



COMP9242 Advanced OS

S2/2018 W03:

Caches: What Every OS Designer Must Know

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Never Stand Still

Engineering

Computer Science and Engineering

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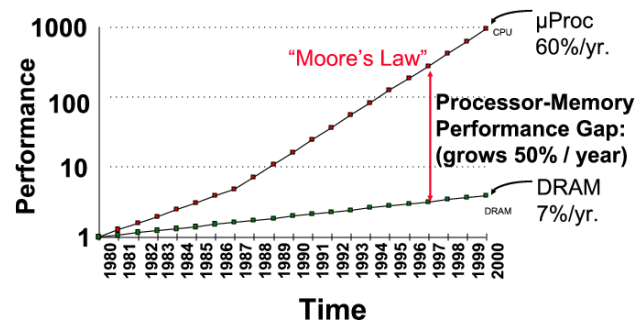
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The Memory Wall

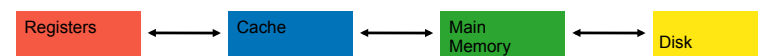


Multicore offsets stagnant per-core performance with proliferation of cores

- Same effect on overall memory bandwidth
- Basic trend is unchanged



Caching



- Cache is fast (1–5 cycle access time) memory sitting between fast registers and slow RAM (10–100s cycles access time)
- Holds recently-used data or instructions to save memory accesses
- Matches slow RAM access time to CPU speed if high *hit rate* (> 90%)
- Is hardware maintained and (mostly) transparent to software
- Sizes range from few KiB to several MiB.
- Usually a hierarchy of caches (2–5 levels),
- On contemporary processors generally on-chip

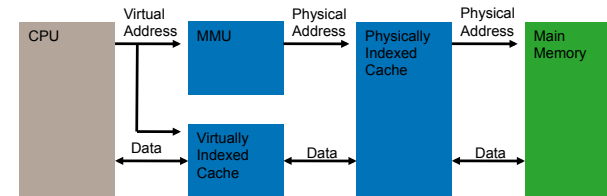
Good overview of implications of caches for operating systems: [Schimmel 94]



Cache Organization

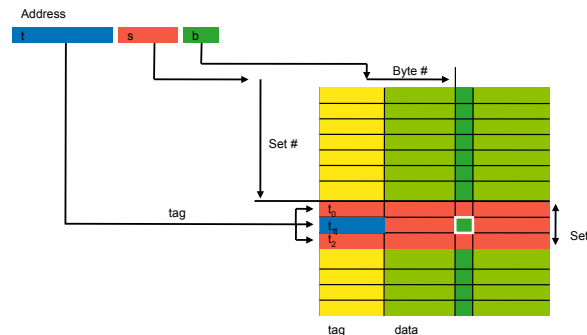
- Data transfer unit between registers and L1 cache: ≤ 1 word (1–16B)
- Cache **line** is transfer unit between cache and RAM (or lower cache)
 - typically 16–32 bytes, sometimes 128 bytes and more
- Line is also unit of storage allocation in cache
- Each line has associated control info:
 - valid bit
 - modified bit
 - tag
- Cache improves memory access by:
 - absorbing most reads (increases bandwidth, reduces latency)
 - making writes asynchronous (hides latency)
 - clustering reads and writes (hides latency)

Cache Access



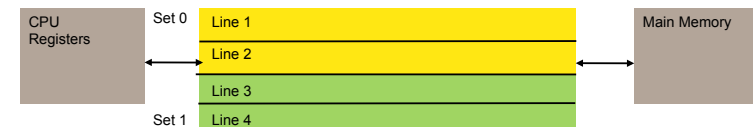
- **Virtually indexed:** looked up by **virtual address**
 - operates concurrently with address translation
- **Physically indexed:** looked up by **physical address**
 - requires result of address translation
- Usually a hierarchy: L1 (on core), L2, ..., LLC (last-level cache, next to RAM)
 - L1 may use virtual address, all others use physical only

Cache Indexing



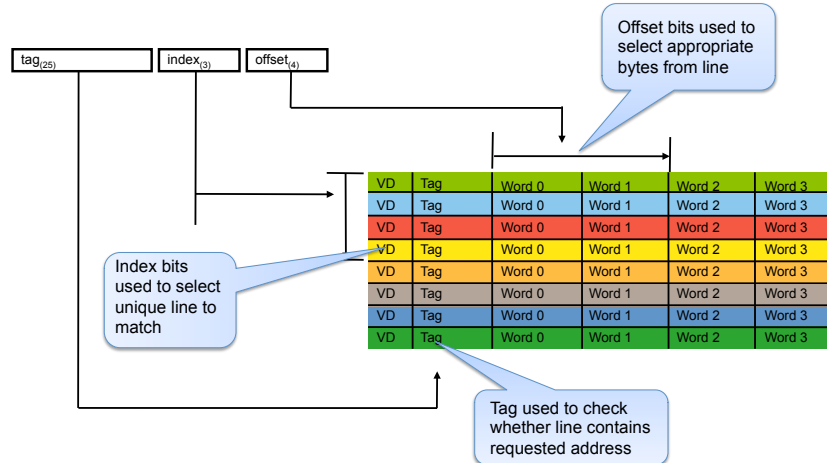
- The **tag** is used to distinguish lines of a set...
- Consists of high-order bits not used for indexing

Cache Indexing

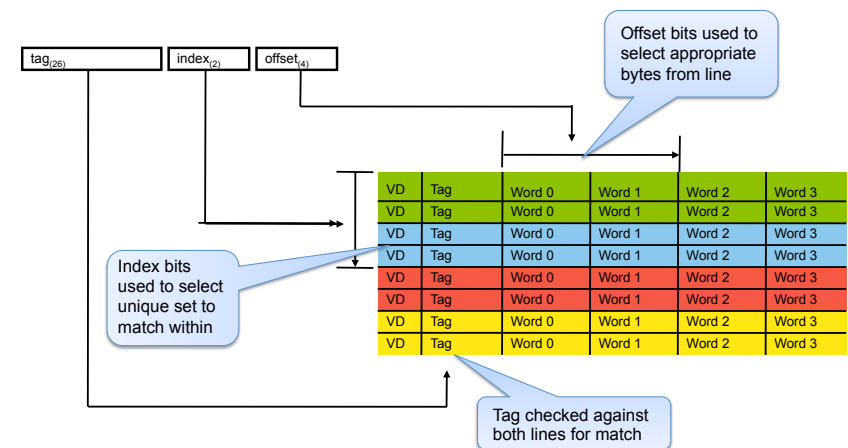


- Address hashed to produce index of **line set**
- Associative lookup of line within set
- n lines per set: **n -way set-associative cache**
 - typically $n = 1 \dots 5$, some embedded processors use 32–64
 - $n = 1$ is called **direct mapped**
 - $2 \leq n \leq \infty$ is called **set associative**
 - $n = \infty$ is called **fully associative** (unusual for I/D caches)
- Hashing must be simple (complex hardware is slow)
 - generally use least-significant bits of address (except L3 on recent x86)

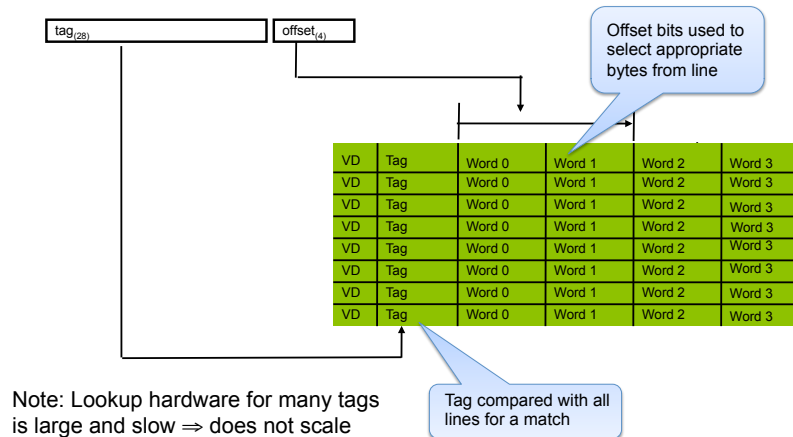
Cache Indexing: Direct Mapped



Cache Indexing: 2-Way Associative

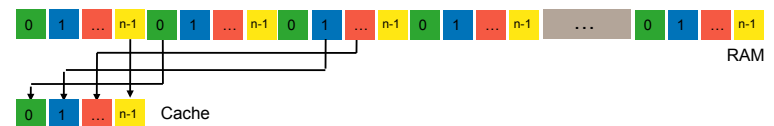


Cache Indexing: Fully Associative



Cache Mapping Implications

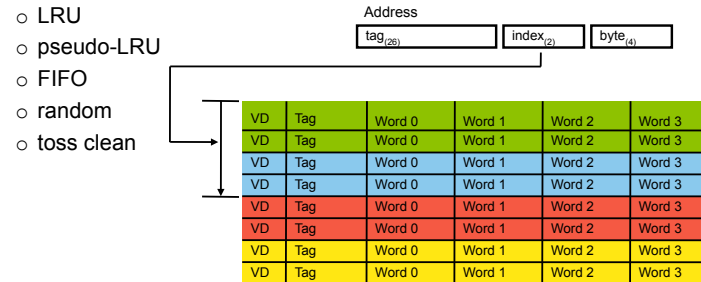
- Multiple memory locations map to the same cache line



- Locations mapping to cache set i are said to be of *colour i*
- n -way associative cache can hold n lines of the same colour
- Types of cache misses ("the four Cs"):
 - Compulsory miss**: data cannot be in the cache (if infinite size)
 - first access (after flush)
 - Capacity miss**: all cache entries are in use by other data
 - would not miss on infinite-size cache
 - Conflict miss**: all lines of the correct colour are in use by other data
 - would not miss on fully-associative cache
 - Coherence miss**: miss forced by hardware coherence protocol

Cache Replacement Policy

- Indexing (using address) points to specific line set
- On miss (all lines of set are valid): **replace** existing line
- Replacement strategy must be simple (hardware!)
 - dirty bit determines whether line must be written back
 - typical policies:



Cache Write Policy

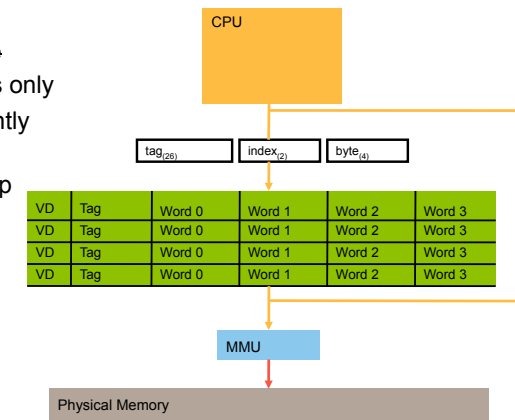
- Treatment of store operations
 - write back**: Stores only update cache; memory is updated once dirty line is replaced (flushed)
 - clusters writes
 - memory inconsistent with cache
 - multi-processor cache-coherency challenge
 - write through**: stores update cache and memory immediately
 - memory is always consistent with cache
 - increased memory/bus traffic
- On store to a line not presently in cache (write miss):
 - write allocate**: allocate a cache line and store there
 - typically requires reading line into cache first!
 - no allocate**: store directly to memory, bypassing the cache
- Typical combinations:
 - write-back & write-allocate
 - write-through & no allocate

Cache Addressing Schemes

- For simplicity assumed so far that cache only sees one type of address: virtual or physical
- However, **indexing and tagging can use different addresses!**
- Four possible addressing schemes:
 - virtually-indexed, virtually-tagged (VV) cache
 - virtually-indexed, physically-tagged (VP) cache
 - physically-indexed, virtually-tagged (PV) cache
 - physically-indexed, physically-tagged (PP) cache
- PV caches can make sense only with unusual MMU designs
 - not considered any further

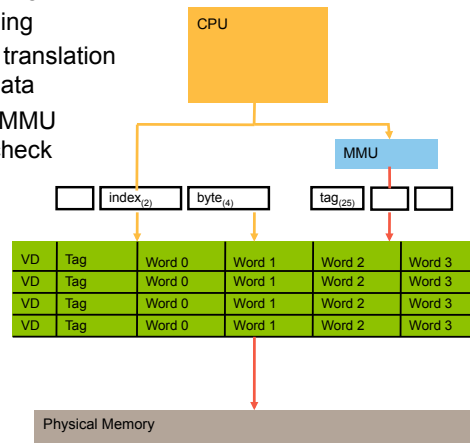
Virtually-Indexed, Virtually-Tagged Cache

- Also called **virtually-addressed cache**
- Various incorrect names in use:
 - virtual-cache
 - virtual-address-cache
- Uses virtual addresses only
- Can operate concurrently with MMU
- Still needs MMU lookup for access rights
- Writeback needs PA
 - TLB lookup?
- Used for on-core L1



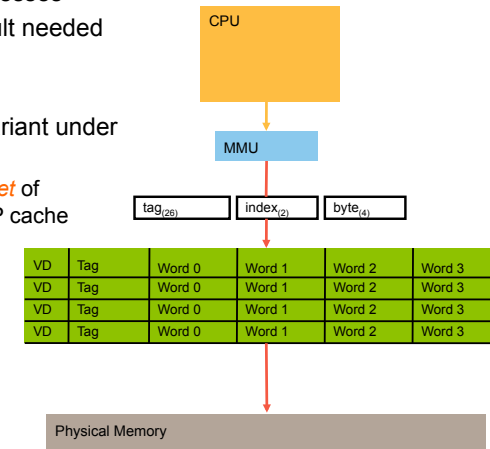
Virtually-Indexed, Physically-Tagged Cache

- Virtual address for accessing line (lookup)
- Physical address for tagging
- Needs complete address translation for looking up retrieving data
- Indexing concurrent with MMU use MMU output for tag check
- Used for on-core L1



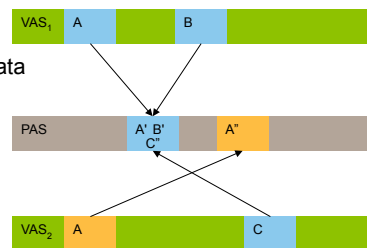
Physically-Indexed, Physically-Tagged Cache

- Only uses physical addresses
- Address translation result needed to begin lookup
- Only choice for $L_n, n > 1$
- Note: page offset is invariant under address translation
 - if index bits are a **subset** of the page offset bits, PP cache lookup doesn't need MMU result!
 - VP=PP in this case; fast and suitable for on-core use (L1)
 - This cache has **single page colour**



Cache Issues

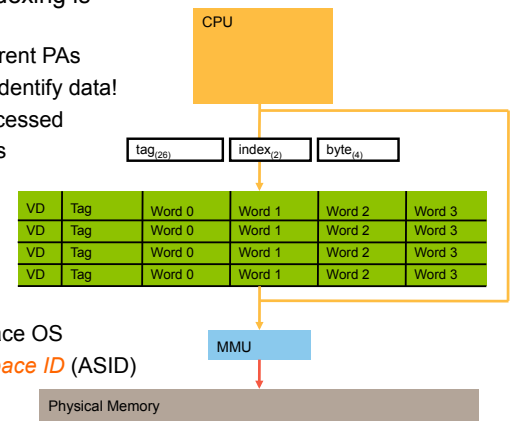
- Caches are managed by hardware transparently to software
 - OS doesn't have to worry about them, **right? Wrong!**
- Software-visible cache effects:
 - performance
 - homonyms**:
 - same address, different data
 - can affect correctness!
 - synonyms (aliases)**:
 - different address, same data
 - can affect correctness!



Virtually-Indexed Cache Issues

Homonyms – same name for different data:

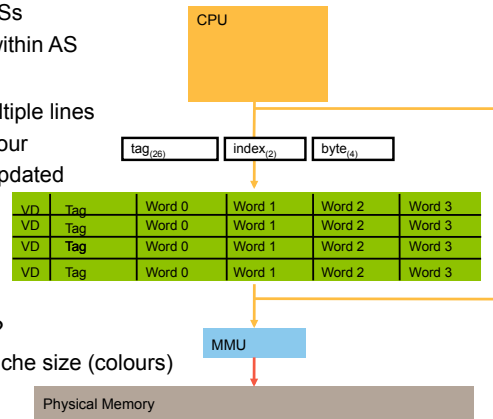
- Problem: VA used for indexing is context-dependent
 - same VA refers to different PAs
 - tag does not uniquely identify data!
 - wrong data may be accessed
 - an issue for most OSes
- Homonym prevention:
 - flush cache on each context switch
 - force non-overlapping address-space layout
 - single-address-space OS
 - tag VA with address-space ID (ASID)**
 - makes VAs global



Virtually-Indexed Cache Issues

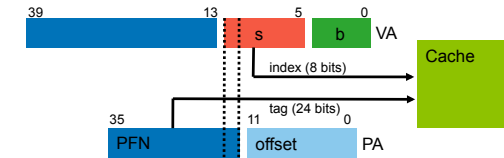
Synonyms – multiple names for same data:

- Several VAs map to the same PA
 - frame shared between ASs
 - frame multiply mapped within AS
- May access stale data!
 - same data cached in multiple lines
 - If aliases differ in colour
 - on write, one synonym updated
 - read on other synonym returns old value
 - physical tags don't help!
 - ASIDs don't help!
- Are synonyms a problem?
 - depends on page and cache size (colours)
 - no problem for R/O data or I-caches

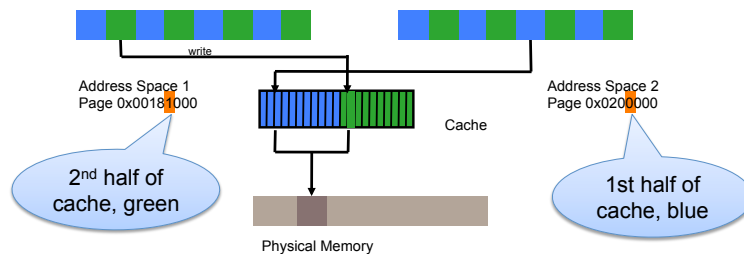


Example: MIPS R4x00 Synonyms

- ASID-tagged, on-chip VP cache
 - 16 KiB cache, 2-way set associative, 32 B line size
 - 4 KiB (base) page size
 - size/associativity = 16/2 KiB = 8 KiB > page size (2 page colours)
 - 16 KiB / (32 B/line) = 512 lines = 256 sets \Rightarrow 8 index bits (12..5)
 - overlap of tag bits and index bits, but from different addresses!
- Remember, index determines location of data in cache
 - tag only confirms hit
 - synonym problem iff $VA_{12} \neq VA'_{12}$
 - similar issues on other processors where L1 cache has multiple colours

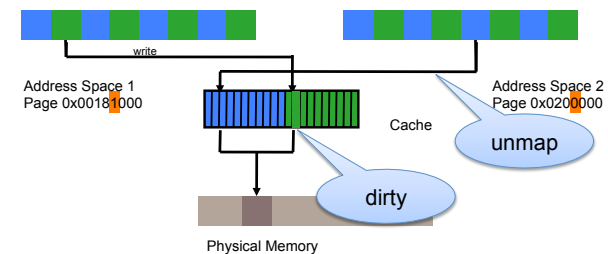


Address Mismatch Problem: Aliasing



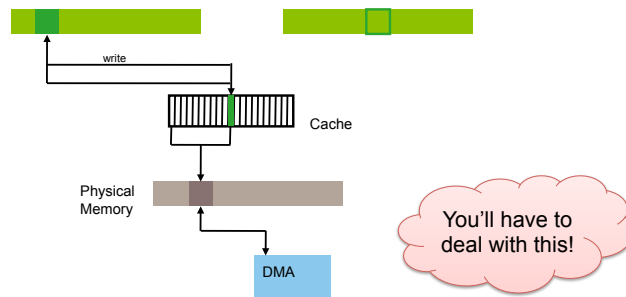
- Page aliased in different address spaces
 - AS₁: $VA_{12} = 1$, AS₂: $VA_{12} = 0$
- One alias gets modified
 - in a write-back cache, other alias sees stale data
 - lost-update problem

Address Mismatch Problem: Re-Mapping



- Unmap aliased page, remaining page has a dirty cache line
- Re-use (remap) frame for a different page (in same or different AS)
- Access new page
 - without mismatch, new write will overwrite old (hits same cache line)
 - with mismatch, alias may write back after remapping: "cache bomb"

DMA Consistency Problem



- DMA (normally) uses physical addresses and bypasses cache
 - CPU access inconsistent with device access
 - need to flush cache before device write
 - need to invalidate cache before device read

Avoiding Synonym Problems

- Flush cache on context switch
 - doesn't help for aliasing *within* address space!
- Detect synonyms and ensure:
 - all read-only, or
 - only one synonym mapped
- Restrict VM mapping so synonyms map to same cache set
 - eg on R4x00: ensure $VA_{12} = PA_{12}$ – colour memory!
- Hardware synonym detection
 - e.g. Cortex A9: store overlapping tag bits of both addresses & check
 - “physically”-addressed

Summary: VV Caches

- ✓ Fastest (don't rely on TLB for retrieving data)
 - ✗ still need TLB lookup for protection
 - ✗ ... or alternative mechanism for providing protection
 - ✗ still need TLB lookup or physical tag for writeback
- ✗ Suffer from synonyms and homonyms
 - ✗ requires flushing on context switches
 - ✗ makes context switches expensive
 - ✗ may even be required on kernel→user switch
 - ... or guarantee no synonyms and homonyms
 - Used on MC68040, i860, ARM7/ARM9/StrongARM/Xscale
 - Used for I-caches on several other architectures (Alpha, Pentium 4)

Summary: Tagged VV Caches

- Add ASID as part of tag
- On access, compare with CPU's ASID register
- ✓ Removes homonyms
 - ✓ potentially better context-switching performance
 - ✗ ASID recycling still needs flush
- ✗ Doesn't solve synonym problem (but that's less severe)
- ✗ Doesn't solve write-back problem

Summary: VP Caches

- Medium speed
 - ✓ lookup in parallel with address translation
 - ✗ tag comparison after address translation
- ✓ No homonym problem
- ✗ Potential synonym problem
- ✗ Bigger tags (cannot leave off set-number bits)
 - ✗ increases area, latency, power consumption
- Used on most contemporary architectures for L1 cache

Summary: PP Caches

- ✗ Slowest
 - ✗ requires result of address translation before lookup starts
- ✓ No synonym problem
- ✓ No homonym problem
- ✓ Easy to manage
- ✓ If small or highly associative index can be in parallel with translation
 - all index bits come from page offset
 - combines advantages of VV and PP cache
 - useful for on-core L1 cache (Itanium, recent x86)
- ✓ Cache can use *bus snooping* to receive/supply DMA data
- ✓ Usable as post-MMU cache with any architecture

For an in-depths coverage see [Wiggins 03]

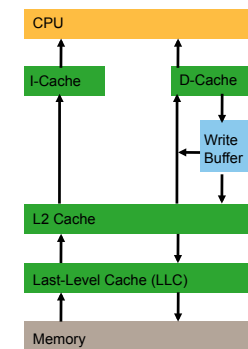
Write Buffer

- Store operations can take a long time to complete
 - eg if a cache line must be read or allocated
- Can avoid stalling the CPU by buffering writes
- *Write buffer* is a FIFO *queue of incomplete stores*
 - Also called *store buffer* or *write-behind buffer*
 - Typically between cache levels, cache and memory
- Can also read intermediate values out of buffer
 - to service load of a value that is still in write buffer
 - avoids unnecessary stalls of load operations
- Implies that memory contents are temporarily stale
 - on a multiprocessor, CPUs see different order of writes!
 - “*weak store order*”, to be revisited in SMP context

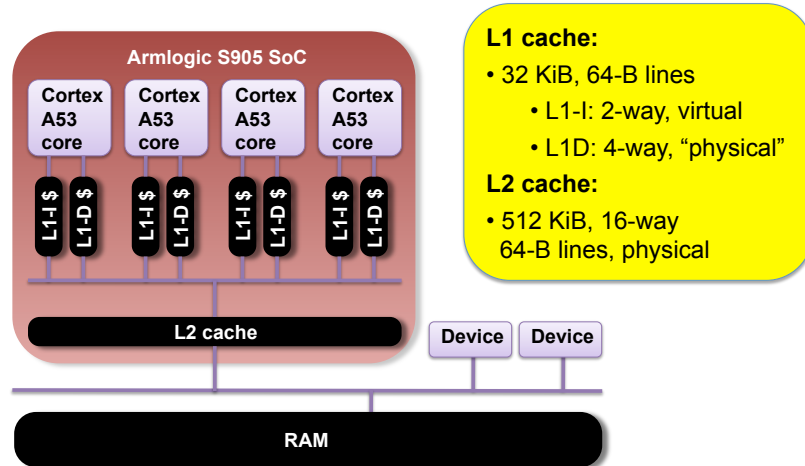


Cache Hierarchy

- Hierarchy of caches to balance memory accesses:
 - small, fast, virtually-indexed L1
 - large, slow, physically indexed L2–L5
- Each level reduces and clusters traffic
- L1 typically split into I- and D-caches
 - “Harvard architecture”
 - requirement of pipelining
- Other levels generally unified
- Chip multiprocessors:
 - Usually L3 shared chip-wide
 - L2 private, clustered or shared chip-wide

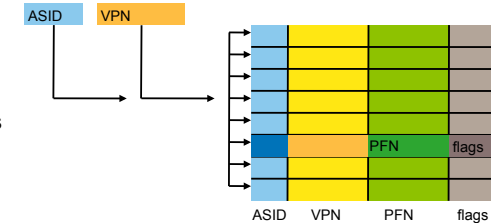


ODROID-C2 (Cortex A53) System Architecture



Translation Lookaside Buffer (TLB)

- TLB is a (VV) cache for page-table entries
- TLB can be
 - hardware loaded, transparent to OS
 - software loaded, maintained by OS
- TLB can be:
 - split: I- and D-TLBs
 - unified



TLB Size (I-TLB + D-TLB)

Architecture	TLB Size inst + data	TLB Assoc	Page Size	Coverage (base page)
VAX-11	64–256	2	0.5 KiB	32–128 KiB
ix86	32i + 64d	4	4 KiB + 4 MiB	128 KiB
MIPS	96–128	full	4 KiB – 16 MiB	384–512 KiB
SPARC	64	full	8 KiB – 4 MiB	512 KiB
Alpha	32–128i + 128d	full	8 KiB – 4 MiB	256 KiB
RS/6000	32i + 128d	2	4 KiB	256 KiB
Power-4 (G5)	1024	4	4 KiB	512 KiB
PA-8000	96i + 96d	full	4 KiB – 64 MiB	384 KiB
Itanium	64i + 96d	full	4 KiB – 4 GiB	384 KiB
ARMv7 (A9)	64–128	1–2	4 KiB – 16 MiB	256–512 KiB
x86 (Skylake)	L1:128i+64d; L2:1536	4	4 KiB + 2/4 MiB	1 MiB

Not much growth in 40 years!

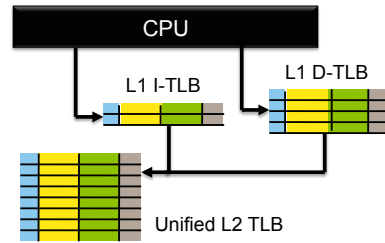
TLB Size (I-TLB + D-TLB)

TLB coverage

- Memory sizes are increasing
- Number of TLB entries are roughly constant
- Page sizes are steady
 - 4 KiB (SPARC, Alpha used 8KiB)
 - OS designers have trouble using superpages effectively
- Consequences:
 - total amount of RAM mapped by TLB is not changing much
 - fraction of RAM mapped by TLB is shrinking dramatically!
 - Modern architectures have very low TLB coverage!
- The TLB can become a bottleneck

Multi-Level TLBs

- As with CPU caches, multi-level translation caches for better size/performance tradeoffs



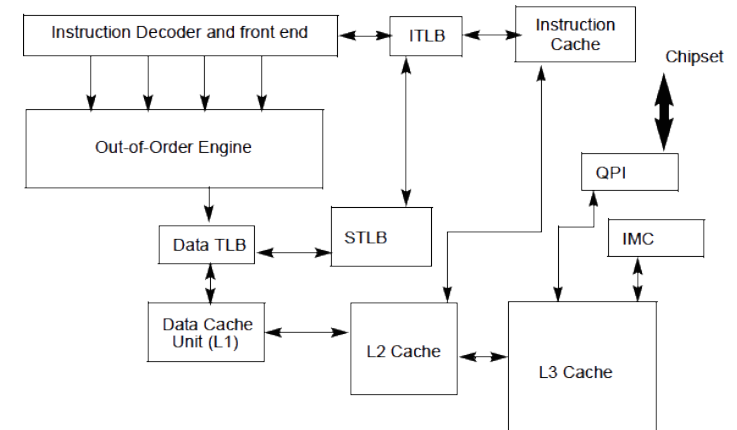
Intel Core i7

L	I/D	Pages	Assoc	Entr
1	I	4 KiB	4-way	64
1	D	4 KiB	4-way	64
1	I	2/4 MiB	fully	7
1	D	2/4 MiB	4-way	32
2	unif	4 KiB	4-way	512

Arm A53

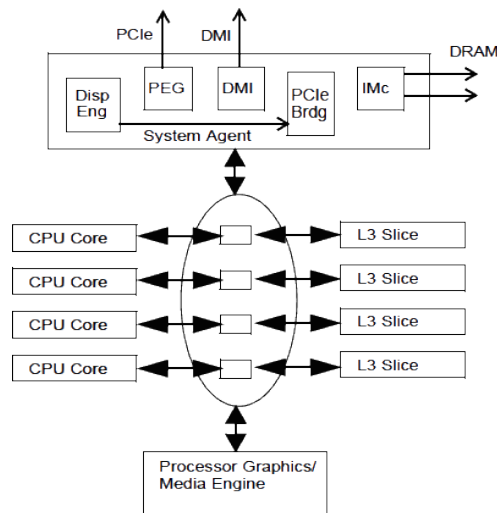
L	I/D	Pages	Assoc	Ent
1	I	4 KiB–1 GiB?	fully?	10
1	D	4 KiB–1 GiB?	fully?	10
2	unif	4 KiB–512 MiB	4-way	512

Intel Core i7 (Haswell) Cache Structure



Source: Intel

Intel Haswell L3 Cache



Legend:
 Uncore
 CPU Core

Source: Intel