Multicore, Parallelism, and Synchronization

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CS 3410, Spring 2015
Computer Science
Cornell University

P&H Chapter 2.11, 5.10, and 6.5
Announcements

• HW2 Review Sessions!
  • TODAY, Tue, April 21st, Hollister B14@7pm
• HW2-P5 (Pre-Lab4) was due yesterday!

• PA3 due Friday, April 24th
  • The Lord of the Cache!
  • Tournament, Monday, May 4, 5-7pm
Announcements

• Prelim 2 is next week on April 30th at 7 PM at Statler Hall!

• If you have a conflict e-mail me:

deniz@cs.cornell.edu
Announcements

Next three weeks

- Week 12 (Apr 21): Lab4 due in-class, Proj3 due Fri, HW2 due Sat
- Week 13 (Apr 28): Proj4 release, Prelim2
- Week 14 (May 5): Proj3 tournament Mon, Proj4 design doc due

Final Project for class

- Week 15 (May 12): Proj4 due Wed
Big Picture: Parallelism and Synchronization

How do I take advantage of parallelism?
How do I write (correct) parallel programs?

What primitives do I need to implement correct parallel programs?
Topics: Goals for Today

Understand Cache Coherency

Synchronizing parallel programs
- Atomic Instructions
- HW support for synchronization

How to write parallel programs
- Threads and processes
- Critical sections, race conditions, and mutexes
Parallelism and Synchronization

Cache Coherency Problem: What happens when two or more processors cache *shared* data?
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i.e. the view of memory held by two different processors is through their individual caches.

As a result, processors can see different *(incoherent)* values to the *same* memory location.
Parallelism and Synchronization
Parallelism and Synchronization

Each processor core has its own L1 cache
Parallelism and Synchronization

Each processor core has its own L1 cache
Parallelism and Synchronization

Each processor core has its own L1 cache.
Shared Memory Multiprocessors

Shared Memory Multiprocessor (SMP)

- Typical (today): 2 – 4 processor dies, 2 – 8 cores each
- HW provides *single physical address* space for all processors
- Assume physical addresses (ignore virtual memory)
- Assume uniform memory access (ignore NUMA)

Diagram:
- Core0, Core1, Core2, Core3
- Cache
- Interconnect
- Memory
- I/O
Shared Memory Multiprocessors

Shared Memory Multiprocessor (SMP)

- Typical (today): 2 – 4 processor dies, 2 – 8 cores each
- HW provides *single physical address* space for all processors
- Assume physical addresses (ignore virtual memory)
- Assume uniform memory access (ignore NUMA)
Cache Coherency Problem

Thread A (on Core0) for(int i = 0, i < 5; i++) {
    x = x + 1;
}

Thread B (on Core1) for(int j = 0; j < 5; j++) {
    x = x + 1;
}

What will the value of x be after both loops finish?
Cache Coherence Problem
Suppose two CPU cores share a physical address space

- Write-through caches

<table>
<thead>
<tr>
<th>Time step</th>
<th>Event</th>
<th>CPU A’s cache</th>
<th>CPU B’s cache</th>
<th>Memory</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
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</table>

![Diagram of cache coherence problem with time steps and events]
Two issues

Coherence
What values can be returned by a read

Consistency
When a written value will be returned by a read
Informal: **Reads** return most recently **written** value

Formal: For concurrent processes $P_1$ and $P_2$

- $P$ writes $X$ before $P$ reads $X$ (with no intervening writes)
  $\Rightarrow$ read returns written value
  $\quad$ (preserve program order)

- $P_1$ writes $X$ before $P_2$ reads $X$
  $\Rightarrow$ read returns written value
  $\quad$ (coherent memory view, can’t read old value forever)

- $P_1$ writes $X$ and $P_2$ writes $X$
  $\Rightarrow$ all processors see writes in the same order
    $\quad$ all see the same final value for $X$
    $\quad$ Aka write serialization
    $\quad$ (else $P_A$ can see $P_2$’s write before $P_1$’s and $P_B$ can see the opposite; their final understanding of state is wrong)
Cache Coherence Protocols

Operations performed by caches in multiprocessors to ensure coherence

• **Migration** of data to local caches
  – Reduces bandwidth for shared memory

• **Replication** of read-shared data
  – Reduces contention for access

**Snooping** protocols

• Each cache monitors bus reads/writes
Snooping for Hardware Cache Coherence

• All caches monitor bus and all other caches
• Bus read: respond if you have dirty data
• Bus write: update/invalidate your copy of data
Invalidating Snooping Protocols

Cache gets **exclusive access** to a block when it is to be written

- Broadcasts an invalidate message on the bus
- Subsequent read in another cache misses
  - Owning cache supplies updated value

<table>
<thead>
<tr>
<th>Time Step</th>
<th>CPU activity</th>
<th>Bus activity</th>
<th>CPU A's cache</th>
<th>CPU B’s cache</th>
<th>Memory</th>
</tr>
</thead>
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<tr>
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<td>0</td>
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<td>1</td>
<td>CPU A reads X</td>
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</tr>
<tr>
<td>2</td>
<td>CPU B reads X</td>
<td></td>
<td></td>
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<td></td>
</tr>
<tr>
<td>3</td>
<td>CPU A writes 1 to X</td>
<td></td>
<td></td>
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</tr>
<tr>
<td>4</td>
<td>CPU B read X</td>
<td></td>
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</tbody>
</table>
Writing

Write-back policies for bandwidth

Write-invalidate coherence policy
  • First invalidate all other copies of data
  • Then write it in cache line
  • Anybody else can read it

Permits one writer, multiple readers

In reality: many coherence protocols
  • Snooping doesn’t scale
  • Directory-based protocols
    – Caches and memory record sharing status of blocks in a directory
Informally, Cache Coherency requires that reads return most recently written value.

Cache coherence is a hard problem.

Snooping protocols are one approach.
Next Goal: Synchronization

Is cache coherency sufficient?

i.e. Is cache coherency (what values are read) sufficient to maintain consistency (when a written value will be returned to a read). Both coherency and consistency are required to maintain consistency in shared memory programs.
Synchronization

- Threads
- Critical sections, race conditions, and mutexes
- Atomic Instructions
  - HW support for synchronization
  - Using sync primitives to build concurrency-safe data structures
- Example: thread-safe data structures
- Language level synchronization
- Threads and processes
Programming with Threads

Need it to exploit multiple processing units
...to parallelize for multicore
...to write servers that handle many clients

Problem: hard even for experienced programmers
• Behavior can depend on subtle timing differences
• Bugs may be impossible to reproduce

Needed: synchronization of threads
Programming with threads

Within a thread: execution is sequential

Between threads?
  • No ordering or timing guarantees
  • Might even run on different cores at the same time

Problem: hard to program, hard to reason about
  • Behavior can depend on subtle timing differences
  • Bugs may be impossible to reproduce

Cache coherency is not sufficient...

Need explicit synchronization to make sense of concurrency!
Programming with Threads

Concurrency poses challenges for:

Correctness

- Threads accessing shared memory should not interfere with each other

Liveness

- Threads should not get stuck, should make forward progress

Efficiency

- Program should make good use of available computing resources (e.g., processors).

Fairness

- Resources apportioned fairly between threads
Example: Multi-Threaded Program

Apache web server

```c
void main() {
    setup();
    while (c = accept_connection()) {
        req = read_request(c);
        hits[req]++;
        send_response(c, req);
    }
    cleanup();
}
```
Example: web server

Each client request handled by a separate thread (in parallel)

- Some shared state: hit counter, ...

<table>
<thead>
<tr>
<th>Thread 52</th>
<th>Thread 205</th>
</tr>
</thead>
<tbody>
<tr>
<td>read hits</td>
<td>read hits</td>
</tr>
<tr>
<td>addiu</td>
<td>addiu</td>
</tr>
<tr>
<td>write hits</td>
<td>write hits</td>
</tr>
</tbody>
</table>

(look familiar?)

Timing-dependent failure $\Rightarrow$ race condition

- hard to reproduce $\Rightarrow$ hard to debug
Two threads, one counter

Possible result: lost update!

Timing-dependent failure \(\Rightarrow\) race condition

- Very hard to reproduce \(\Rightarrow\) Difficult to debug

\[
\begin{align*}
\text{time} & \quad \Rightarrow T1 \\
& \quad \downarrow LW (0) \\
& \quad \UParrow \text{ADDIU/SW: hits } = 0 + 1 \\
& \quad \downarrow \text{hits } = 1
\end{align*}
\]

\[
\begin{align*}
& \quad \Rightarrow T2 \\
& \quad \downarrow LW (0) \\
& \quad \UParrow \text{ADDIU/SW: hits } = 0 + 1
\end{align*}
\]
Race conditions

Def: timing-dependent error involving access to shared state

Whether a race condition happens depends on

• how threads scheduled
• i.e. who wins “races” to instruction that updates state vs. instruction that accesses state

Challenges about Race conditions

• Races are intermittent, may occur rarely
• Timing dependent = small changes can hide bug

A program is correct only if all possible schedules are safe

• Number of possible schedule permutations is huge
• Need to imagine an adversary who switches contexts at the worst possible time
Critical sections

What if we can designate parts of the execution as critical sections

- Rule: only one thread can be “inside” a critical section

<table>
<thead>
<tr>
<th>Thread 52</th>
<th>Thread 205</th>
</tr>
</thead>
<tbody>
<tr>
<td>CSEnter()</td>
<td>CSEnter()</td>
</tr>
<tr>
<td>read hits</td>
<td>read hits</td>
</tr>
<tr>
<td>addi</td>
<td>addi</td>
</tr>
<tr>
<td>write hits</td>
<td>write hits</td>
</tr>
<tr>
<td>CSExit()</td>
<td>CSExit()</td>
</tr>
</tbody>
</table>
Critical Sections

To eliminate races: use *critical sections* that only one thread can be in

- Contending threads must wait to enter

```
CSEnter();  
Critical section  
CSExit();
```

1. T1
2. T2
3. T1
4. T2
Q: How to implement critical sections in code?
A: Lots of approaches....

**Mutual Exclusion Lock (mutex)**

lock(m): wait till it becomes free, then lock it
unlock(m): unlock it

```c
safe_increment() {
    pthread_mutex_lock(&m);
    hits = hits + 1;
    pthread_mutex_unlock(&m);
}
```
Mutexes

Only one thread can hold a given mutex at a time
Acquire (lock) mutex on entry to critical section
  • Or block if another thread already holds it
Release (unlock) mutex on exit
  • Allow one waiting thread (if any) to acquire & proceed

```c
pthread_mutex_init(&m);
pthread_mutex_lock(&m);
hits = hits+1;
pthread_mutex_unlock(&m);
pthread_mutex_lock(&m);
# wait
hits = hits+1;
```

T1

T2
Next Goal

How to implement mutex locks?
What are the hardware primitives?

Then, use these mutex locks to implement critical sections, and use critical sections to write parallel safe programs
Synchronization requires hardware support

- Atomic read/write memory operation
- No other access to the location allowed between the read and write
- Could be a single instruction
  - E.g., atomic swap of register $\leftrightarrow$ memory (e.g. ATS, BTS; x86)
- Or an atomic pair of instructions (e.g. LL and SC; MIPS)
Synchronization in MIPS

Load linked: \( \text{LL } r_t, \text{ offset}(r_s) \)

Store conditional: \( \text{SC } r_t, \text{ offset}(r_s) \)

- Succeeds if location not changed since the LL
  - Returns 1 in \( r_t \)
- Fails if location is changed
  - Returns 0 in \( r_t \)

Any time a processor intervenes and modifies the value in memory between the LL and SC instruction, the SC returns 0 in \( t0 \), causing the code to try again. i.e. use this value 0 in \( t0 \) to try again.
Synchronization in MIPS

Load linked: \( LL \ rt, \ offset(rs) \)

Store conditional: \( SC \ rt, \ offset(rs) \)

- Succeeds if location not changed since the LL
  - Returns 1 in \( rt \)
- Fails if location is changed
  - Returns 0 in \( rt \)

Example: atomic incrementor

<table>
<thead>
<tr>
<th>Time Step</th>
<th>Thread A</th>
<th>Thread B</th>
<th>Thread A $t0</th>
<th>Thread B $t0</th>
<th>Memory M[$s0]</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>0</td>
</tr>
<tr>
<td>1</td>
<td>try: LL $t0, 0($s0)</td>
<td>try: LL $t0, 0($s0)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>ADDIU $t0, $t0, 1</td>
<td>ADDIU $t0, $t0, 1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>SC $t0, 0($s0)</td>
<td>SC $t0, 0($s0)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>BEQZ $t0, try</td>
<td>BEQZ $t0, try</td>
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</tr>
</tbody>
</table>
Linked load / Store Conditional

m = 0; // m=0 means lock is free; otherwise, if m=1, then lock locked
mutex_lock(int *m) {
    while(test_and_set(m)){}  
}

int test_and_set(int *m) {
    old = *m;
    *m = 1;  
    return old;
}
Mutex from LL and SC

Linked load / Store Conditional

m = 0; // m=0 means lock is free; otherwise, if m=1, then lock locked
mutex_lock(int *m) {
    while(test_and_set(m)){}
}

int test_and_set(int *m) {
    try:
        LI $t0, 1
        LL $t1, 0($a0)
        SC $t0, 0($a0)
        BEQZ $t0, try
        MOVE $v0, $t1
}
Mutex from LL and SC

Linked load / Store Conditional

m = 0; // m=0 means lock is free; otherwise, if m=1, then lock locked
mutex_lock(int *m) {
    while(test_and_set(m)){};
}

int test_and_set(int *m) {
    try:
        LI $t0, 1
        LL $t1, 0($a0)
        SC $t0, 0($a0)
        BEQZ $t0, try
        MOVE $v0, $t1
    }
Mutex from LL and SC

Linked load / Store Conditional

m = 0;

mutex_lock(int *m) {
    test_and_set:
        LI $t0, 1
        LL $t1, 0($a0)
        BNEZ $t1, test_and_set
        SC $t0, 0($a0)
        BEQZ $t0, test_and_set
}

mutex_unlock(int *m) {
    *m = 0;
}
Linked load / Store Conditional
m = 0;
mutex_lock(int *m) {
    test_and_set:
        LI $t0, 1
        LL $t1, 0($a0)
        BNEZ $t1, test_and_set
        SC $t0, 0($a0)
        BEQZ $t0, test_and_set
}
mutex_unlock(int *m) {
    SW $zero, 0($a0)
}
## Mutex from LL and SC

### Linked load / Store Conditional

```c
m = 0;
mutex_lock(int *m) {
```

<table>
<thead>
<tr>
<th>Time Step</th>
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<th>Thread B</th>
<th>Thread A $t0</th>
<th>Thread A $t1</th>
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<th>Thread B $t1</th>
<th>Mem M[$a0]</th>
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<tr>
<td>0</td>
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<td>1</td>
<td>try: LI $t0, 1</td>
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<td>2</td>
<td>LL $t1, 0($a0)</td>
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<td>4</td>
<td>SC $t0, 0($a0)</td>
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<td>5</td>
<td>BEQZ $t0, try</td>
<td>BEQZ $t0, try</td>
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</tbody>
</table>
mutex from LL and SC

Linked load / Store Conditional

m = 0;
mutex_lock(int *m) {
    test_and_set:
        LI $t0, 1
        LL $t1, 0($a0)
        BNEZ $t1, test_and_set
        SC $t0, 0($a0)
        BEQZ $t0, test_and_set
}

mutex_unlock(int *m) {
    SW $zero, 0($a0)
}
### Mutex from LL and SC

#### Linked load / Store Conditional

```c
m = 0;
mutex_lock(int *m) {
```

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<td>9</td>
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</table>
```
```
Now we can write parallel and correct programs

Thread A
for(int i = 0, i < 5; i++) {
    mutex_lock(m);
    x = x + 1;
    mutexUnlock(m);
}

Thread B
for(int j = 0; j < 5; j++) {
    mutex_lock(m);
    x = x + 1;
    mutexUnlock(m);
}
Alternative Atomic Instructions

Other atomic hardware primitives
- test and set (x86)
- atomic increment (x86)
- bus lock prefix (x86)
- compare and exchange (x86, ARM deprecated)
- linked load / store conditional (MIPS, ARM, PowerPC, DEC Alpha, ...)

Synchronization techniques

clever code
  • must work despite adversarial scheduler/interrupts
  • used by: hackers
  • also: noobs

disable interrupts
  • used by: exception handler, scheduler, device drivers, ...

disable preemption
  • dangerous for user code, but okay for some kernel code

mutual exclusion locks (mutex)
  • general purpose, except for some interrupt-related cases
Summary

Need parallel abstractions, especially for multicore

Writing correct programs is hard
  Need to prevent data races

Need critical sections to prevent data races
  Mutex, mutual exclusion, implements critical section
  Mutex often implemented using a lock abstraction

Hardware provides synchronization primitives such as LL and SC (load linked and store conditional) instructions to efficiently implement locks