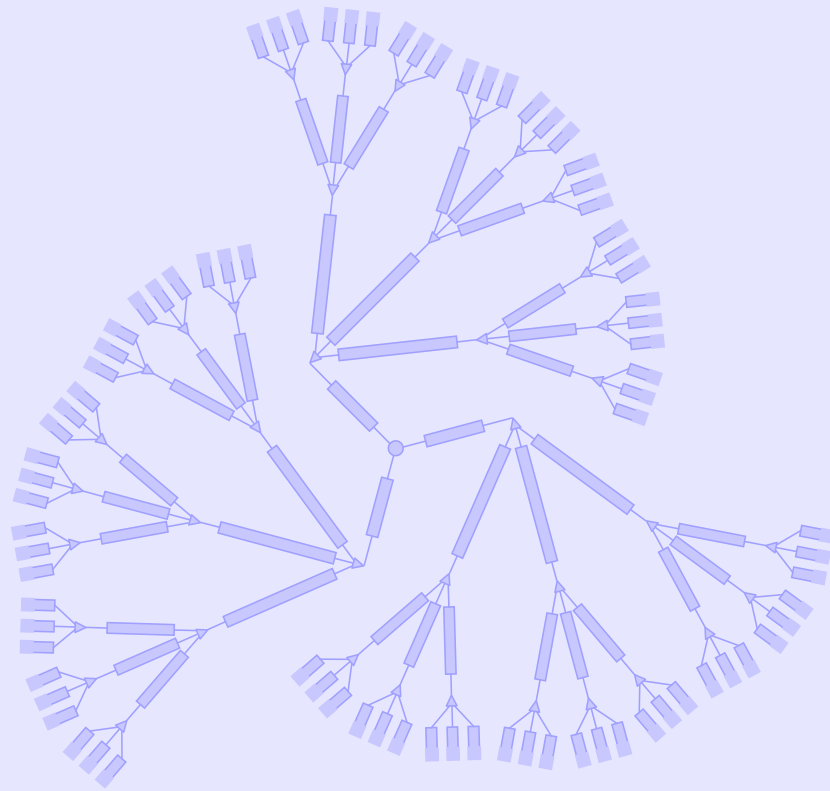


Algorithms and Data Structures for Hierarchical Memory



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Typical workstations...



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families of



Customizing a Dell 650 May 26, 2004



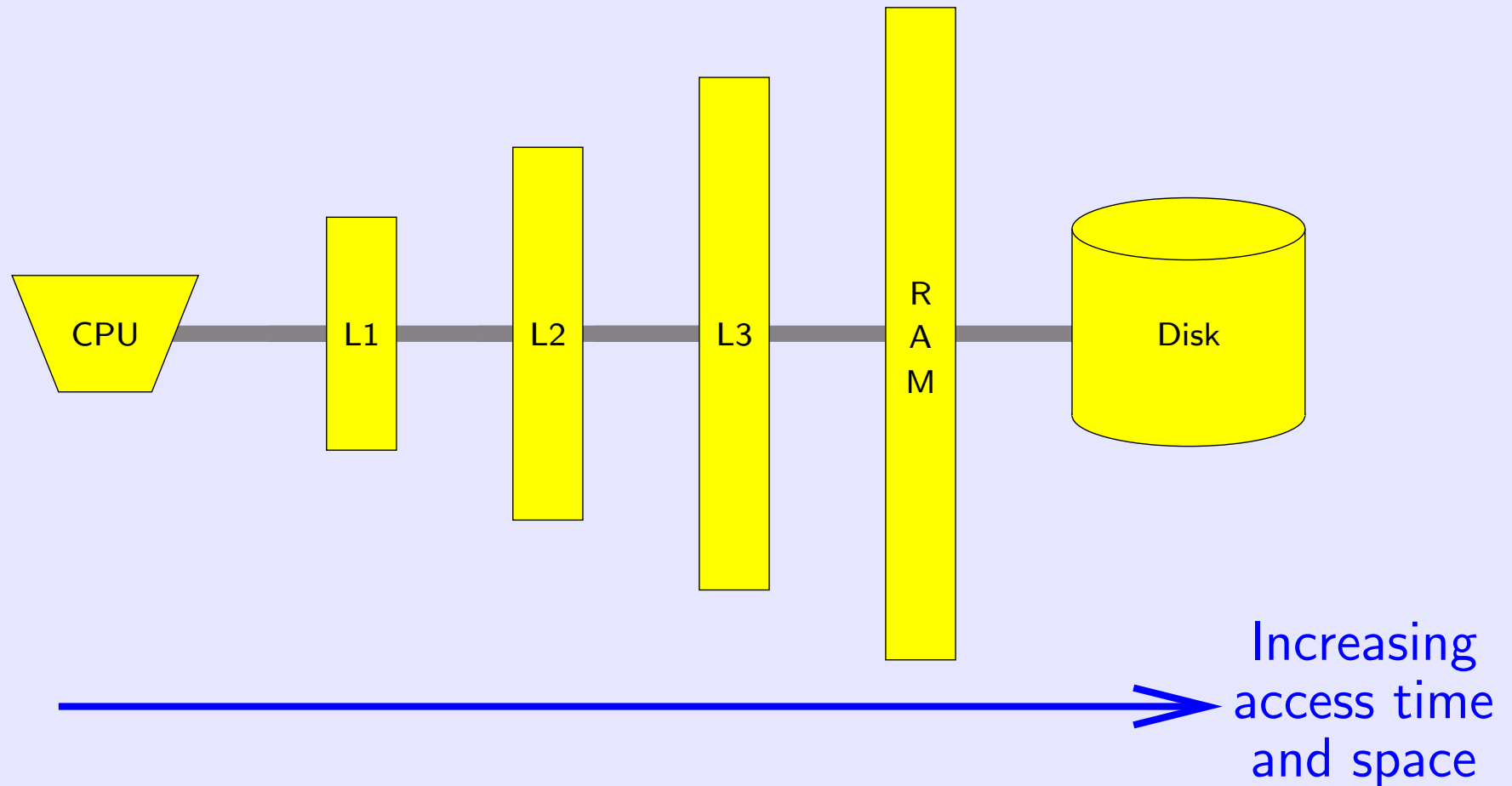
www.dell.dk



www.intel.com

Processor speed	2.4 – 3.2 GHz
L3 cache size	0.5 – 2 MB
Memory	1/4 – 4 GB
Hard Disk	36 GB – 146 GB 7.200 – 15.000 RPM
CD/DVD	8 – 48x
L2 cache size	256 – 512 KB
L2 cache line size	128 Bytes
L1 cache line size	64 Bytes
L1 cache size	16 KB

Hierarchical Memory Basics



- Data moved between adjacent memory levels in blocks

More Hardware Specifications...

	<i>Pentium 4</i>	<i>Pentium III</i>	<i>MIPS 10000</i>	<i>AMD Athlon</i>	<i>Itanium 2</i>
Architecture type	Modern CISC	Classic CISC	RISC	Modern CISC	EPIC
Operation system	Linux v. 2.4.18	Linux v. 2.4.18	IRIX v. 6.5	Linux 2.4.18	Linux 2.4.18
Clock rate	2400MHz	800MHz	175MHz	1333 MHz	1137 MHz
Address space	32 bit	32 bit	64 bit	32 bit	64 bit
Pipeline stages	20	12	6	10	8
L1 data cache size	8 KB	16 KB	32 KB	128 KB	32 KB
L1 line size	128 B	32 B	32 B	64 B	64 B
L1 associativity	4-way	4-way	2-way	2-way	4-way
L2 cache size	512 KB	256 KB	1024 KB	256 KB	256 KB
L2 line size	128 B	32 B	32 B	64 B	128 B
L2 associativity	8-way	4-way	2-way	8-way	8-way
TLB entries	128	64	64	40	128
TLB associativity	full	4-way	64-way	4-way	full
TLB miss handling	hardware	hardware	software	hardware	?
RAM size	512 MB	256 MB	128 MB	512 MB	3072 MB

Motivation

- Memory hierarchy has become a fact of life
- Accessing non-local storage may take a very long time
- Good locality is important to achieving high performance
- Handling massive data requires optimal memory usage

	Latency	Relative to CPU
Register	0.5 ns	1
L1 cache	0.5 ns	1-2
L2 cache	3 ns	2-7
DRAM	150 ns	80-200
TLB	500+ ns	200-2000
Disk	10 ms	10^7

 **Increasing**

Algorithmic Question

- Modern hardware is not uniform — *many* different parameters
 - Number of caches
 - Cache sizes
 - Cache line/disk block sizes
 - Cache associativity
 - Cache replacement strategy
 - CPU/BUS/memory speed

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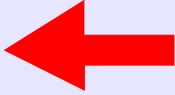
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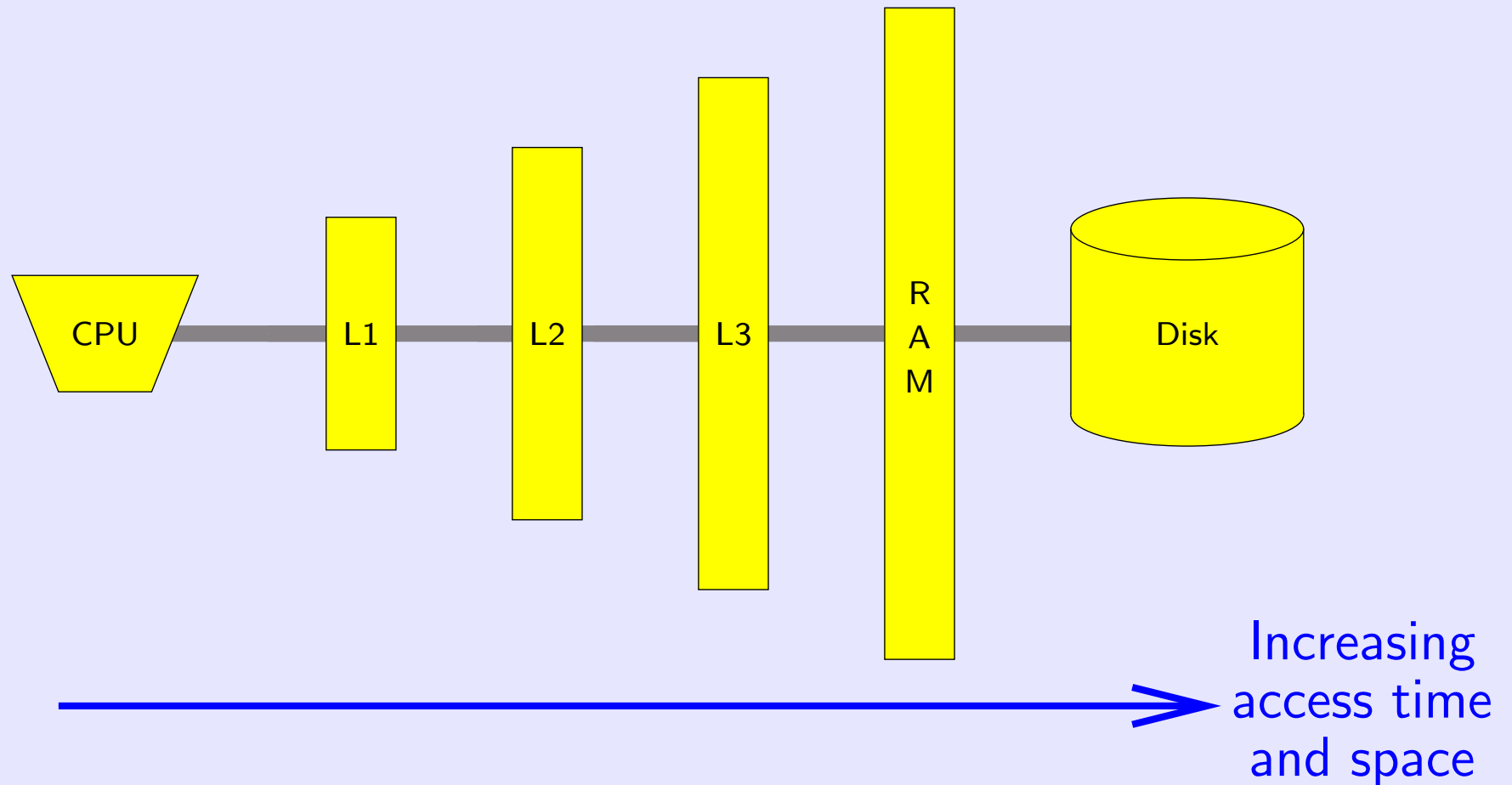
 **practice**

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- Programs should ideally run for many different parameters
 - by knowing many of the parameters at runtime
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 - ignoring the memory hierarchies  **practice**
- Programs are executed on unpredictable configurations
 - Generic portable and scalable software libraries
 - Code downloaded from the internet, e.g. Java applets

Hierarchical Memory Models

— many parameters



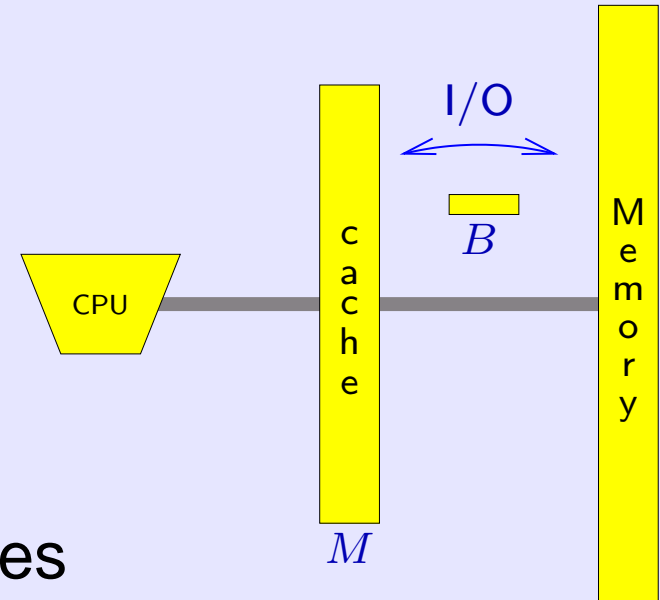
- Limited success since model too complicated

I/O Model — two parameters

Aggarwal and Vitter 1988

- Measure number of block transfers between two memory levels
- Bottleneck in many computations
- Very successful (+250 papers, many BRICS publications)
- Example: Sorting N elements requires

$$O\left(\frac{N}{B} \log_{M/B} \frac{N}{M}\right) \text{ I/Os}$$



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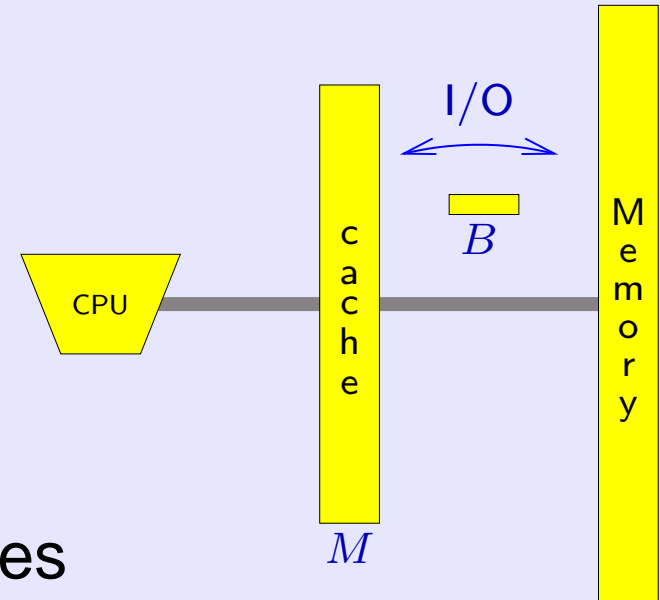
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Limitations

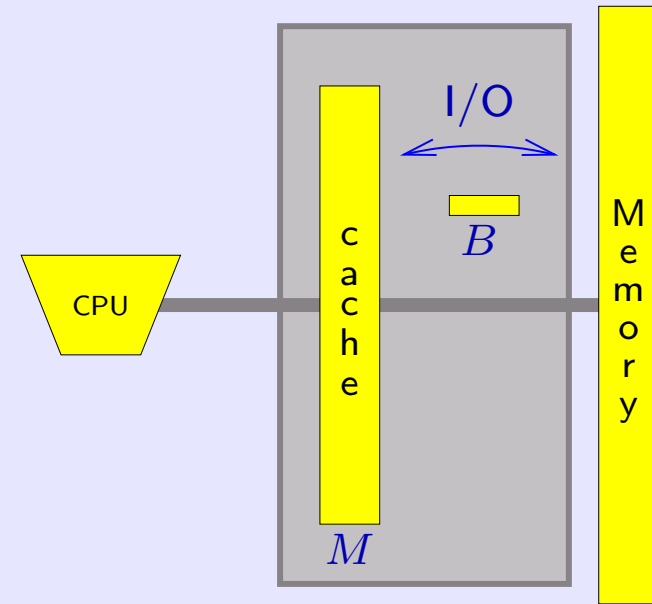
- Parameters B and M must be known
- Does not handle multiple memory levels



Cache Oblivious Model — no parameters!?

Frigo, Leiserson, Prokop, Ramachandran 1999

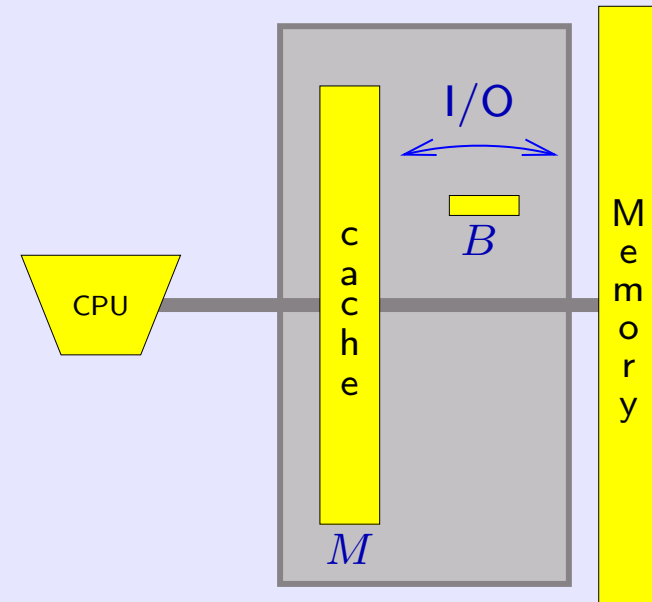
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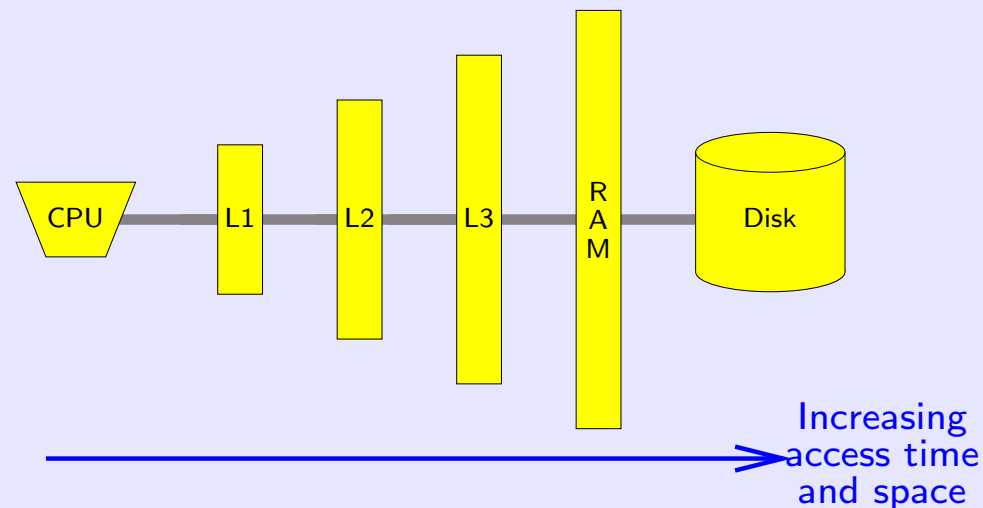
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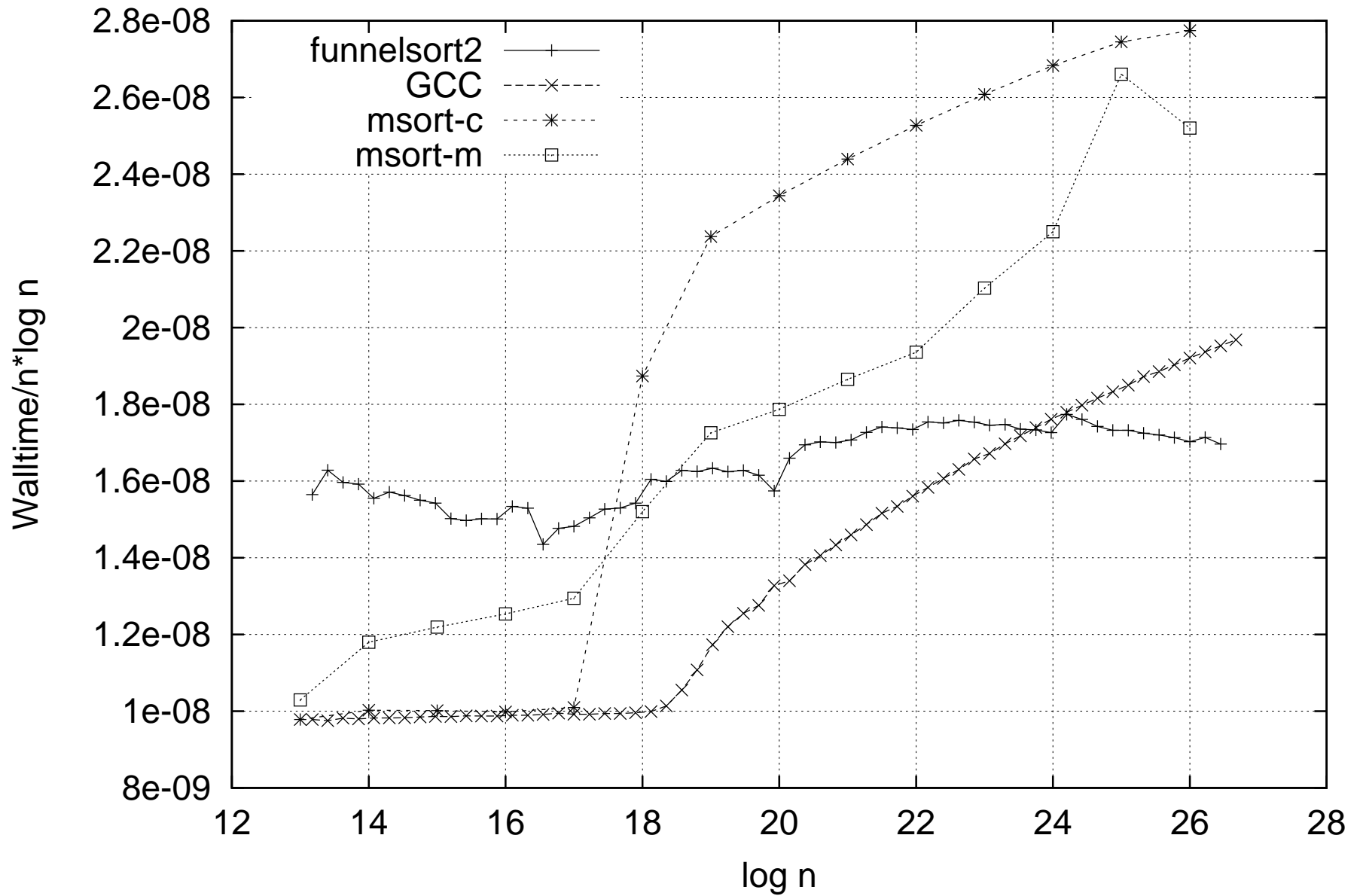


Advantages

- Optimal on arbitrary level \Rightarrow optimal on **all levels**
- Portability



Uniform pairs - Itanium 2



Engineering a Cache-Oblivious Sorting Algorithm, Brodal, Fagerberg, Vinther, 2004

Hierarchical Memory @ BRICS

- Ongoing research at BRICS since the start of BRICS
- Focus on foundational work for handling massive data sets
- Major research focus since 1998 (Brodal, Fagerberg)
- From September 2004 increased focus when Lars Arge (SNF Rømer) is joining BRICS
- BRICS publications in leading theoretical computer science conference proceedings
- Several surveys and book chapters on algorithms for massive data sets / external memory algorithms / cache-oblivious algorithms by BRICS authors
- EEF summer school on Massive data sets (2002)