

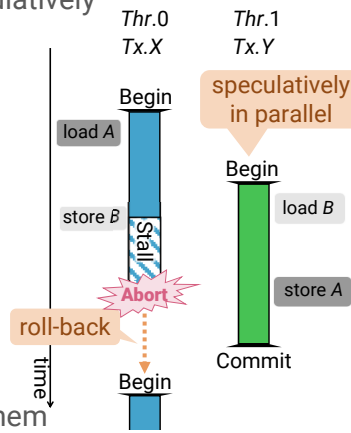
Speculatively Granting Conflicting Accesses on Hardware Transactional Memory

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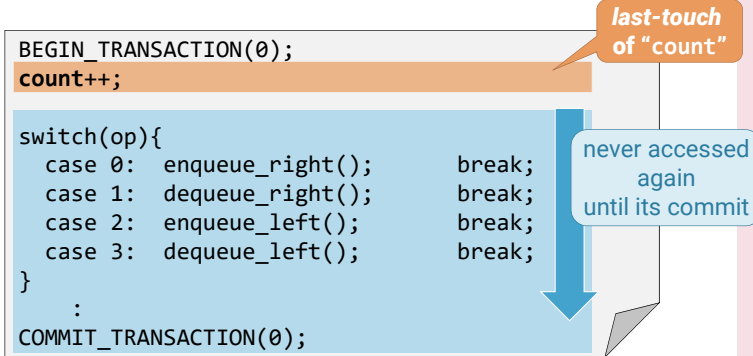
Hardware Transactional Memory (HTM)

- Transactions (Tx) are speculatively executed in parallel.
- HTM guarantees two properties for Tx.
 - Atomicity**
 - Each Tx must not be executed partially.
 - Isolation**
 - The result of concurrently executed Tx must be same as sequentially executed.
- Accesses that can violate them are detected as **conflicting accesses**



Conflicting Accesses that can be Granted

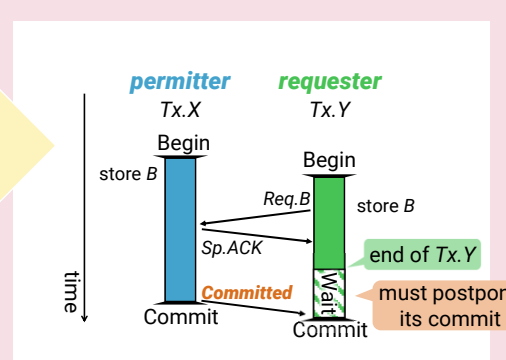
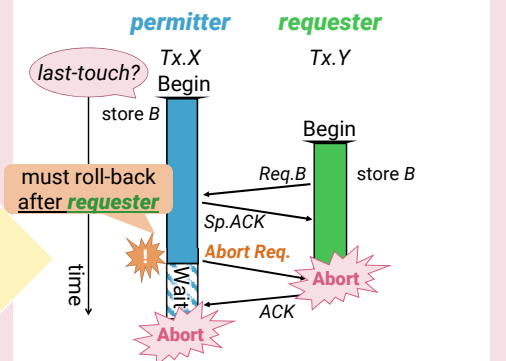
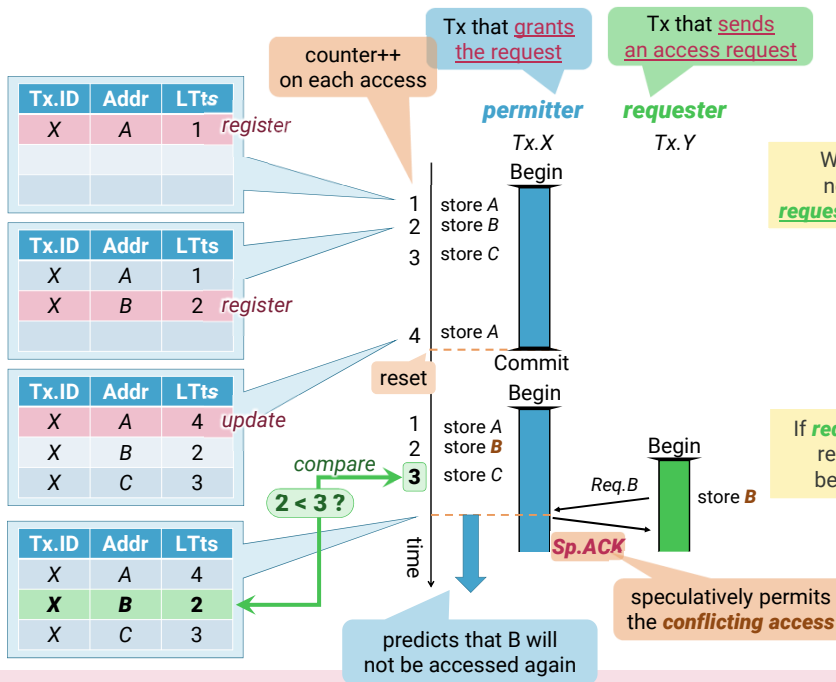
- After the **last-touch** of a shared variable, accesses to the variable by other concurrent Tx will not violate *Isolation*.



Simplified code of Deque

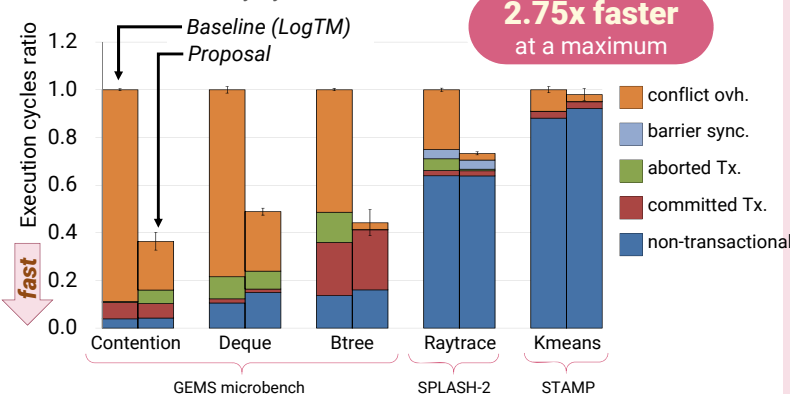
Granting a Conflicting Access

- A counter and a small dedicated table manage **last-touch** (LT) timestamps.



Performance Evaluation

- Simulation** (16 threads)
 - LogTM**: Log-based Transactional Memory
 - Simics: Full system simulator (SPARC-V9, Solaris10)
 - GEMS: Memory system simulator



Hardware Cost

- Dedicated table**
 - 42bit per one address
 - max # of access destination addresses per Tx: 15,018
- Each thread manages its permitter and requester**
 16bit + 16bit (16 threads)

Total: 77.1KByte (per one thread) can be reduced by managing only limited addresses

Future Work

- Examine the trade-off between storage capacity and performance
- Evaluation with a large variety of programs
- Detailed area cost estimation