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## Background

In chip multiprocessors, replication of cache lines is allowed to reduce the latency each core has to access a cache line. Because of this replication, it is possible for one copy of data to become out of date if another copy of that data is modified.

How a MESI protocol accomplishes this:

Keep a list of sharers for all cache lines

Invalidate all L1s in the list of sharers on modify (write) request

Forward read requests to whichever L1 has most recently modified the data

As can be seen in the diagrams below, the frequency and degree of data sharing is not very high on average, so MESI might be overprovisioning for this uncommon case.



#### Sharing profile by memory locations



Sharing profile by memory references

# SWEL: Hardware Cache Coherence Protocols to Map Shared Data onto Shared Caches





### Proposal

We propose a new coherence protocol named SWEL (for Shared, Written, Exclusivity Level) that seeks to reduce the frequency and complexity of the operations required to keep the cache coherent in protocols like SWEL.

MESI's drawbacks:

Requires indirection to get up to date data

Requires serialized sequences of messages to perform point to point invalidations

SWEL protocol:

Limits replication of data to reduce coherence operations (only private and read-only replicated)

Speculatively assumes all data is read-only or private

Simple hardware mechanism to detect shared and written state

Broadcast bus to perform invalidates

The RSWEL optimization of this algorithm allows for selective reconstitution of cache blocks so they can be once again cached in L1 after they've been broadcast invalidated, based on some lockout timer N.



#### MESI State diagram

The states for a single cache line constitute a cyclical graph. It is possible to reach all nodes from all others.







#### SWEL State Diagram

The states for a single cache line have a source and sink. Once the sink is reached, no more coherence is required.