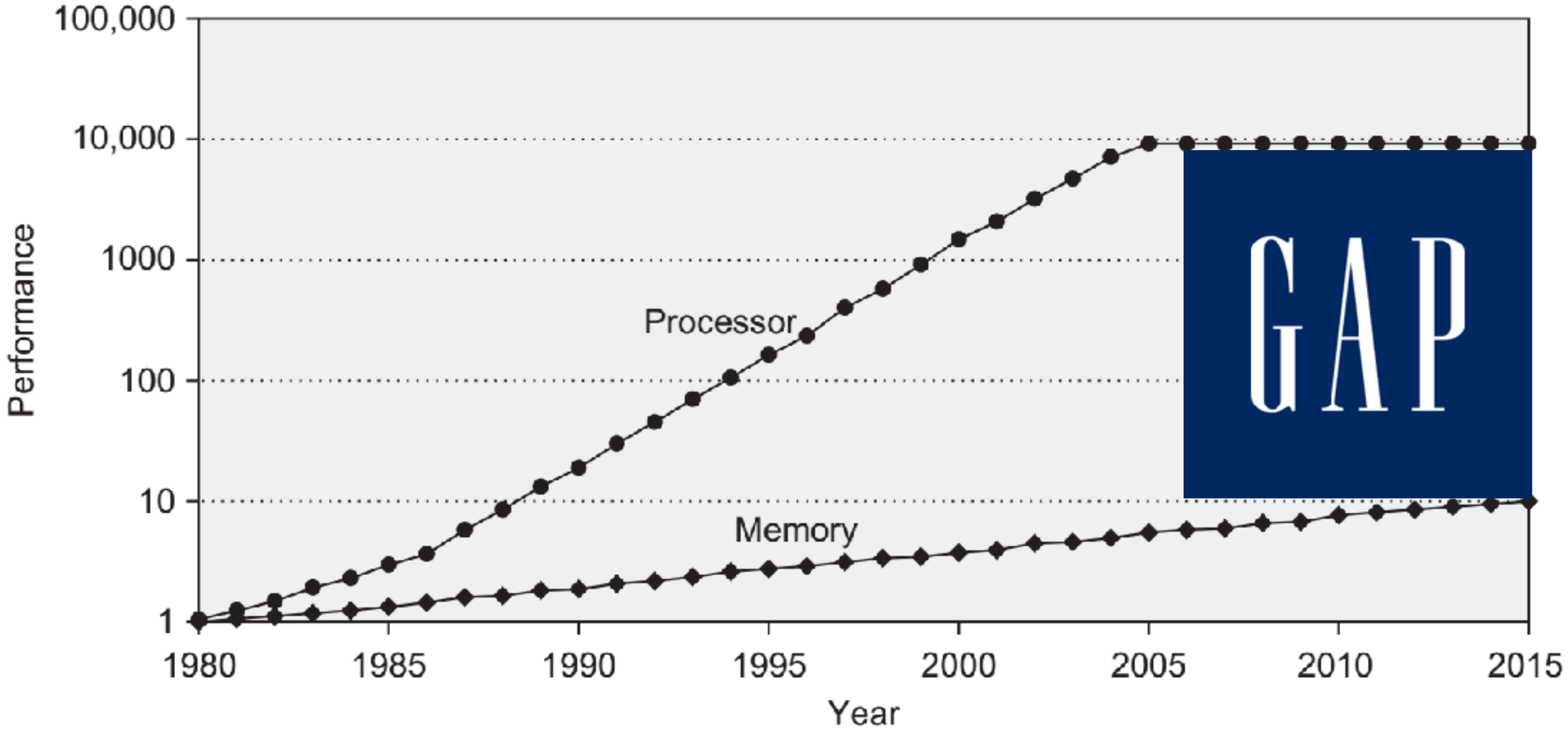
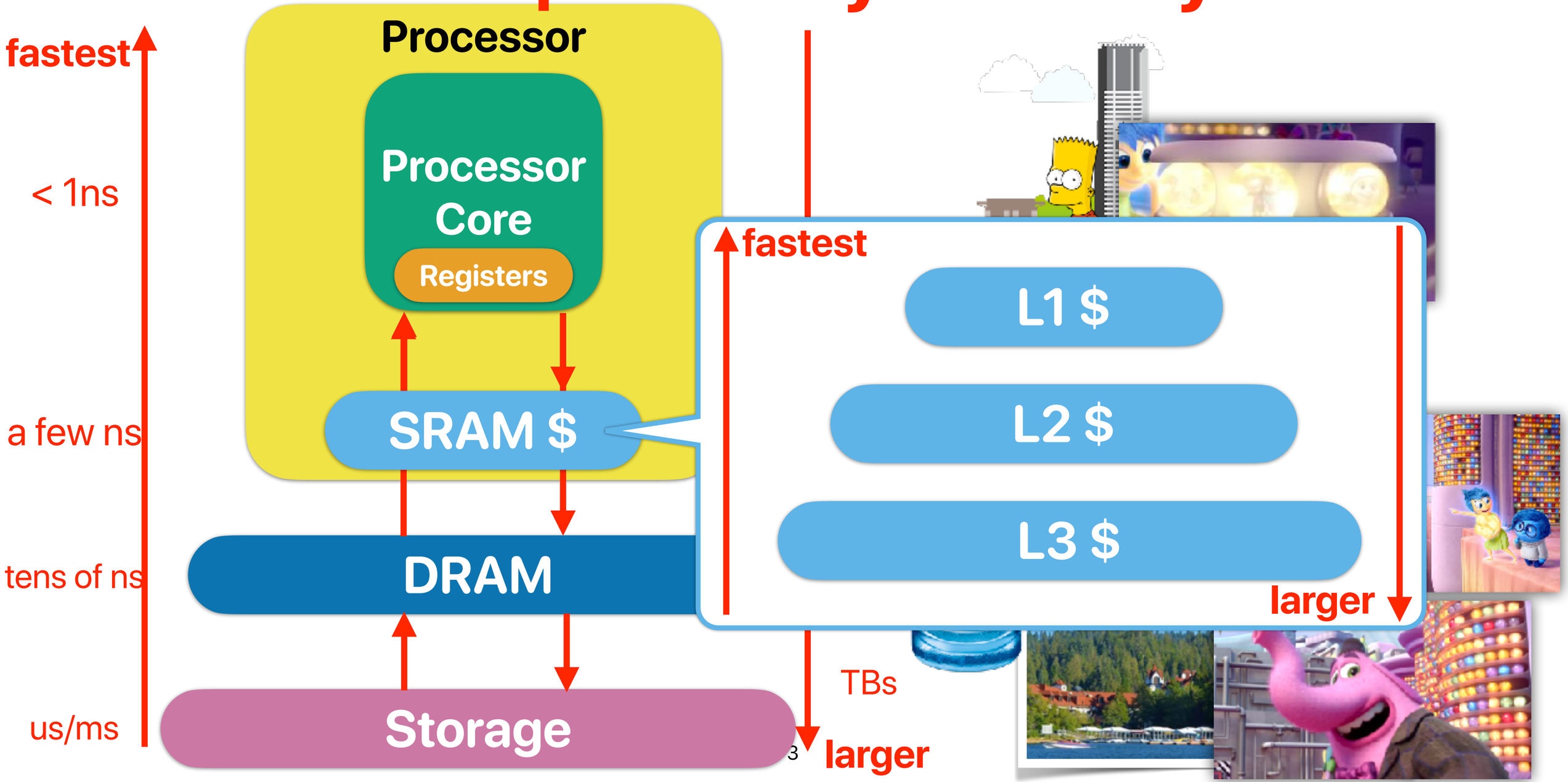
Software optimizations for cache/ Virtual memory & memory hierarchy

Hung-Wei Tseng

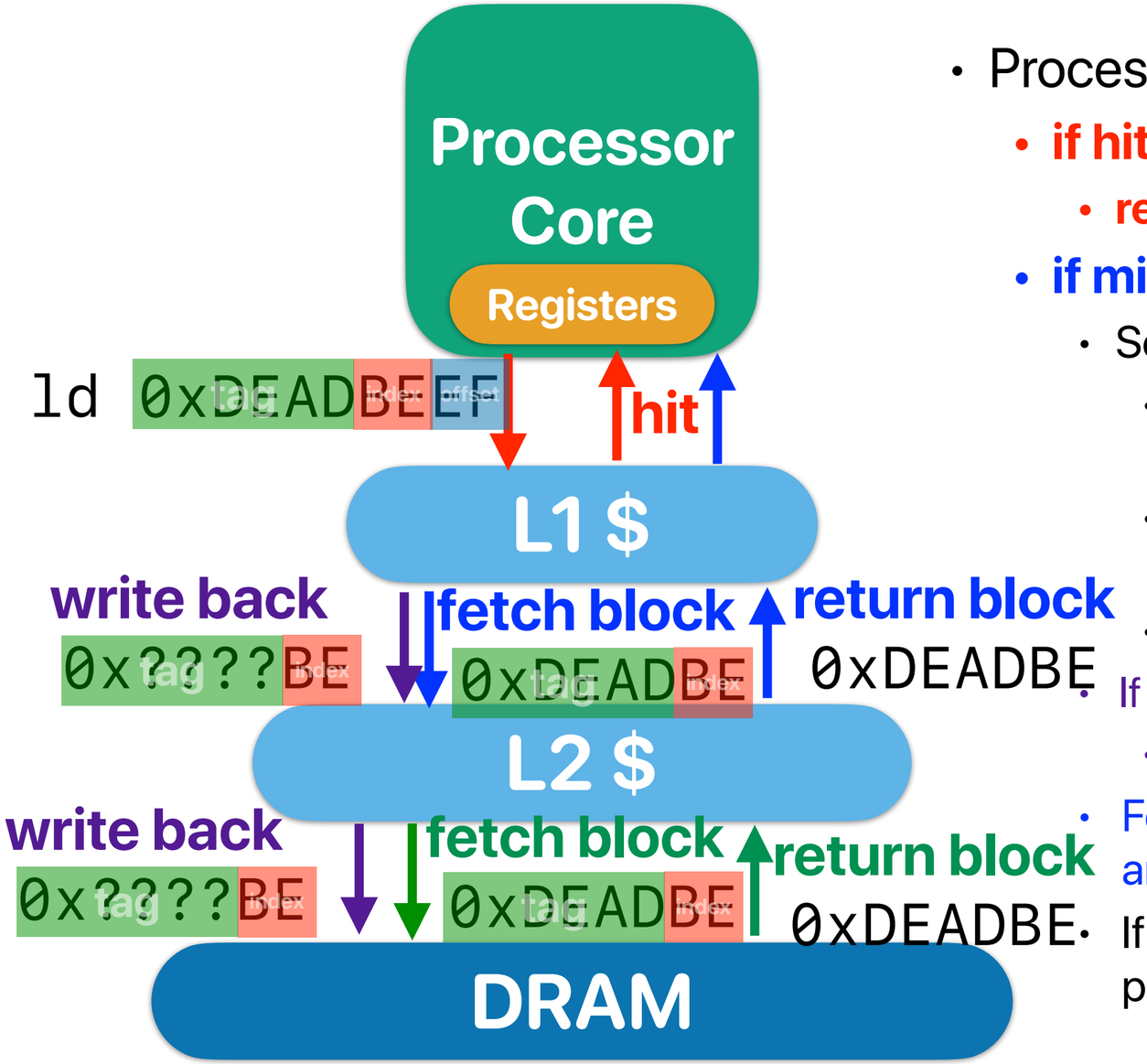
Performance gap between Processor/Memory



Recap: Memory Hierarchy

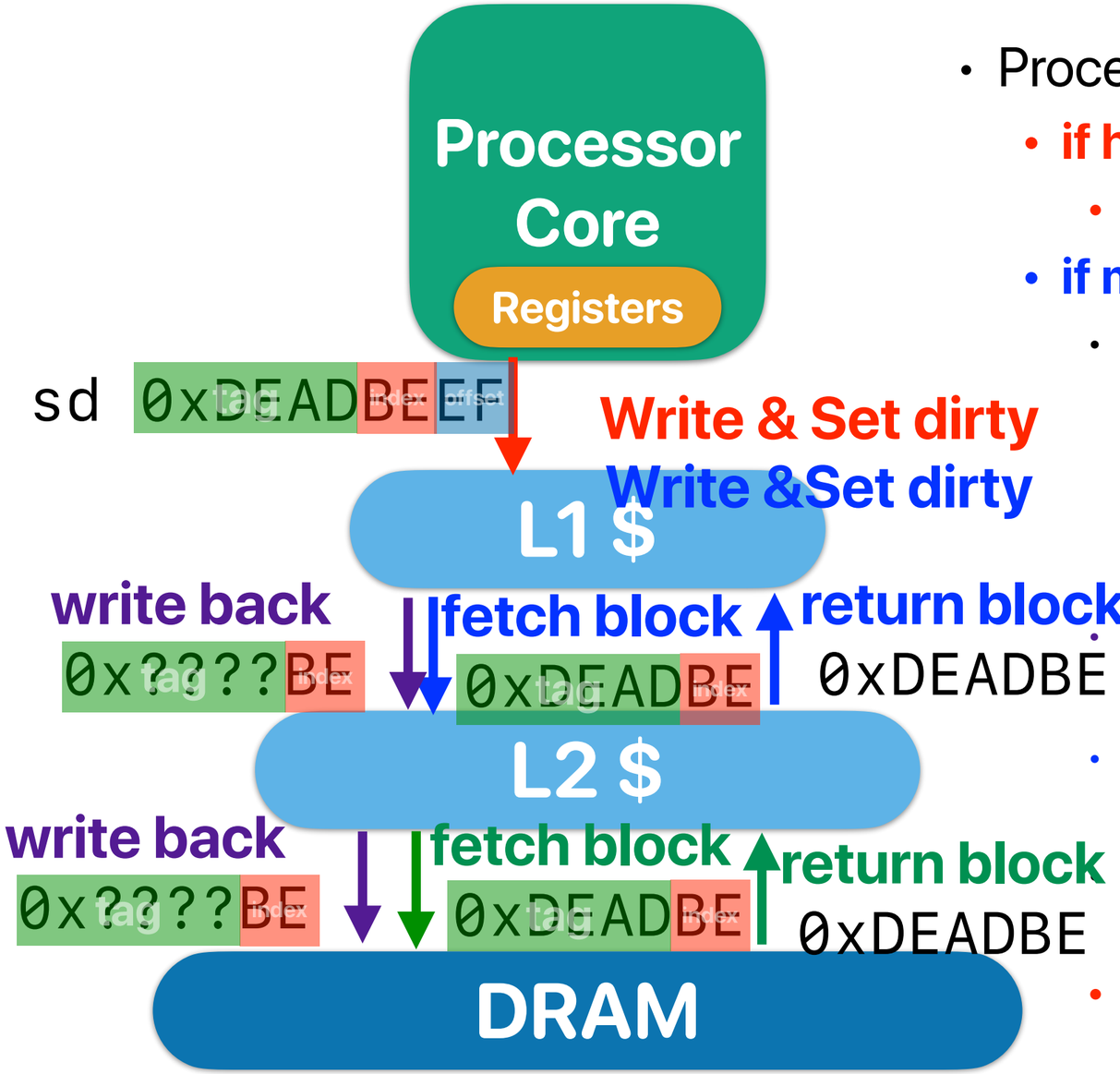


What happens when we read data



- Processor sends load request to L1-$
  - **if hit**
    - **return data**
  - **if miss**
    - Select a victim block
      - If the target "set" is not full — select an empty/invalidated block as the victim block
      - If the target "set is full — select a victim block using some policy
      - LRU is preferred — to exploit temporal locality!
    - If the victim block is "dirty" & "valid"
      - **Write back** the block to lower-level memory hierarchy
    - Fetch the requesting block from lower-level memory hierarchy and place in the victim block
    - If write-back or fetching causes any miss, repeat the same process

What happens when we write data



- Processor sends load request to L1-$
  - **if hit**
    - **return data — set DIRTY**
  - **if miss**
    - Select a victim block
      - If the target "set" is not full — select an empty/invalidated block as the victim block
      - If the target "set is full — select a victim block using some policy
      - LRU is preferred — to exploit temporal locality!
    - If the victim block is "dirty" & "valid"
      - **Write back** the block to lower-level memory hierarchy
    - Fetch the requesting block from lower-level memory hierarchy and place in the victim block
    - If write-back or fetching causes any miss, repeat the same process
  - **Present the write "ONLY" in L1 and set DIRTY**

Summary of Optimizations

- Hardware
  - Prefetch — compulsory miss
  - Write buffer — miss penalty
  - Bank/pipeline — miss penalty
  - Critical word first and early restart — miss panelty

Tips of software optimizations

- Carefully layout your data structure can improve capacity misses!
- Make your data structures align with the access pattern can better exploit cache locality — improve conflict misses
- Implementing algorithms in a more cache friendly way!

Outline

- Case studies of software optimizations
- Virtual memory
- Architectural support for virtual memory
- Advanced hardware support for virtual memory

How to know my cache configuration

- getconf -a | grep CACHE

Blocking

Case study: Matrix Multiplication

```
for(i = 0; i < ARRAY_SIZE; i++) {
  for(j = 0; j < ARRAY_SIZE; j++) {
    for(k = 0; k < ARRAY_SIZE; k++) {
      c[i][j] += a[i][k]*b[k][j];
    }
  }
}
```

Algorithm class tells you it's $O(n^3)$

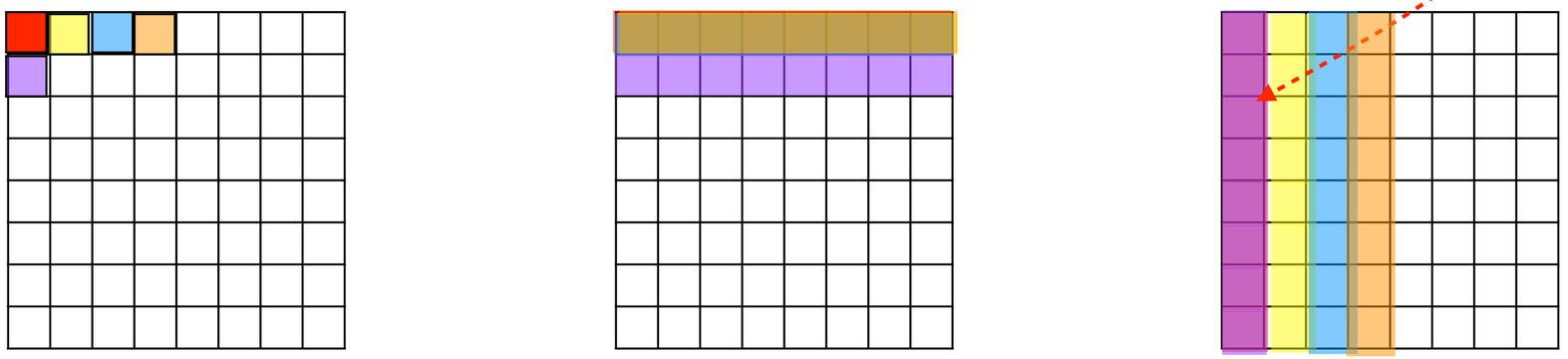
If n=1024, it takes about 1 sec

How long is it take when n=2048?

Matrix Multiplication

```
for(i = 0; i < ARRAY_SIZE; i++) {
  for(j = 0; j < ARRAY_SIZE; j++) {
    for(k = 0; k < ARRAY_SIZE; k++) {
      c[i][j] += a[i][k]*b[k][j];
    }
  }
}
```

Very likely a miss if array is large



c a b

- If each dimension of your matrix is 2048
  - Each row takes 2048*8 bytes = 16KB
  - The L1 $ of intel Core i7 or AMD RyZen is 32KB, 8-way, 64-byte blocked
  - You can only hold at most 2 rows/columns of each matrix!
  - You need the same row when j increase!

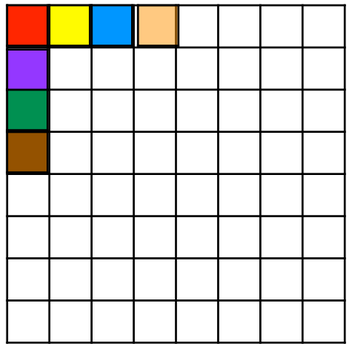
Block algorithm for matrix multiplication

- Discover the cache miss rate
  - valgrind --tool=cachegrind cmd
    - cachegrind is a tool profiling the cache performance
  - Performance counter
    - Intel® Performance Counter Monitor http://www.intel.com/software/pcm/
    - perf stat -d -d -d [cmd]

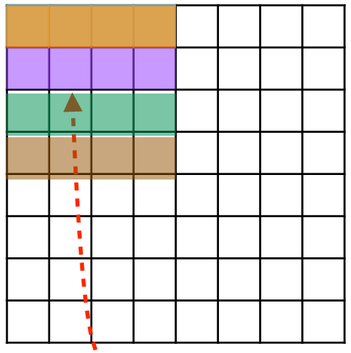
Block algorithm for matrix multiplication

```
for(i = 0; i < ARRAY_SIZE; i++) {
  for(j = 0; j < ARRAY_SIZE; j++) {
    for(k = 0; k < ARRAY_SIZE; k++) {
      c[i][j] += a[i][k]*b[k][j];
    }
  }
}
```

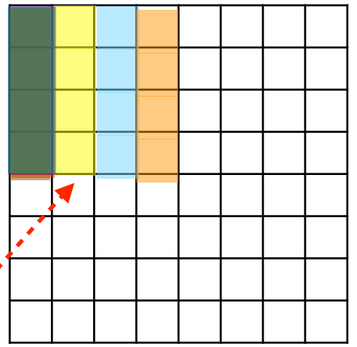
```
for(i = 0; i < ARRAY_SIZE; i+=(ARRAY_SIZE/n)) {
  for(j = 0; j < ARRAY_SIZE; j+=(ARRAY_SIZE/n)) {
    for(k = 0; k < ARRAY_SIZE; k+=(ARRAY_SIZE/n)) {
        for(ii = i; ii < i+(ARRAY_SIZE/n); ii++)
          for(jj = j; jj < j+(ARRAY_SIZE/n); jj++)
            for(kk = k; kk < k+(ARRAY_SIZE/n); kk++)
              c[ii][jj] += a[ii][kk]*b[kk][jj];
    }
  }
}
```



c



a



b

You only need to hold these sub-matrices in your cache

What kind(s) of misses can block algorithm remove?

- Comparing the naive algorithm and block algorithm on matrix multiplication, what kind of misses does block algorithm help to remove? (assuming an intel Core i7)

Naive

```
for(i = 0; i < ARRAY_SIZE; i++) {
  for(j = 0; j < ARRAY_SIZE; j++) {
    for(k = 0; k < ARRAY_SIZE; k++) {
      c[i][j] += a[i][k]*b[k][j];
    }
  }
}
```

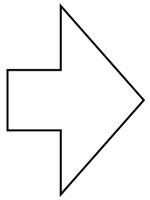
Block

```
for(i = 0; i < ARRAY_SIZE; i+=(ARRAY_SIZE/n)) {
  for(j = 0; j < ARRAY_SIZE; j+=(ARRAY_SIZE/n)) {
    for(k = 0; k < ARRAY_SIZE; k+=(ARRAY_SIZE/n)) {
      for(ii = i; ii < i+(ARRAY_SIZE/n); ii++)
        for(jj = j; jj < j+(ARRAY_SIZE/n); jj++)
          for(kk = k; kk < k+(ARRAY_SIZE/n); kk++)
            c[ii][jj] += a[ii][kk]*b[kk][jj];
    }
  }
}
```

A. Compulsory miss
B. Capacity miss
C. Conflict miss
D. Capacity & conflict miss
E. Compulsory & conflict miss

Matrix Transpose

```
for(i = 0; i < ARRAY_SIZE; i+=(ARRAY_SIZE/n)) {
  for(j = 0; j < ARRAY_SIZE; j+=(ARRAY_SIZE/n)) {
    for(k = 0; k < ARRAY_SIZE; k+=(ARRAY_SIZE/n)) {
        for(ii = i; ii < i+(ARRAY_SIZE/n); ii++)
          for(jj = j; jj < j+(ARRAY_SIZE/n); jj++)
            for(kk = k; kk < k+(ARRAY_SIZE/n); kk++)
              c[ii][jj] += a[ii][kk]*b[kk][jj];
    }
  }
}
```



```
// Transpose matrix b into b_t
for(i = 0; i < ARRAY_SIZE; i+=(ARRAY_SIZE/n)) {
  for(j = 0; j < ARRAY_SIZE; j+=(ARRAY_SIZE/n)) {
      b_t[i][j] += b[j][i];
  }
}
```

```
for(i = 0; i < ARRAY_SIZE; i+=(ARRAY_SIZE/n)) {
  for(j = 0; j < ARRAY_SIZE; j+=(ARRAY_SIZE/n)) {
    for(k = 0; k < ARRAY_SIZE; k+=(ARRAY_SIZE/n)) {
        for(ii = i; ii < i+(ARRAY_SIZE/n); ii++)
          for(jj = j; jj < j+(ARRAY_SIZE/n); jj++)
            for(kk = k; kk < k+(ARRAY_SIZE/n); kk++)
              // Compute on b_t
              c[ii][jj] += a[ii][kk]*b_t[jj][kk];
    }
  }
}
```

What kind(s) of misses can matrix transpose remove?

- By transposing a matrix, the performance of matrix multiplication can be further improved. What kind(s) of cache misses does matrix transpose help to remove?

Block

```
for(i = 0; i < ARRAY_SIZE; i+=(ARRAY_SIZE/n)) {
  for(j = 0; j < ARRAY_SIZE; j+=(ARRAY_SIZE/n)) {
    for(k = 0; k < ARRAY_SIZE; k+=(ARRAY_SIZE/n)) {
      for(ii = i; ii < i+(ARRAY_SIZE/n); ii++)
        for(jj = j; jj < j+(ARRAY_SIZE/n); jj++)
          for(kk = k; kk < k+(ARRAY_SIZE/n); kk++)
            c[ii][jj] += a[ii][kk]*b[kk][jj];
    }
  }
}
```

Block + Transpose

```
// Transpose matrix b into b_t
for(i = 0; i < ARRAY_SIZE; i+=(ARRAY_SIZE/n)) {
  for(j = 0; j < ARRAY_SIZE; j+=(ARRAY_SIZE/n)) {
      b_t[i][j] += b[j][i];
  }
}


for(i = 0; i < ARRAY_SIZE; i+=(ARRAY_SIZE/n)) {
  for(j = 0; j < ARRAY_SIZE; j+=(ARRAY_SIZE/n)) {
    for(k = 0; k < ARRAY_SIZE; k+=(ARRAY_SIZE/n)) {
        for(ii = i; ii < i+(ARRAY_SIZE/n); ii++)
          for(jj = j; jj < j+(ARRAY_SIZE/n); jj++)
            for(kk = k; kk < k+(ARRAY_SIZE/n); kk++
              // Compute on b_t
              c[ii][jj] += a[ii][kk]*b_t[jj][kk];
    }
  }
}
```

A. Compulsory miss
B. Capacity miss
C. Conflict miss
D. Capacity & conflict miss
E. Compulsory & conflict miss

What kind(s) of misses can matrix transpose remove?

- By transposing a matrix, the performance of matrix multiplication can be further improved. What kind(s) of cache misses does matrix transpose help to remove?

Block

```
for(i = 0; i < ARRAY_SIZE; i+=(ARRAY_SIZE/n)) {
  for(j = 0; j < ARRAY_SIZE; j+=(ARRAY_SIZE/n)) {
    for(k = 0; k < ARRAY_SIZE; k+=(ARRAY_SIZE/n)) {
      for(ii = i; ii < i+(ARRAY_SIZE/n); ii++)
        for(jj = j; jj < j+(ARRAY_SIZE/n); jj++)
          for(kk = k; kk < k+(ARRAY_SIZE/n); kk++)
            c[ii][jj] += a[ii][kk]*b[kk][jj];
    }
  }
}
```

A. Compulsory miss
B. Capacity miss
C. Conflict miss
D. Capacity & conflict miss
E. Compulsory & conflict miss

Block + Transpose

```
// Transpose matrix b into b_t
for(i = 0; i < ARRAY_SIZE; i+=(ARRAY_SIZE/n)) {
  for(j = 0; j < ARRAY_SIZE; j+=(ARRAY_SIZE/n)) {
      b_t[i][j] += b[j][i];
  }
}


for(i = 0; i < ARRAY_SIZE; i+=(ARRAY_SIZE/n)) {
  for(j = 0; j < ARRAY_SIZE; j+=(ARRAY_SIZE/n)) {
    for(k = 0; k < ARRAY_SIZE; k+=(ARRAY_SIZE/n)) {
        for(ii = i; ii < i+(ARRAY_SIZE/n); ii++)
          for(jj = j; jj < j+(ARRAY_SIZE/n); jj++)
            for(kk = k; kk < k+(ARRAY_SIZE/n); kk++
              // Compute on b_t
              c[ii][jj] += a[ii][kk]*b_t[jj][kk];
    }
  }
}
```

Prefetching

- Identify the access pattern and proactively fetch data/instruction before the application asks for the data/instruction
  - Trigger the cache miss earlier to eliminate the miss when the application needs the data/instruction
- Hardware prefetch
  - The processor can keep track the distance between misses. If there is a pattern, fetch miss_data_address+distance for a miss
- Software prefetch
  - Load data into X0
  - Using prefetch instructions

Demo

- x86 provide prefetch instructions
- As a programmer, you may insert `_mm_prefetch` in x86 programs to perform software prefetch for your code
- gcc also has a flag "-fprefetch-loop-arrays" to automatically insert software prefetch instructions

Tips of software optimizations

- Carefully layout your data structure can improve capacity misses!
- Make your data structures align with the access pattern can better exploit cache locality — improve conflict misses
- Implementing algorithms in a more cache friendly way!

Let’s dig into this code

```
int main(int argc, char *argv[])
{
    int i,j;
    double **a;
    double sum=0, average;
    int dim=32768;
    if(argc < 2)
    {
        fprintf(stderr, "Usage: %s dimension\n",argv[0]);
        exit(1);
    }
    dim = atoi(argv[1]);
    a = (double **)malloc(sizeof(double *)*dim);
    for(i = 0 ; i < dim; i++)
        a[i] = (double *)malloc(sizeof(double)*dim);
    for(i = 0 ; i < dim; i++)
        for(j = 0 ; j < dim; j++)
            a[i][j] = rand();
    for(i = 0 ; i < dim; i++)
        for(j = 0 ; j < dim; j++)
            sum+=a[i][j];
    average = sum/(dim*dim);
    fprintf(stderr,"average: %lf\n",average);
    for(i = 0 ; i < dim; i++)
        free(a[i]);
    free(a);
    return 0;
}
```

What will happen?

- If we execute the code on the right-hand side code on a machine with only 32 GB of physical memory installed and the dim is "70000" (requires 70000*70000*8 bytes ~ 37 GB memory at least), What will happen?
  A. The program will crash in one of the malloc function call
  B. The program will crash due to a "segmentation fault" that caused by accessing NULL pointer
  C. The program will be killed automatically by the OS as it uses more than installed physical main memory
  D. The program will finish without any issue

```
int main(int argc, char *argv[])
{
    int i,j;
    double **a;
    double sum=0, average;
    int dim=32768;
    if(argc < 2)
    {
        fprintf(stderr, "Usage: %s dimension\n",argv[0]);
        exit(1);
    }
    dim = atoi(argv[1]);
    a = (double **)malloc(sizeof(double *)*dim);
    for(i = 0 ; i < dim; i++)
        a[i] = (double *)malloc(sizeof(double)*dim);
    for(i = 0 ; i < dim; i++)
        for(j = 0 ; j < dim; j++)
            a[i][j] = rand();
    for(i = 0 ; i < dim; i++)
        for(j = 0 ; j < dim; j++)
            sum+=a[i][j];
    average = sum/(dim*dim);
    fprintf(stderr,"average: %lf\n",average);
    for(i = 0 ; i < dim; i++)
        free(a[i]);
    free(a);
    return 0;
}
```

```
#include <stdlib.h>
#include <assert.h>
#include <sched.h>
#include <sys/syscall.h>
#include <time.h>

//#define dim 32768
//#define dim 49152
int main(int argc, char *argv[])
{
    int i,j;
    double **a;
    double sum=0, average;
    int dim=32768;
    if(argc < 2)
    {
        fprintf(stderr, "Usage: %s dimension\n",argv[0]);
        exit(1);
    }
    dim = atoi(argv[1]);
    a = (double **)malloc(sizeof(double *)*dim);
File memory_allocation.c not changed so no update needed
BunnyMACProRetina [/Users/bunny/Dropbox/CSE203/GitHub/demo/virtual_memory] -bunny- ./memory_allocation

BunnyMACProRetina [/Users/bunny/Dropbox/CSE203/GitHub/demo/virtual_memory] -bunny-
```

What will happen?

- If we execute the code on the right-hand side code on a machine with only 32 GB of physical memory installed and the dim is "70000" (requires 70000*70000*8 bytes ~ 37 GB memory at least), What will happen?
  A. The program will crash in one of the malloc function call
  B. The program will crash due to a "segmentation fault" that caused by accessing NULL pointer
  C. The program will be killed automatically by the OS as it uses more than installed physical main memory
  D. The program will finish without any issue

```
int main(int argc, char *argv[])
{
    int i,j;
    double **a;
    double sum=0, average;
    int dim=32768;
    if(argc < 2)
    {
        fprintf(stderr, "Usage: %s dimension\n",argv[0]);
        exit(1);
    }
    dim = atoi(argv[1]);
    a = (double **)malloc(sizeof(double *)*dim);
    for(i = 0 ; i < dim; i++)
        a[i] = (double *)malloc(sizeof(double)*dim);
    for(i = 0 ; i < dim; i++)
        for(j = 0 ; j < dim; j++)
            a[i][j] = rand();
    for(i = 0 ; i < dim; i++)
        for(j = 0 ; j < dim; j++)
            sum+=a[i][j];
    average = sum/(dim*dim);
    fprintf(stderr,"average: %lf\n",average);
    for(i = 0 ; i < dim; i++)
        free(a[i]);
    free(a);
    return 0;
}
```

Let’s dig into this code

```c
#define _GNU_SOURCE
#include <unistd.h>
#include <stdio.h>
#include <stdlib.h>
#include <assert.h>
#include <sched.h>
#include <sys/syscall.h>
#include <time.h>

double a;

int main(int argc, char *argv[])
{
    int i, number_of_total_processes=4;
    number_of_total_processes = atoi(argv[1]);
    // Create processes
    for(i = 0; i< number_of_total_processes-1 && fork(); i++);
    // Generate rand seed
    srand((int)time(NULL)+(int)getpid());
    a = rand();
    fprintf(stderr, "\nProcess %d. Value of a is %lf and address of a is %p\n",getpid(), a, &a);
    sleep(10);
    fprintf(stderr, "\nProcess %d. Value of a is %lf and address of a is %p\n",getpid(), a, &a);
    return 0;
}
```

Consider the following code …

- Consider the case when we run multiple instances of the given program at the same time on modern machines, which pair of statements is correct?
  - ① The printed "address of a" is the same for every running instances
  - ② The printed "address of a" is different for each instance
  - ③ All running instances will print the same value of a
  - ④ Some instances will print the same value of a
  - ⑤ Each instance will print a different value of a
  - A. (1) & (3)
  - B. (1) & (4)
  - C. (1) & (5)
  - D. (2) & (3)
  - E. (2) & (4)

```c
#define _GNU_SOURCE
#include <unistd.h>
#include <stdio.h>
#include <stdlib.h>
#include <assert.h>
#include <sched.h>
#include <sys/syscall.h>
#include <time.h>

double a;

int main(int argc, char *argv[])
{
    int i, number_of_total_processes=4;
    number_of_total_processes = atoi(argv[1]);
    for(i = 0; i< number_of_total_processes-1 && fork(); i++);
    srand((int)time(NULL)+(int)getpid());
    fprintf(stderr, "\nProcess %d. Value of a is %lf and address
of a is %p\n",getpid(), a, &a);
    sleep(10);
    fprintf(stderr, "\nProcess %d. Value of a is %lf and address
of a is %p\n",getpid(), a, &a);
    return 0;
}
```

Demo revisited

```
    sleep(10);
    fprintf(stderr, "\nProcess %d: Value of a is %lf and address of a is %p\n",(int)getpid(), a, &a);
    return 0;
}
File virtualization.c not changed so no update needed
BunnyMACProRetina [/Users/bunny/Dropbox/CSE203/GitHub/demo/virtual_memory] -bunny- make
gcc -O3 virtualization.c -o virtualization
BunnyMACProRetina [/Users/bunny/Dropbox/CSE203/GitHub/demo/virtual_memory] -bunny- ./virtualization 4

Process 19719: Value of a is 1671139616.000000 and address of a is 0x104967050

Process 19720: Value of a is 1671156423.000000 and address of a is 0x104967050

Process 19718: Value of a is 1671122809.000000 and address of a is 0x104967050

Process 19721: Value of a is 1671173230.000000 and address of a is 0x104967050

Process 19719: Value of a is 1671139616.000000 and address of a is 0x104967050

Process 19721: Value of a is 1671173230.000000 and address of a is 0x104967050

Process 19720: Value of a is 1671156423.000000 and address of a is 0x104967050

Process 19718: Value of a is 1671122809.000000 and address of a is 0x104967050
BunnyMACProRetina [/Users/bunny/Dropbox/CSE203/GitHub/demo/virtual_memory] -bunny-
```

Different values

Different values are preserved

The same memory address!

Consider the following code …

- Consider the case when we run multiple instances of the given program at the same time on modern machines, which pair of statements is correct?
  - ① The printed "address of a" is the same for every running instances
  - ② The printed "address of a" is different for each instance
  - ③ All running instances will print the same value of a
  - ④ Some instances will print the same value of a
  - ⑤ Each instance will print a different value of a
  - A. (1) & (3)
  - B. (1) & (4)
  - C. (1) & (5)
  - D. (2) & (3)
  - E. (2) & (4)

```c
#define _GNU_SOURCE
#include <unistd.h>
#include <stdio.h>
#include <stdlib.h>
#include <assert.h>
#include <sched.h>
#include <sys/syscall.h>
#include <time.h>

double a;

int main(int argc, char *argv[])
{
    int i, number_of_total_processes=4;
    number_of_total_processes = atoi(argv[1]);
    for(i = 0; i< number_of_total_processes-1 && fork(); i++);
    srand((int)time(NULL)+(int)getpid());
    fprintf(stderr, "\nProcess %d. Value of a is %lf and address
of a is %p\n",getpid(), a, &a);
    sleep(10);
    fprintf(stderr, "\nProcess %d. Value of a is %lf and address
of a is %p\n",getpid(), a, &a);
    return 0;
}
```

Virtual Memory

Virtual memory

This approach is called demand paging + swapping

Program A

0f00bb27	00c2e800
509cbd23	00000008
00005d24	00c2f000
0000bd24	00000008
2ca422a0	00c2f800
130020e4	00000008
00003d24	00c30000
2ca4e2b3	00000008

(Data)

Processor

Program B

0f00bb27	00c2e800
509cbd23	00000008
00005d24	00c2f000
0000bd24	00000008
2ca422a0	00c2f800
130020e4	00000008
00003d24	00c30000
2ca4e2b3	00000008

(Data)

PC for A

PC for A

load

0x0

0f00bb27
509cbd23
00005d24
0000bd24

2ca422a0
130020e4
00003d24
2ca4e2b3

00c2e800
00000008
00c2f000
00000008

00c2f800
00000008
00c30000
00000008

Virtual Memory

$2^{64}-1$

page

PC for B

PC for B

load

load

0x0

0f00bb27
509cbd23
00005d24
0000bd24

2ca422a0
130020e4
00003d24
2ca4e2b3

00c2e800
00000008
00c2f000
00000008

00c2f800
00000008
00c30000
00000008

Virtual Memory

$2^{64}-1$

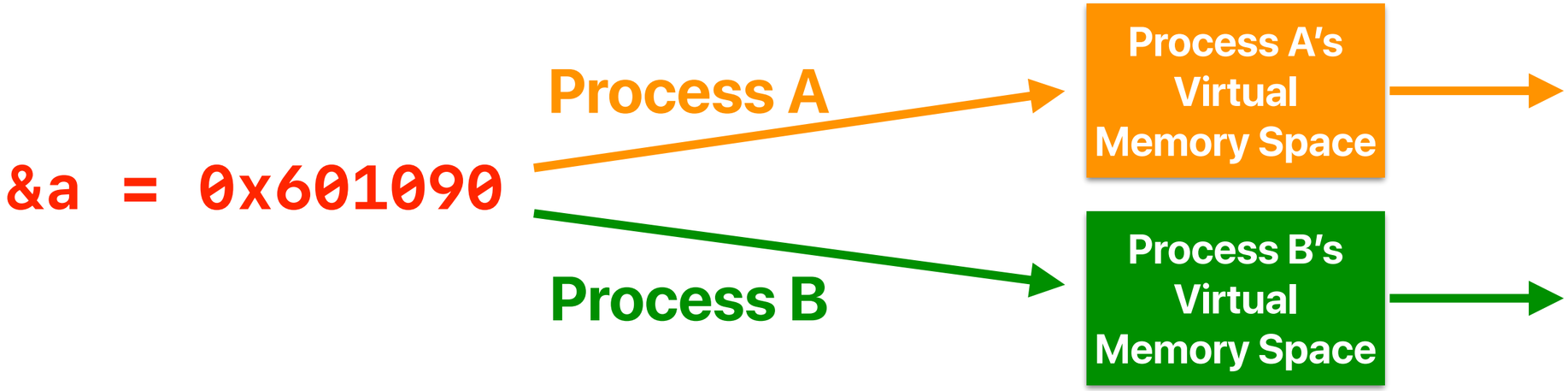
00c2f800	00c2e800
00000008	00000008
00c30000	00c2f000
00000008	00000008
2ca422a0	00c2e800
130020e4	00000008
00003d24	00c2f000
2ca4e2b3	00000008
0f00bb27	2ca422a0
509cbd23	130020e4
00005d24	00003d24
0000bd24	2ca4e2b3

Physical Memory

0f00bb27
509cbd23
00005d24
0000bd24

Swap

Demo revisited




```c
#define _GNU_SOURCE
#include <unistd.h>
#include <stdio.h>
#include <stdlib.h>
#include <assert.h>
#include <sched.h>
#include <sys/syscall.h>
#include <time.h>

double a;

int main(int argc, char *argv[])
{
    int i, number_of_total_processes=4;
    number_of_total_processes = atoi(argv[1]);
    for(i = 0; i< number_of_total_processes-1 && fork(); i++);
    srand((int)time(NULL)+(int)getpid());
    fprintf(stderr, "\nProcess %d. Value of a is %lf and address of a is %p\n",getpid(), a, &a);
    sleep(10);
    fprintf(stderr, "\nProcess %d. Value of a is %lf and address of a is %p\n",getpid(), a, &a);
    return 0;
}
```

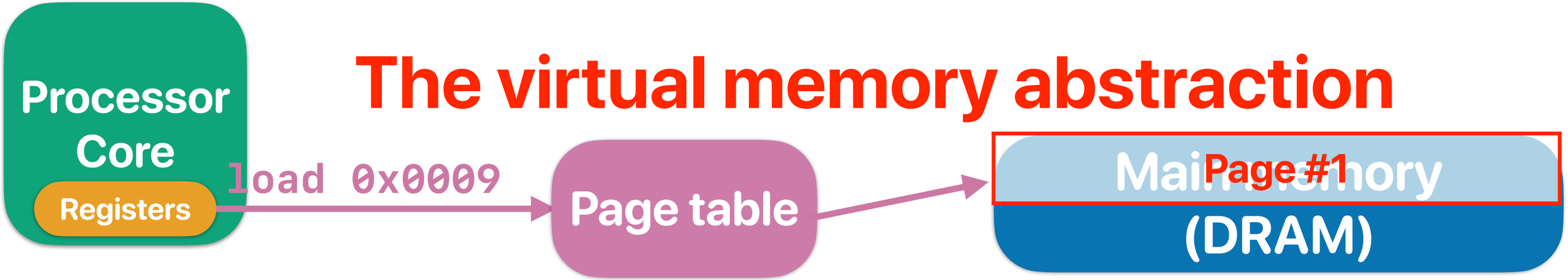
Virtual memory

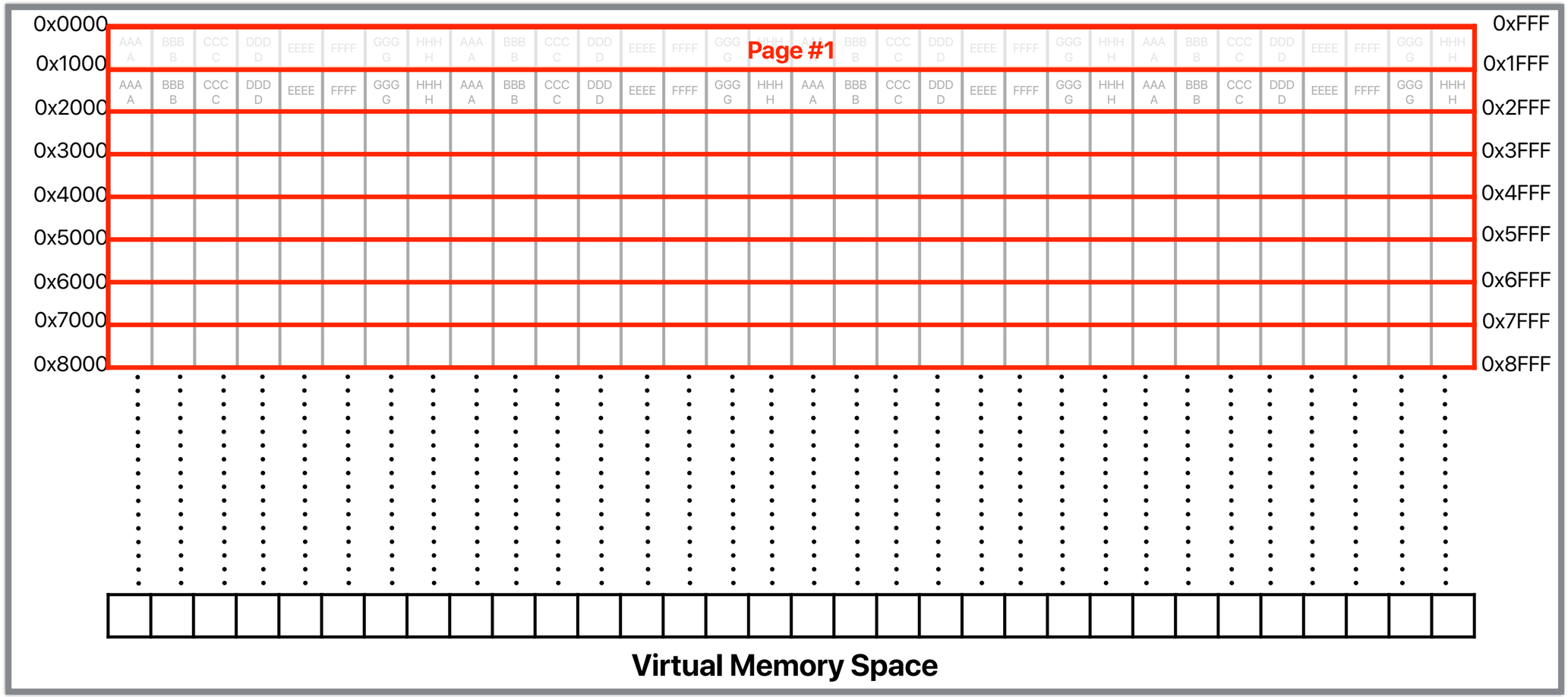
- An **abstraction** of memory space available for programs/software/programmer
- Programs execute using virtual memory address
- The operating system and hardware work together to handle the mapping between virtual memory addresses and real/physical memory addresses
- Virtual memory organizes memory locations into "**pages**"

Why Virtual memory?

- Allowing multiple applications to share physical main memory
  - Memory protection/isolation among programs/processes is automatically achieved
- Allowing applications to work even the installed physical memory or available physical memory is smaller than the working set of the application
  - Programmer does not need to worry about the physical memory capacity of different machines — make compiled program compatible
  - Multiple programs can work concurrently even through their total memory demand is larger than the installed physical memory

The virtual memory abstraction





Demand paging

- Treating physical main memory as a "cache" of virtual memory
- The block size is the "page size"
- The page table is the "tag array"
- It's a "fully-associate" cache — a virtual page can go anywhere in the physical main memory

Announcement

- Assignment #2 due this Wednesday
- Midterm next Monday
  - Will release a sample midterm this Wednesday
  - You may review/focus on the materials/topics covered in lectures
  - You should review your assignments
  - Cover topics including this Wednesday
- Project will be up by the end of the week

Computer
Science &
Engineering

203

つづく