**Lecture 6: Distributed Shared Memory**

- DSM
- Case study
- Design issues
- Implementation issues

**DISTRIBUTED SYSTEMS (COMP9243)**

**Slide 1**

**DSM**

**Slide 2**

**DISTRIBUTED SHARED MEMORY (DSM)**

DSM: shared memory + multicomputer

**Slide 3**

**Shared Address Space**

DSM consists of two components:

- 1. Shared address space
- 2. Replication and consistency of memory objects

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**Shared address space**

- Shared addresses are valid in all processes

**Transparent remote access:**

- Remote access is expensive compared to local memory access
- Individual operations can have very low overhead
- Threads can distinguish between local and remote access
Why DSM?:
- Shared memory model: easiest to program to
- Physical shared memory not possible on multicomputer
- DSM emulates shared memory

Benefits of DSM:
- Ease of programming (shared memory model)
- Eases porting of existing code
- Pointer handling
  - Shared pointers refer to shared memory
  - Share complex data (lists, etc.)
- No marshalling

Middleware:
- Library:
  - Library routines to create/access shared memory
  - Example: MPI-2, CRL
- Language
  - Shared memory encapsulated in language constructs
  - Extend language with annotations
  - Example: Orca, Linda, JavaSpaces, JavaParty, Jackal

DSM Implementations
Hardware:
- Multiprocessor
- Example: MIT Alewife, DASH
OS with hardware support:
- SCI network cards (SCI = Scalable Coherent Interconnect)
- SCI maps extended physical address space to remote nodes
- OS maps shared virtual address space to SCI range
OS and Virtual Memory:
- Virtual memory (page faults, paging)
- Local address space vs Large address space

Typical Implementation:
- Most often implemented in user space (e.g., TreadMarks, CVM)
- User space: what's needed from the kernel?
  - User-level fault handler (e.g., Unix signals)
  - User-level VM page mapping and protection (e.g., mprotect(1))
  - Message passing layer (e.g., socket API)
Example: two processes sharing memory pages:

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Occurrence of a read fault:

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Page migration and replication:

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Recovery from read fault:
DSM MODELS

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Shared page (coarse-grained):

- Traditional model
- Ideal page size?
- False sharing
- Examples: Ivy, TreadMarks

Shared region (fine-grained):

- More fine grained than sharing pages
- Prevent false sharing
- Not regular memory access (transparency)
- Examples: CRL (C Region Library), MPI-2 one-sided communication, Shasta

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Shared variable:

- Release and Entry based consistency
- Annotations
- Fine grained
- More complex for programmer
- Examples: Munin, Midway

Shared structure:

- Encapsulate shared data
- Access only through predefined procedures (e.g., methods)
- Tightly integrated synchronisation
- Encapsulate (hide) consistency model
- Lose familiar shared memory model
- Examples: Orca (shared object), Linda (tuple space)

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Tuple Space:

Tuple instance

A Write A
B Write B
T Read T
C

Insert a copy of A
Insert a copy of B
Look for tuple that matches T
Return C (and optionally remove it)

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LINDA EXAMPLE

main() {
  ...
  eval("function", f());
  eval("function", f());
  ...
  for (i=0; i<100; i++)
    out("data", i);
  ...
}
f() {
  in("data", ?x);
  y = g(x);
  out("function", x, y);
}

What’s good about this?
Applications of DSM

- Scientific parallel computing
  - Bioinformatics (gene sequence analysis)
  - Simulations (climate modeling, economic modeling)
  - Data processing (physics, astronomy)
- Graphics (image processing, rendering)
- Data server (distributed FS, Web server)
- Data storage

DSM Environments

- Multicomputer
  - NUMA
- Network of Workstations
  - Wide-area

Requirements of DSM

- Transparency:
  - Location, migration, replication, concurrency
- Reliability:
  - Computations depend on availability of data
- Performance:
  - Important in high-performance computing
  - Important for transparency
- Scalability:
  - Important in wide-area
  - Important for large computations

Consistency:

- Access to DSM should be consistent
- According to a consistency model

Programmability:

- Easy to program
- Communication transparency
CASE STUDY

TreadMarks:
- 1992 Rice University
- Page based DSM library
- C, C++, Java, Fortran
- Lazy release consistency model
- Heterogeneous environment

DESIGN ISSUES

Granularity
- Page based, Page size: minimum system page size

Replication
- Lazy release consistency

Scalability
- Meant for cluster or NOW (Network of Workstations)

Synchronisation primitives
- Locks (acquire and release), Barrier

Heterogeneity
- Limited (doesn’t address endianness or mismatched word sizes)

Fault Tolerance
- Research

No Security

USING TREADMARKS

Compiling:
- Compile
- Link with TreadMarks libraries

Starting a TreadMarks Application:
- app -- -h host1 -h host2 -h host3 -h host4

Anatomy of a TreadMarks Program:
- Starting remote processes
  Tmk_startup(argc, argv);
- Allocating and sharing memory
  shared = (struct shared*) Tmk_MALLOC(sizeof(shared));
  Tmk_distribute(&shared, sizeof(shared));

- Barriers
  Tmk_barrier(0);

- Acquire/Release
  Tmk_lock_acquire(0);
  shared->sum += mySum;
  Tmk_lock_release(0);
**TreadMarks Implementation**

**Consistency Protocol:**
- Multiple writer
- Twins
- Reduce false sharing

1. Write causes page fault
2. After page fault
3. Write is executed
4. At release or barrier

**Update Propagation:**
- Modified pages invalidated at acquire
- Page is updated at access time
- Updates are transferred as diffs

**Lazy Diffs:**
- Normally make diffs at release time
- Lazy: make diffs only when they are requested

**Communication:**
- UDP/IP or AAL3/4 (ATM)
- Light-weight, user-level protocols to ensure message delivery
- Use SIGIO for message receive notification

**Data Location:**
- Know who has diffs because of invalidations
- Each page has a statically assigned manager

**Modification Detection:**
- Page Fault
- If page is read-only then do consistency protocol
- If not in local memory, get from manager

**Memory Management:**
- Garbage collection of diffs

**Initialisation:**
- Processes set up communication channels between themselves
- Register SIGIO handler for communication
- Allocate large block of memory
  - Same (virtual) address on each machine
  - Mark as non-accessible
  - Assign manager process for each page, lock, barrier (round robin)
- Register SEGV handler
**Reading List**

**Distributed Shared Memory: A Survey of Issues and Algorithms**
An overview of DSM and key issues as well as older DSM implementations.

**TreadMarks: Shared Memory Computing on Networks of Workstations**
An overview of TreadMarks, design decisions and implementation.

**Latency-Tolerant Software Distributed Shared Memory**

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**Homework**

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Do Assignment 1!