Multicore and Multiprocessor Systems: Part I

Symmetric Multiprocessing

Definition (Symmetric Multiprocessing (SMP))

The situation where two or more identical processing elements access a shared periphery (i.e., memory, I/O,. . .) is called *symmetric multiprocessing* or simply (SMP).

The most common examples are

- Multiprocessor systems,
- Multicore CPUs.

Memory Hierarchy

Basic Memory Layout

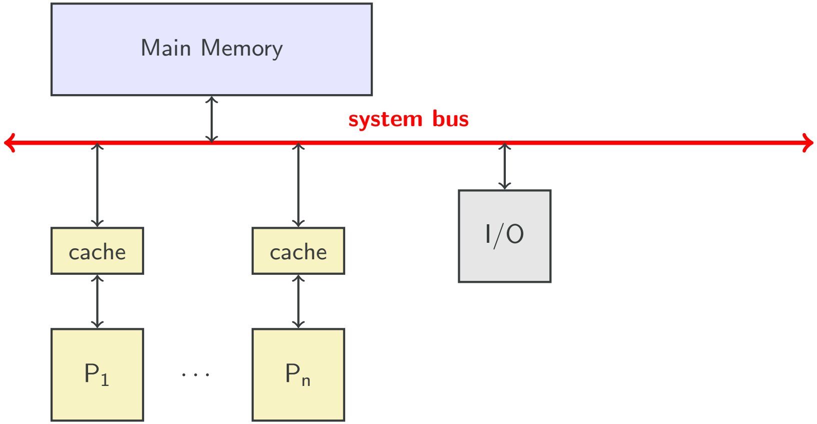

Figure: Schematic of a general parallel system

Memory Hierarchy
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Local caches one the single processing units are allowed. That means classical multicore chips are an example of a UMA system.

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Examples are current multiprocessor systems with multicore processors per socket and a separate portion of the memory controlled by each socket. Also recent “cluster on a chip” design processors like AMDs bulldozer

Memory Hierarchy

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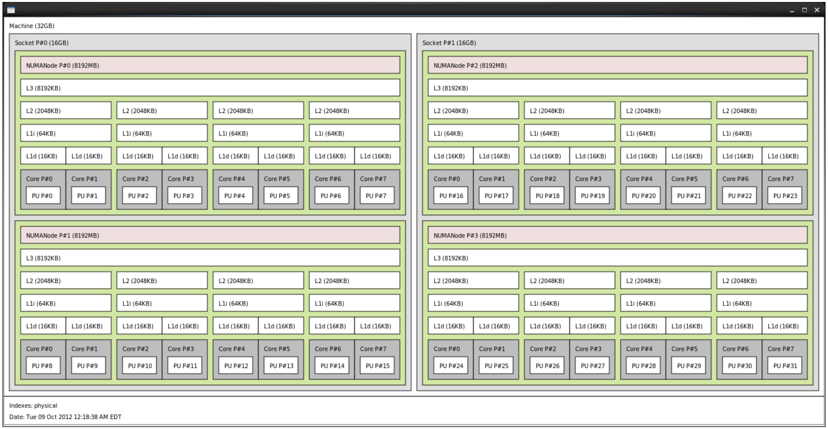

Machine (32GB)
Socket P#0 (16GB)
NUMANode P#0 (8192MB)
L3 (8192KB)
L2 (2048KB) L2 (2048KB) L2 (2048KB) L2 (2048KB)
L1i (64KB) L1i (64KB) L1i (64KB) L1i (64KB)
L1d (16KB) L1d (16KB) L1d (16KB) L1d (16KB) L1d (16KB) L1d (16KB) L1d (16KB) L1d (16KB)
Core P#0 Core P#1 Core P#2 Core P#3 Core P#4 Core P#5 Core P#6 Core P#7
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PU P#16 PU P#17 PU P#18 PU P#19 PU P#20 PU P#21 PU P#22 PU P#23
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PU P#24 PU P#25 PU P#26 PU P#27 PU P#28 PU P#29 PU P#30 PU P#31

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Figure: AMDs Bulldozer layout is a NUMA example.

Memory Hierarchy

Cache Coherence

Definition (cache coherence)

The problem of keeping multiple copies of a single piece of data in the local caches of the different processors that hold it consistent is called cache coherence problem.

Cache coherence protocols:

- guarantee a consistent view of the main memory at any time.
- Several protocols exist.
- Basic idea is to invalidate all other copies whenever one of them is updated.

Processes and Threads
Multiprocessing

Definition (Process)

A computer program in execution is called a process.

A process consists of:

- the programs machine code,
- the program data worked on,
- the current execution state, i.e., the context of the process, register and cache contents, . . .

Each process has a separate address space in the main memory.

Execution time slices are assigned to the active processes by the operating systems (OSs) scheduler. A switch of processes requires exchanging the process context, i.e., a short execution delay.

Processes and Threads
Multiprocessing

Multiple processes may be used for the parallel execution of compute tasks.

On Unix/Linux systems the `fork()` system call can be used to generate child processes. Each child process is generated as a copy of the calling parent process. It receives an exact copy of the address space of the parent and a new unique process ID (PID).

Communication between parent and child processes can be implemented via sockets or files, which usually leads to large overhead for data exchange.

Processes and Threads
Threading

Definition (Thread)

In the thread model a process may consist of several execution sub-entities, i.e control flows, progressing at the same time. These are usually called threads, or lightweight processes.

All threads of a process share the same address space.

Processes and Threads
Threading

Two types of implementations exist:

- **user level threads:**
  - administration and scheduling in user space,
  - threading library maps the threads into the parent process,
  - quick task switches avoiding the OS.
- **kernel threads:**
  - administration and scheduling by OS kernel and scheduler,
  - different threads of the same process may run on different processors,
  - blocking of single threads does not block the entire process,
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Here we concentrate on POSIX threads, or Pthreads. These are available on all major OSes. The actual implementations range from from user space wrappers (`pthreads-w32` mapping pthreads to windows threads) to lightweight process type implementations (e.g. Solaris 2).

Processes and Threads

Mapping of user level threads to kernel threads or processes

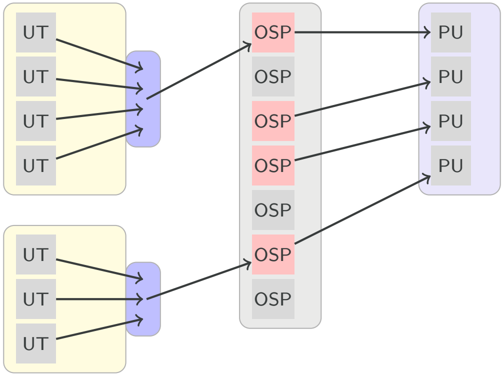

Figure: N:1 mapping for OS incapable of kernel threads

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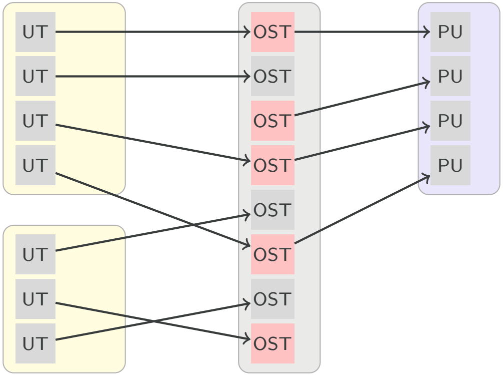

Figure: 1:1 mapping of user threads to kernel threads

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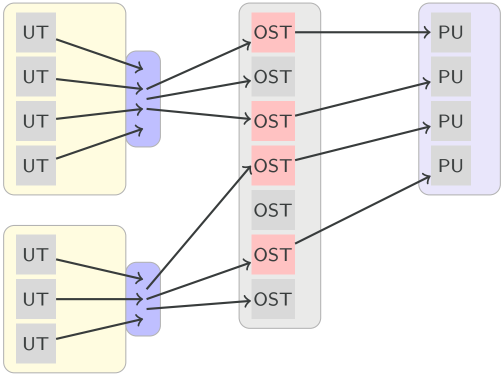

Figure: N:M mapping of user threads to kernel threads with library thread scheduler

Processes and Threads
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2. The parallel execution of a set of tasks requires parallel hardware on which they can be executed simultaneously.
3. The concurrent execution only requires a quasi parallel environment that allows all tasks to be in progress at the same time.
4. That means "parallel" execution defines a subset of "concurrent" execution.

Processes and Threads
Properties and Problems

Definition (race condition)

When several threads/processes of a parallel program have read and write access to a common piece of data, access needs to be mutually exclusive. Failure to ensure this, leads to a **race condition**, where the final value depends on the sequence of uncontrollable/random events. Usually data corruption is then unavoidable.

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`read`		0
`increment`		0
`write`		1
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Processes and Threads

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The mutual exclusion variable, or shortly mutex variable, implements a simple locking mechanism regarding the critical region. Each process/thread checks the lock upon entry to the region. If it is open the process/thread enters and locks it behind. Thus, all other processes/threads are prevented from entering and the process in the critical region has exclusive access to the shared data. When exiting the region the lock is opened.

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Both the above definitions introduce the programming models. Actual implementations may be more or less complete. For example the `pthreads`-implementation lacks counting semaphores.

Processes and Threads
Protection of critical regions

deadlock

A deadlock describes the unfortunate situation, when semaphores, or mutexes have not, or have inappropriately been applied such that no process/thread is able to enter the critical region anymore and the parallel program is unable to proceed.

Example (dining philosophers)

Figure: The dining philosophers problem

- Each philosopher alternatingly eats or thinks,
- to eat the left and right forks are both required,
- every fork can only be used by one philosopher at a time,
- forks must be put back after eating.

simple solution attempt

- think until the left fork is available; when it is, pick it up;
- think until the right fork is available; when it is, pick it up;
- when both forks are held, eat for a fixed amount of time;
- then, put the right fork down;
- then, put the left fork down;
- repeat from the beginning.

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Processes and Threads
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All philosophers decide to eat at the same time $\Rightarrow$ deadlock.

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More sophisticated solutions avoiding the deadlocks have been found since [DIJKSTRA '65]. Three of them are also available on Wikipedia[3].

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