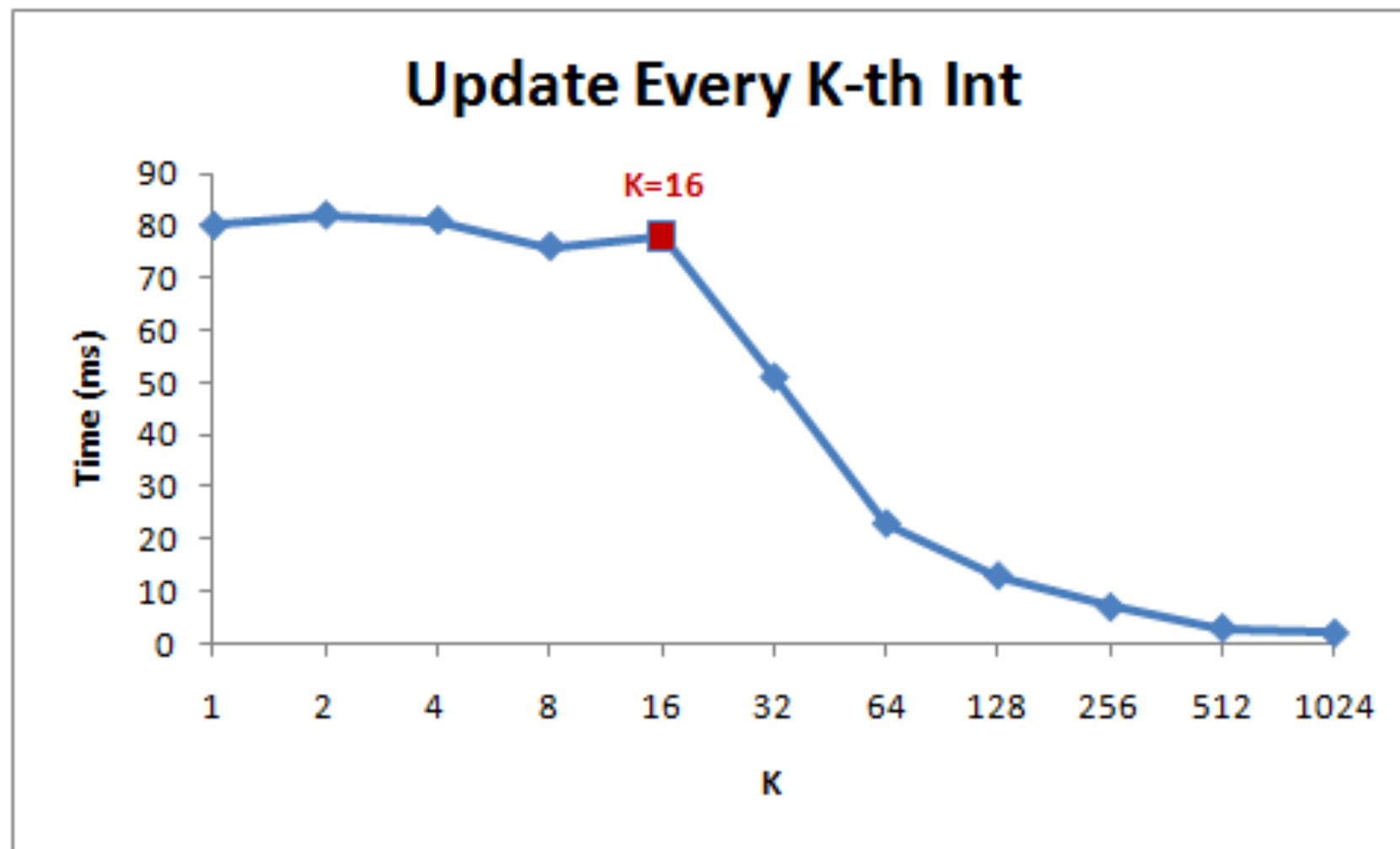
int64

how many
misses?

Example 1: Step and Multiply

as K gets bigger, we do fewer multiplications. But does it matter?

```
for (int i = 0; i < arr.Length; i += K) arr[i] *= 3;
```

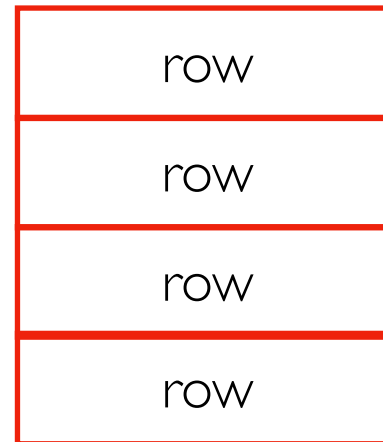


[Gallery of Processor Cache Effects](http://igoro.com/archive/gallery-of-processor-cache-effects/)

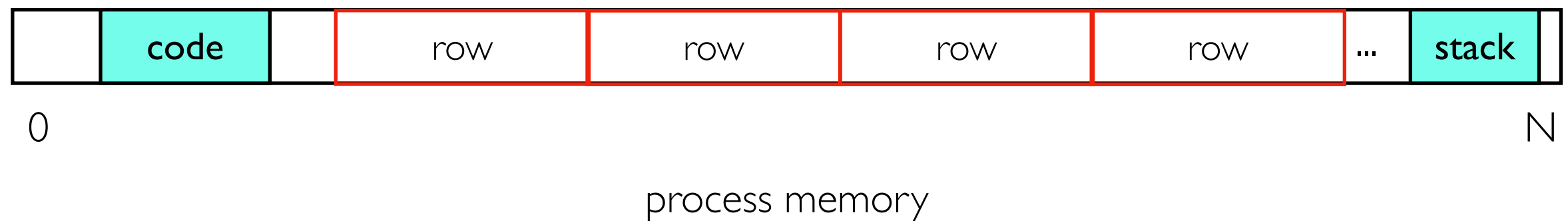
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Example 2: Matrices

matrix of numbers
logically, 2-dimensional

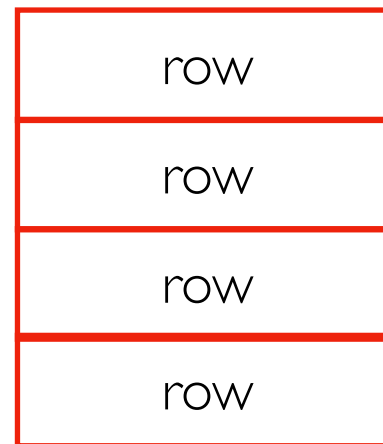


physically, those rows are arranged along
1-dimension in the virtual address space

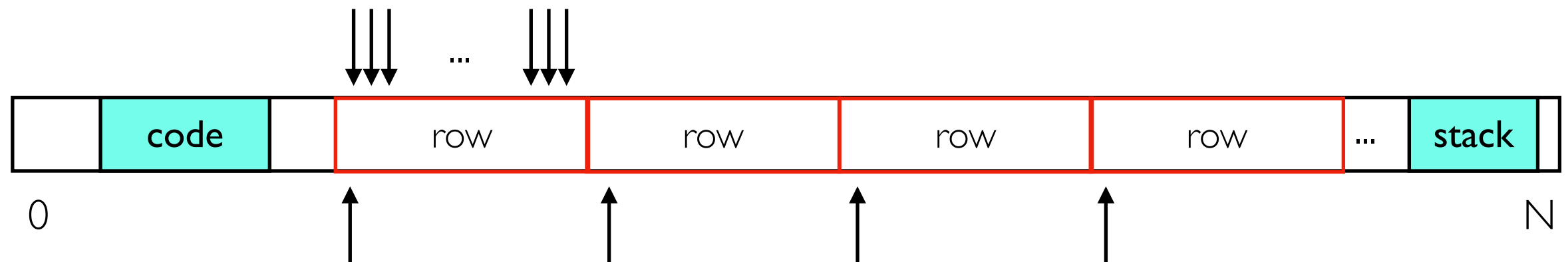


Example 2: Matrices

matrix of numbers
logically, 2-dimensional



summing over row:
data consolidated over few cache lines



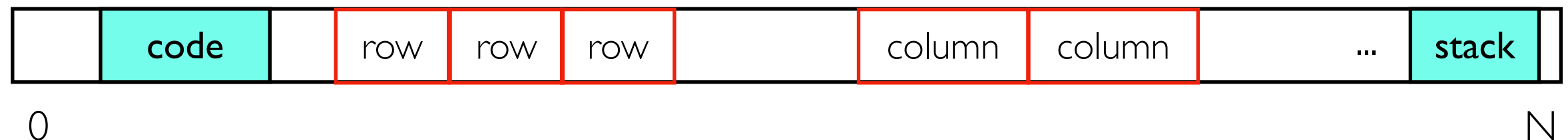
summing over column: each number is in its own cache line and triggers a cache miss

Numpy: Controlling Layout with Transpose

for efficiency, transpose doesn't actually move/copy data,
meaning we can get fast column sum by (a) putting
column data in rows and (b) transposing

```
np.array([[1, 2],  
         [3, 4],  
         [5, 6]])
```

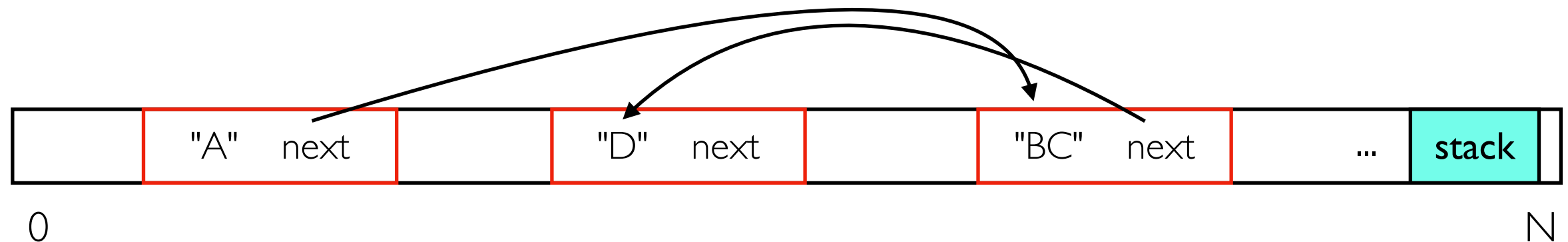
```
np.array([[1, 3, 5],  
         [2, 4, 6]]) .T
```



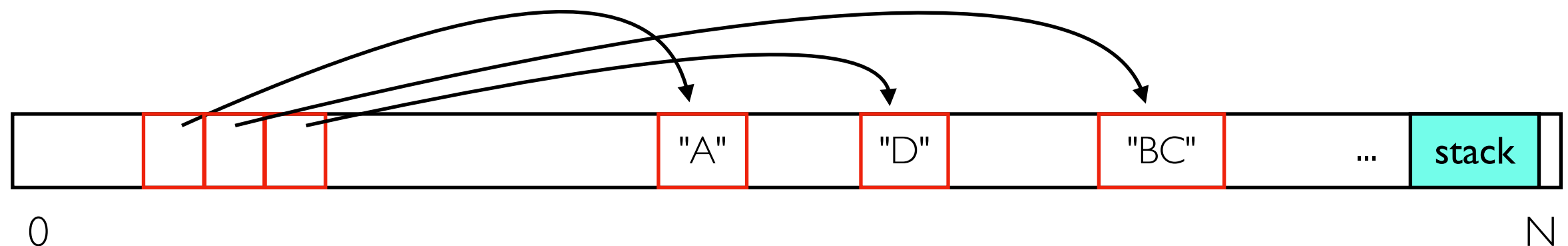
any calculations on the two tensors will produce the same results,
but they'll each be faster for different access patterns!

Example 3: Ordered Collections of Strings

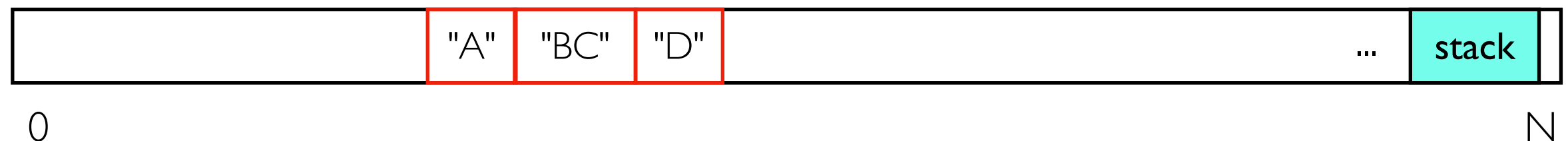
which layout is most cache friendly?



linked list



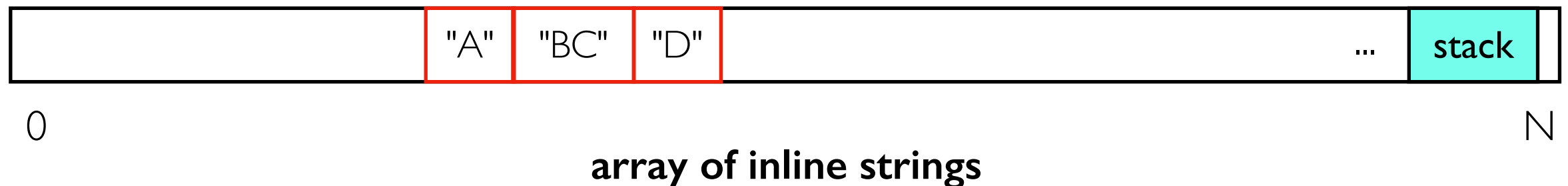
array of references to strings



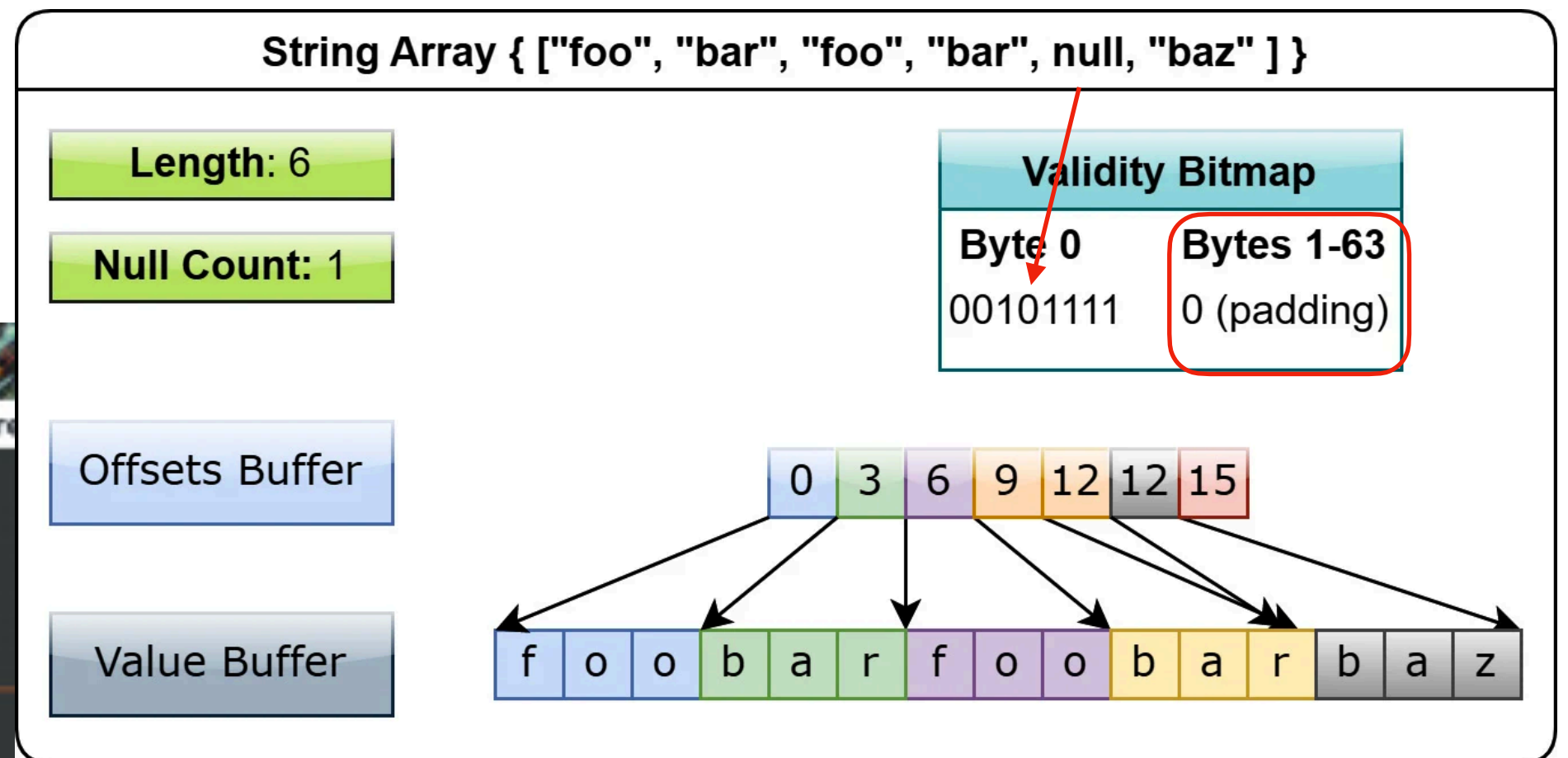
array of inline strings

Example 3: Ordered Collections of Strings

how to tell the end of one string from the start of the next?
how to jump immediately to string at index i?
how support null/None?



PyArrow String Array Data Structure



data is packed into fewest possible cache lines

- collection of named arrays is a Table
- arrays for different types, each cache friendly
- null support for types like int (not forced into floats)

Outline

CPU: L1-L3

Demos: Numpy+PyArrow...

Background: Virtual Address Spaces

OS (Operating System): Page Cache

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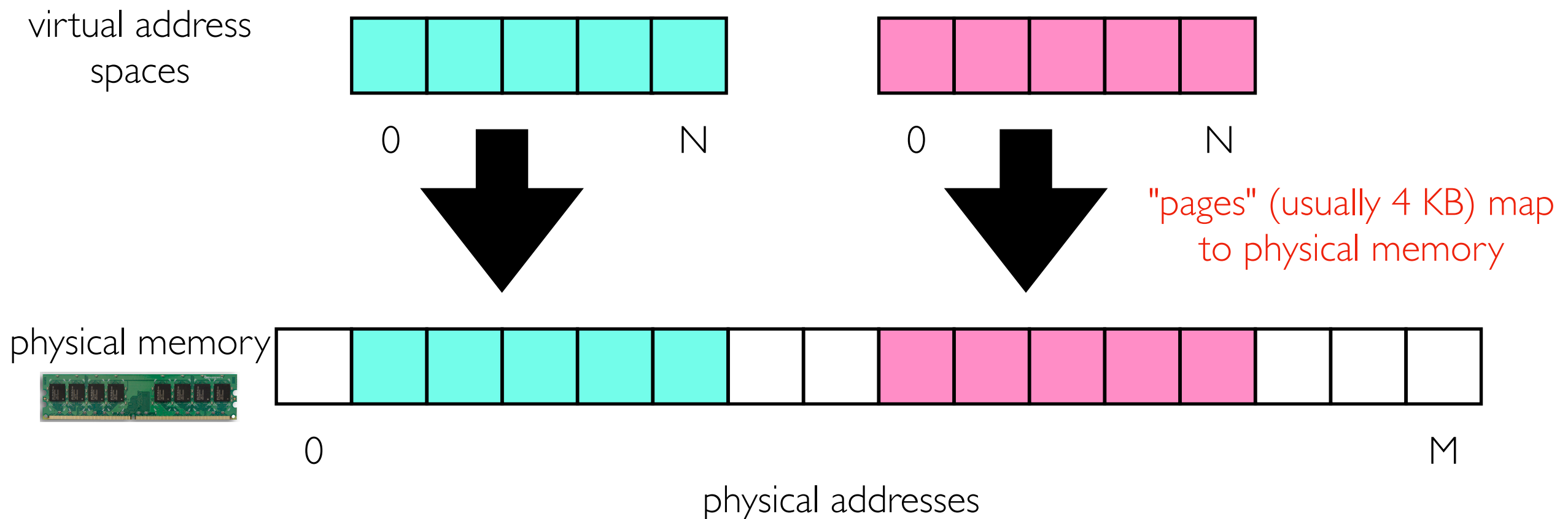
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Processes and Address Spaces

Address spaces

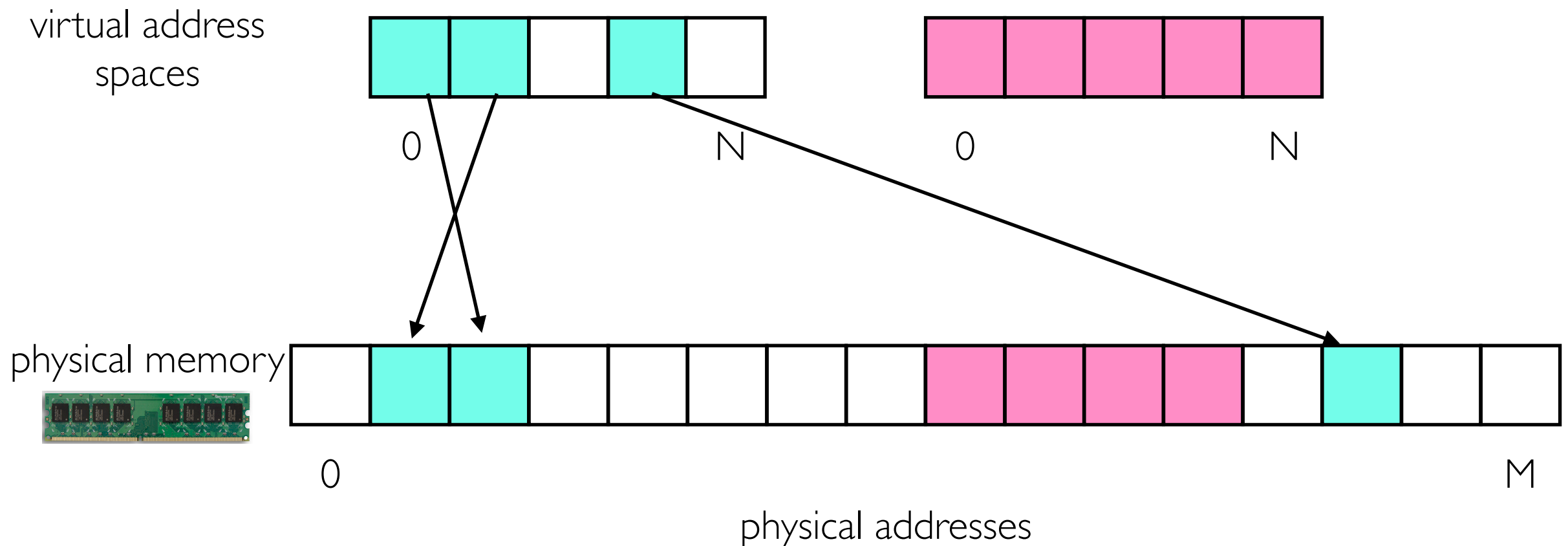
- A **process** is a running **program**
- Each process has its own **virtual address space**
- The same virtual address generally refers to different memory in different processes
- Regular processes cannot directly access **physical memory** or other address spaces



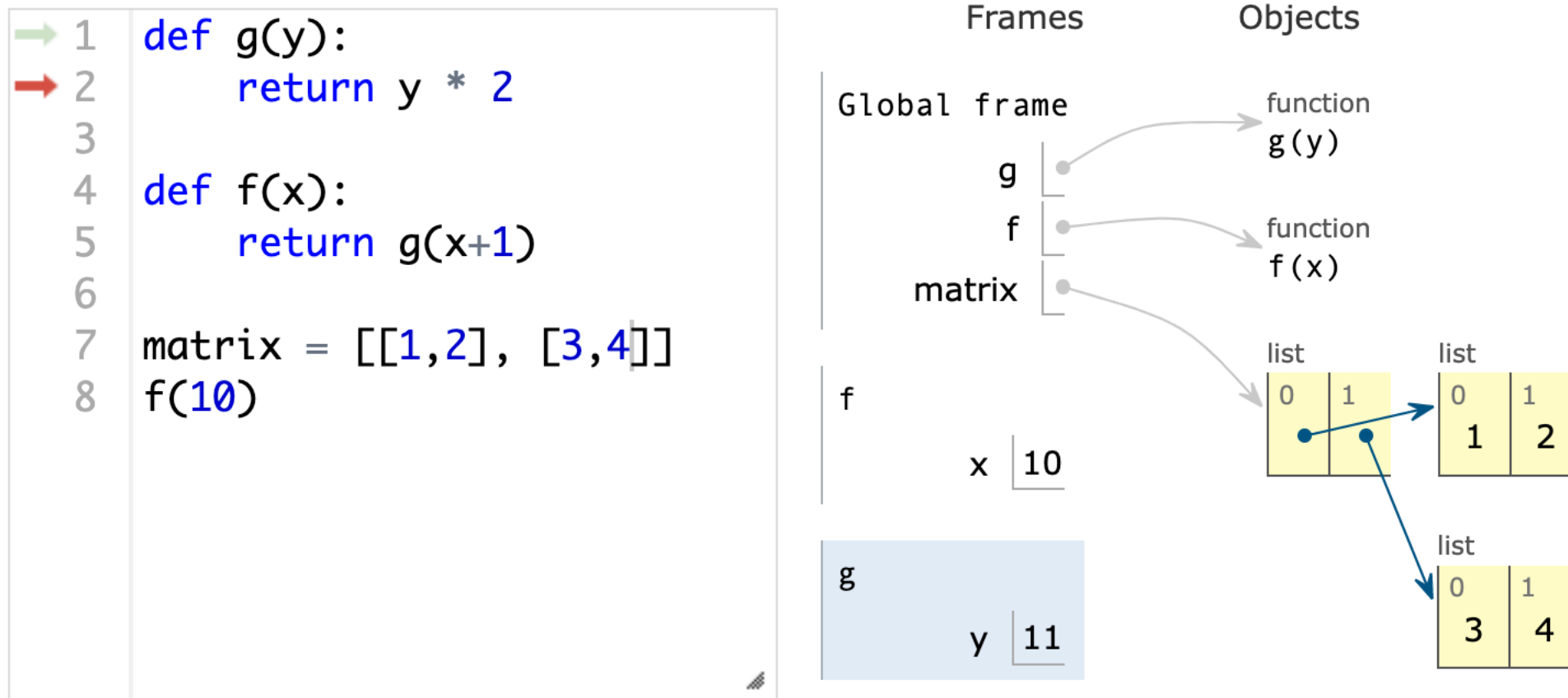
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- The same virtual address generally refers to different memory in different processes
- Regular processes cannot directly access **physical memory** or other address spaces
- Address spaces can have holes (N is usually MUCH bigger than M)
- Physical memory for a process need not be contiguous



What goes in an address space?



<https://pythontutor.com/>

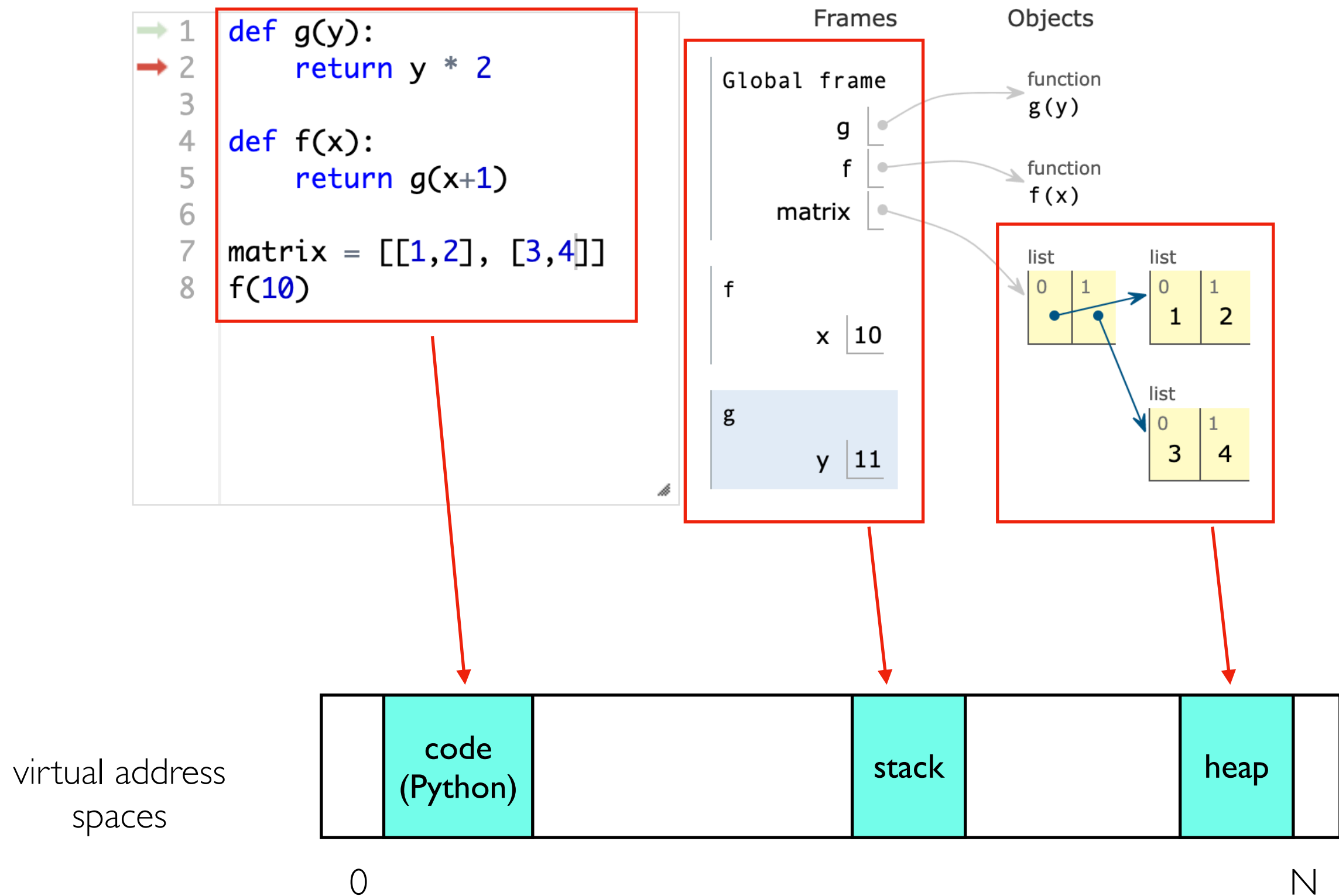
virtual address
spaces



0

N

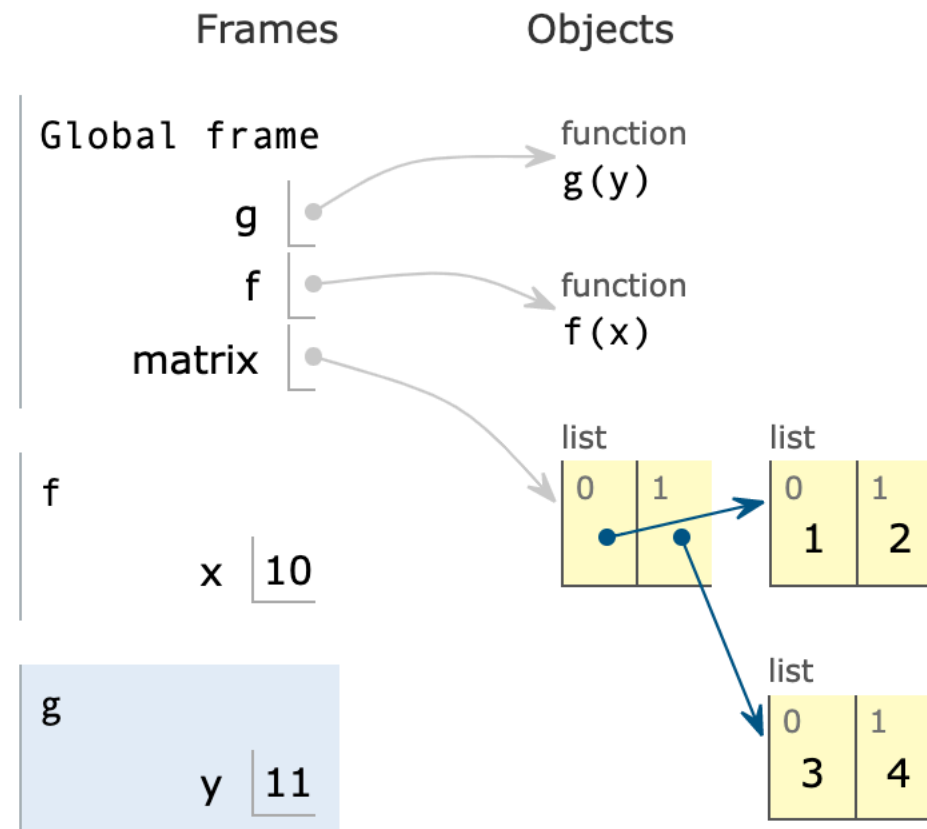
What goes in an address space?



Note: code and heap generally not contiguous

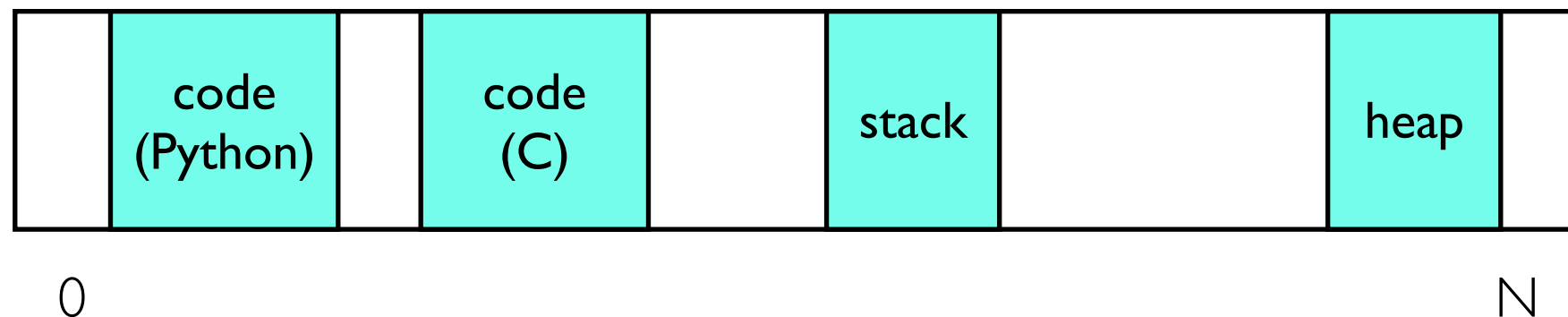
What goes in an address space?

```
→ 1 def g(y):  
→ 2     return y * 2  
3  
4 def f(x):  
5     return g(x+1)  
6  
7 matrix = [[1,2], [3,4]]  
8 f(10)
```

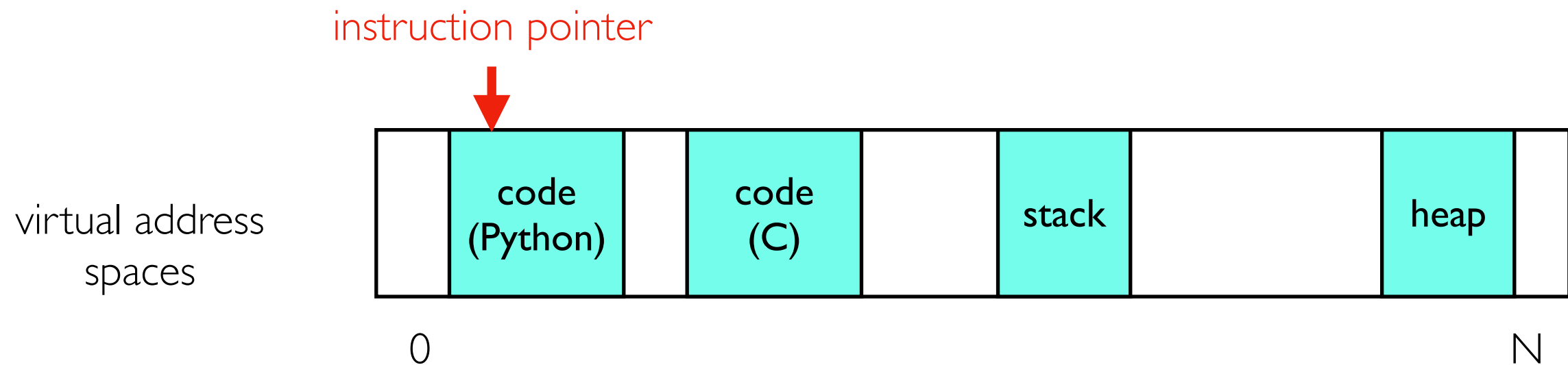
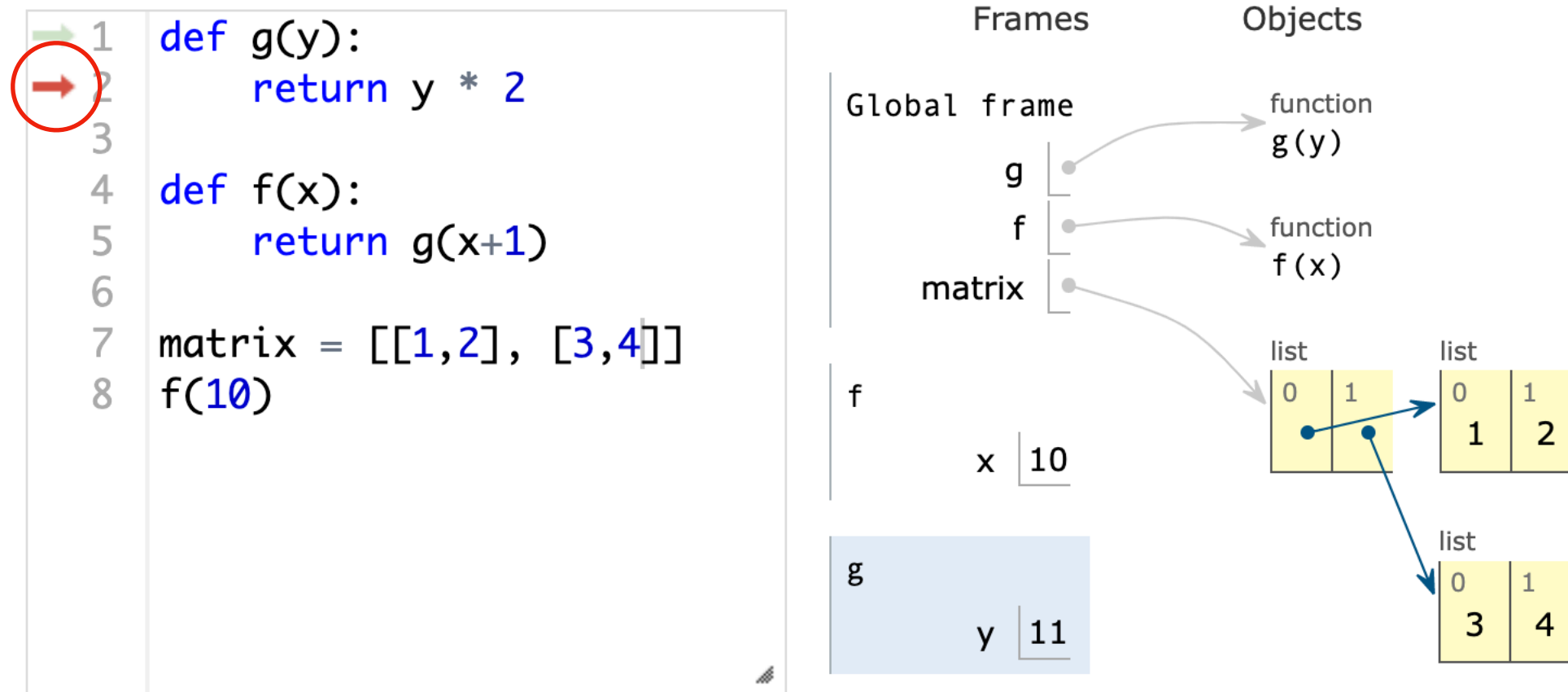


some packages
(like numpy)

virtual address
spaces



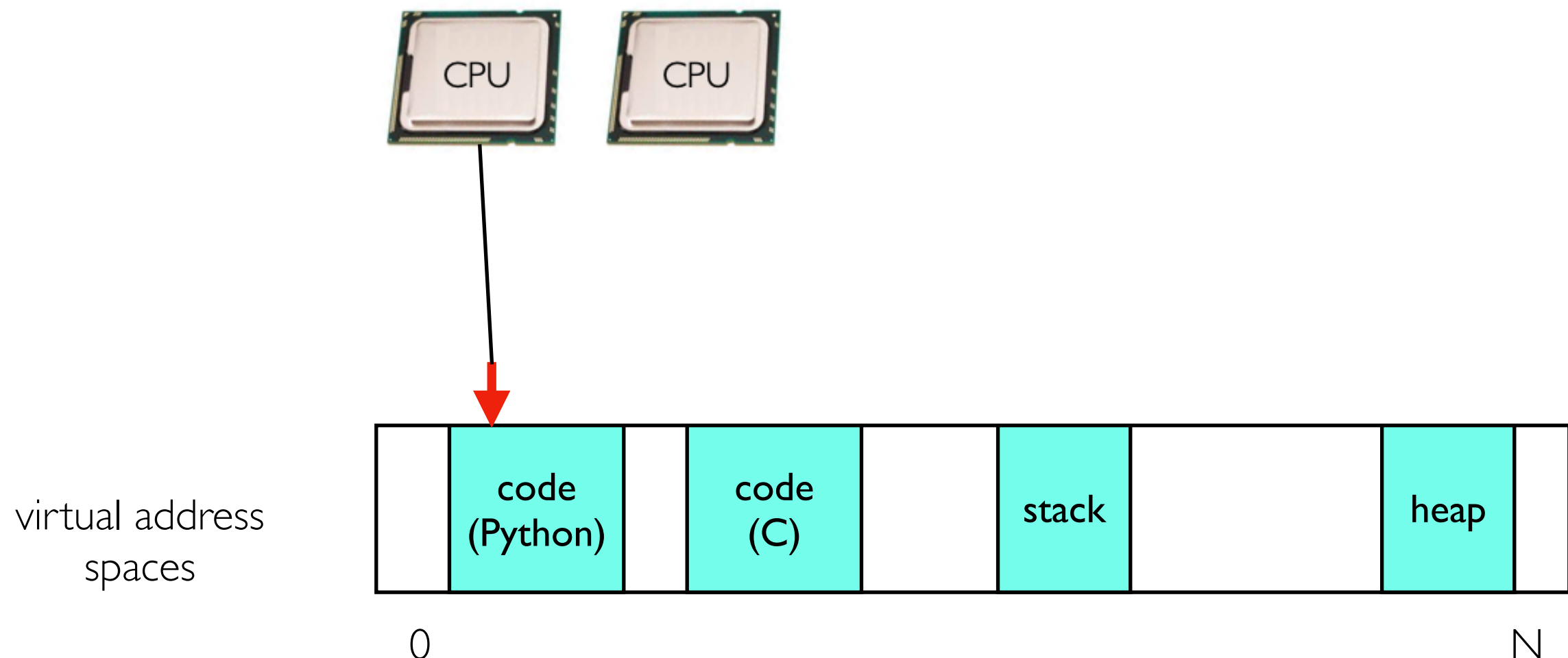
How does code execute?



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CPUs

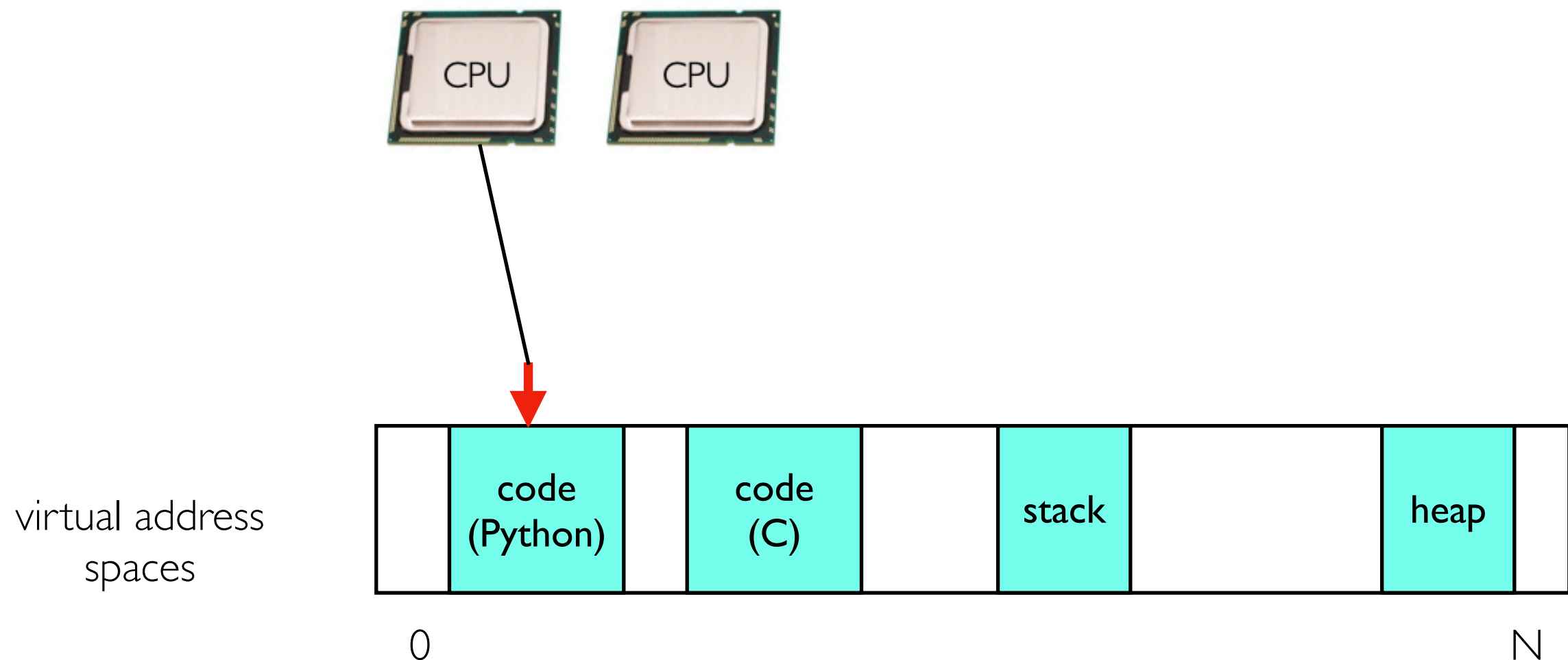
- CPUs are attached to at most one **instruction pointer** at any given time
- they run code by executing instructions and advancing the instruction pointer
- **Note:** interpreter left out for simplicity (CPU points to interpreter code, which points to Python bytecode)



How does code execute?

CPUs

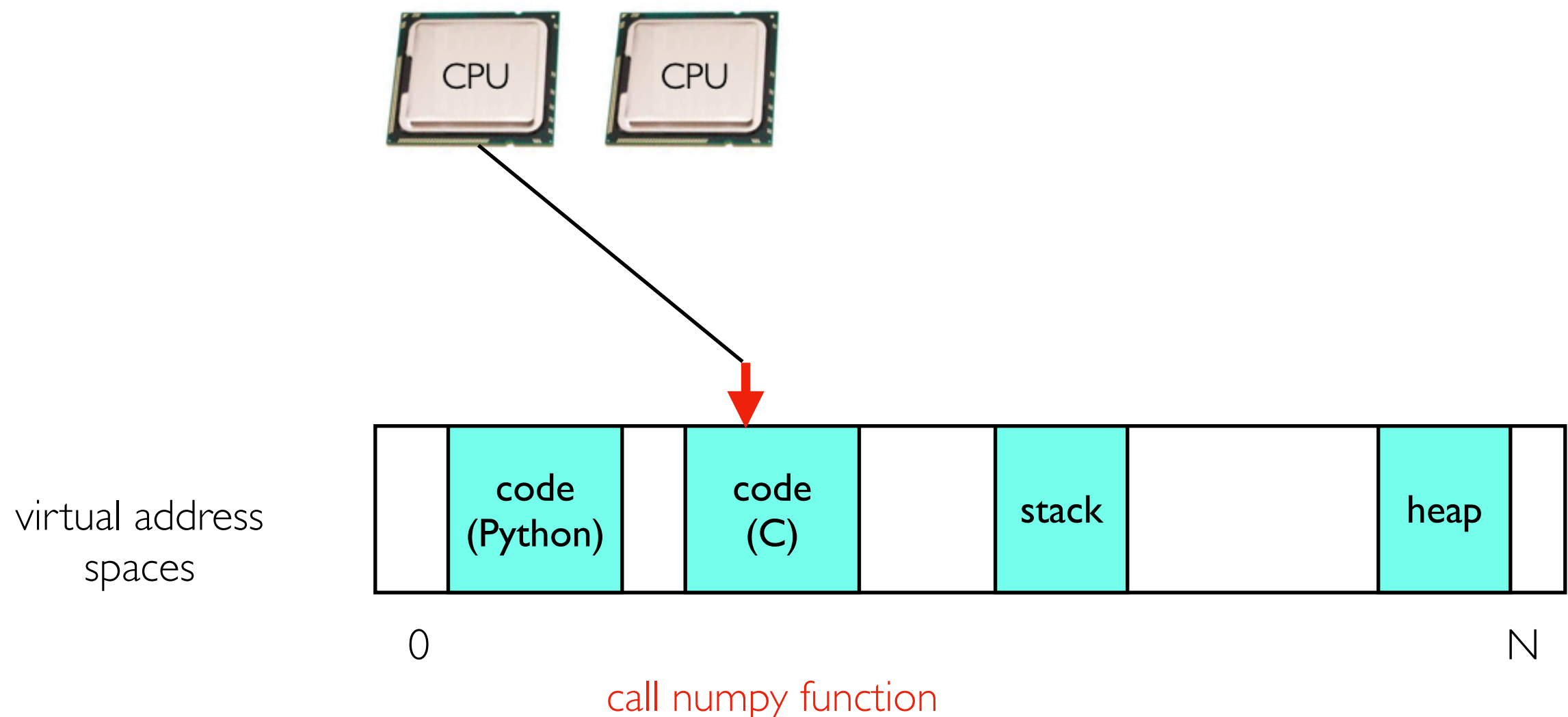
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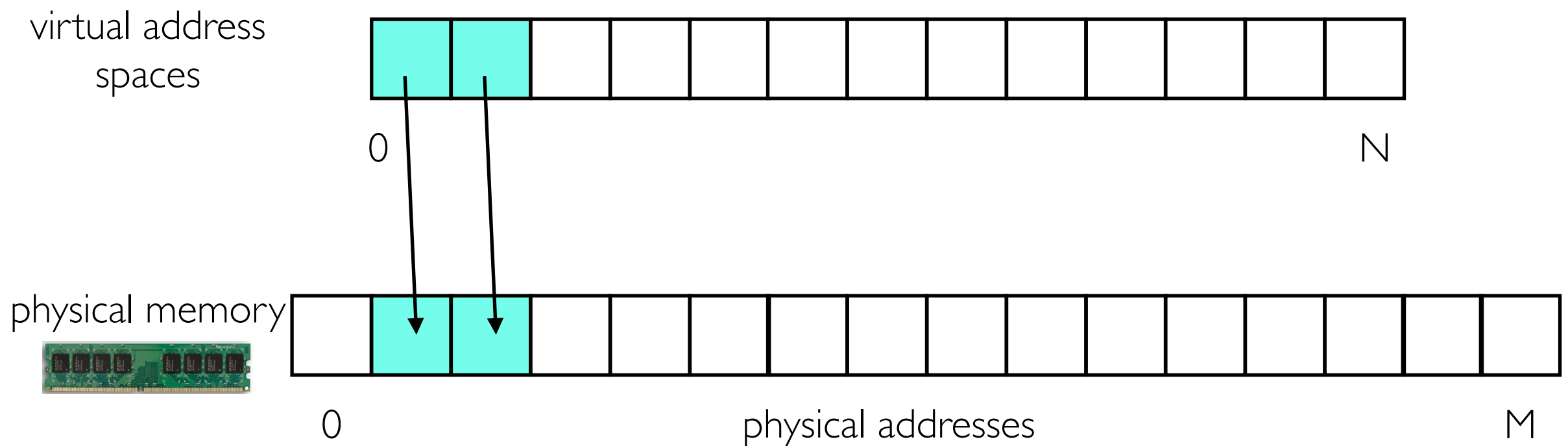
OS (Operating System): Page Cache

Demos: PyArrow+Docker

mmap (Memory Map)

An mmap call can add new regions to a virtual address space. Two varieties:

- anonymous
- backed by a file



Anonymous mmap

An mmap call can add new regions to a virtual address space. Two varieties:

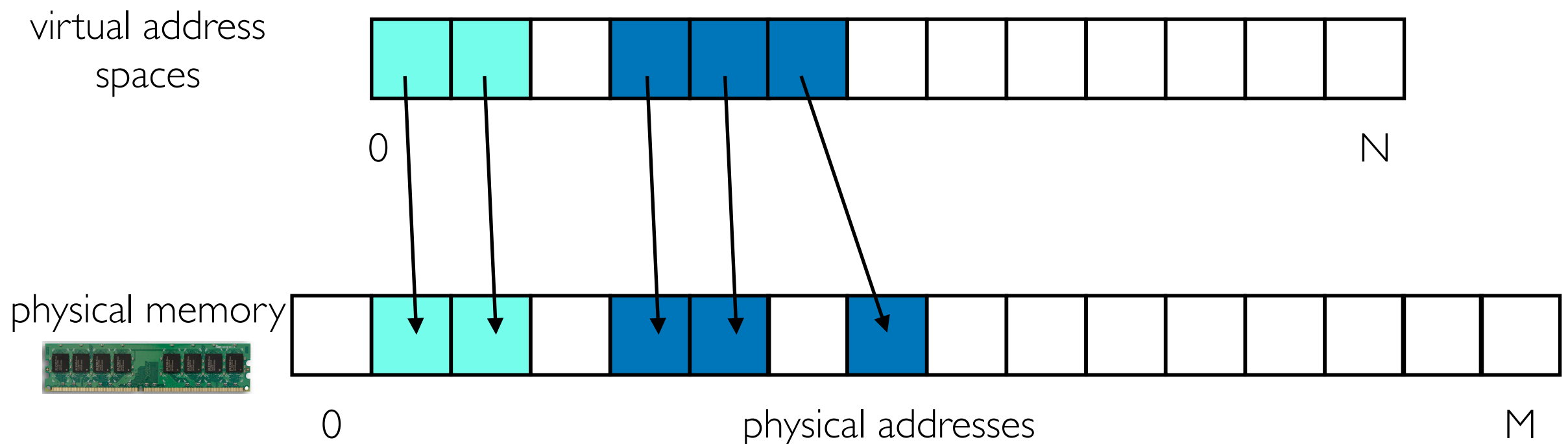
- **anonymous**
- backed by a file

```
import mmap
```

```
mm = mmap.mmap(-1, 4096*3)
```

anonymous

3 pages



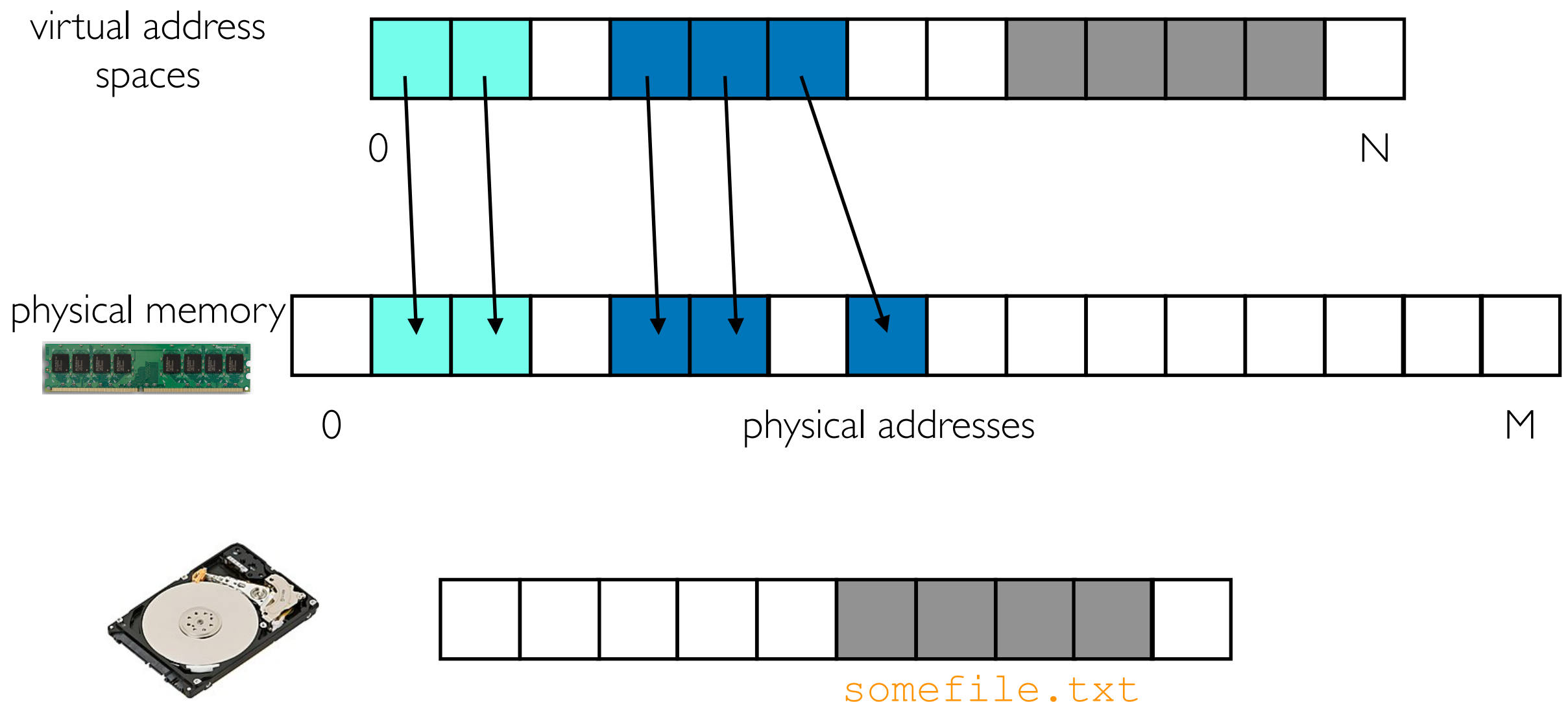
- Python (and other language runtimes) will mmap some anonymous memory when they need more heap space
- this will be used for Python objects (ints, lists, dicts, DataFrames, etc.)

File-Backed mmap

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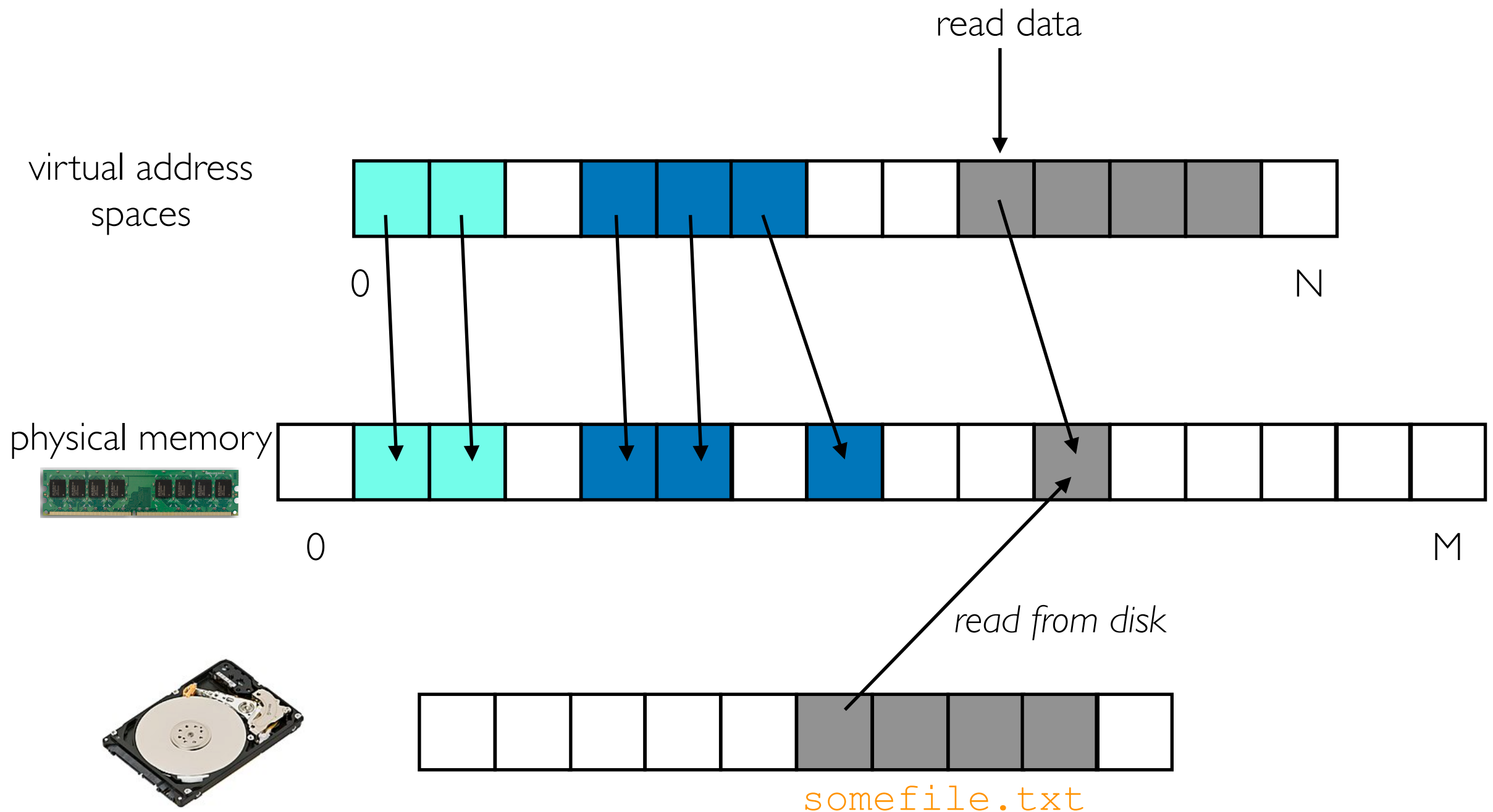
```
import mmap
f = open("somefile.txt", mode="rb")
mm = mmap.mmap(f.fileno(), 0, # 0 means all
               access=mmap.ACCESS_READ)
```



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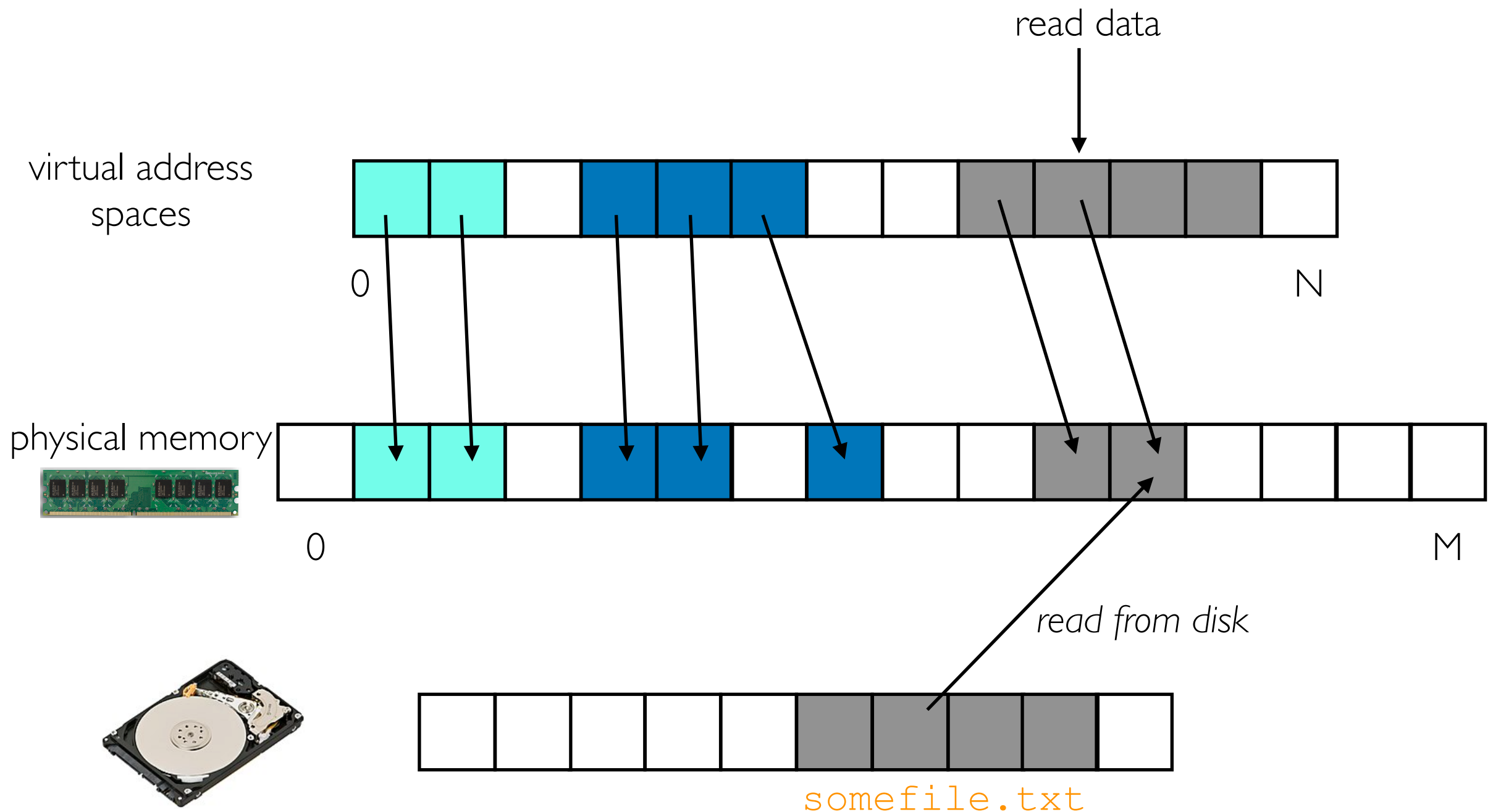
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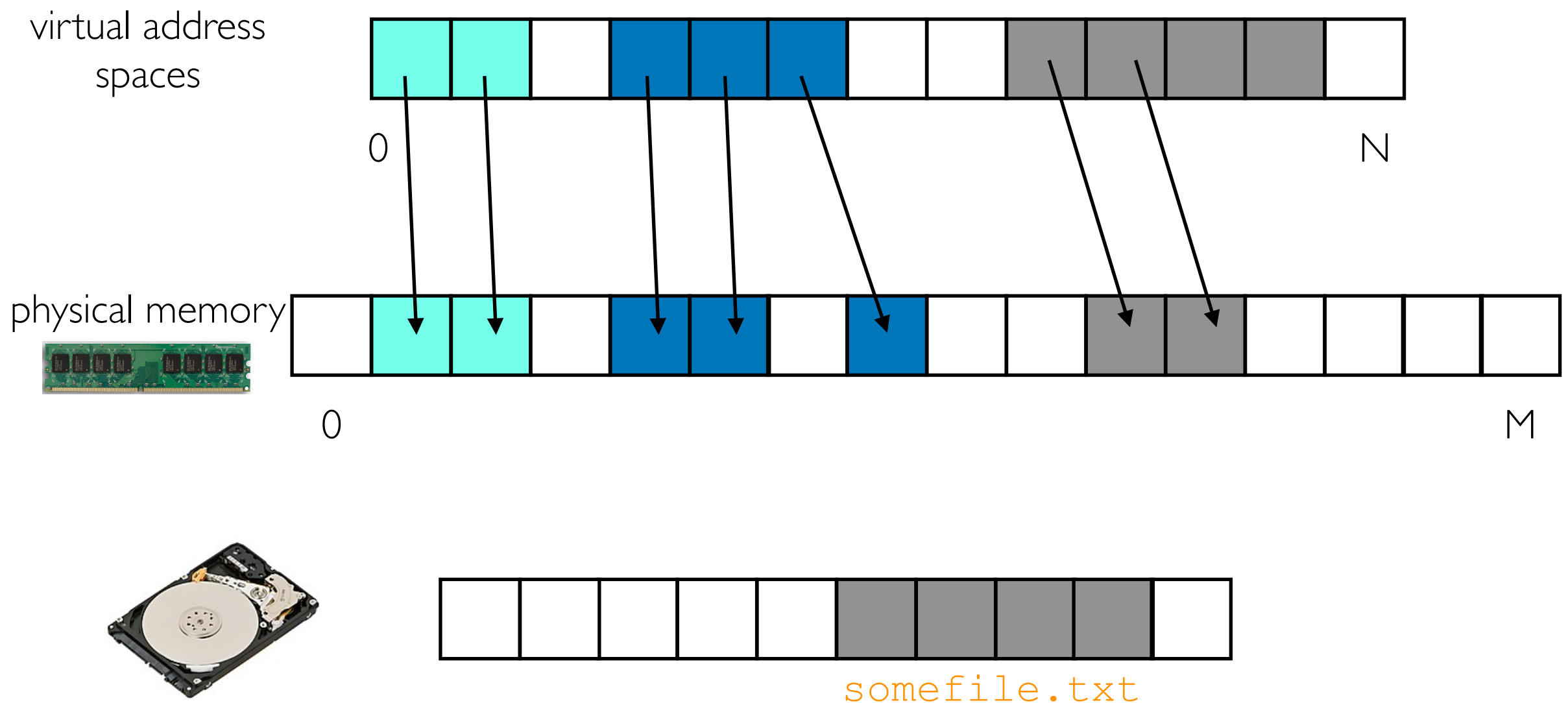
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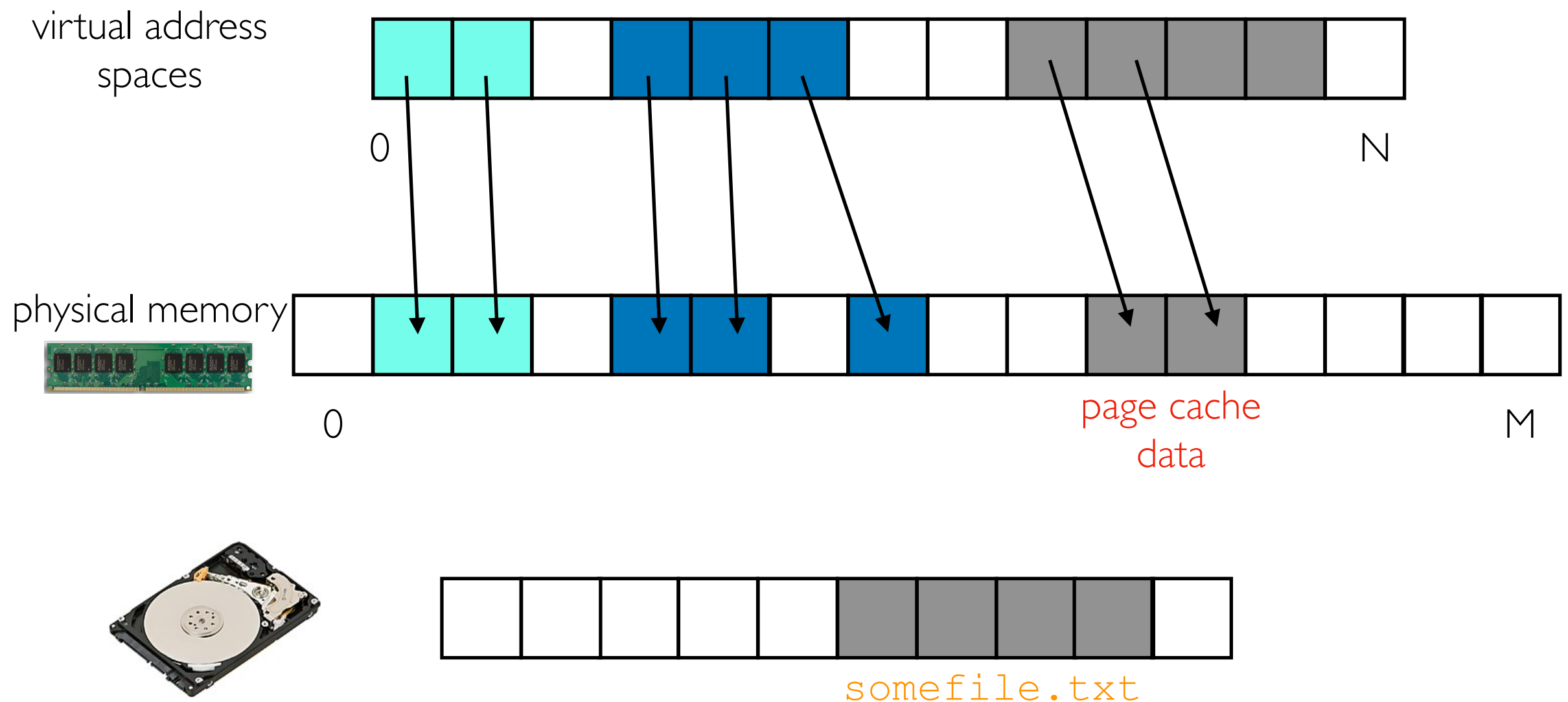
- anonymous
- backed by a file
- **virtual** memory used: $9 * \text{pagesize} = 36 \text{ KB}$
- **physical** memory used: $7 * \text{pagesize} = 28 \text{ KB}$



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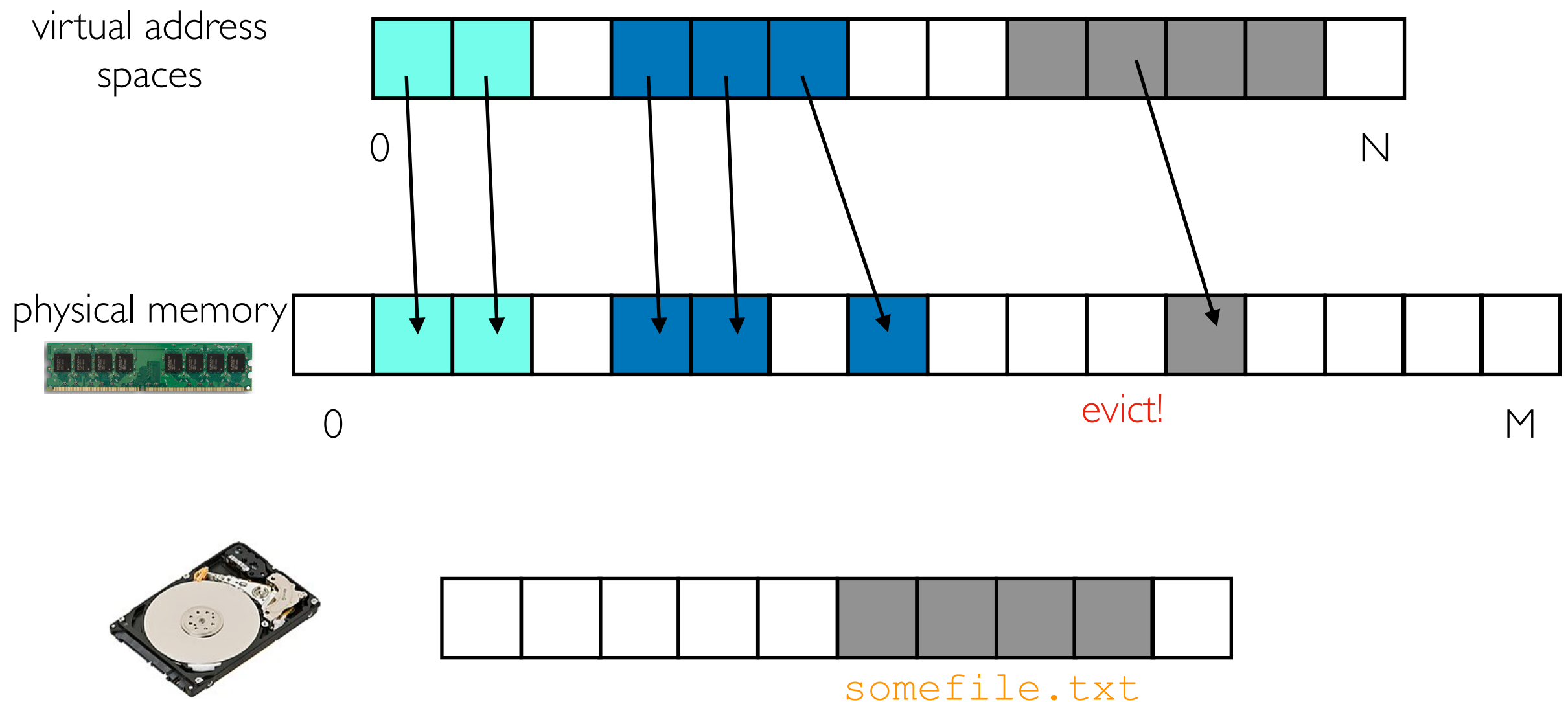
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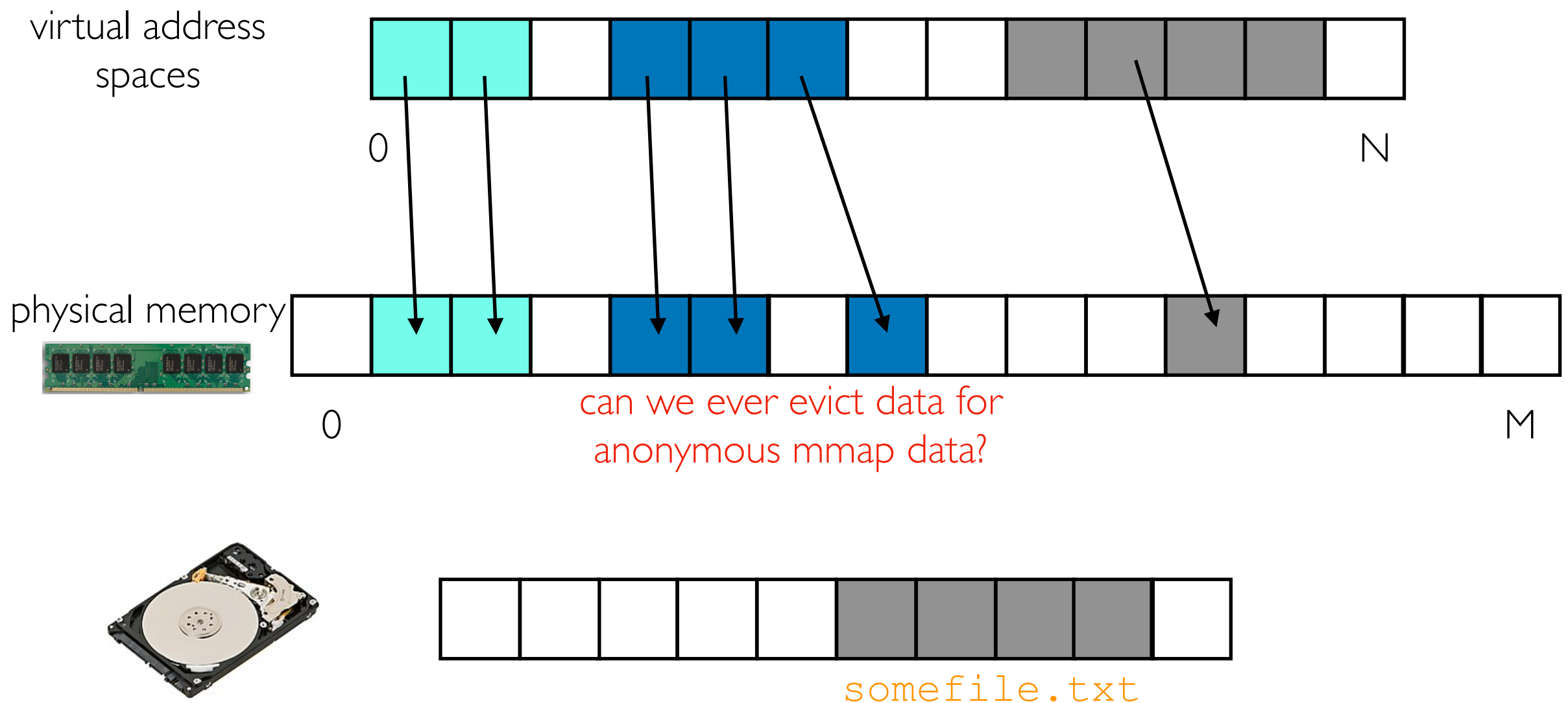
- anonymous
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- data loaded for accesses to file-backed mmap regions are part of the "page cache"
- it works like a cache because there is another copy on disk, so we can evict under memory pressure



Swap Space

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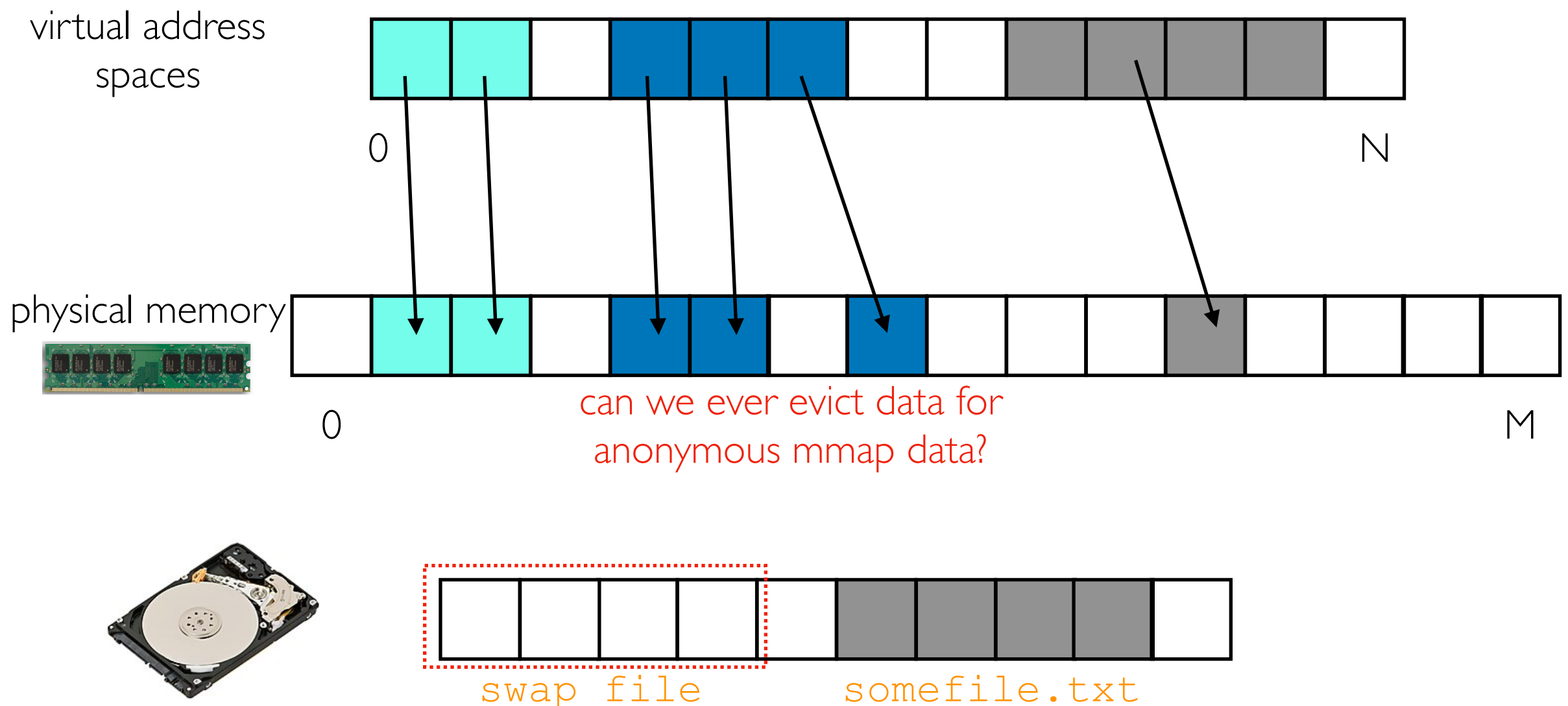
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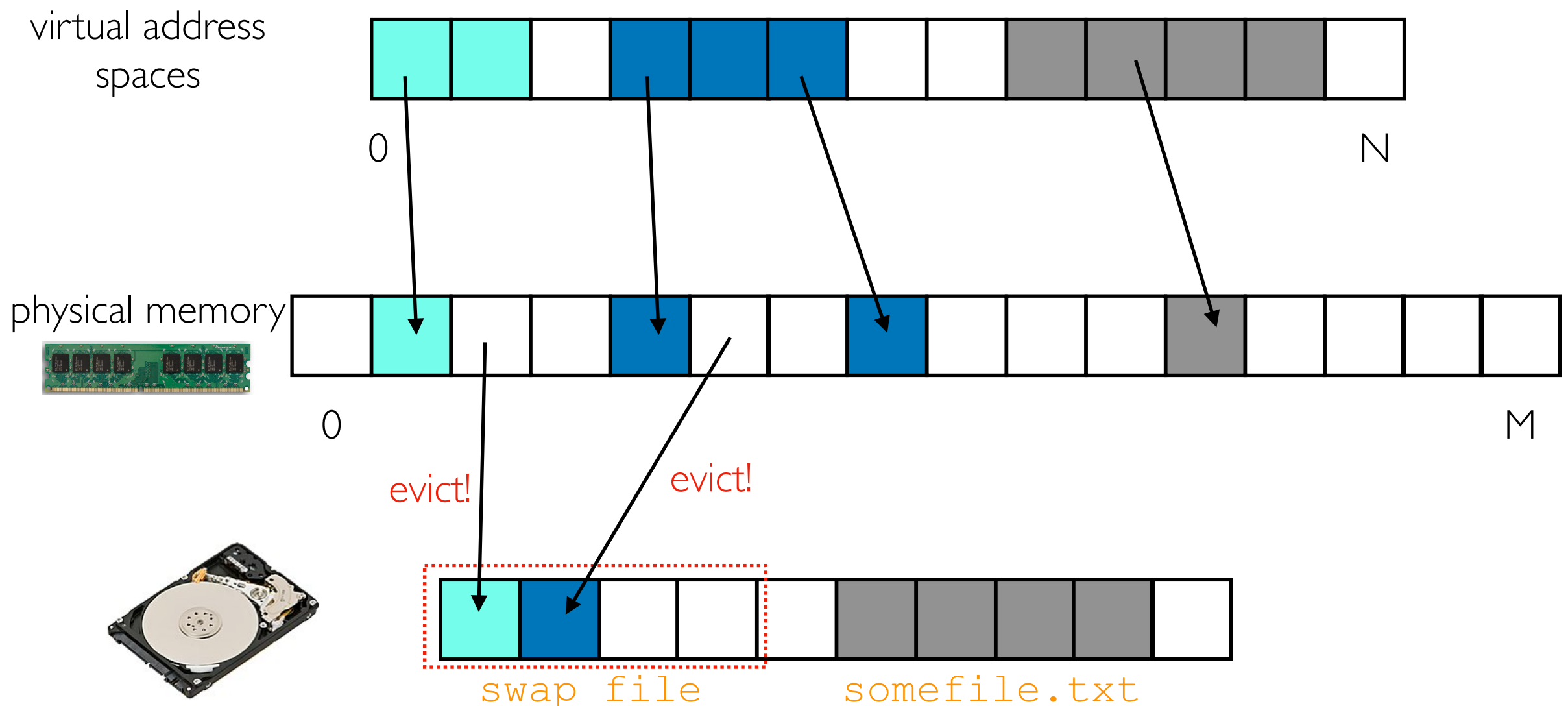
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- we can create same space (a swap file) to which the OS can evict data from anonymous mappings



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- **anonymous**
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 - we can create same space (a swap file) to which the OS can evict data from anonymous mappings
 - of course, if we access these virtual addresses again, it will be slow to bring the data back



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