



You don't have to be an engineer to be a racing driver, but you do have to have **mechanical sympathy**

Sir Jackie Stewart - three-time F1 world champion



Concept applied to software by Martin Thompson



- Concept applied to software by Martin Thompson
- As developers, we don't need to be hardware engineers



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- As developers, we don't need to be hardware engineers
- Yet, having an understanding of how does a machine work can make us a better developer (algorithms, data structures)



- Concept applied to software by Martin Thompson
- As developers, we **don't need** to be hardware engineers
- Yet, having an understanding of how does a machine work can make us a **better developer** (algorithms, data structures)

Today: How to be a better Go developer by understanding how CPUs are working









Teiva Harsanyi **y**teivah

Software Engineer - Beat

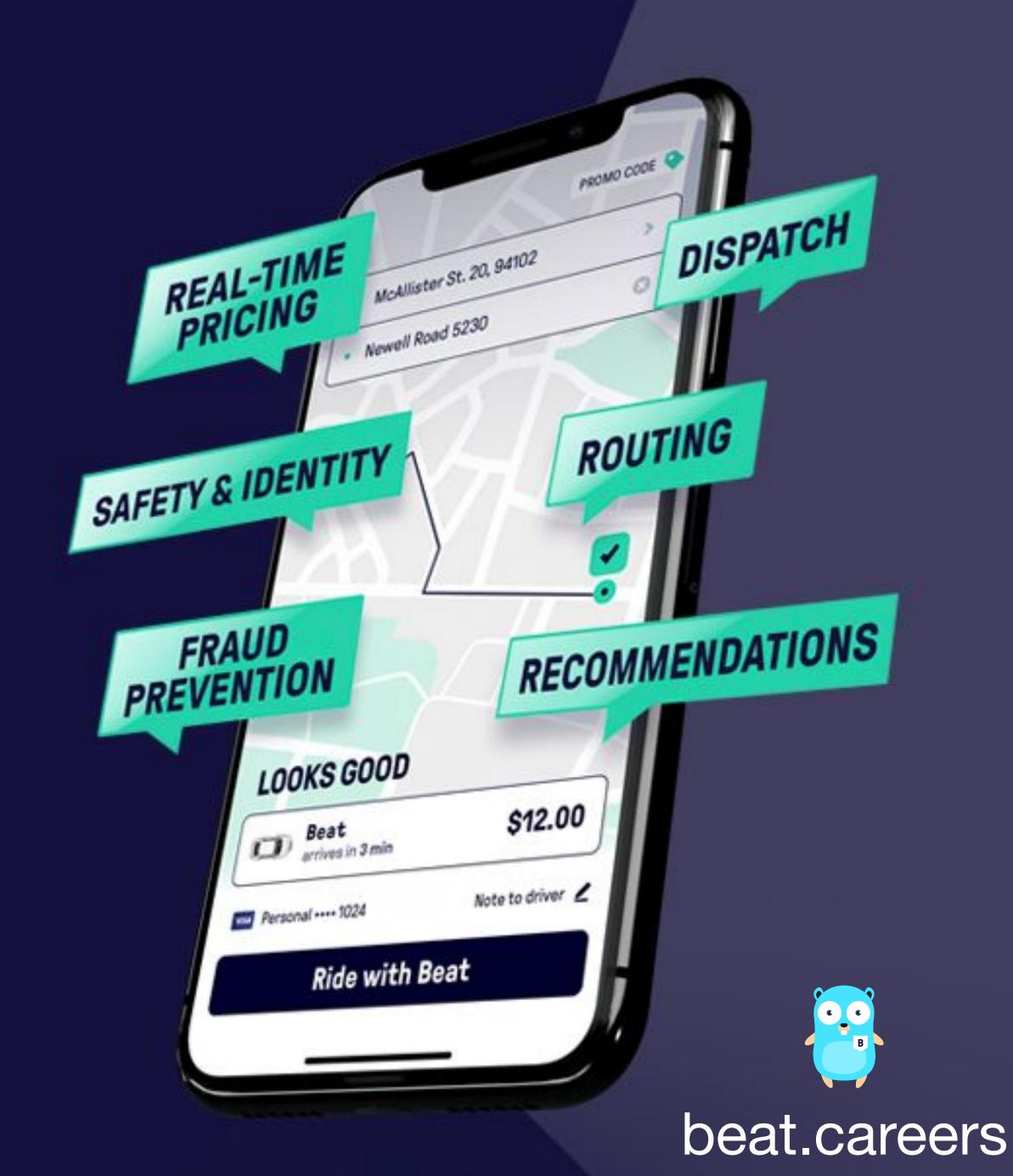


HIRING SOFWARE

ON CUTTING-EDGE TECHNOLOGIES

DISCOVER YOUR NEXT CHALLENGE IN AMSTERDAM, ATHENS OR REMOTE

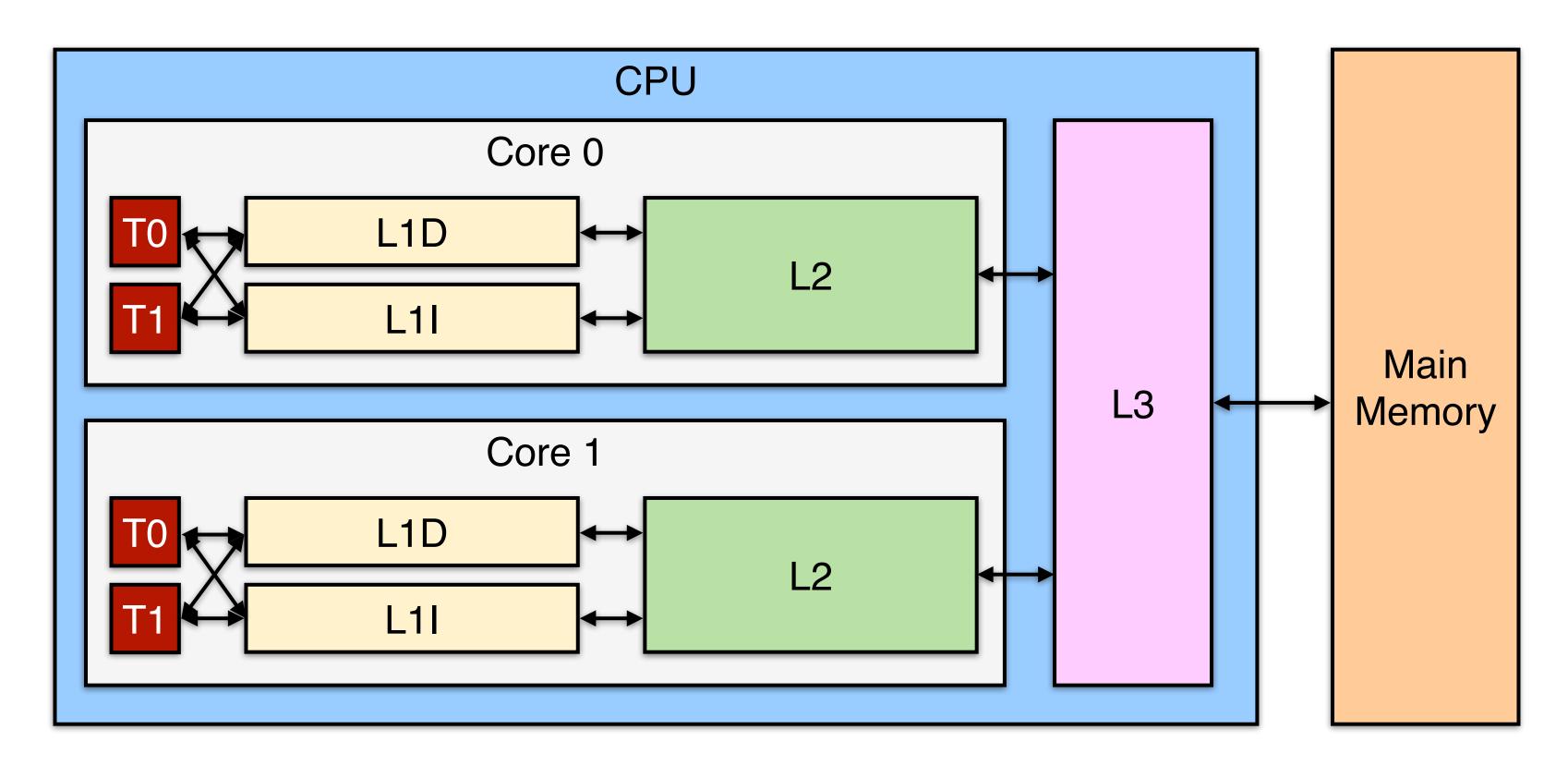




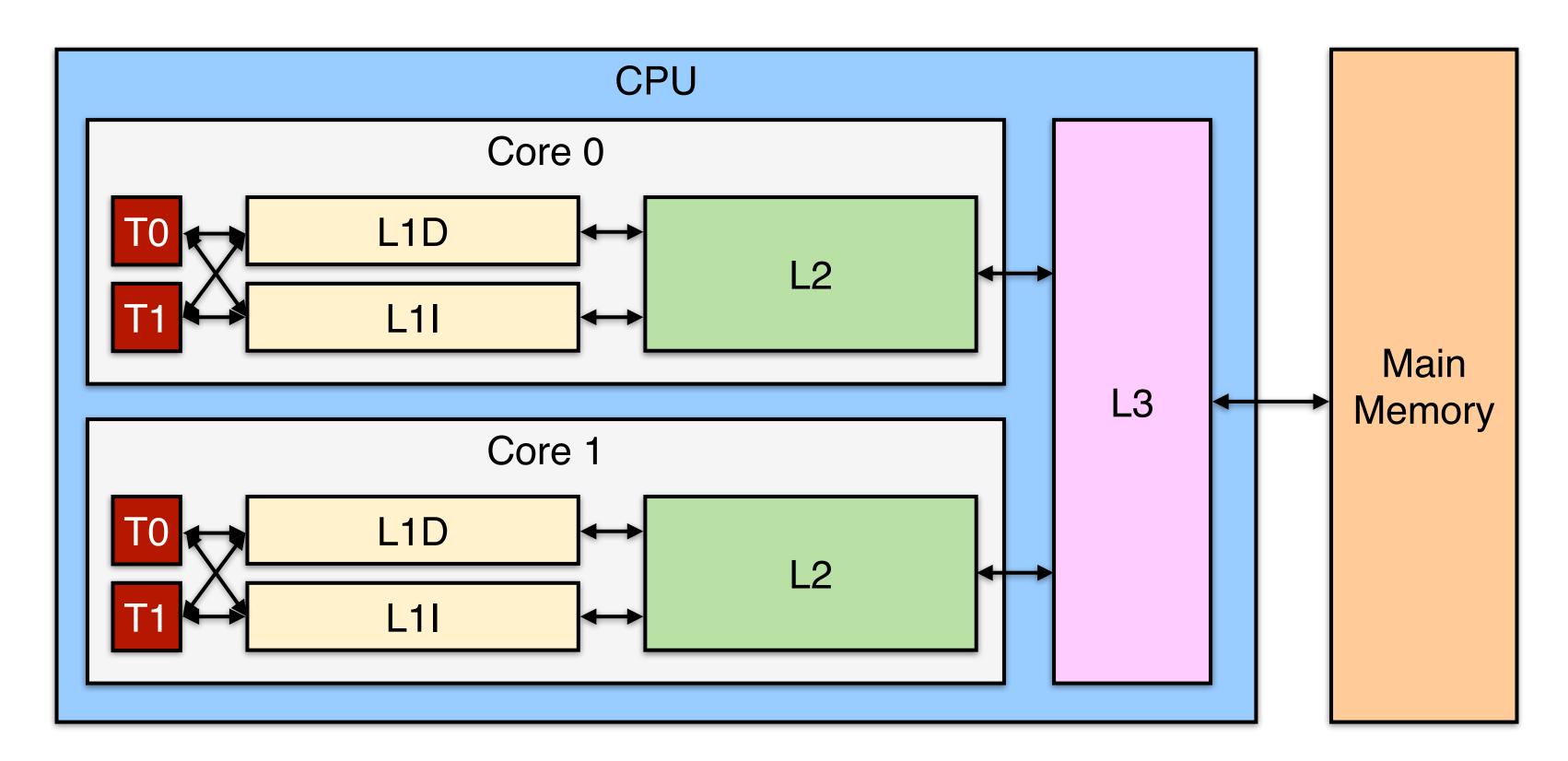


CPU Architecture Locality of Reference **Data-Oriented Design** Caching Pitfall Concurrency





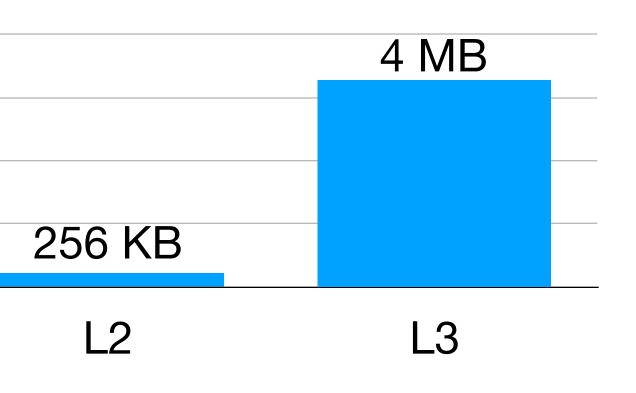




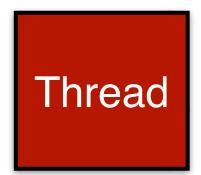
Cache size

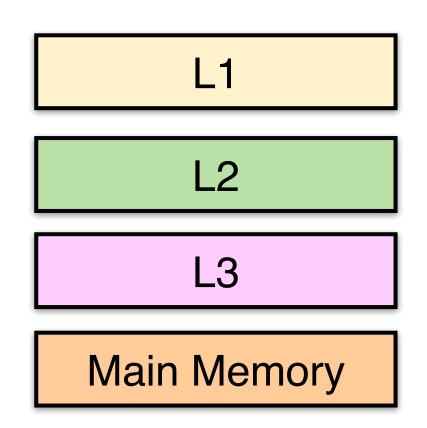
32 KB

L1D/L1I

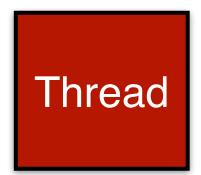


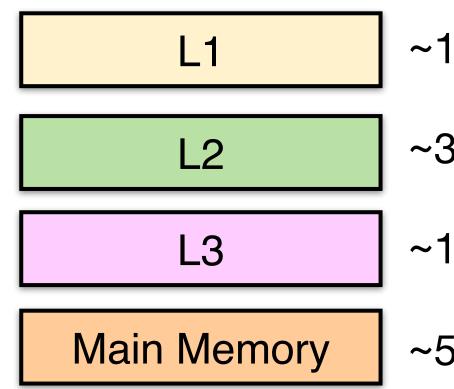




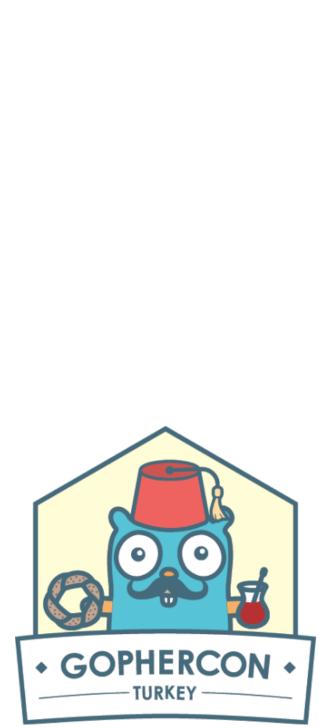








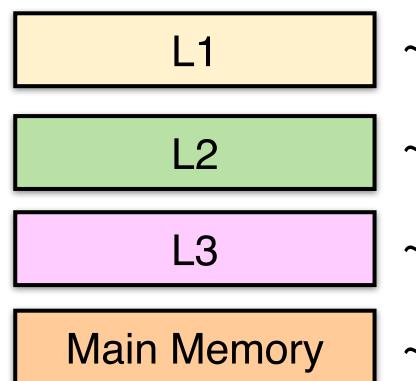
- ~1 ns
- ~3 times slower than L1
- ~10 times slower than L1
- ~50/100 times slower than L1



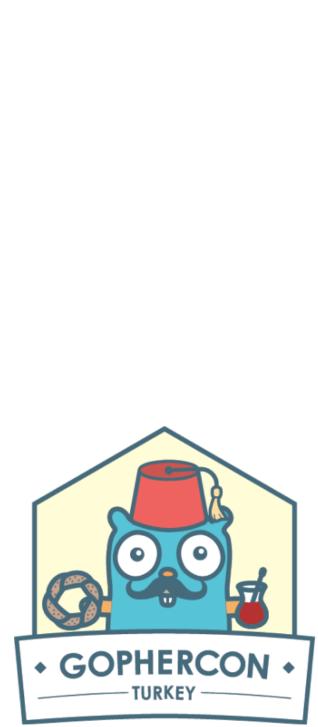




As a developer, I would like my application to leverage CPU caches



- ~1 ns
- ~3 times slower than L1
- ~10 times slower than L1
- ~50/100 times slower than L1



CPU Architecture Locality of Reference **Data-Oriented Design** Caching Pitfall Concurrency



If a particular memory location is referenced, it is likely that...



If a particular memory location is referenced, it is likely that...

The same location will be referenced again in a near future



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sum := 0 s := initSliceOfInts() length := len(s)sum += s[i]



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- sum := 0
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Temporal Locality

The same location will be referenced again in a near future

Nearby memory locations will be referenced in a near future

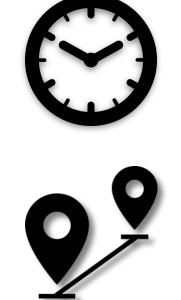
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> Spatial Locality



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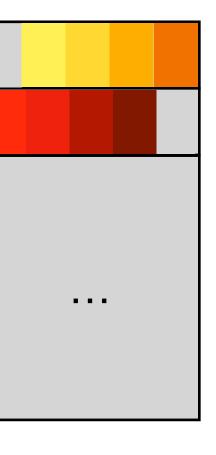
Slice (in our heads)





Slice (in our heads)

Matrix (main memory)

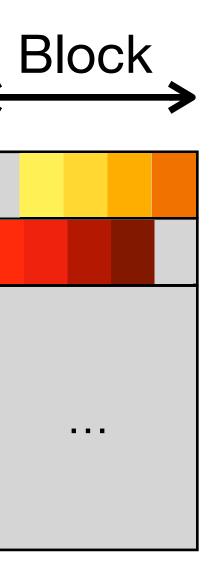






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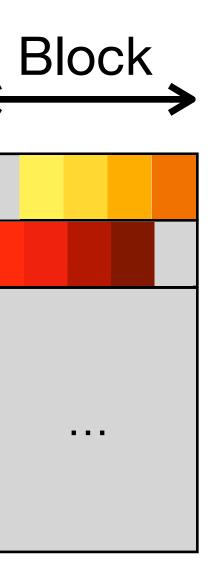






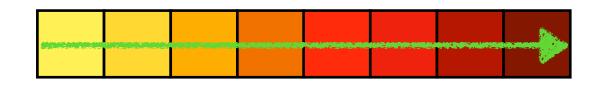
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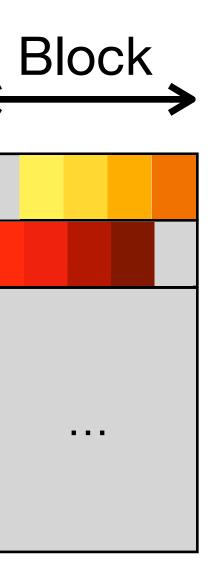






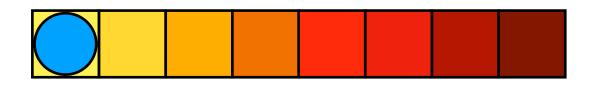
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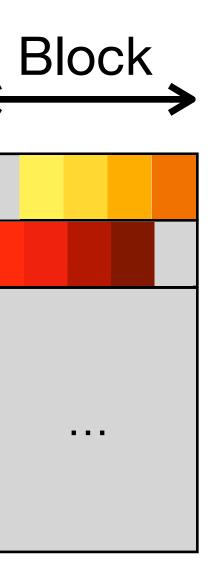






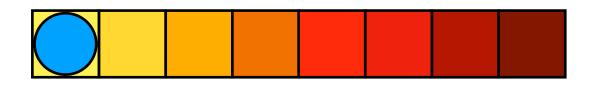
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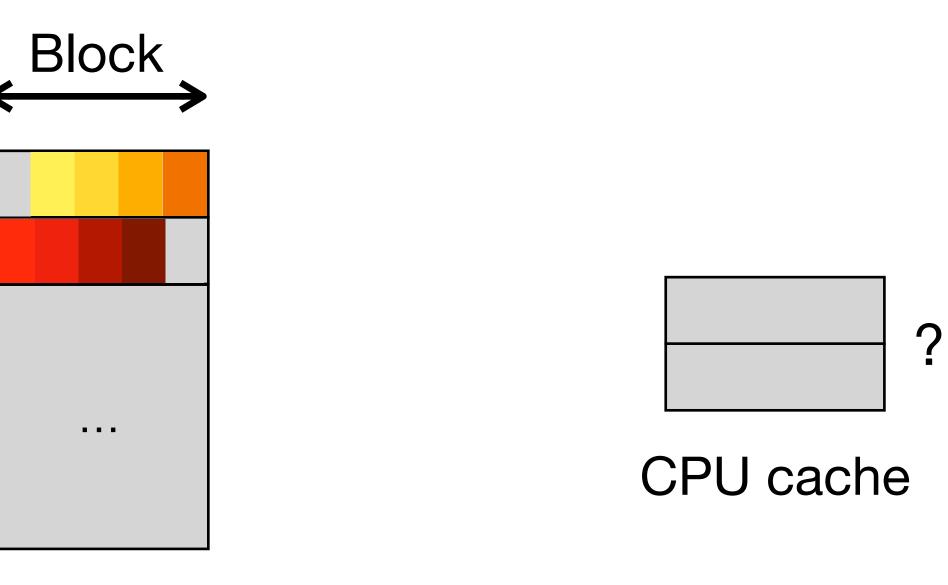




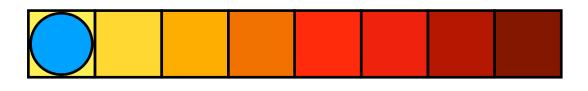


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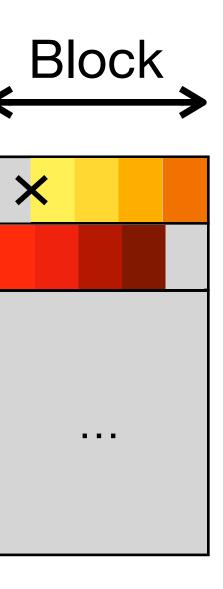


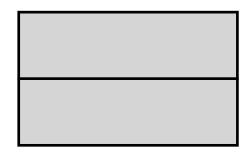




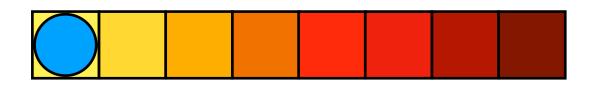
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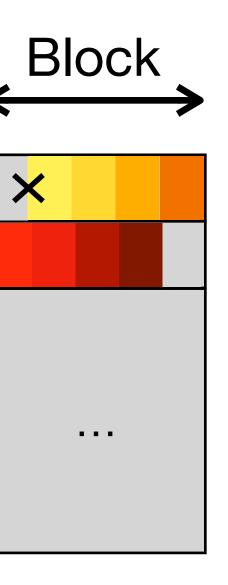




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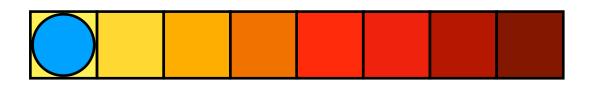








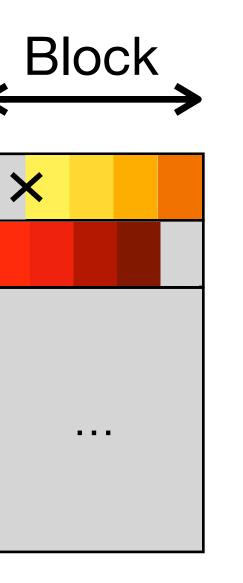




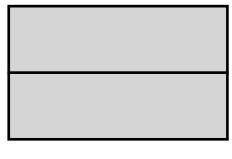
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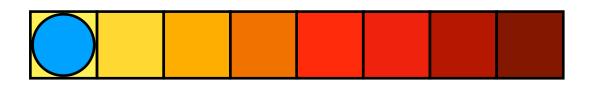


CPU cache

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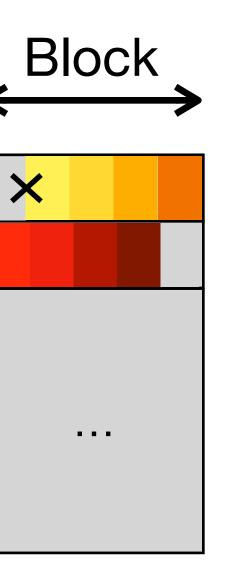


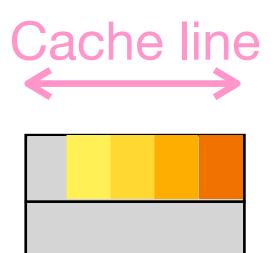


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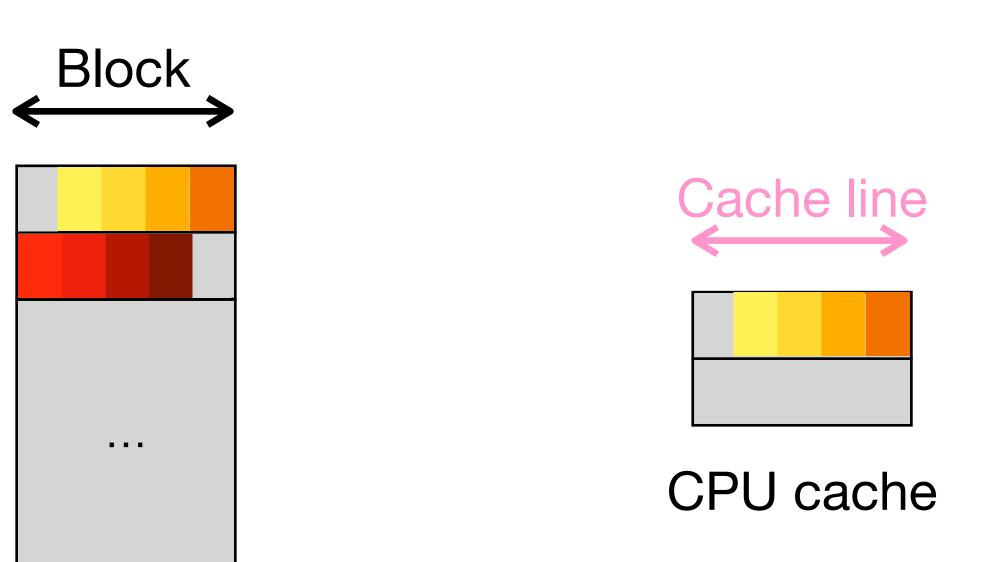




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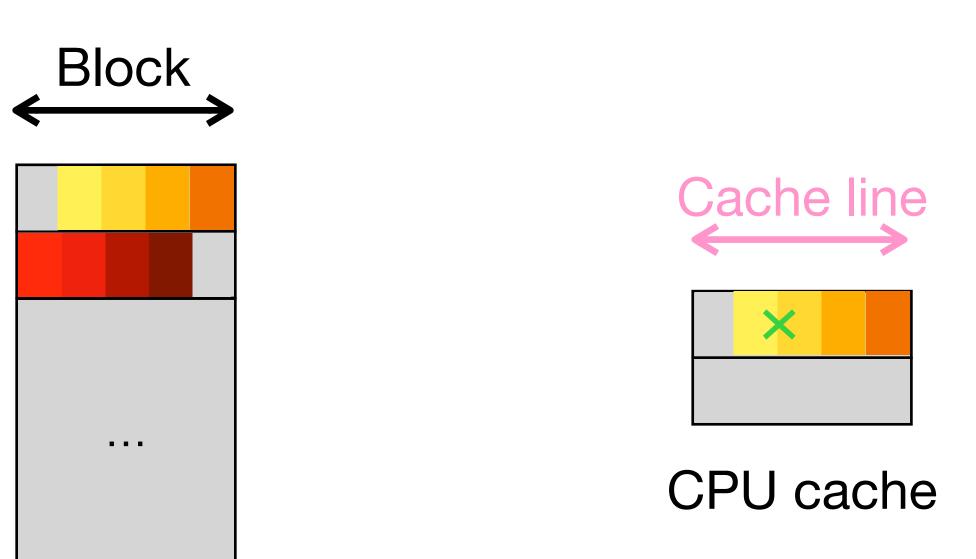




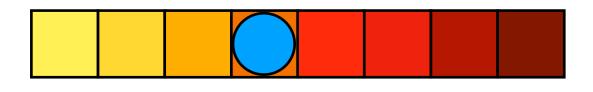
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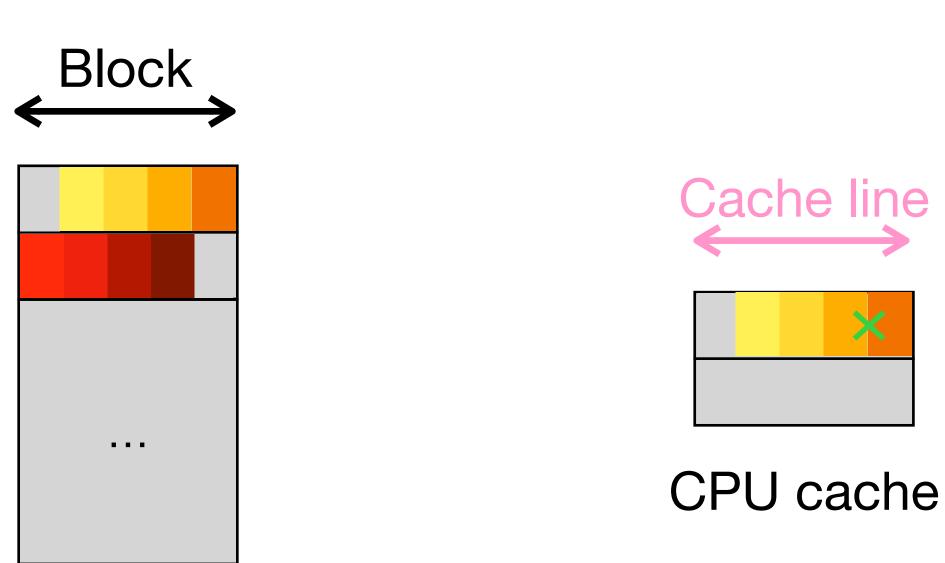




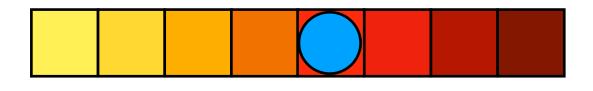
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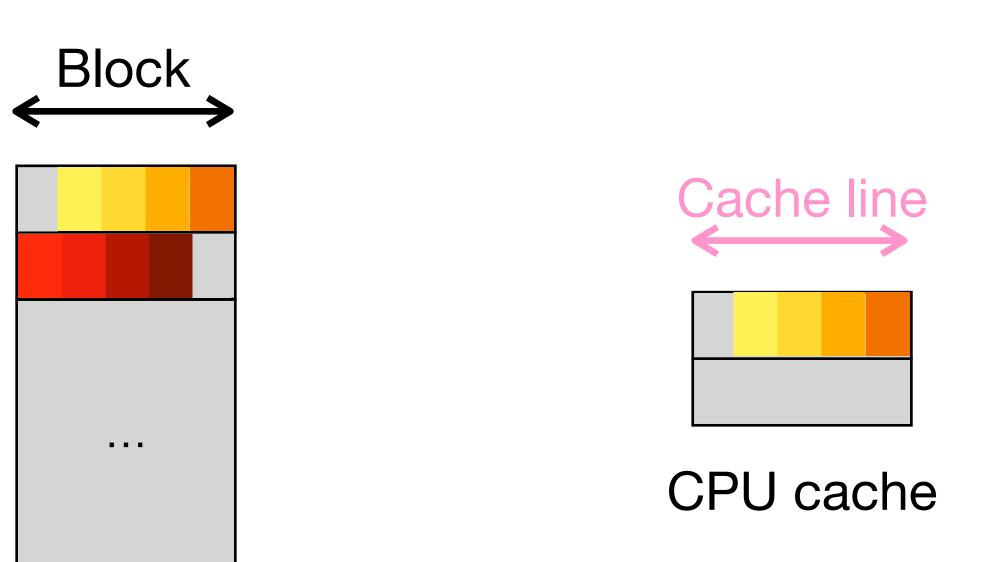




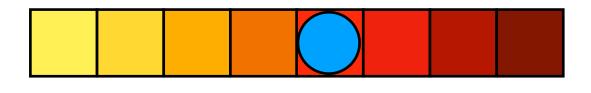
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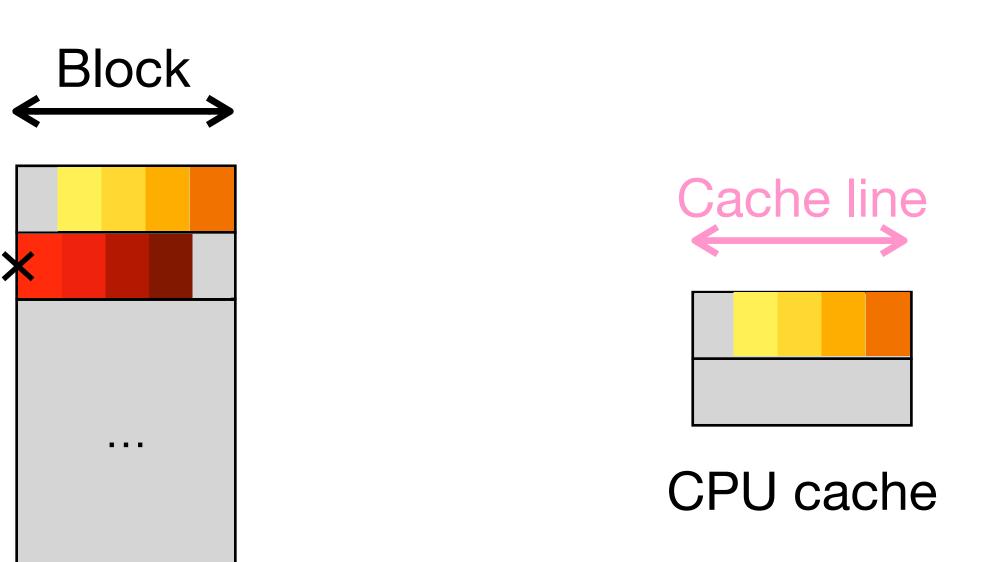




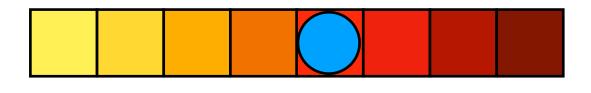
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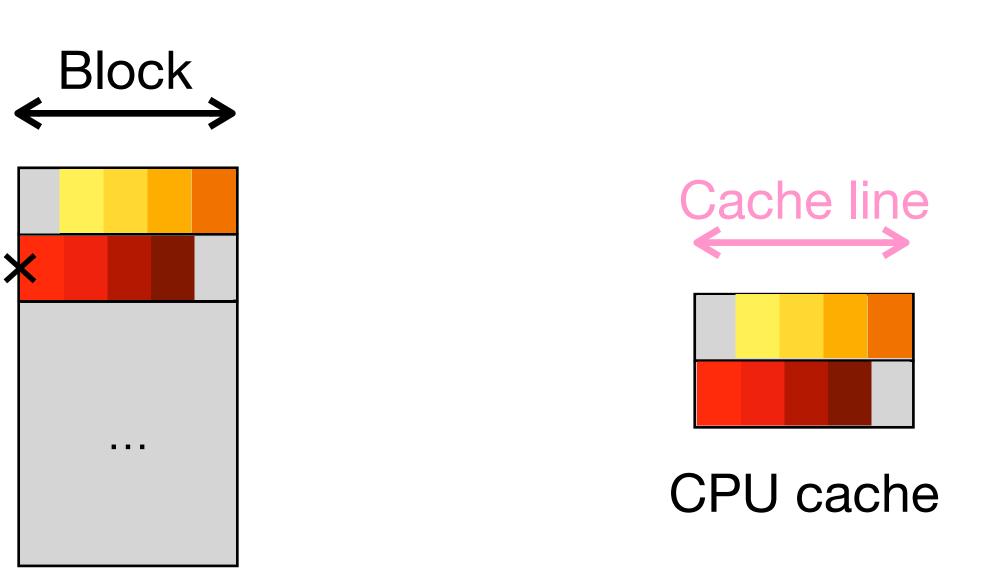




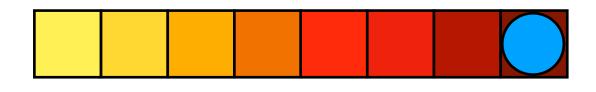
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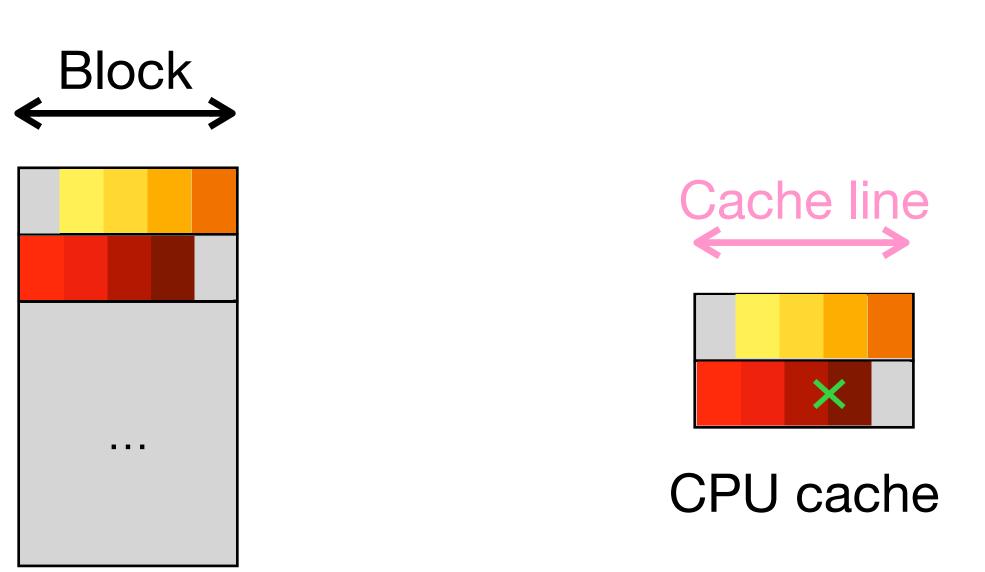




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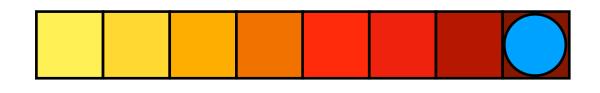
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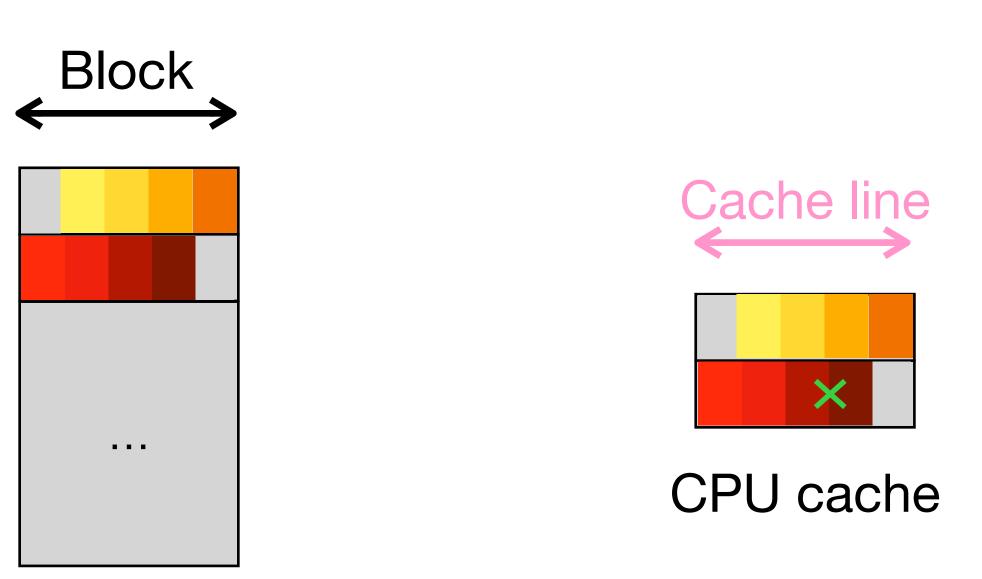




Slice (in our heads)

Matrix (main memory)

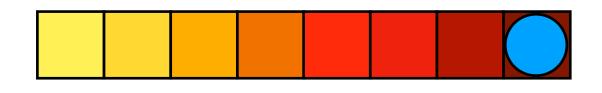
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- Limited number of cache miss (compulsory miss)



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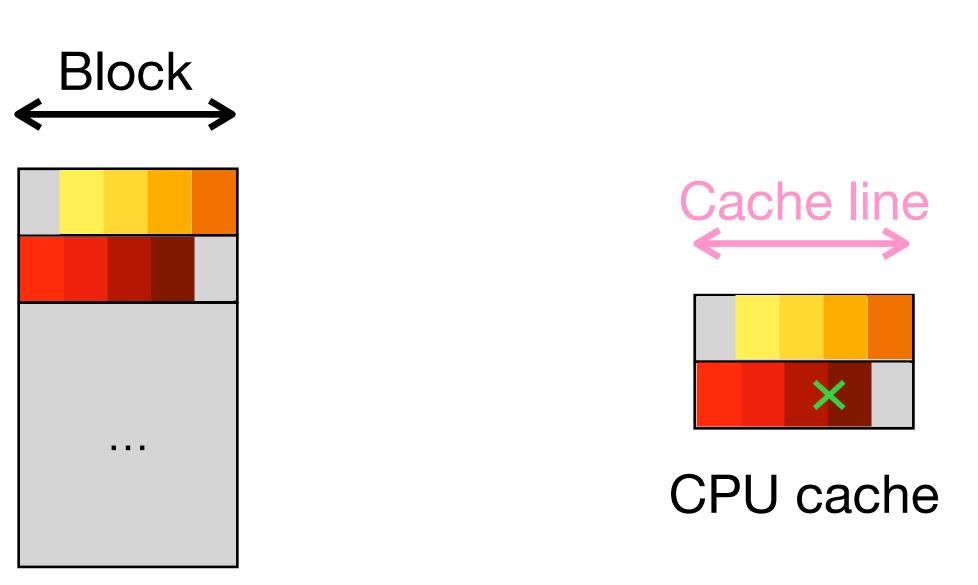




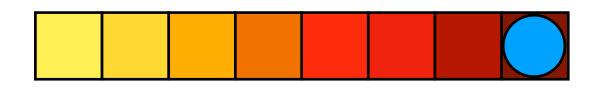
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- Theory (other applications can run at the same time on the same core)



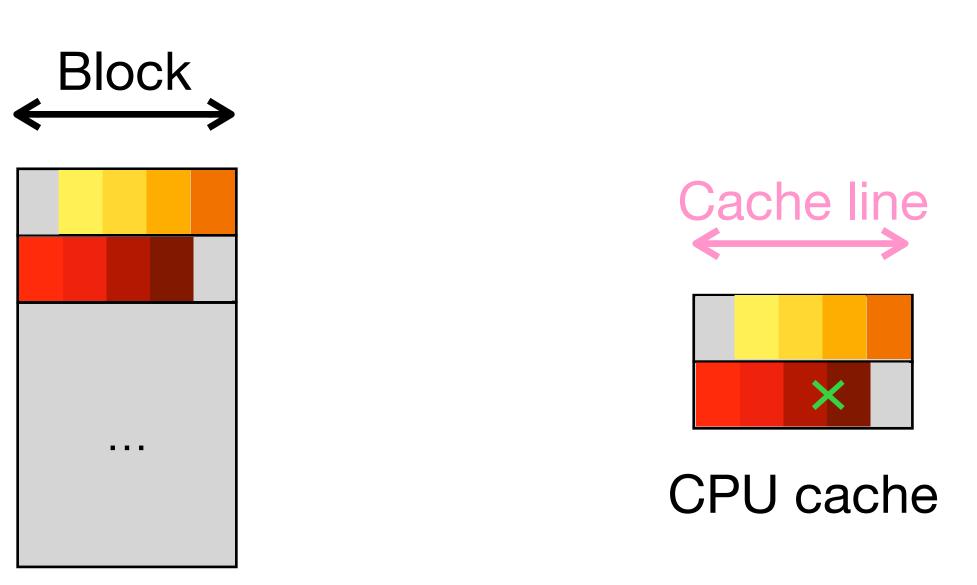




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- Limited number of cache miss (compulsory miss)
- Theory (other applications can run at the same time on the same core)
- Cache placement policy (L1, L2 or L3?)





Helping the CPU



Helping the CPU

• To help the CPU, an application needs to leverage locality of reference



Helping the CPU

• To help the CPU, an application needs to leverage locality of reference

• ... and predictability



•

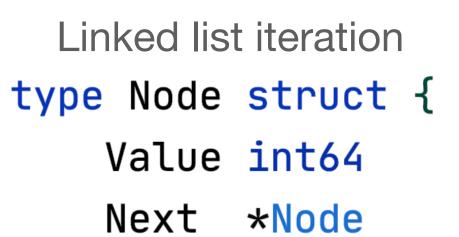


•

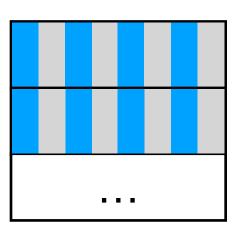
Linked list iteration type Node struct { Value int64 Next *Node }



•



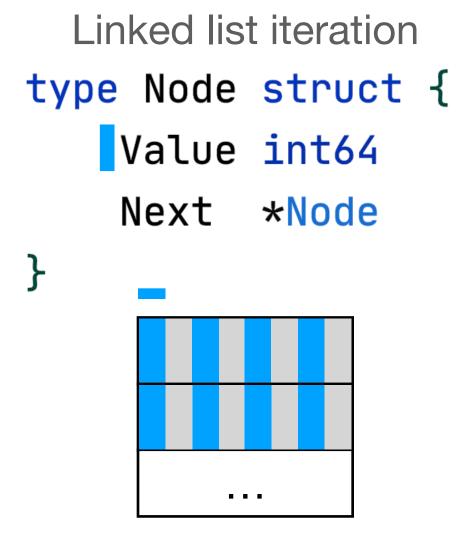




Main memory



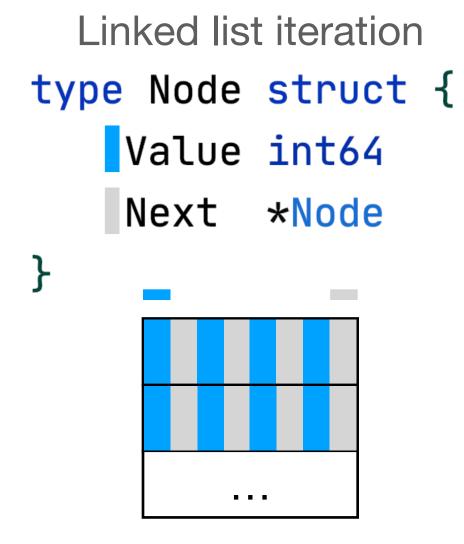
•



Main memory



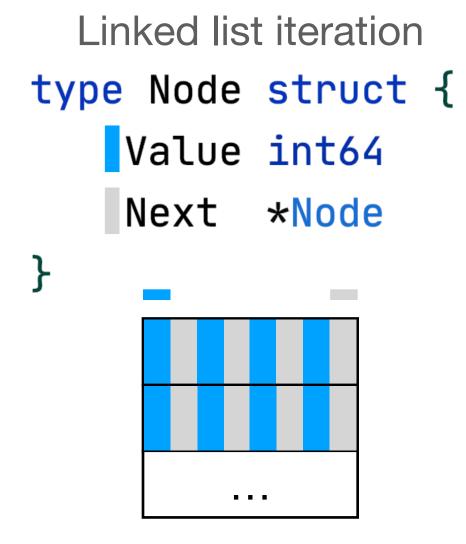
•



Main memory



Iterating on a linked list that should be allocated contiguously should be decent ullet

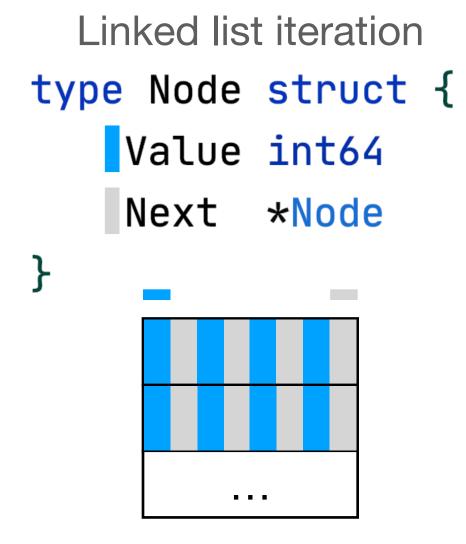


Main memory

```
Slice iteration: one element out of two
 for i := 0; i < len(s); i+=2 {</pre>
     sum += s[i]
 }
```

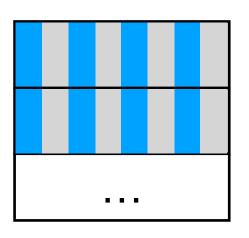


lacksquare



Main memory

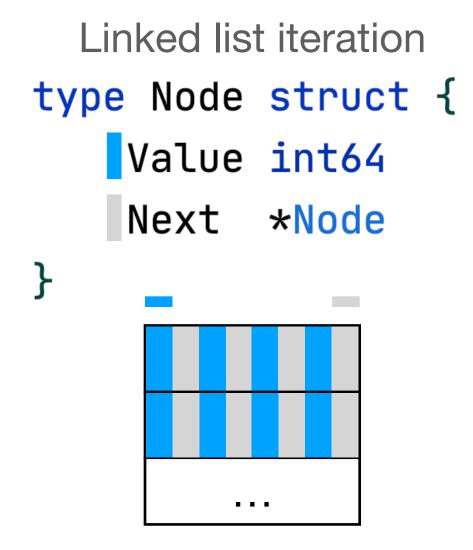
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```



```
Main memory
```



 \bullet



Main memory

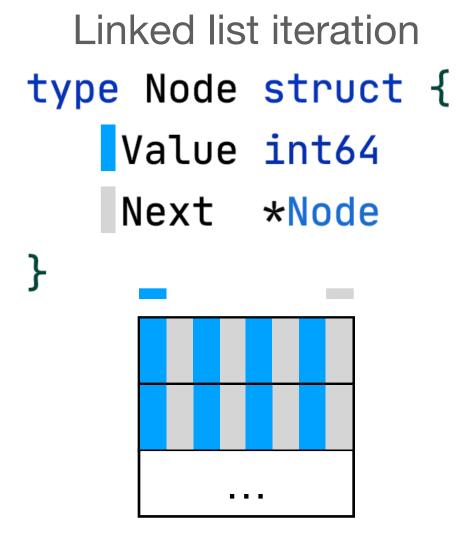
~230% slower



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Slice iteration: one element out of two
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                 . . .
         Main memory
   Slice iteration
```



 \bullet



Main memory

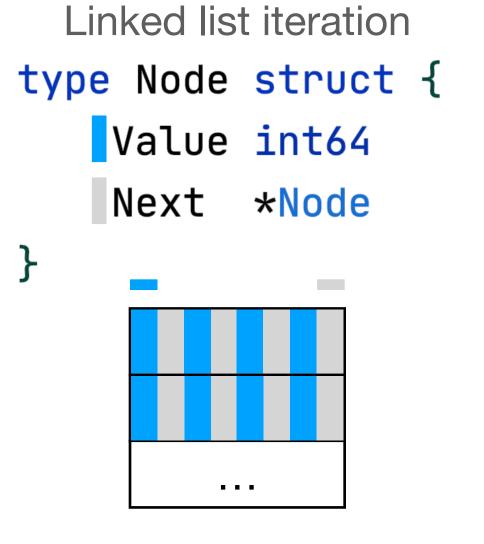
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• **Possible** spatial locality

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         Main memory
   Slice iteration
```





Main memory

~230% slower



- **Possible** spatial locality
- But **not predictable** for the CPU (no line fetching)

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Slice iteration: one element out of two
 for i := 0; i < len(s); i+=2 {</pre>
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                 . . .
         Main memory
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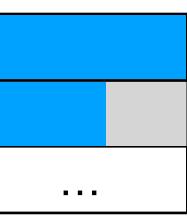
• What if we iterate **backwards** on a slice?



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Main memory





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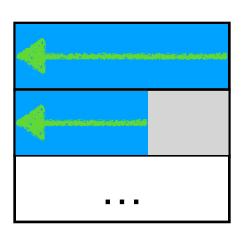


Main memory





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Main memory

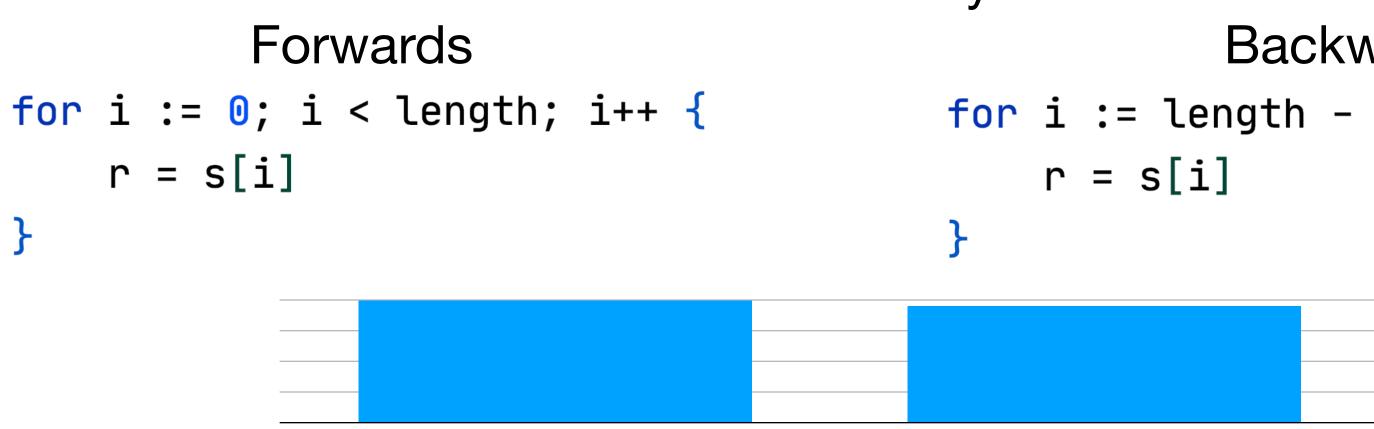
Forwards for i := 0; i < length; i++ {</pre> r = s[i]}

Backwards for i := length - 1; i >= 0; i-- { r = s[i]}



• What if we iterate **backwards** on a slice?





Forwards



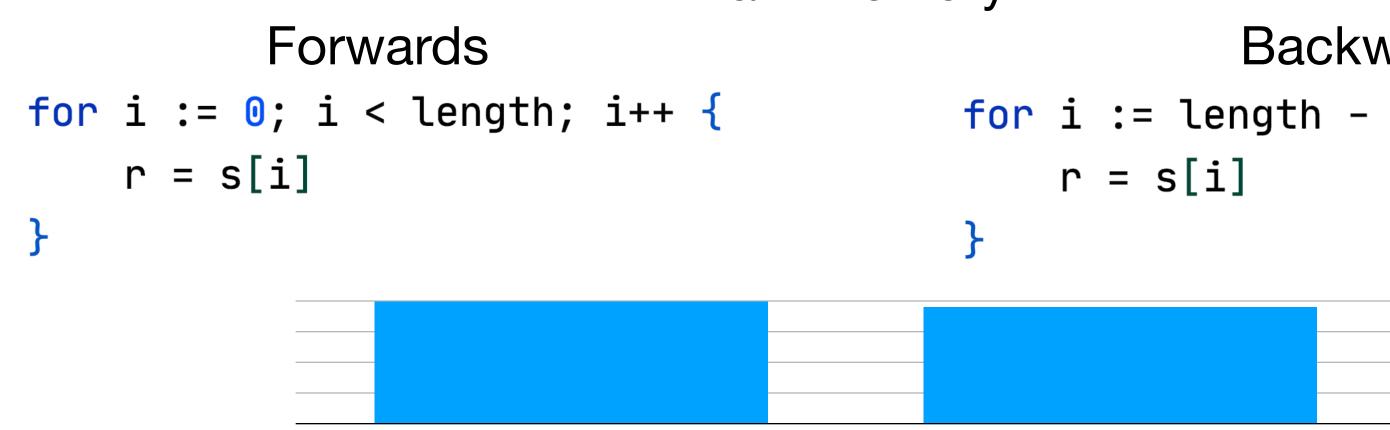
Main memory Backwards for i := length - 1; i >= 0; i-- {

Backwards



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Forwards

• Spatial locality



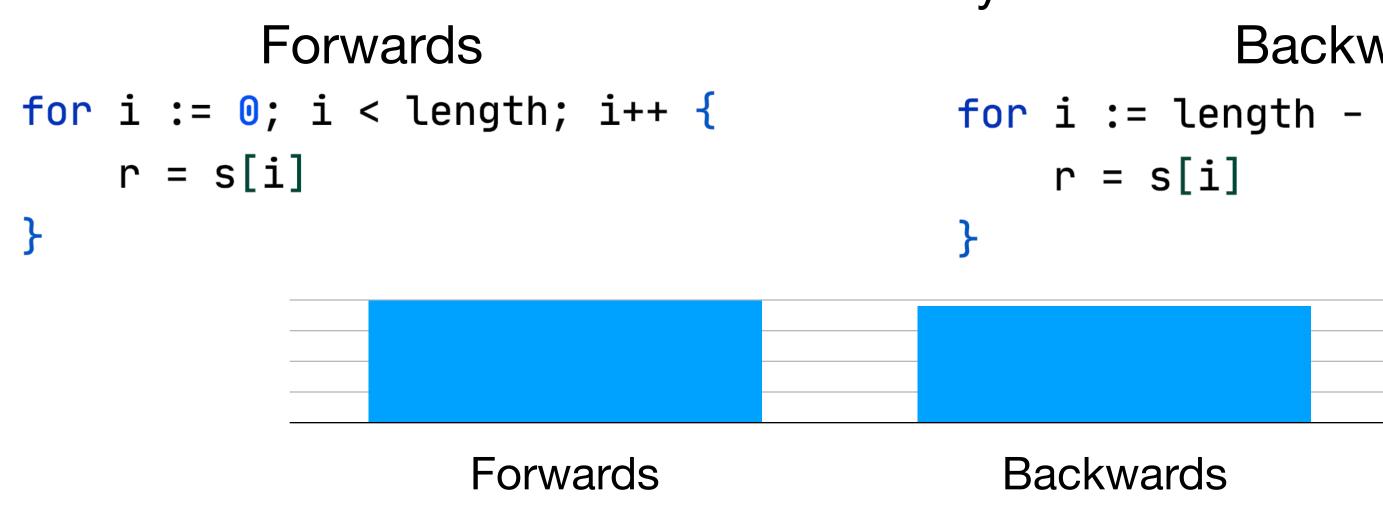
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Backwards



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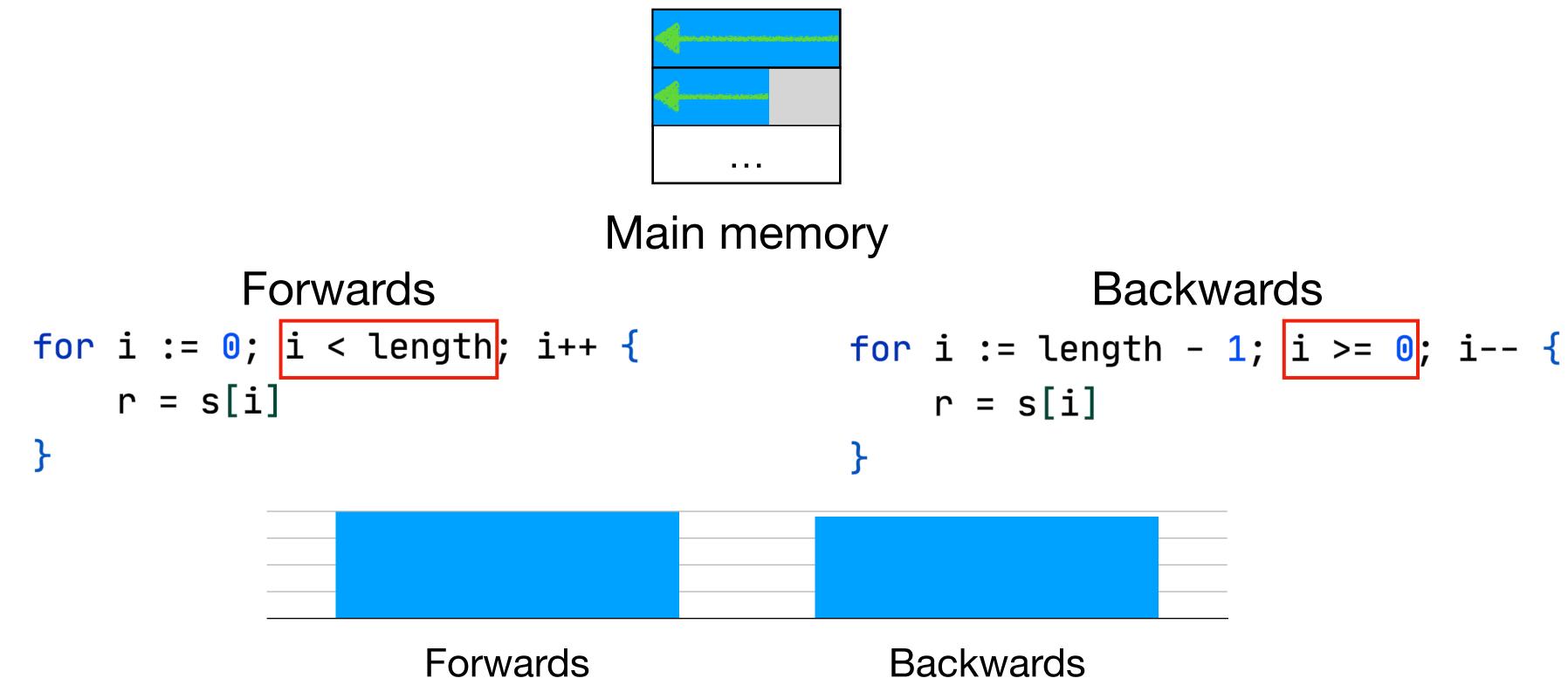
- Spatial locality
- The CPU was able to **predict** that we iterate backwards



Main memory Backwards for i := length - 1; i >= 0; i-- {



• What if we iterate **backwards** on a slice?



- Spatial locality \bullet
- The CPU was able to **predict** that we iterate backwards
- Slightly faster because the bound check is faster







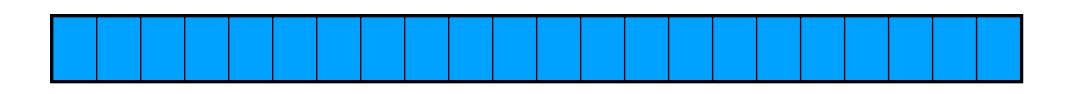
• Striding: how does a CPU work through our data?



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 - Unit stride: each element

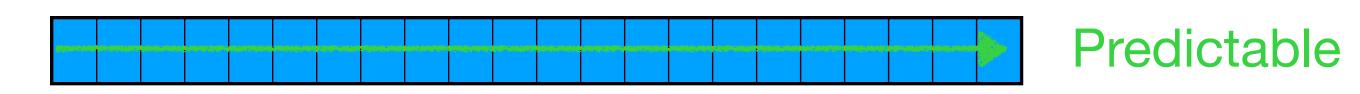


- Striding: how does a CPU work through our data?
 - Unit stride: each element lacksquare





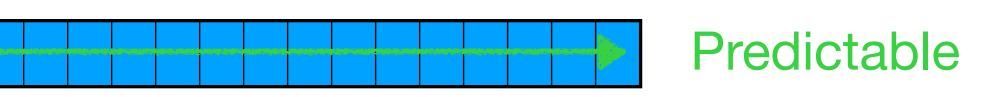
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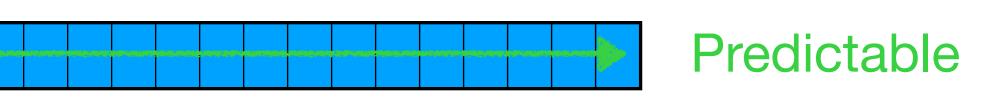


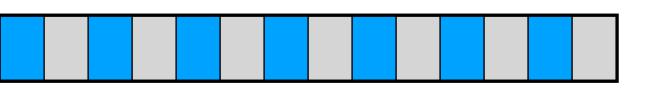




- Striding: how does a CPU work through our data?
 - Unit stride: each element lacksquare

• Constant stride: each x element (e.g. one out of two)

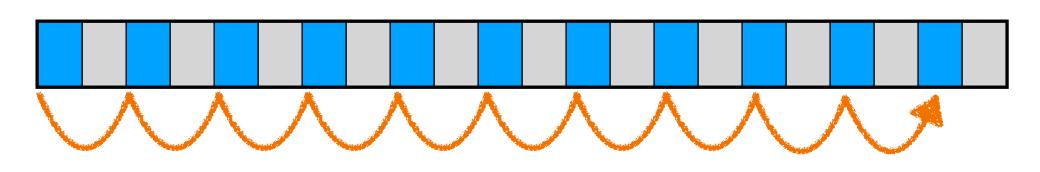


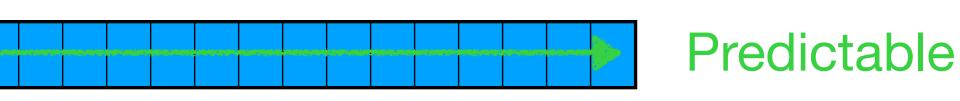




- Striding: how does a CPU work through our data?
 - Unit stride: each element lacksquare

• Constant stride: each x element (e.g. one out of two)





Predictable but less efficient

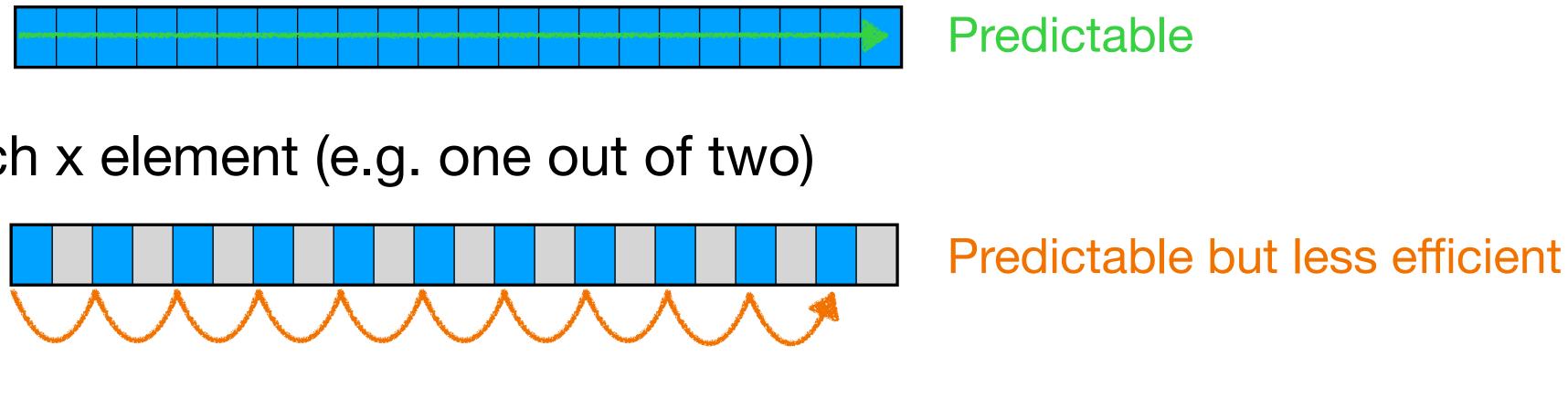






- Striding: how does a CPU work through our data?
 - Unit stride: each element

• Constant stride: each x element (e.g. one out of two)



• Non-unit stride: *might* be spread across memory (linked list)

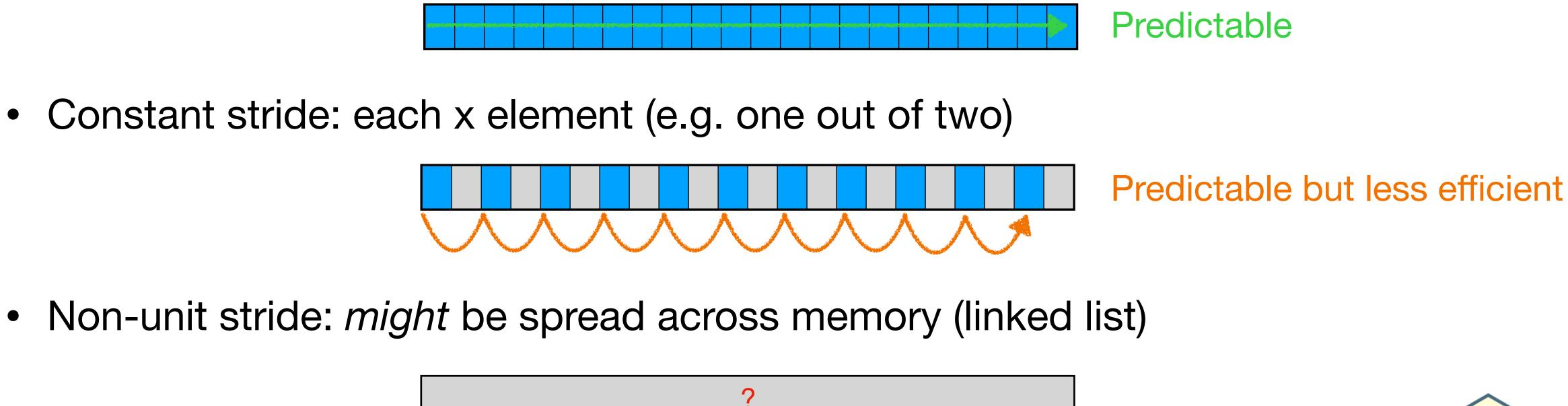






- Striding: how does a CPU work through our data?
 - Unit stride: each element

• Constant stride: each x element (e.g. one out of two)



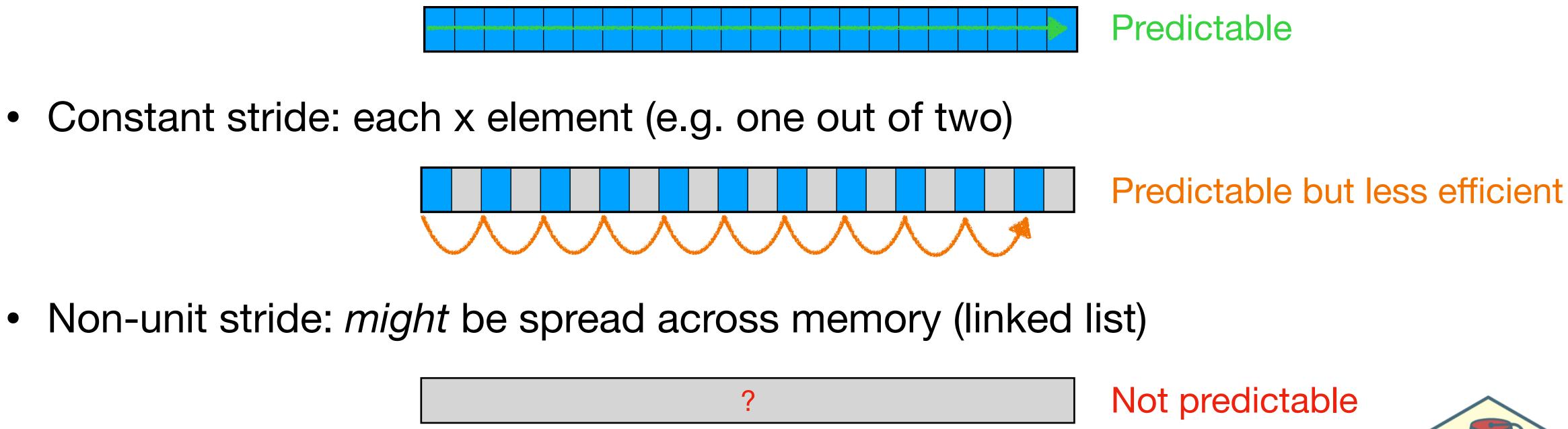






- Striding: how does a CPU work through our data?
 - Unit stride: each element

• Constant stride: each x element (e.g. one out of two)















CPU caches are extremely fast





- CPU caches are extremely fast
- A CPU doesn't cache a single variable but a cache line





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- A CPU doesn't cache a single variable but a cache line
- I can help the CPU if my application leverages: •





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 - Locality of reference \bullet





- CPU caches are extremely fast
- A CPU doesn't cache a single variable but a cache line
- I can help the CPU if my application leverages: lacksquare
 - Locality of reference
 - Predictability



CPU Architecture Locality of Reference **Data-Oriented Design** Caching Pitfall Concurrency





from one form to another" - Mike Acton

• "The purpose of all programs and all parts of those programs is to transform data





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"The purpose of all programs and all parts of those programs is to transform data

Object-Oriented design is a way to mirror how we interact with the real world





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- Yet, hardware does not like objects

"The purpose of all programs and all parts of those programs is to transform data

Object-Oriented design is a way to mirror how we interact with the real world





from one form to another" - Mike Acton

- Yet, hardware does not like objects

of each cache line

"The purpose of all programs and all parts of those programs is to transform data

Object-Oriented design is a way to mirror how we interact with the real world

Data-Oriented design is about organising data in a way to get the most value out





- 2 concrete examples:
 - Structure alignment
 - Slice of structures vs structure of slices





```
type I1 struct {
    b1 bool
    i int64
    b2 bool
}
```

```
func BenchmarkI1(b *testing.B) {
    s := make([]I1, it)
    var r int64
    b.ResetTimer()
    for j := 0; j < it; j++ {
        r += s[j].i
    }
    result = r
}</pre>
```



type I1 struct {
 b1 bool
 i int64
 b2 bool
}

func BenchmarkI1(b *testing.B) {
 s := make([]I1, it)
 var r int64
 b.ResetTimer()
 for j := 0; j < it; j++ {
 r += s[j].i
 }
 result = r
}</pre>



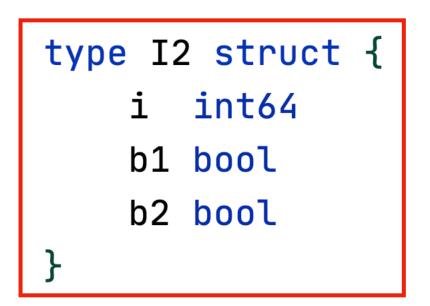
```
type I1 struct {
    b1 bool
    i int64
    b2 bool
}
```

```
func BenchmarkI1(b *testing.B) {
    s := make([]I1, it)
    var r int64
    b.ResetTimer()
    for j := 0; j < it; j++ {
        r += s[j].i
    }
    result = r
}</pre>
```



```
type I1 struct {
    b1 bool
    i int64
    b2 bool
}
```

```
func BenchmarkI1(b *testing.B) {
    s := make([]I1, it)
    var r int64
    b.ResetTimer()
    for j := 0; j < it; j++ {
        r += s[j].i
    }
    result = r
}</pre>
```



```
func BenchmarkI2(b *testing.B) {
    s := make([]I2, it)
    var r int64
    b.ResetTimer()
    for j := 0; j < it; j++ {
        r += s[j].i
    }
    result = r
}</pre>
```



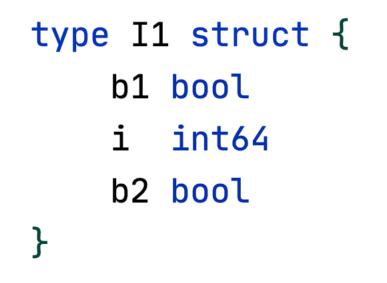
• The size of a structure is a multiple of the word size (64 bits on a 64-bit, etc.)

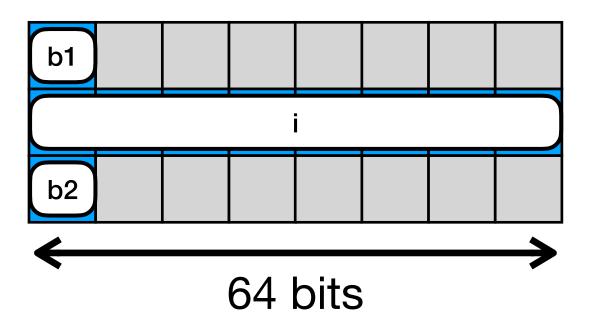


type I1 struct { b1 bool i int64 b2 bool }

• The size of a structure is a multiple of the word size (64 bits on a 64-bit, etc.)





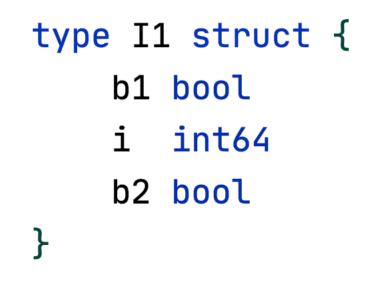


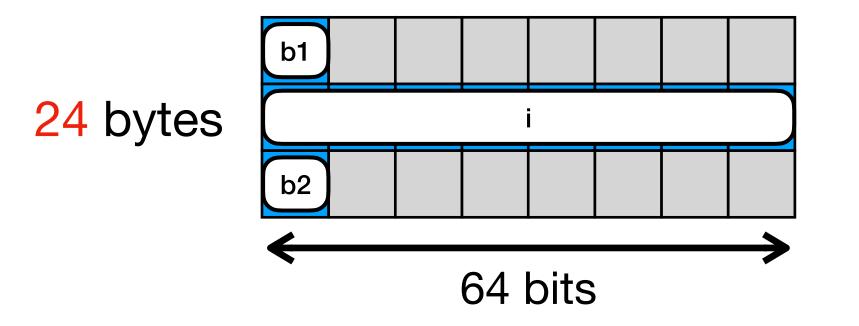


• The size of a structure is a multiple of the word size (64 bits on a 64-bit, etc.)

Structure alignment





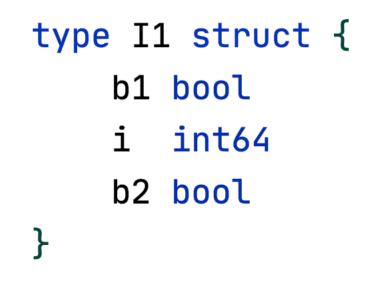


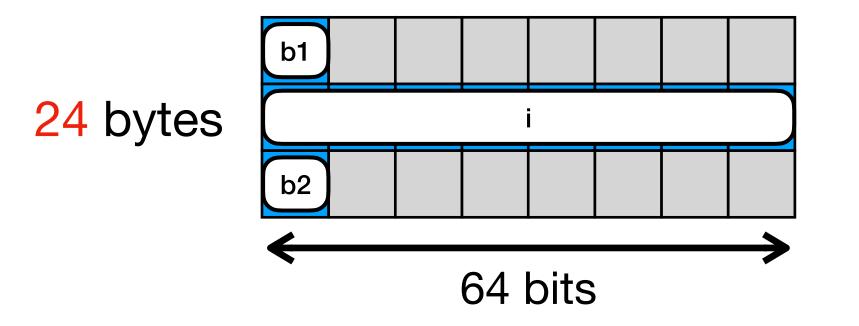


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Structure alignment







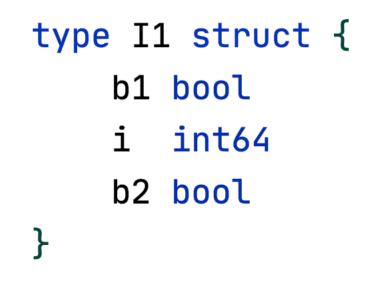


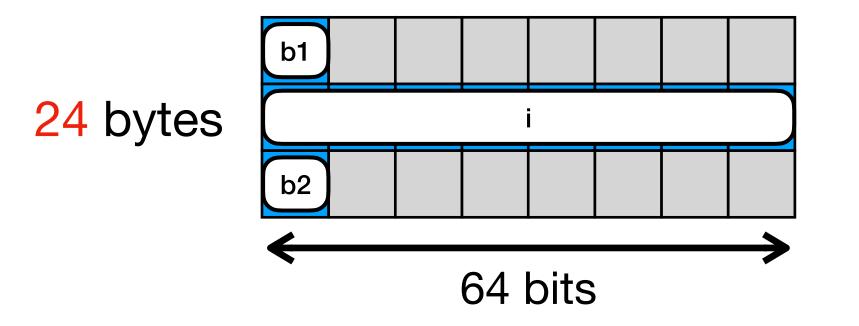
• The size of a structure is a multiple of the word size (64 bits on a 64-bit, etc.)

type I2 struct { i int64 b1 bool b2 bool }

Structure alignment

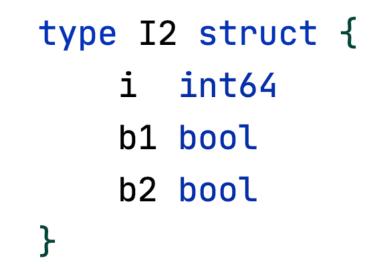


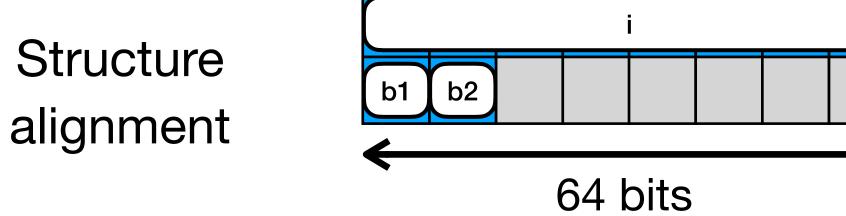




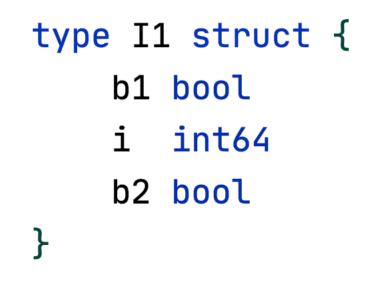


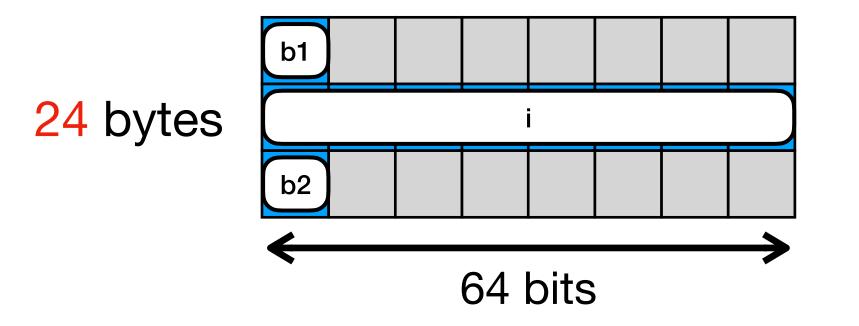
• The size of a structure is a multiple of the word size (64 bits on a 64-bit, etc.)





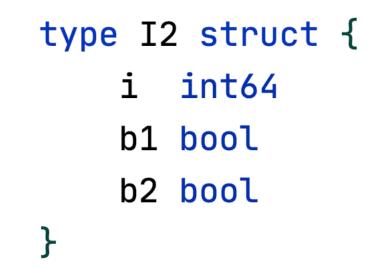


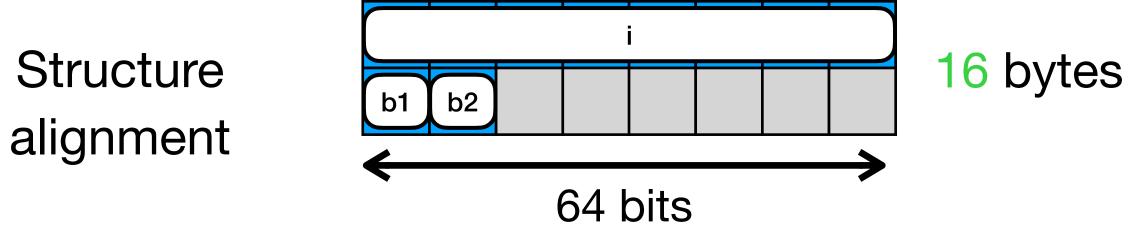




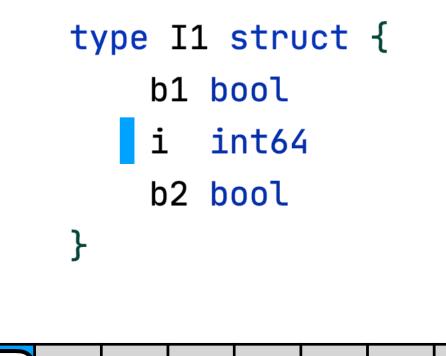


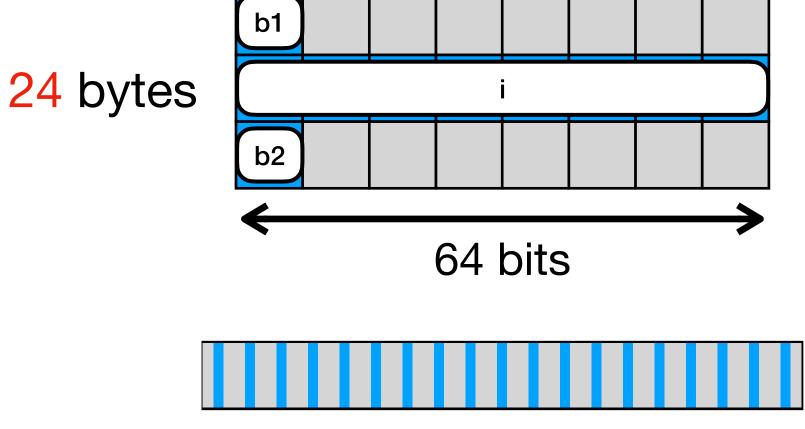
• The size of a structure is a multiple of the word size (64 bits on a 64-bit, etc.)





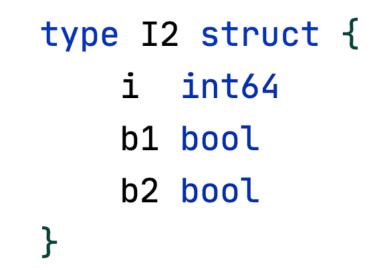


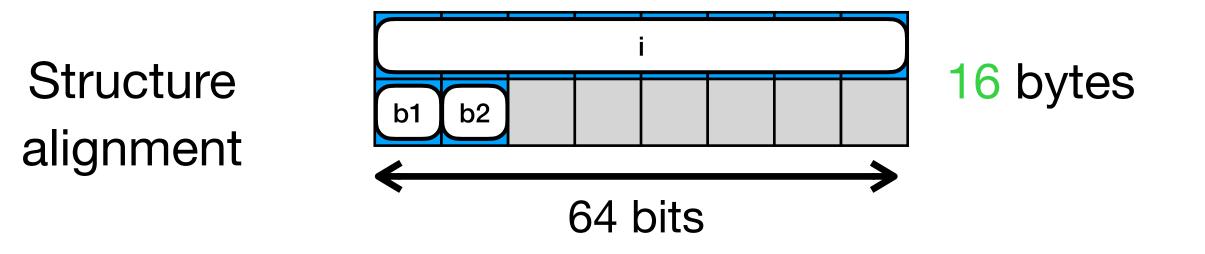




10k slice: 3750 cache lines (cache line: 64 bytes)

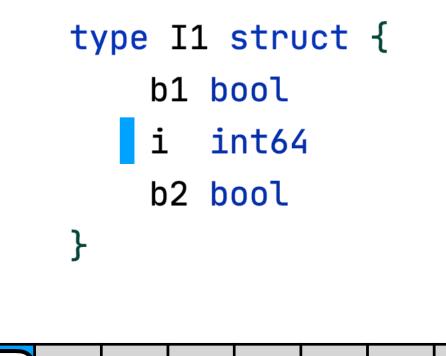
• The size of a structure is a multiple of the word size (64 bits on a 64-bit, etc.)

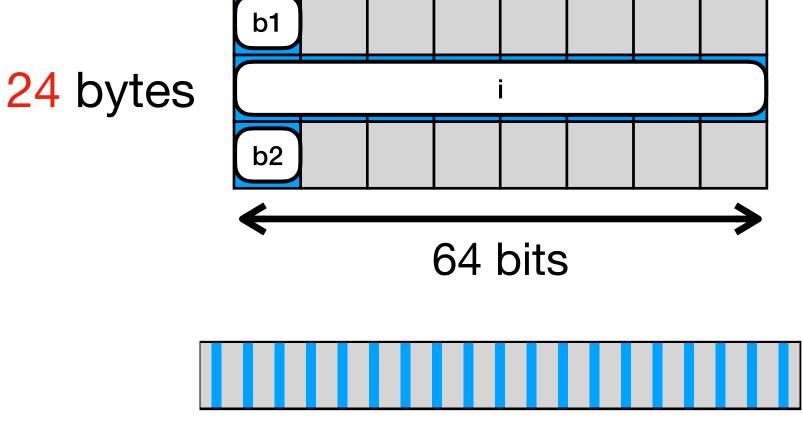




In memory

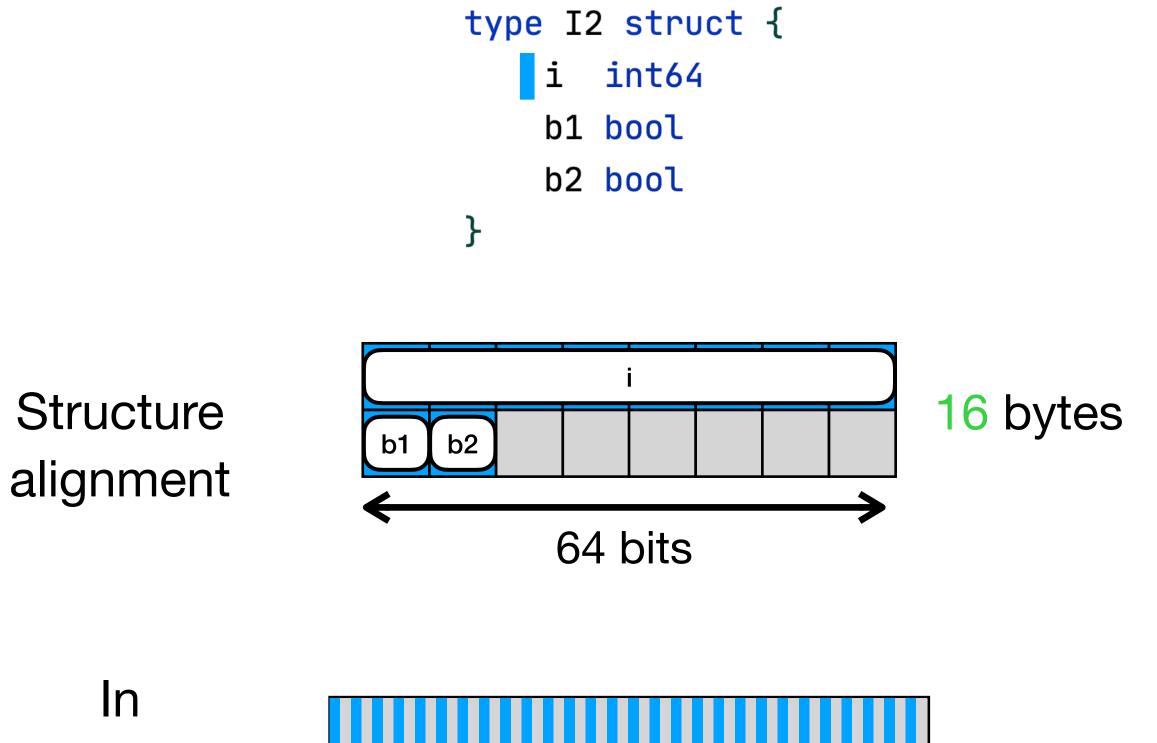






10k slice: 3750 cache lines (cache line: 64 bytes)

• The size of a structure is a multiple of the word size (64 bits on a 64-bit, etc.)



memory

10k slice: 2500 cache lines

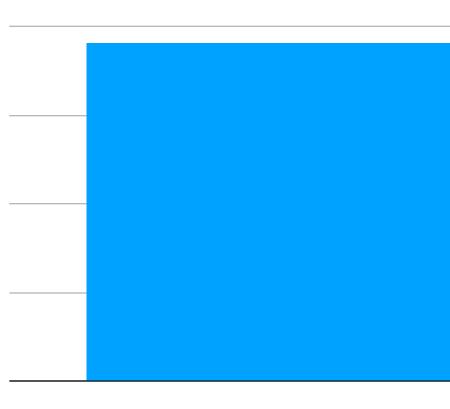


type I1 struct {
 b1 bool
 i int64
 b2 bool
}

```
type I2 struct {
    i int64
    b1 bool
    b2 bool
}
```

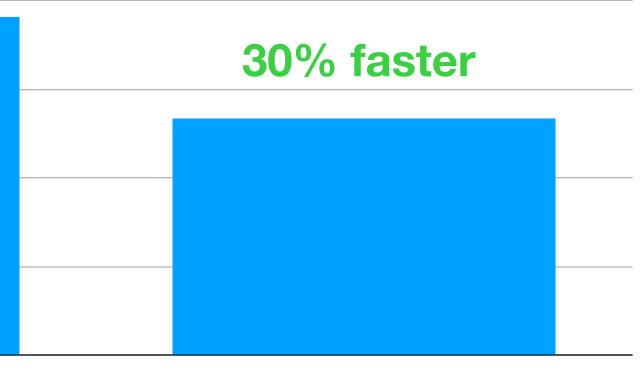


type I1 struct {
 b1 bool
 i int64
 b2 bool
}



Not compact

```
type I2 struct {
    i int64
    b1 bool
    b2 bool
}
```

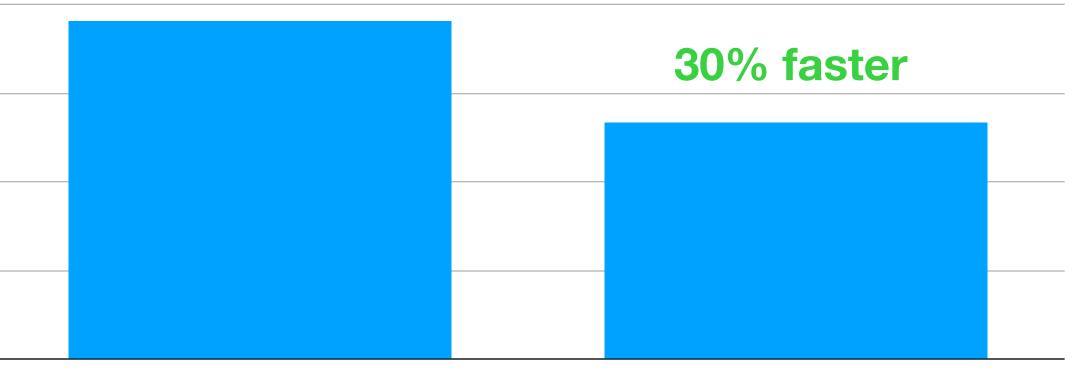


Compact



Structure Alignment

type I1 struct {
 b1 bool
 i int64
 b2 bool
}



Not compact

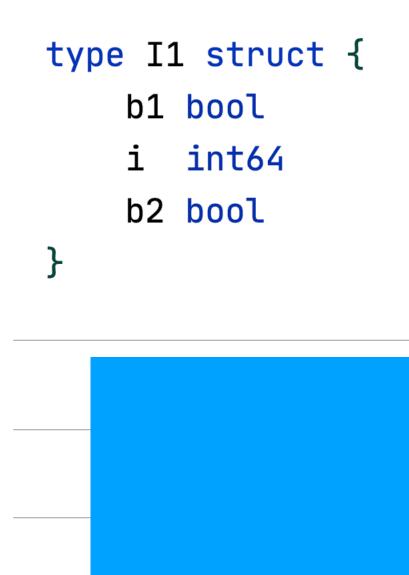
• Memory footprint (GC pressure)

```
type I2 struct {
    i int64
    b1 bool
    b2 bool
}
```

Compact



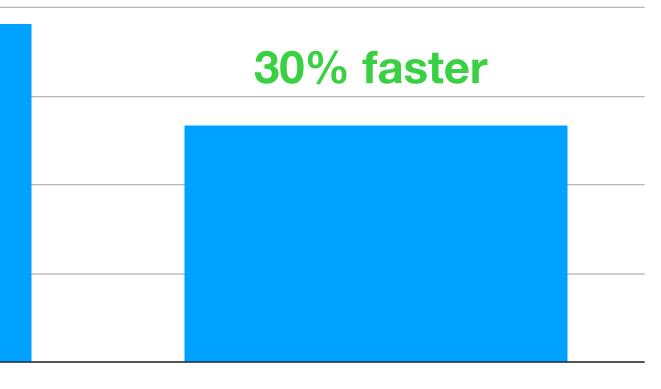
Structure Alignment



Not compact

- Memory footprint (GC pressure)
- Iterating over a **compact** data structure is more efficient as it requires less caches lines

```
type I2 struct {
    i int64
    b1 bool
    b2 bool
}
```



Compact





```
type Struct1 struct {
    a int32
    b int64
}
```

```
func BenchmarkSliceOfStructures(b *testing.B) {
    s := make([]Struct1, it)
    var r int32
    b.ResetTimer()
    for i := 0; i < b.N; i++ {
        for i := 0; i < it; i++ {
            r = s[i].a
        }
    }
    result = r
}</pre>
```



type Struct1 struct {
 a int32

b int64

}

func BenchmarkSliceOfStructures(b *testing.B) {

```
s := make([]Struct1, it)
var r int32
b.ResetTimer()
for i := 0; i < b.N; i++ {
    for i := 0; i < it; i++ {
        r = s[i].a
     }
}
result = r</pre>
```



type Struct1 struct {
 a int32

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s := make([]Struct1, it)
var r int32
b.ResetTimer()
for i := 0; i < b.N; i++ {
    for i := 0; i < it; i++ {
        r = s[i].a
     }
}
result = r</pre>
```

```
type Struct2 struct {
    a []int32
    b []int64
}
```

```
a: make([]int32, it),
```

```
b: make([]int64, it),
```

```
-
```

```
var r int32
b.ResetTimer()
for i := 0; i < b.N; i++ {
    for i := 0; i < it; i++ {
        r = s.a[i]
    }
</pre>
```

```
י
result = r
```



```
type Struct1 struct {
    a int32
    b int64
}
```

```
func BenchmarkSliceOfStructures(b *testing.B) {
    s := make([]Struct1, it)
    var r int32
    b.ResetTimer()
    for i := 0; i < b.N; i++ {
        for i := 0; i < it; i++ {
            r = s[i].a
        }
    }
    result = r
}</pre>
```

```
type Struct2 struct {
    a []int32
    b []int64
}
```

[func BenchmarkStructureOfSlices(b *testing.B) {

```
s := Struct2{
    a: make([]int32, it),
    b: make([]int64, it),
var r int32
b.ResetTimer()
for i := 0; i < b.N; i++ {</pre>
    for i := 0; i < it; i++ {</pre>
        r = s.a[i]
result = r
```



```
type Struct1 struct {
    a int32
    b int64
}
```

```
func BenchmarkStructureOfSlices(b *testing.B) {
func BenchmarkSliceOfStructures(b *testing.B) {
                                                          s := Struct2{
    s := make([]Struct1, it)
                                                              a: make([]int32, it),
    var r int32
                                                              b: make([]int64, it),
    b.ResetTimer()
    for i := 0; i < b.N; i++ {</pre>
                                                          var r int32
        for i := 0; i < it; i++ {</pre>
                                                          b.ResetTimer()
            r = s[i].a
                                                          for i := 0; i < b.N; i++ {</pre>
        }
                                                              for i := 0; i < it; i++ {</pre>
                                                                   r = s.a[i]
    result = r
```

```
type Struct2 struct {
    a []int32
    b []int64
}
```

```
י
result = r
```



```
type Struct1 struct {
    a int32
    b int64
}
```

```
func BenchmarkStructureOfSlices(b *testing.B) {
func BenchmarkSliceOfStructures(b *testing.B) {
                                                          s := Struct2{
    s := make([]Struct1, it)
                                                              a: make([]int32, it),
    var r int32
                                                              b: make([]int64, it),
    b.ResetTimer()
    for i := 0; i < b.N; i++ {</pre>
                                                          var r int32
        for i := 0; i < it; i++ {</pre>
                                                          b.ResetTimer()
            r = s[i].a
                                                          for i := 0; i < b.N; i++ {</pre>
        }
                                                              for i := 0; i < it; i++ {</pre>
                                                                  r = s.a[i]
    result = r
                                                          result = r
```

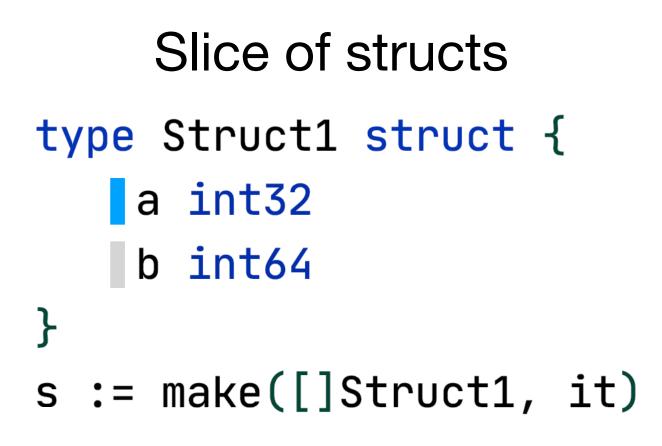
```
type Struct2 struct {
    a []int32
    b []int64
}
```

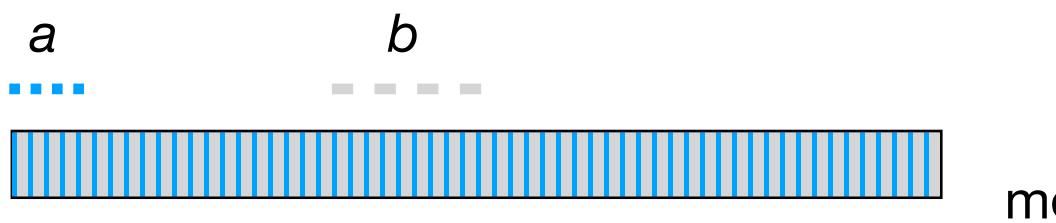


```
Slice of structs
type Struct1 struct {
    a int32
    b int64
}
s := make([]Struct1, it)
```

```
Struct of slices
type Struct2 struct {
    a []int32
    b []int64
}
s := Struct2{
    a: make([]int32, it),
    b: make([]int64, it),
}
```





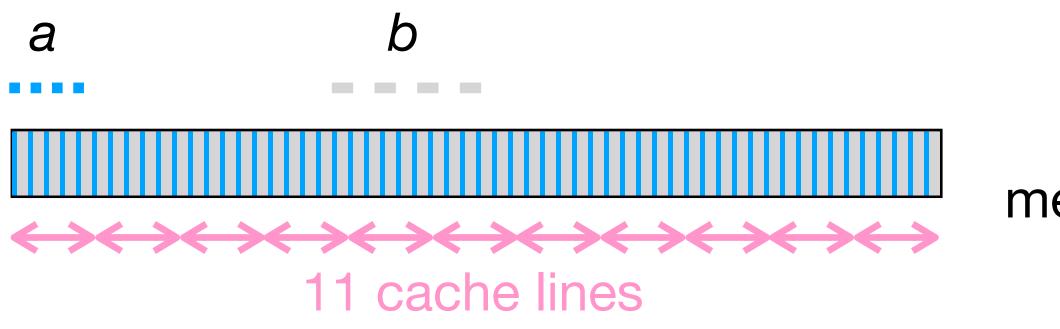


```
Struct of slices
type Struct2 struct {
    a []int32
    b []int64
}
s := Struct2{
    a: make([]int32, it),
    b: make([]int64, it),
}
```

In memory



Slice of structs
type Struct1 struct {
 a int32
 b int64
}
s := make([]Struct1, it)

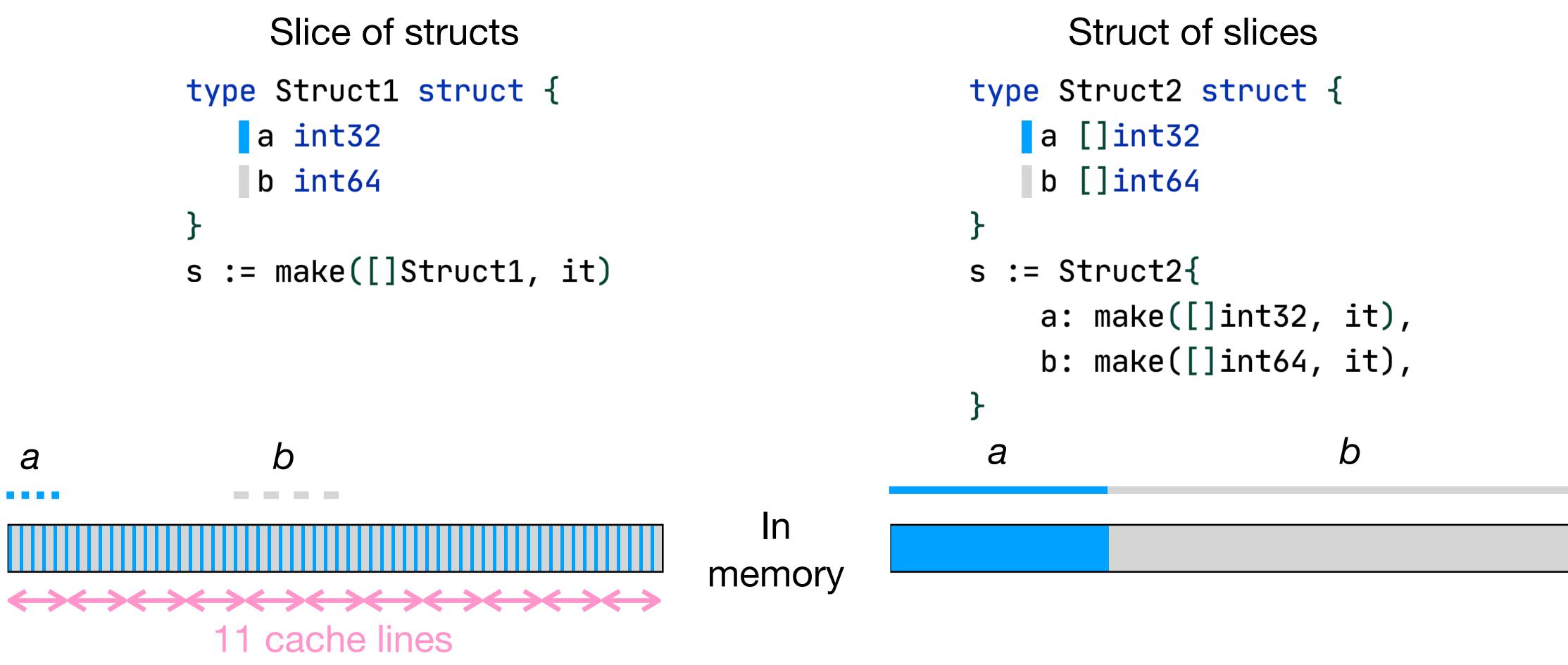


```
Struct of slices
type Struct2 struct {
    a []int32
    b []int64
}
s := Struct2{
    a: make([]int32, it),
    b: make([]int64, it),
}
```

In memory

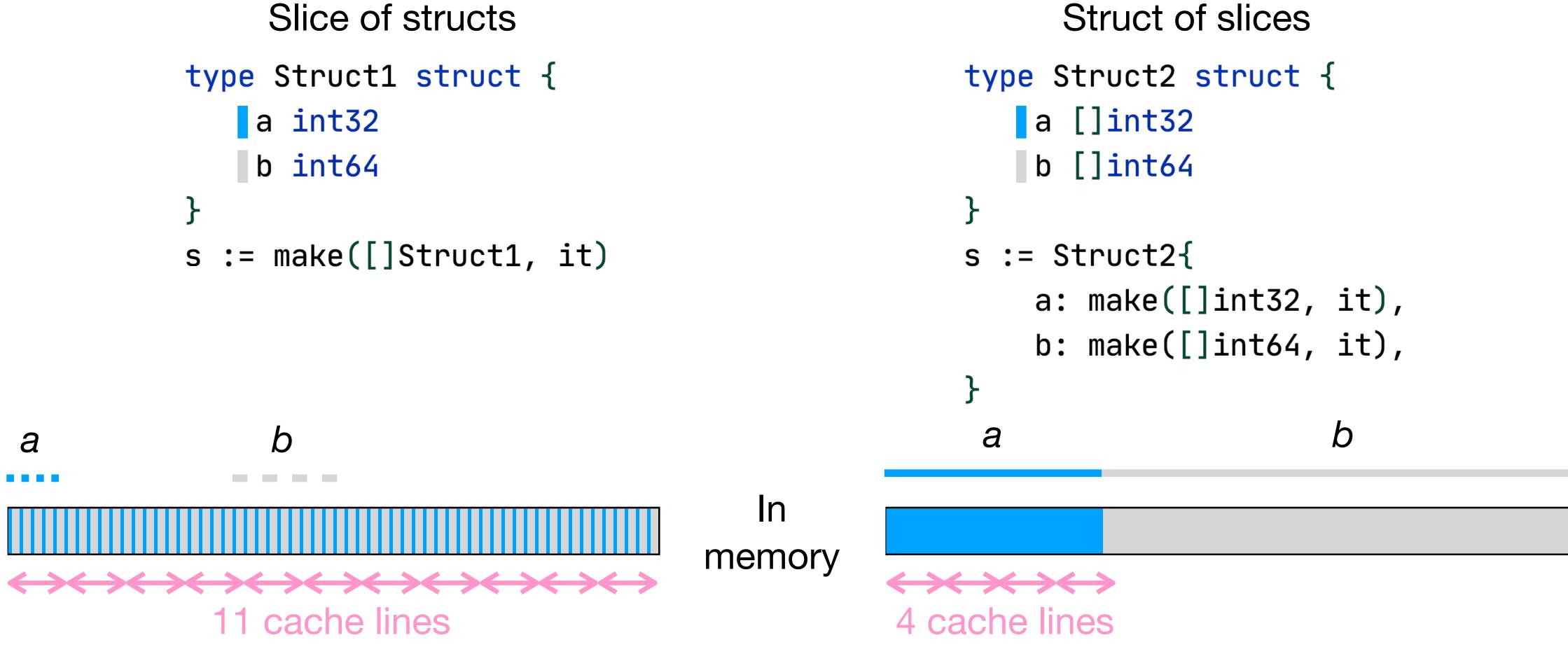


Slice of structs a int32 b int64 }



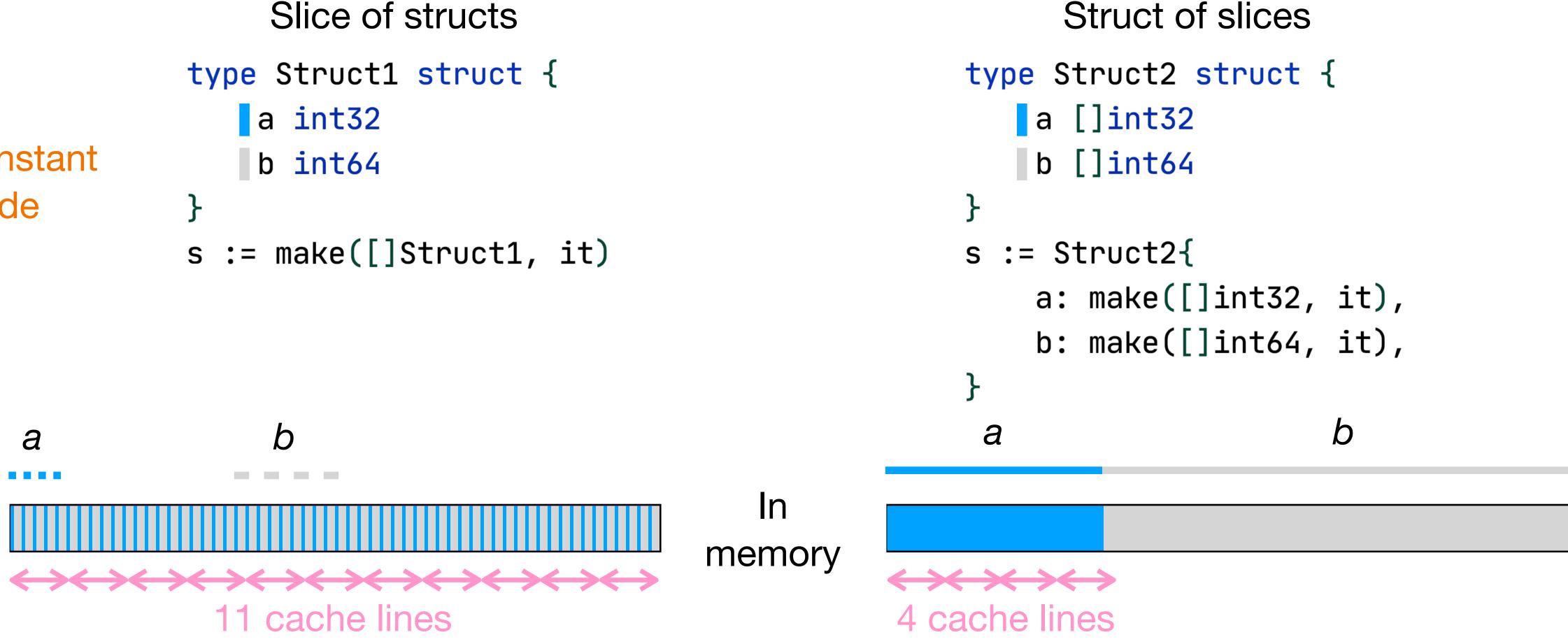


Slice of structs a int32 b int64 }



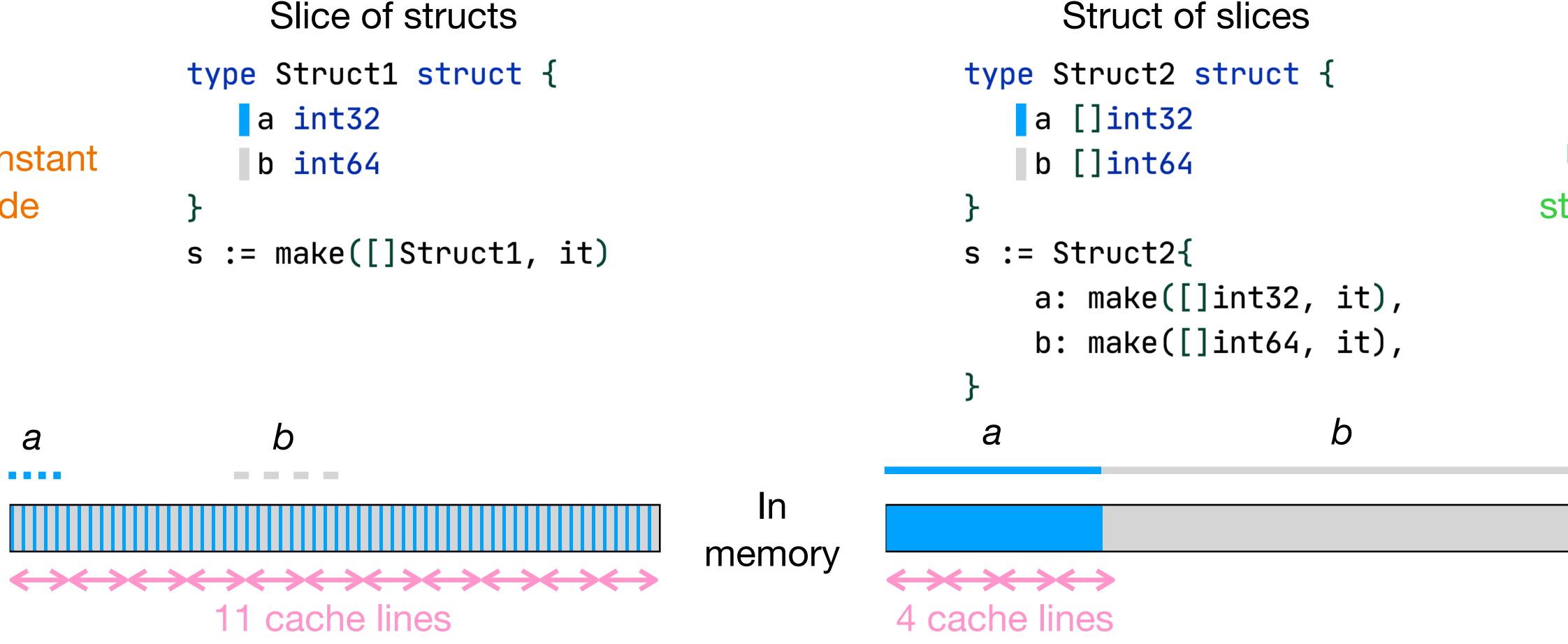


Slice of structs type Struct1 struct { a int32 Constant b int64 stride } s := make([]Struct1, it)



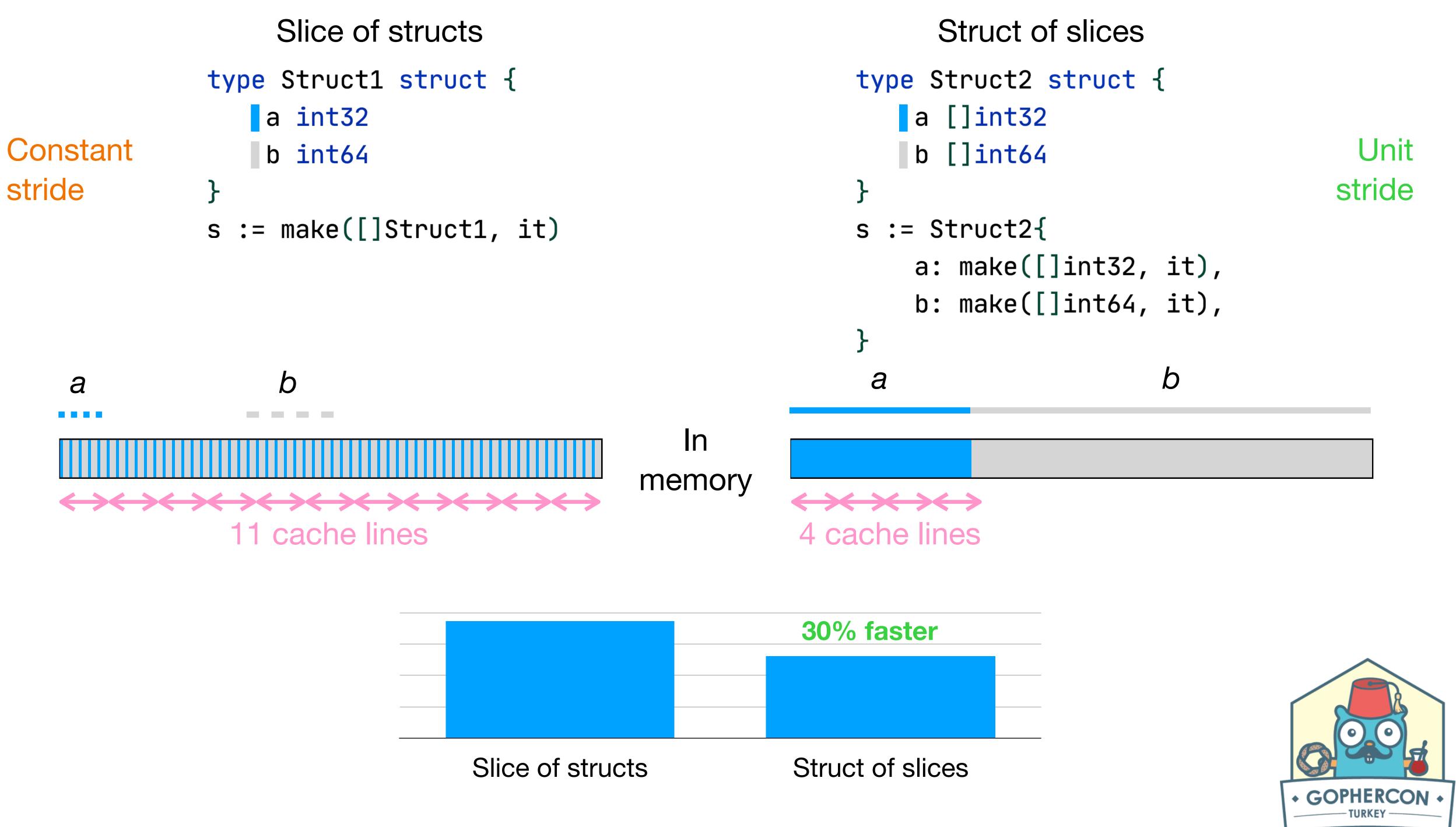


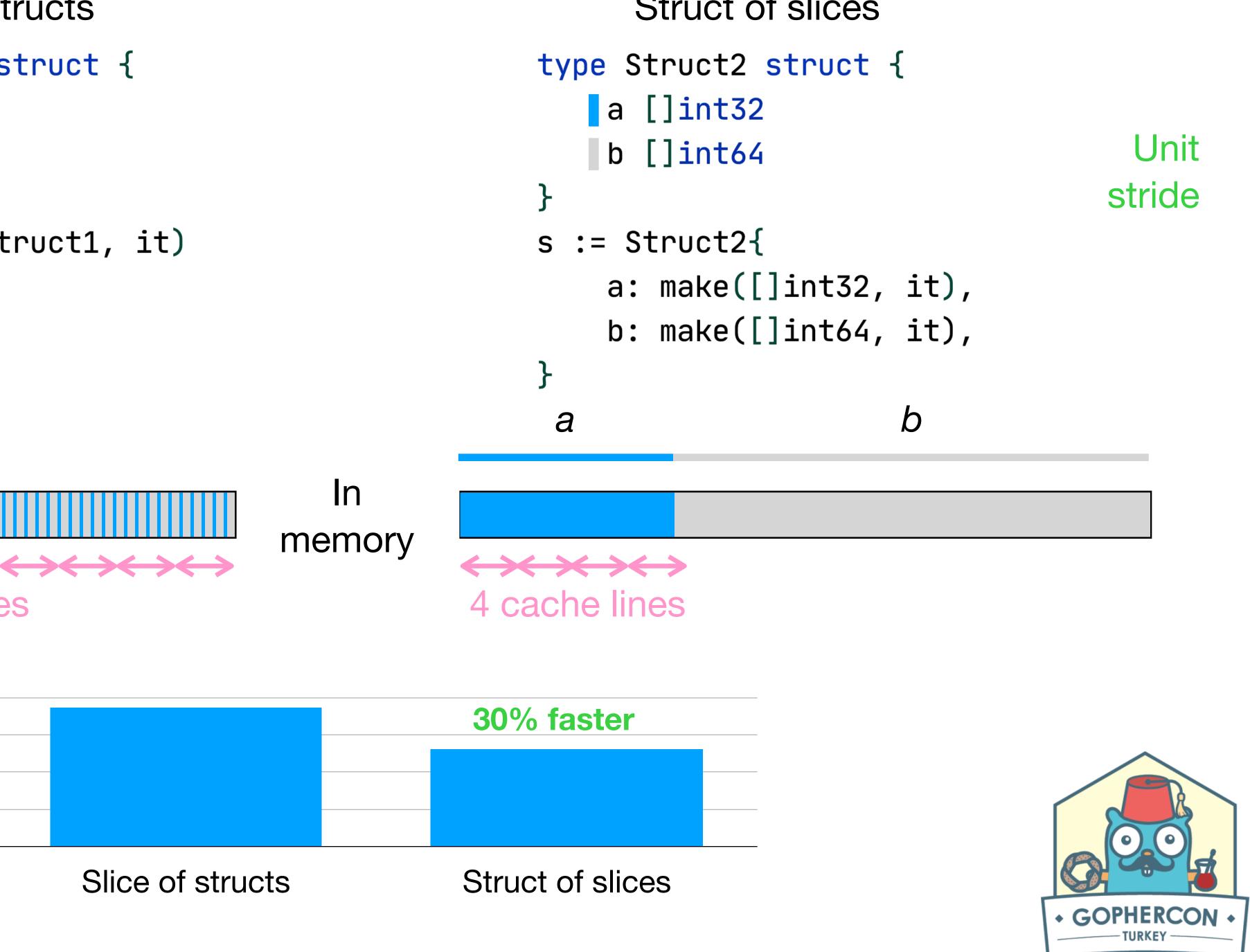
Slice of structs type Struct1 struct { a int32 Constant b int64 stride } s := make([]Struct1, it)





Unit stride







• A concrete example: Go standard flate package



• A concrete example: Go standard flate package

 Flate is a compression algorithm based on two other algorithms: huffman encoding an LZ77 compression



Go flate package

	type hcode struct { code, len uint16												
}	}												
<pre>type huffmanEncoder struct {</pre>													
codes	odes []hcode												
freqcache	[]literalN	lod	е										
bitCount	[17]int32												
lns	byLiteral	//	stored	to	avoid	repeated	allocation	in	gener				
lfs	byFreq	//	stored	to	avoid	repeated	allocation	in	gener				
}													

https://github.com/golang/go: src/compress/flate/huffman_code.go

erate erate

Go flate package

type hcode struct {
 code, len uint16
}

}

type huffmanEncoder struct {

codes	[]hcode								
freqcache	[]literal	Node	е						
bitCount	[17]int32								
lns	byLiteral	//	stored	to	avoid	repeated	allocation	in	gene
lfs	byFreq	//	stored	to	avoid	repeated	allocation	in	gene

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Go flate package

type hcode struct { code, len uint16

type huffmanEncoder struct {

codes	[]hcode								
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bitCount	[17]int32								
lns	byLiteral	//	stored	to	avoid	repeated	allocation	in	gene
lfs	byFreq	//	stored	to	avoid	repeated	allocation	in	gene

https://github.com/golang/go: src/compress/flate/huffman_code.go

```
type hcodes struct {
           code []uint16
           len []uint16
       }
       type huffmanEncoder struct {
           codes
                     hcodes
           freqcache []literalNode
           bitCount [17]int32
erate
                    byLiteral // stored to avoid repeated allocation in generate
           lns
erate
                               // stored to avoid repeated allocation in generate
           lfs
                    byFreq
```

Go flate package

type hcode struct { code, len uint16

}

type huffmanEncoder struct {

codes	[]hcode	typ	e huffmanEı	ncoder struct {
fregcache	[]literalNode		codes	hcodes
	[17]int32		freqcache	[]literalNode
lns	byLiteral // stored to avoid repeated allocation in generate		bitCount	[17]int32
lfs	byFreq // stored to avoid repeated allocation in generate		lns	byLiteral // stored to avoid repeated allocation in ge
	Syrreq // Stored to avoid repeated attooution in generate		lfs	byFreq // stored to avoid repeated allocation in ge
		}		

https://github.com/golang/go: src/compress/flate/huffman_code.go

Go flate package modified

type <u>hco</u>	des struct	{
code	[]uint16	
len	[]uint16	
}		

type huffmanEncoder struct {	
------------------------------	--

generate generate

Go flate package

	<pre>ype hcode struct { code, len uint16</pre>											
}												
<mark>type</mark> huffmanEr	type huffmanEncoder struct {											
codes	[]hcode											
freqcache	[]literal	lod	е									
bitCount	[17]int32											
lns	byLiteral	//	stored	to	avoid	repeated	allocation	in	genei			
lfs	byFreq	//	stored	to	avoid	repeated	allocation	in	genei			
}												

https://github.com/golang/go: src/compress/flate/huffman_code.go

• 5 iteration loops on either hcode.code or hcode.len

```
type hcodes struct {
           code []uint16
           len []uint16
      }
       type huffmanEncoder struct {
                    hcodes
           codes
          freqcache []literalNode
          bitCount [17]int32
erate
                    byLiteral // stored to avoid repeated allocation in generate
          lns
erate
                              // stored to avoid repeated allocation in generate
           lfs
                    byFreq
```

Go flate package

```
type hcodes struct {
type hcode struct {
                                                                                 code []uint16
    code, len uint16
                                                                                 len []uint16
                                                                             }
type huffmanEncoder struct {
                                                                             type huffmanEncoder struct {
              []hcode
    codes
                                                                                 codes
                                                                                           hcodes
   freqcache []literalNode
                                                                                 freqcache []literalNode
   bitCount [17]int32
                                                                                 bitCount [17]int32
             byLiteral // stored to avoid repeated allocation in generate
   lns
                                                                                           byLiteral // stored to avoid repeated allocation in generate
                                                                                 lns
                       // stored to avoid repeated allocation in generate
              byFreq
   lfs
                                                                                 lfs
                                                                                           byFreq
                                                                                                     // stored to avoid repeated allocation in generate
```

https://github.com/golang/go: src/compress/flate/huffman_code.go

• 5 iteration loops on either hcode.code or hcode.len

• Example:

```
for i := 0; i < numCodegens; i++ {</pre>
    value := uint(w.codegenEncoding.codes[codegenOrder[i]].len)
    w.writeBits(int32(value), nb: 3)
```



Go flate package

```
type hcodes struct {
type hcode struct {
                                                                                 code []uint16
    code, len uint16
                                                                                 len []uint16
type huffmanEncoder struct {
                                                                             type huffmanEncoder struct {
              []hcode
   codes
                                                                                 codes
                                                                                           hcodes
   freqcache []literalNode
                                                                                 freqcache []literalNode
   bitCount [17]int32
                                                                                 bitCount [17]int32
             byLiteral // stored to avoid repeated allocation in generate
   lns
                                                                                           byLiteral // stored to avoid repeated allocation in generate
                                                                                 lns
                       // stored to avoid repeated allocation in generate
   lfs
             byFreq
                                                                                                     // stored to avoid repeated allocation in generate
                                                                                 lfs
                                                                                           byFreq
```

https://github.com/golang/go: src/compress/flate/huffman_code.go

• 5 iteration loops on either hcode.code or hcode.len

• Example:

```
for i := 0; i < numCodegens; i++ {</pre>
for i := 0; i < numCodegens; i++ {</pre>
                                                                          value := uint(w.codegenEncoding.codes.len[codegenOrder[i]])
    value := uint(w.codegenEncoding.codes[codegenOrder[i]].len)
                                                                          w.writeBits(int32(value), nb: 3)
    w.writeBits(int32(value), nb: 3)
                                                                      }
```



Go flate package

```
type hcodes struct {
type hcode struct {
                                                                                 code []uint16
    code, len uint16
                                                                                 len []uint16
type huffmanEncoder struct {
                                                                             type huffmanEncoder struct {
              []hcode
   codes
                                                                                 codes
                                                                                           hcodes
   freqcache []literalNode
                                                                                 freqcache []literalNode
   bitCount [17]int32
                                                                                 bitCount [17]int32
             byLiteral // stored to avoid repeated allocation in generate
   lns
                                                                                           byLiteral // stored to avoid repeated allocation in generate
                                                                                 lns
                       // stored to avoid repeated allocation in generate
   lfs
             byFreq
                                                                                                     // stored to avoid repeated allocation in generate
                                                                                 lfs
                                                                                           byFreq
```

https://github.com/golang/go: src/compress/flate/huffman_code.go

• 5 iteration loops on either hcode.code or hcode.len

• Example:

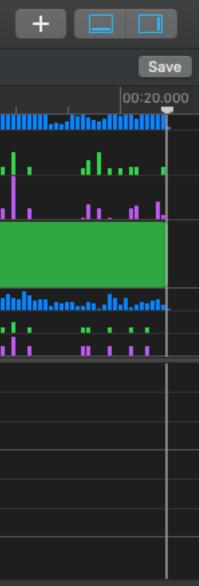
```
for i := 0; i < numCodegens; i++ {</pre>
for i := 0; i < numCodegens; i++ {</pre>
                                                                          value := uint(w.codegenEncoding.codes.len[codegenOrder[i]])
    value := uint(w.codegenEncoding.codes[codegenOrder[i]].len)
                                                                          w.writeBits(int32(value), nb: 3)
    w.writeBits(int32(value), nb: 3)
                                                                      }
```

Metrics?



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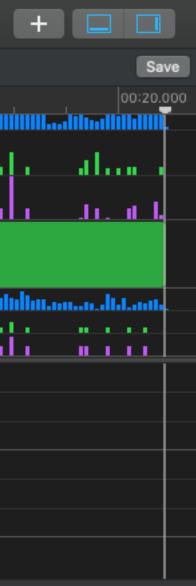
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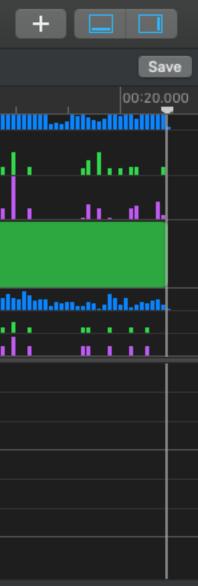


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	5934 5934.0ms	21.9%		22 578 815 309 178 397 000 0	22 578 814 746 220 986 000 000	▼runtime.main flate1				hanical-sympathy-in-go/cmd/flate2.(*compressor).sto
	5932 5932.0ms			22 578 815 309 178 397 000 0	22 578 814 746 220 986 000 000	▼main.main flate1				hanical-sympathy-in-go/cmd/flate2.(*huffmanBitWriter
		0.0%	1,0 👤	1 491	0		ical-sympathy-in-go/cmd/flate.(*Writer).Re			hanical-sympathy-in-go/cmd/flate2.(*huffmanEncoder
	5906 5906.0ms 5900 5900.0ms			22 523 475 358 404 820 000 0 22 505 028 614 335 974 000 0		· · ·	lical-sympathy-in-go/cmd/flate.(*compress		1445.0 sort.Sort	
	3083 3083.0ms			12 248 628 494 795 629 000 0			anical-sympathy-in-go/cmd/flate.(*compres hanical-sympathy-in-go/cmd/flate.(*huffma		436.0 sort.quickSort	
	45 45.0ms		45,0 1		221 360 928 883 581 350 000		echanical-sympathy-in-go/cmd/flate.(*huffr		204.0 sort.quickSort	
	26 26.0ms	0.0%	26,0 💶	92 233 157 434 736 660 000	92 233 720 369 331 080 000	· · ·	echanical-sympathy-in-go/cmd/flate.(*huffr		63.0 sort.quickSort	
	1614 1614.0ms		933,0 👤	6 124 313 965 952 697 000 000	6 124 319 032 469 608 000 000		echanical-sympathy-in-go/cmd/flate.(*huffr	· · ·	31.0 sort.insertionSort	
		0.0%	4,0 💶	18 446 744 068 843 934 000	18 446 744 073 418 738 000		anical-sympathy-in-go/cmd/flate.(*huffman			
	20 20.0ms	0.0% 0.0%	20,0 💶	36 893 206 696 542 073 000 281 476 883 776 767	36 893 488 148 606 350 000 308 653 940		ical-sympathy-in-go/cmd/flate.(*compress	or).write flate1		
		0.0%	0,0 👤 0,0 🐼	18 446 462 599 628 040 000	18 446 744 073 615 712 000		ad dylib			
	4944 4944.0ms		0,0		13 982 632 007 873 746 000 000	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	a a a a a a a a a a a a a a a a a a a			
	2 2.0ms	: 0.0%	0,0 💿	18 446 462 598 960 579 000						
		0.0%	0,0 💿	1 239 265	40 778	►dyld_get_min_os_version libe	yld.dylib			
		0.0%	1,0 💶	281 474 758 259 731	125 616 097	runtime.asmcgocall flate2				
	4938 4938.0ms 4934 4934.0ms		4,0 👤 7,0 👤		13 964 185 263 800 037 000 000 13 945 738 519 726 745 000 000	▼runtime.main flate2 ▼main.main flate2				
		0.0%	1,0 💻	18 446 462 598 382 694 000	18 446 744 073 570 361 000		nical-sympathy-in-go/cmd/flate2.(*Writer).R	teset flate2		
	4905 4905.0ms		6,0 💶	13 835 058 899 743 300 000 0			ical-sympathy-in-go/cmd/flate2.(*compres			
	4895 4895.0ms	18.1%	2523,0 👤	13 835 058 899 743 300 000 0	13 835 058 055 284 682 000 000	▼ github.com/teivah/mech	anical-sympathy-in-go/cmd/flate2.(*compre	essor).storeHuff flate2		
	2372 2372.0ms			6 714 611 183 731 171 000 000			hanical-sympathy-in-go/cmd/flate2.(*huffn			
	33 33.0ms		33,0 💶	92 233 720 357 337 330 000	92 233 720 367 897 770 000		echanical-sympathy-in-go/cmd/flate2.(*huf			
	34 34.0ms 1518 1518.0ms		34,0 👤 911,0 👤	166 020 133 688 638 500 000 4 039 836 670 803 177 400 000	166 020 696 661 746 650 000 4 039 836 952 149 304 500 000		echanical-sympathy-in-go/cmd/flate2.(*huf echanical-sympathy-in-go/cmd/flate2.(*huf	fmanBitWriter).writeDynamicHeader flate2		
		0.0%	4,0 💶	937 650	4 039 836 952 149 304 500 000 47 947		anical-sympathy-in-go/cmd/flate2.(*huffma			
	20 20.0ms		20,0 💶	73 786 413 347 266 200 000	73 786 976 294 798 580 000		nical-sympathy-in-go/cmd/flate2.(*compres			Xcode Instrume
		0.0%	0,0 💶	450 604	7 391	▶runtime.schedinit flate2				Acouc instrume
	1 1.0ms	0.0%	0,0 💿	1 905 519	32 467	▶thread_start libsystem_pthree	ad.dylib			
Input Ei	lter 🕞 Involv			Call Tree Call Tree Constraints	Data Mining					

Call Tree Call Tree Constraints Data Mining

Input Filter 💿 Involves Symbo



close

storeHuff

riter).writeBlockHuff der).generate



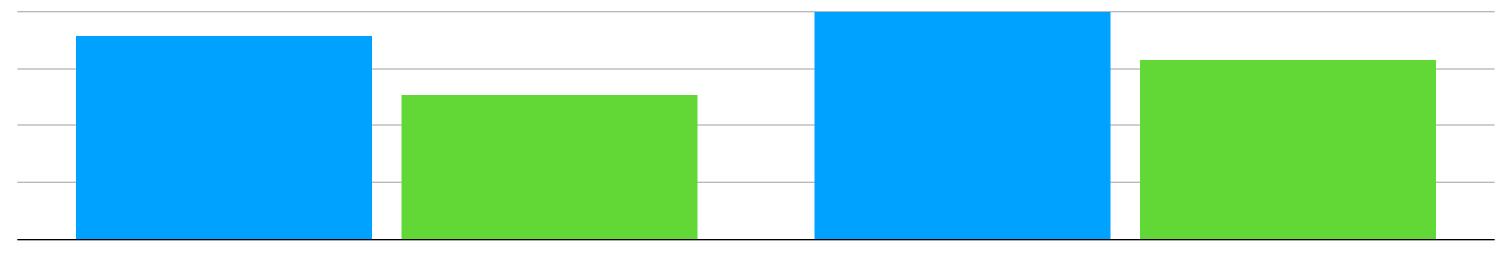
Go flate package

```
type hcodes struct {
type hcode struct {
                                                                                code []uint16
    code, len uint16
                                                                                len []uint16
                                                                            }
type huffmanEncoder struct {
                                                                            type huffmanEncoder struct {
              []hcode
    codes
                                                                                          hcodes
                                                                                codes
   freqcache []literalNode
                                                                                freqcache []literalNode
   bitCount [17]int32
                                                                                bitCount [17]int32
             byLiteral // stored to avoid repeated allocation in generate
   lns
                                                                                          byLiteral // stored to avoid repeated allocation in generate
                                                                                lns
                       // stored to avoid repeated allocation in generate
   lfs
             byFreq
                                                                                                    // stored to avoid repeated allocation in generate
                                                                                lfs
                                                                                          byFreq
```



Go flate package

<pre>type hcode struct { code, len uint16</pre>												
}												
<pre>type huffmanEncoder struct {</pre>												
	codes	des []hcode										
	freqcache	[]literalNode										
	bitCount	itCount [17]int32										
	lns	byLiteral	//	stored	to	avoid	repeated	allocation	in	gener		
	lfs	byFreq	//	stored	to	avoid	repeated	allocation	in	gener		
}												



Encode/Digits/Huffman/1e6

Slice of structs

Go flate package modified

```
type hcodes struct {
           code []uint16
          len []uint16
      }
      type huffmanEncoder struct {
                    hcodes
           codes
          freqcache []literalNode
          bitCount [17]int32
erate
                    byLiteral // stored to avoid repeated allocation in generate
          lns
erate
                               // stored to avoid repeated allocation in generate
          lfs
                    byFreq
```

Encode/Newton/Huffman/1e6



Struct of slices











• I can design algorithms to leverage CPU caches





• I can design algorithms to leverage CPU caches

• I can also organise my data to get the most value out of cache lines





• I can design algorithms to leverage CPU caches

I can also organise my data to get the most value out of cache lines

• **Unit stride** > Constant stride > Non-unit stride



CPU Architecture Locality of Reference **Data-Oriented Design** Caching Pitfall Concurrency





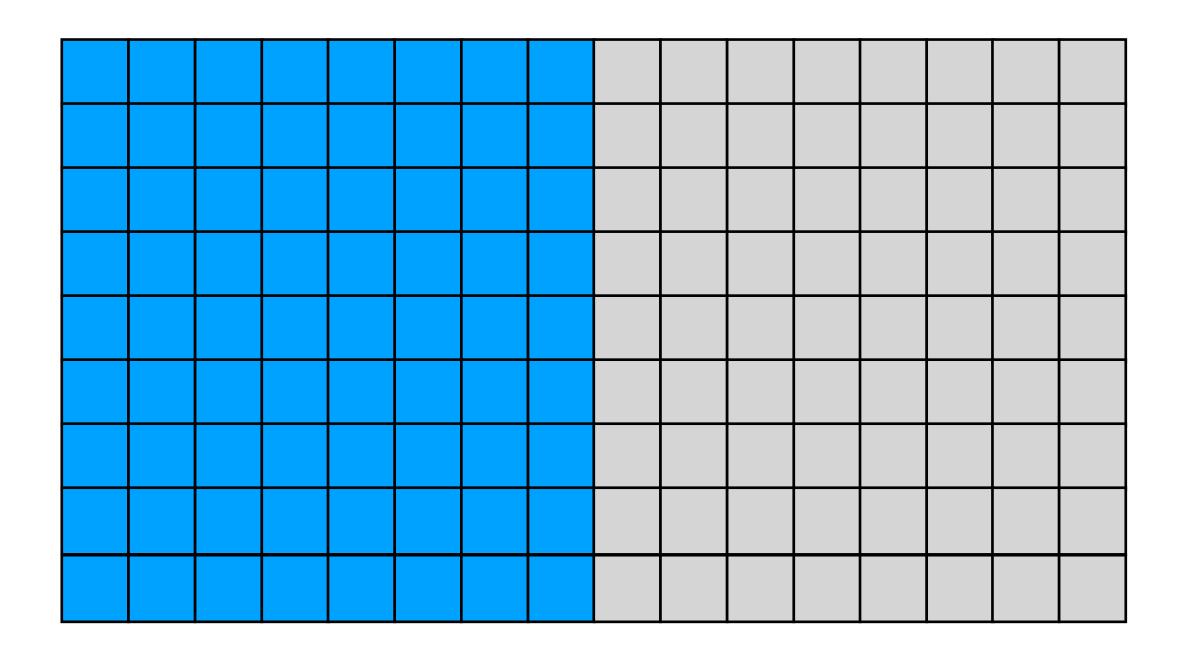
Two-dimensional array of int64s
 64 bytes cache line (8 elements)

-		-					



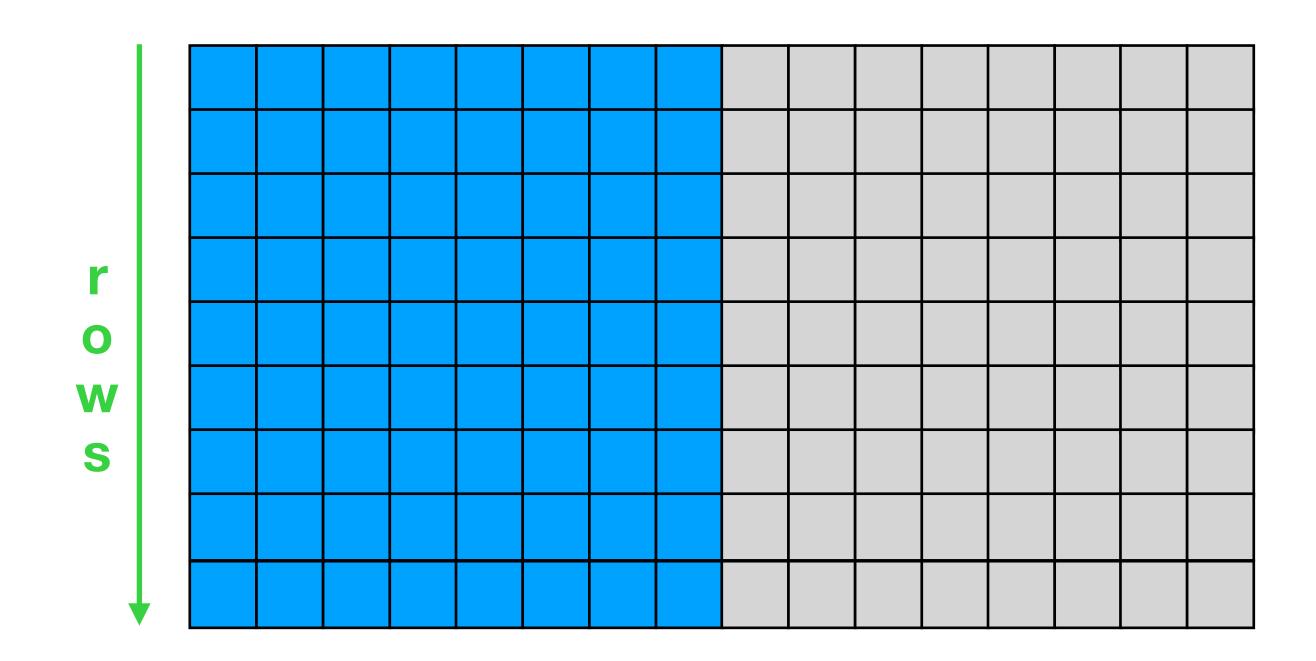


Two-dimensional array of int64s
 64 bytes cache line (8 elements)



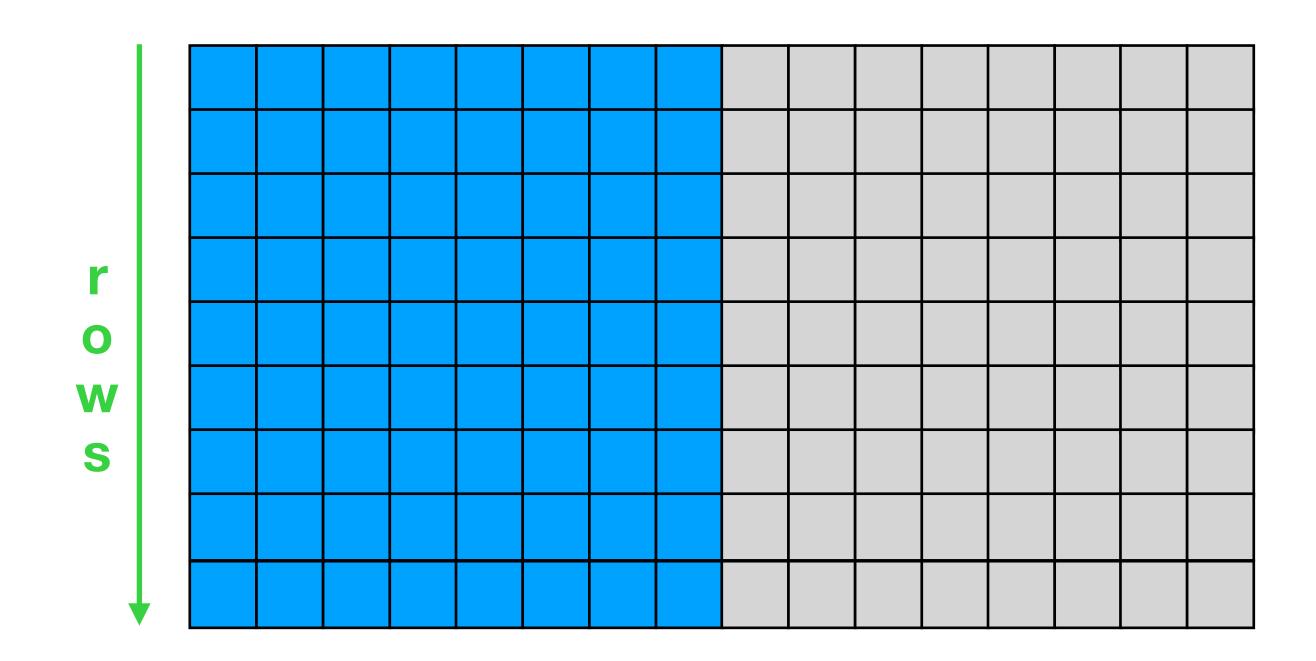


Two-dimensional array of int64s
 64 bytes cache line (8 elements)



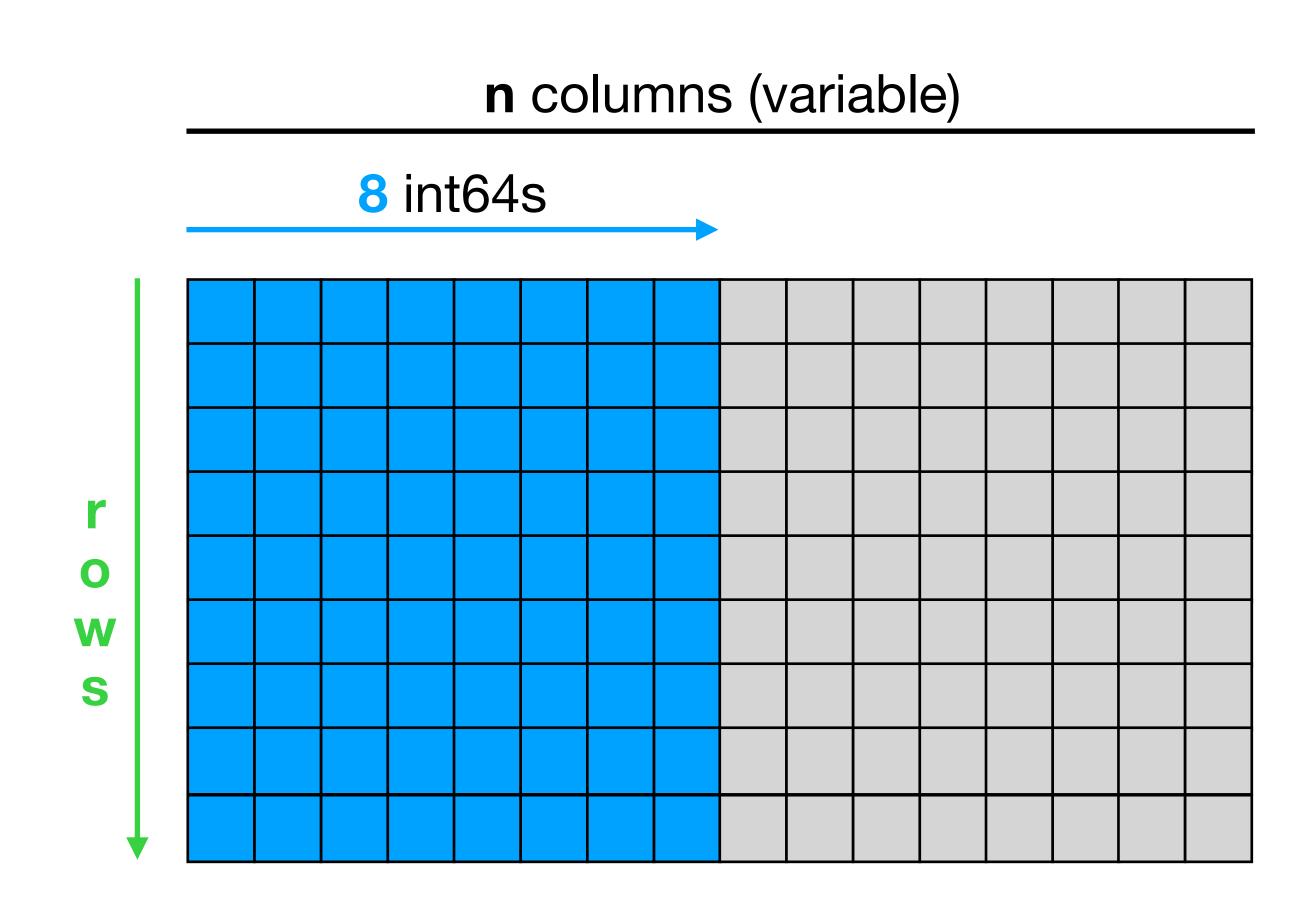


- Two-dimensional array of int64s
 64 bytes cache line (8 elements)
- Traverse each row multiple times the first
 8 columns only



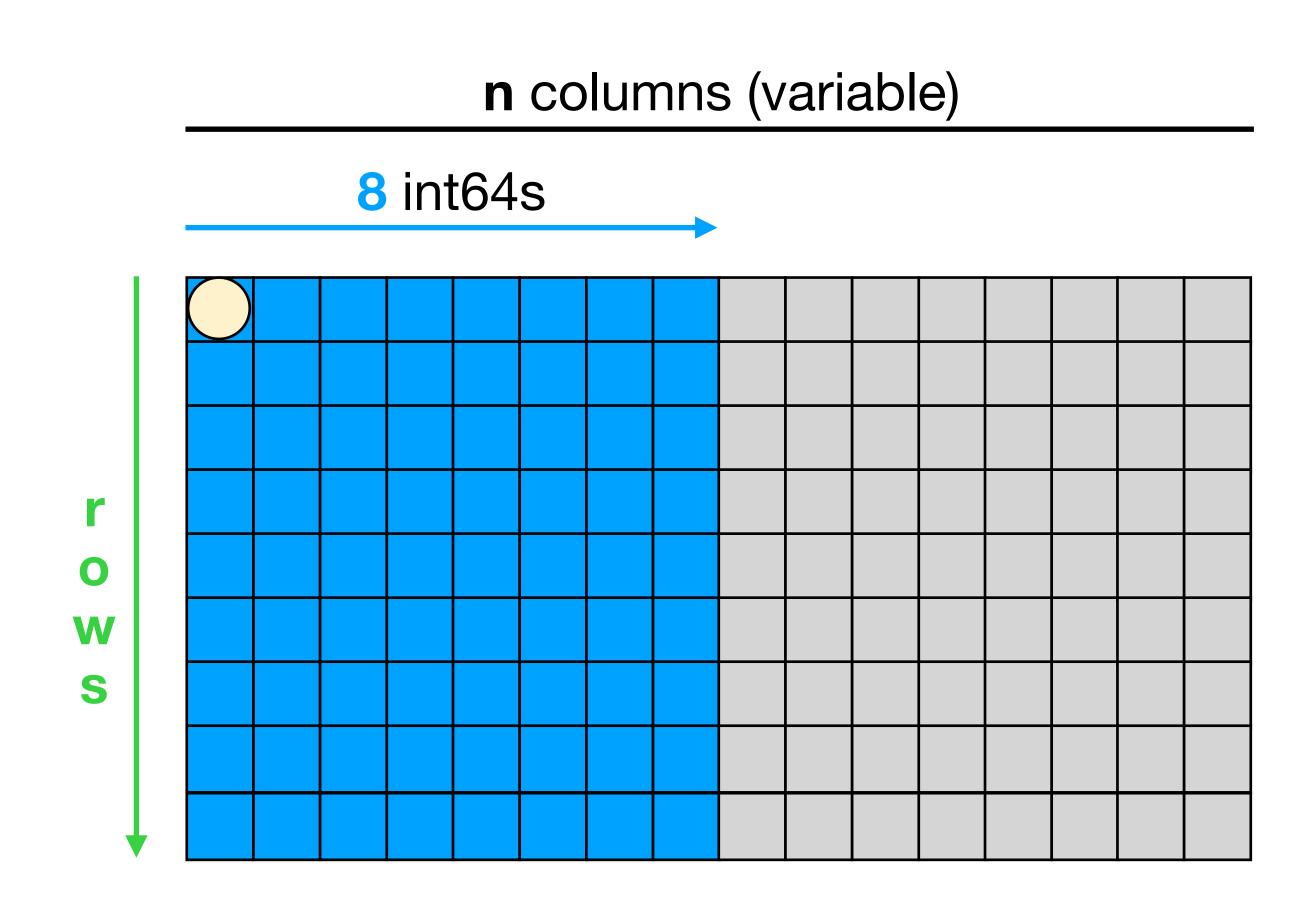


- Two-dimensional array of int64s
 64 bytes cache line (8 elements)
- Traverse each row multiple times the first
 8 columns only



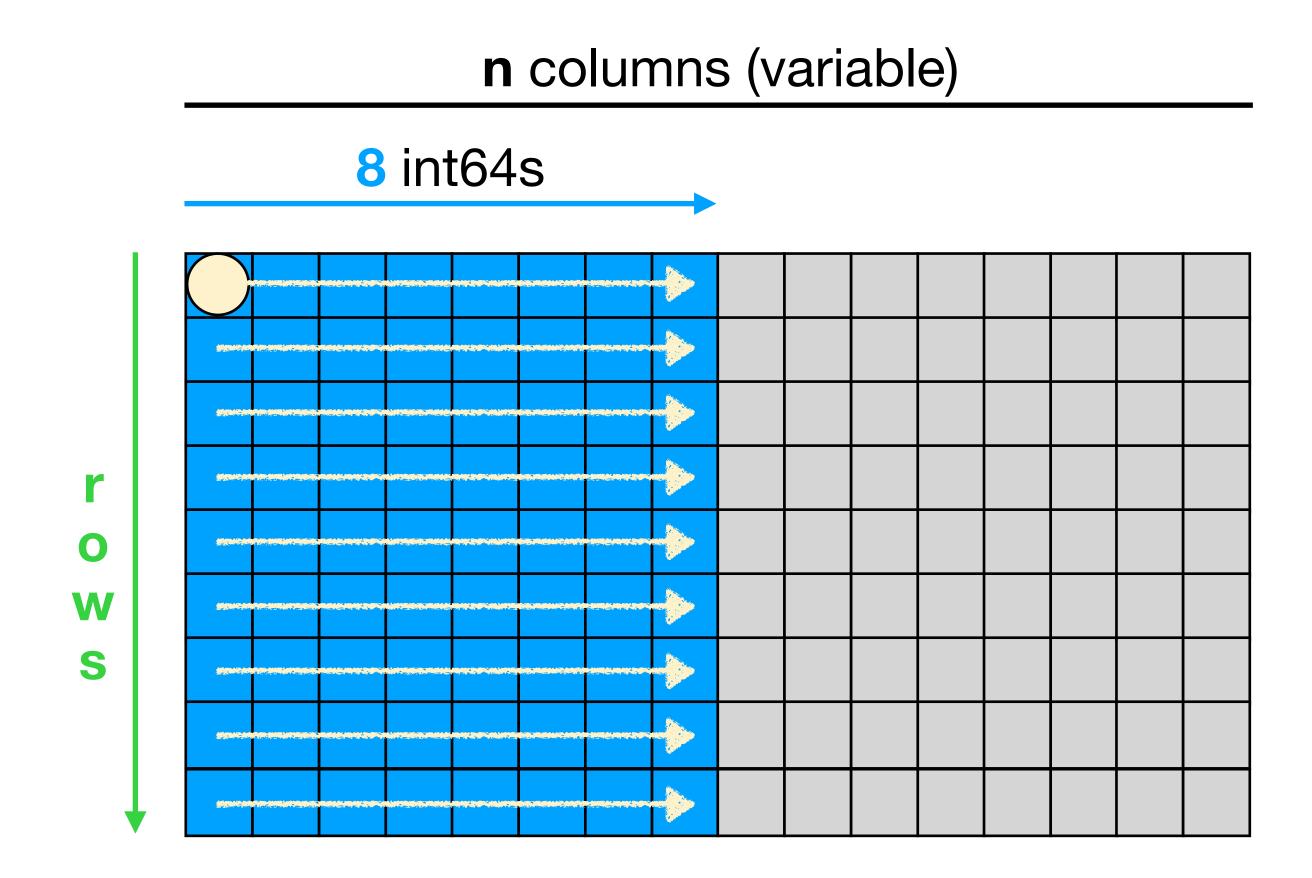


- Two-dimensional array of int64s
 64 bytes cache line (8 elements)
- Traverse each row multiple times the first
 8 columns only



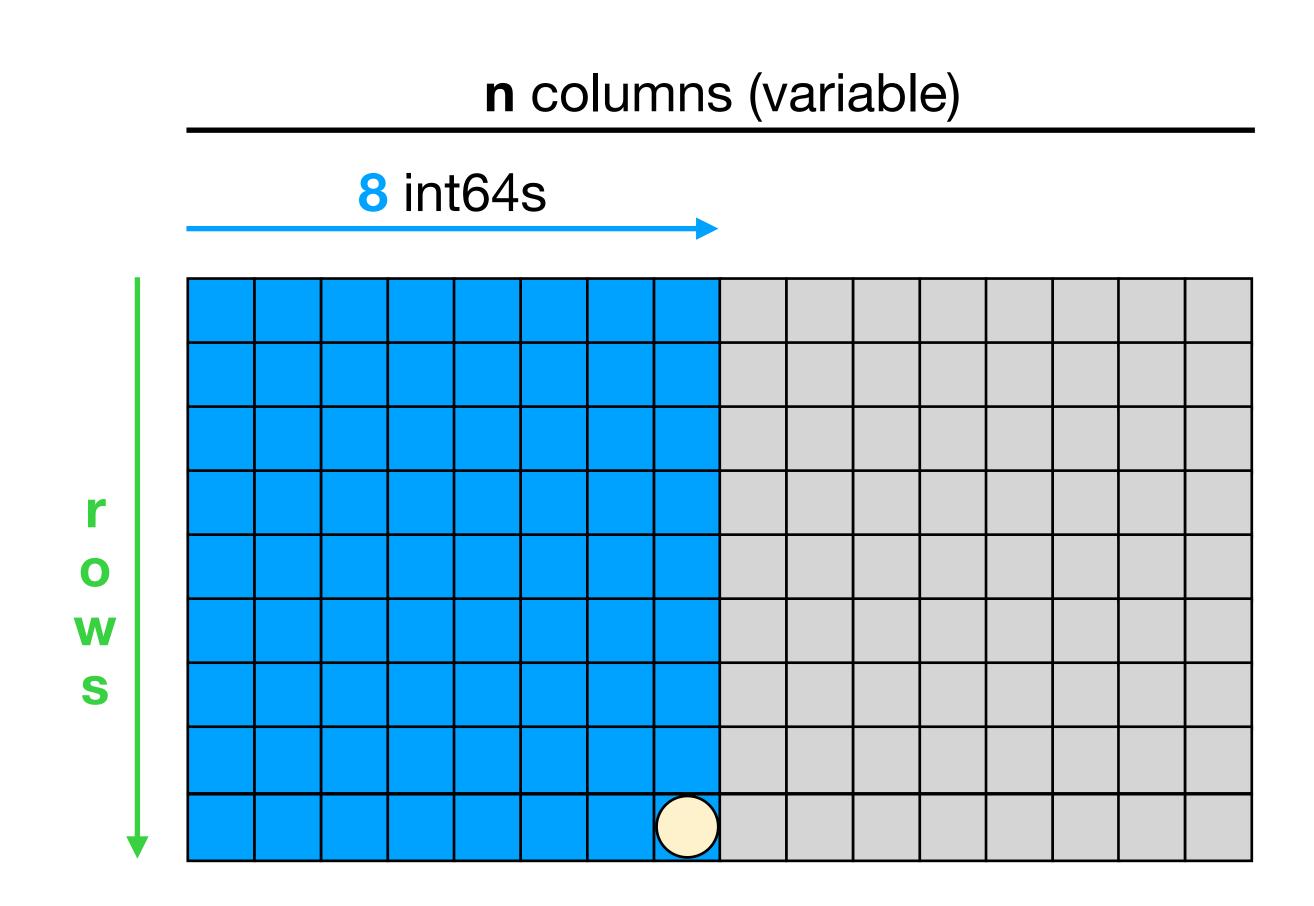


- Two-dimensional array of int64s
 64 bytes cache line (8 elements)
- Traverse each row multiple times the first
 8 columns only



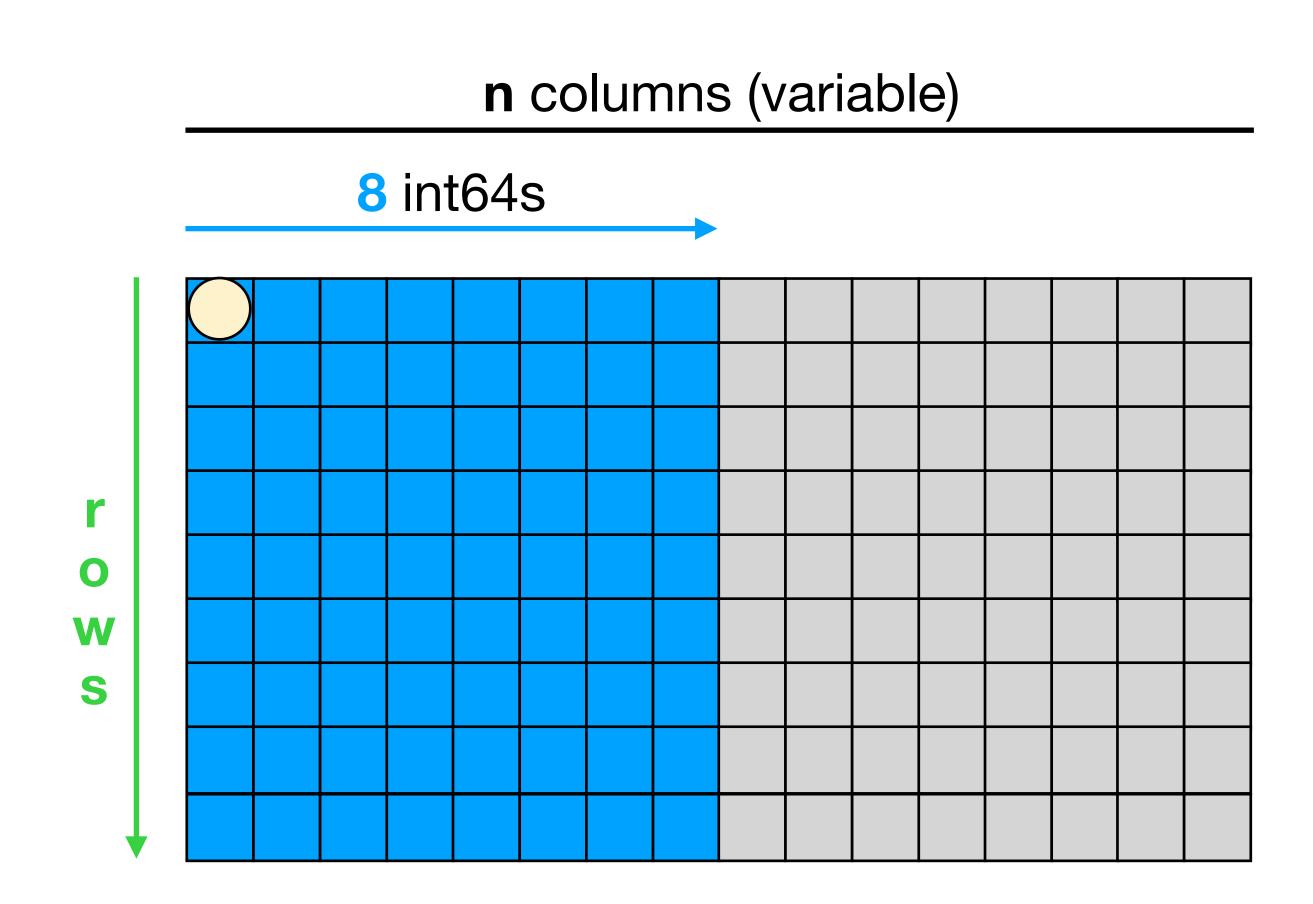


- Two-dimensional array of int64s
 64 bytes cache line (8 elements)
- Traverse each row multiple times the first
 8 columns only





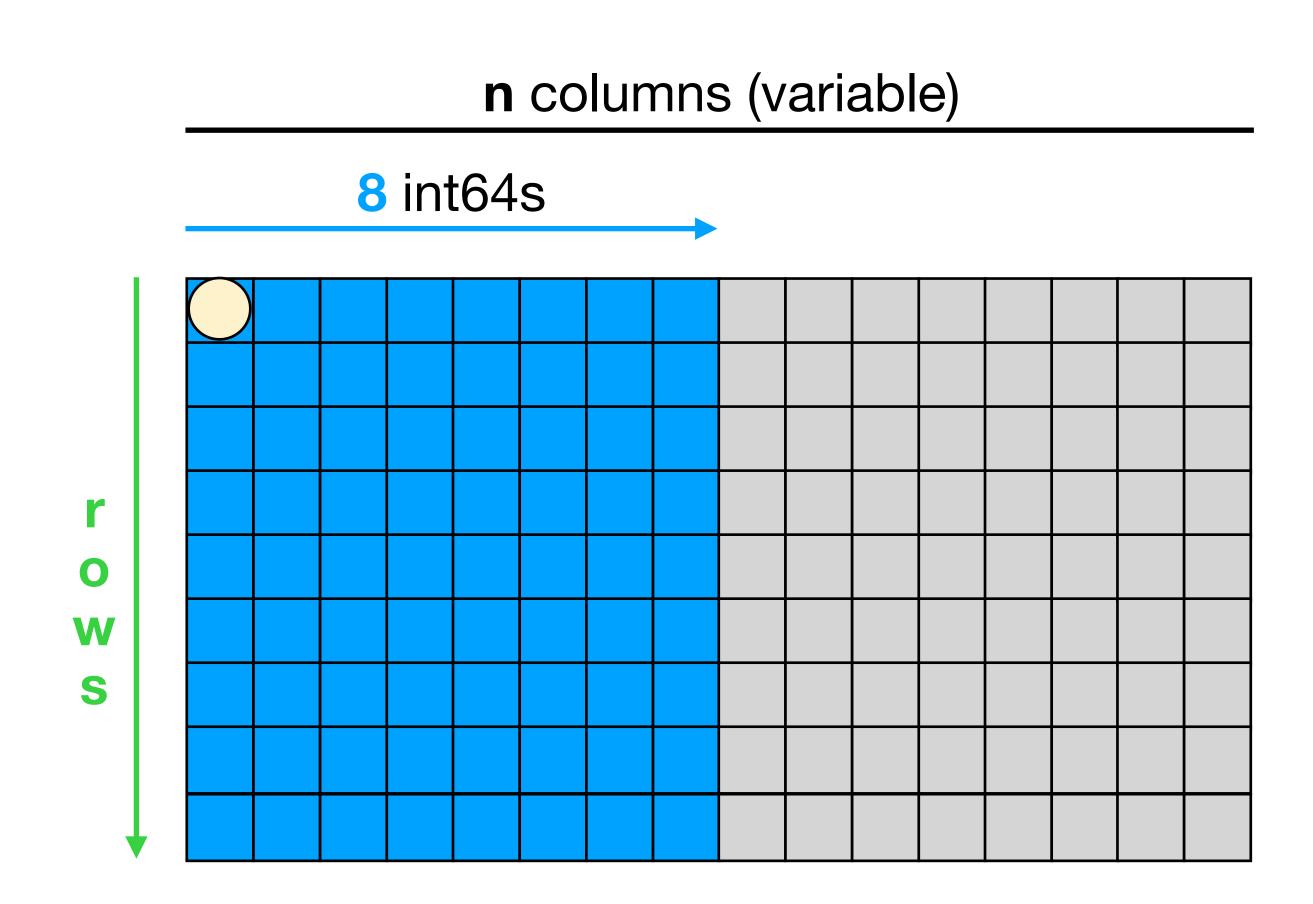
- Two-dimensional array of int64s
 64 bytes cache line (8 elements)
- Traverse each row multiple times the first
 8 columns only





- Two-dimensional array of int64s 64 bytes cache line (8 elements)
- Traverse each row multiple times the first
 8 columns only

```
for 0..k {
    for i in 0..rows {
        for j in 0..8 {
            sum += a[i][j]
        }
    }
}
```

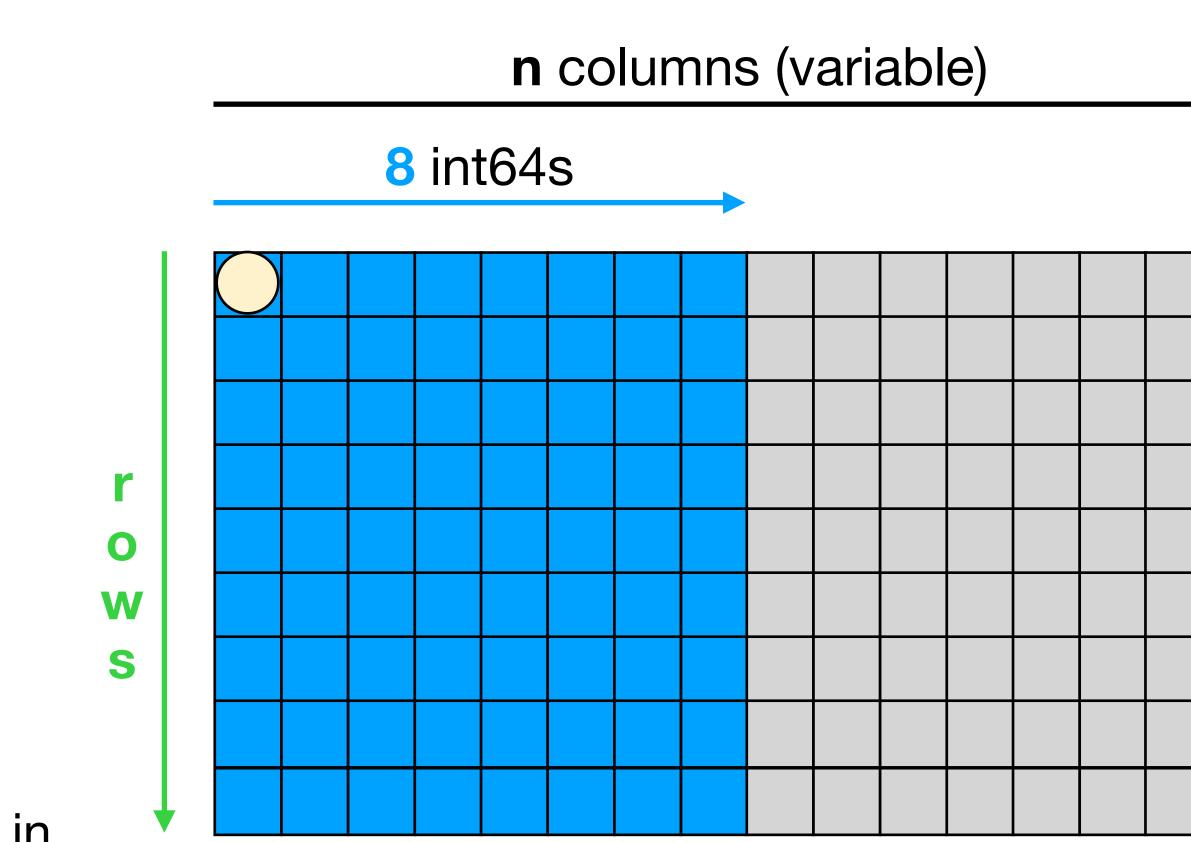




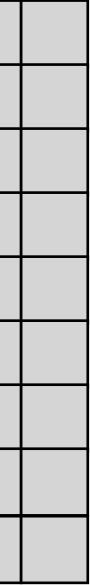
- Two-dimensional array of int64s 64 bytes cache line (8 elements)
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for 0..k {
    for i in 0..rows {
        for j in 0..8 {
            sum += a[i][j]
        }
    }
}
```

 rows is small enough so that each line should fit in the cache





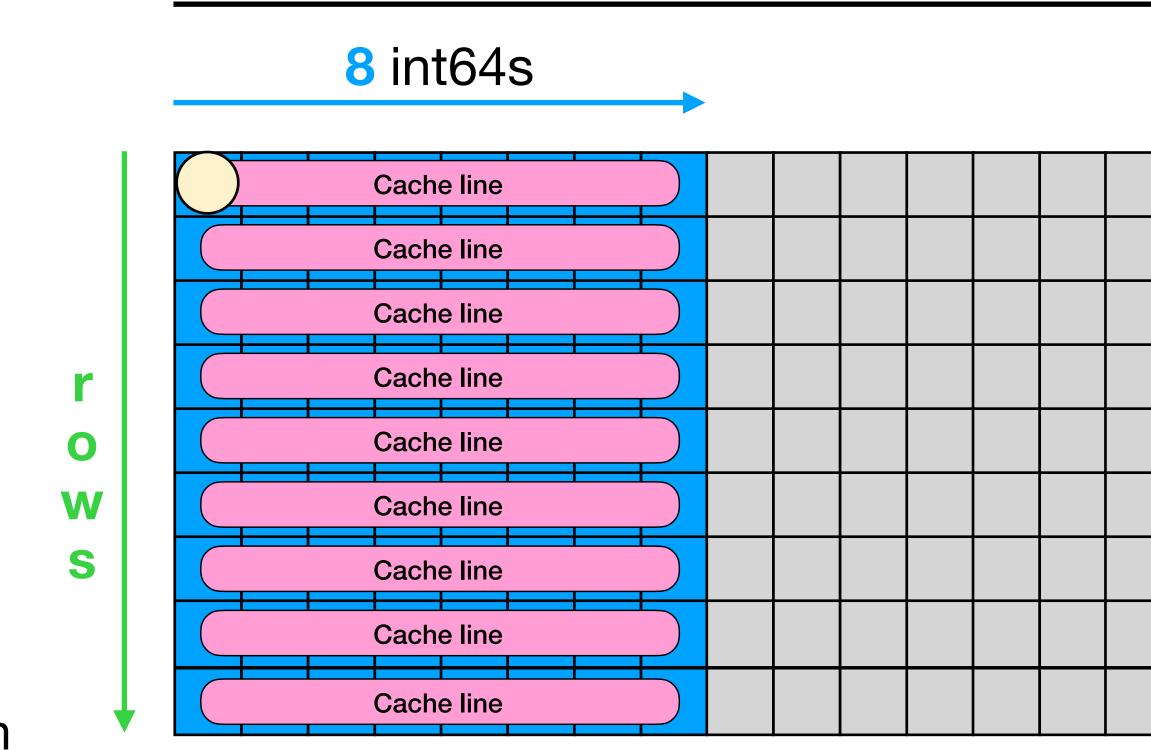


- Two-dimensional array of int64s 64 bytes cache line (8 elements)
- Traverse each row multiple times the first
 8 columns only

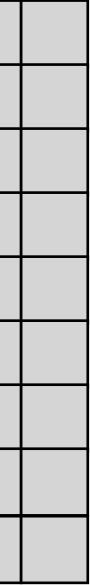
```
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        }
    }
}
```

 rows is small enough so that each line should fit in the cache

n columns (variable)



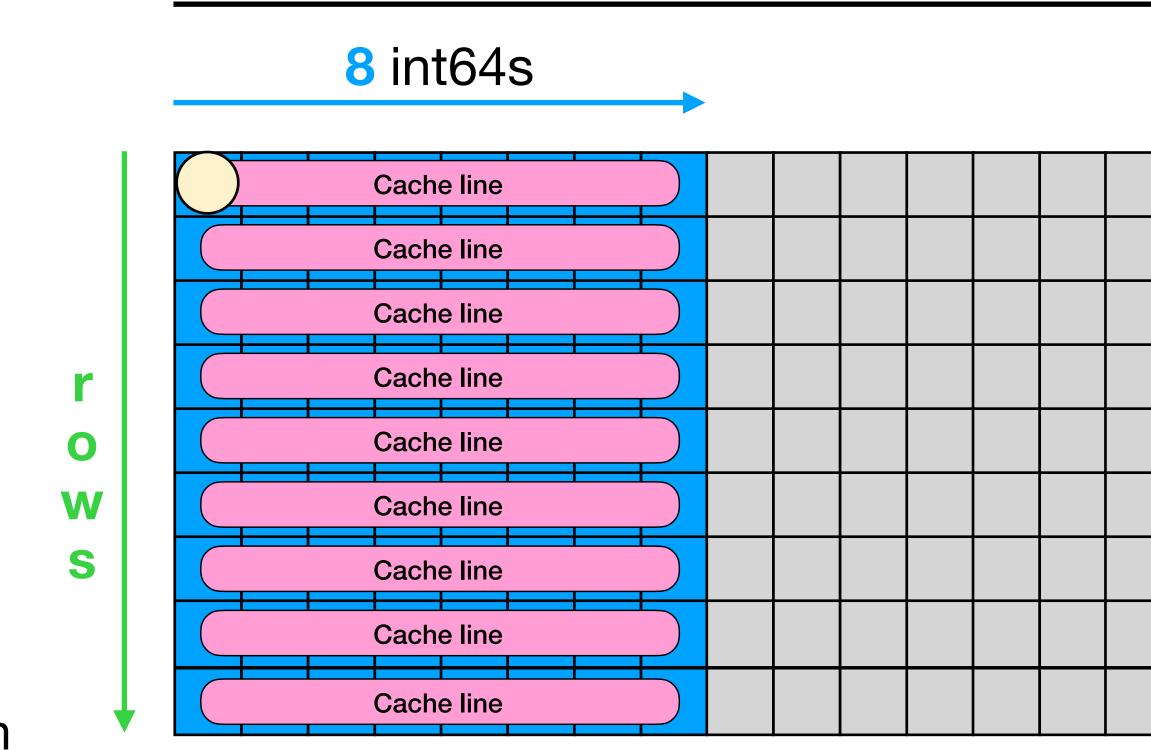




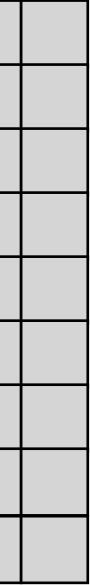
- Two-dimensional array of int64s
 64 bytes cache line (8 elements)
- Traverse each row multiple times the first
 8 columns only

- rows is small enough so that each line should fit in the cache
- The execution time depends on **n** (?)

n columns (variable)





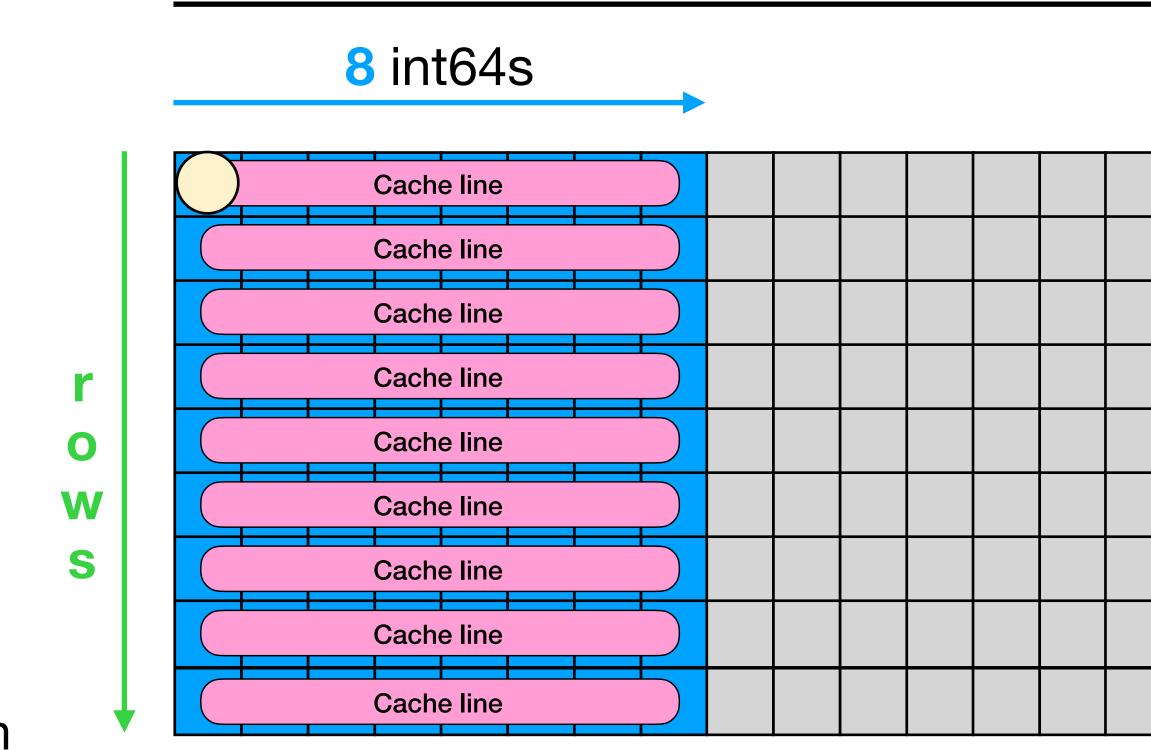


- Two-dimensional array of int64s 64 bytes cache line (8 elements)
- Traverse each row multiple times the first
 8 columns only

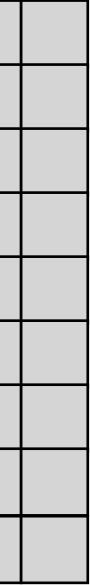
```
for 0..k {
    for i in 0..rows {
        for j in 0..8 {
            sum += a[i][j]
        }
    }
}
```

- rows is small enough so that each line should fit in the cache
- The execution time depends on **n** (?)
- Depending on n, the execution can be up to 100% slower

n columns (variable)







0000000
0000100
0001000
0001100
0010000
0010100
0011000
0011100
0100000
0110100
0111000
0111100
1000000

0010000



A block is referenced by an address

0010000



A block is referenced by an address

We want to iterate on each blue block

0000000
0000100
0001000
0001100
0010000
0010100
0011000
0011100
0100000
0110100
0111000
0111100
1000000 >>

0010000



A block is referenced by an address

We want to iterate on each blue block

0000000
0000100
0001000
0001100
0010000
0010100
0011000
0011100
0100000
0110100
0111000
0111100
1000000

Cache

0010000

Program:

. . .

load address 0000000

. . .



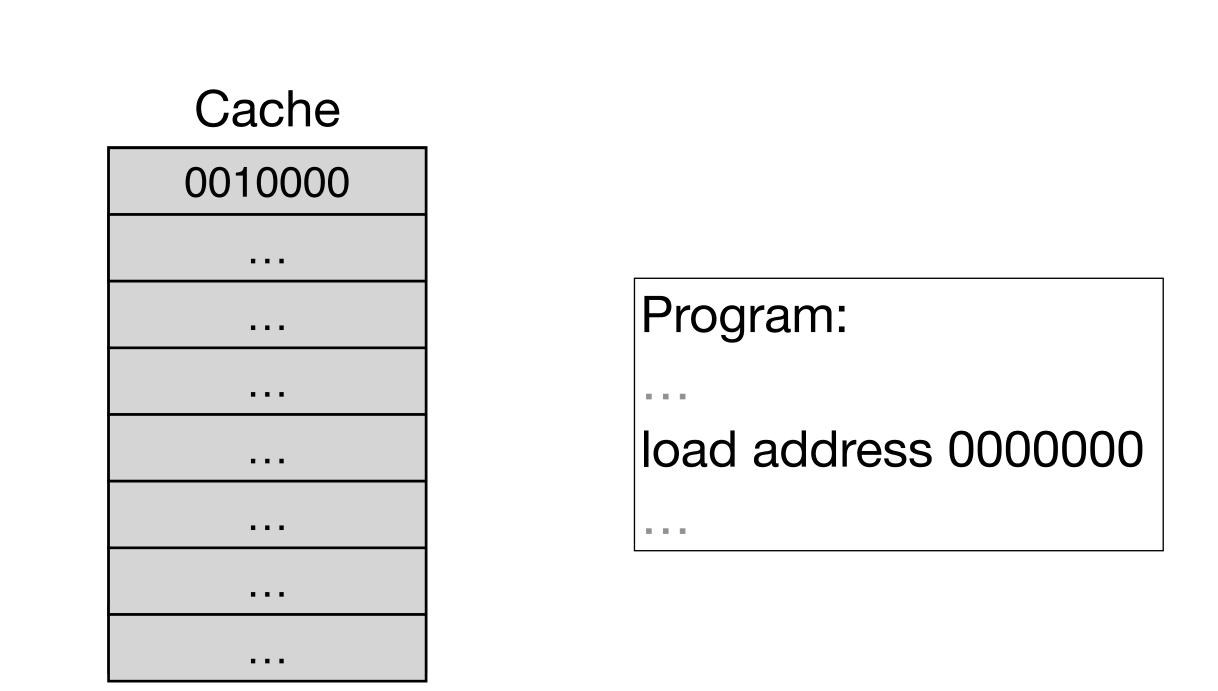


A block is referenced by an address

We want to iterate on each **blue block**

0000000
0000100
0001000
0001100
0010000
0010100
0011000
0011100
0100000
0110100
0111000
0111100
1000000

 In a fully associative cache, we may h address is present



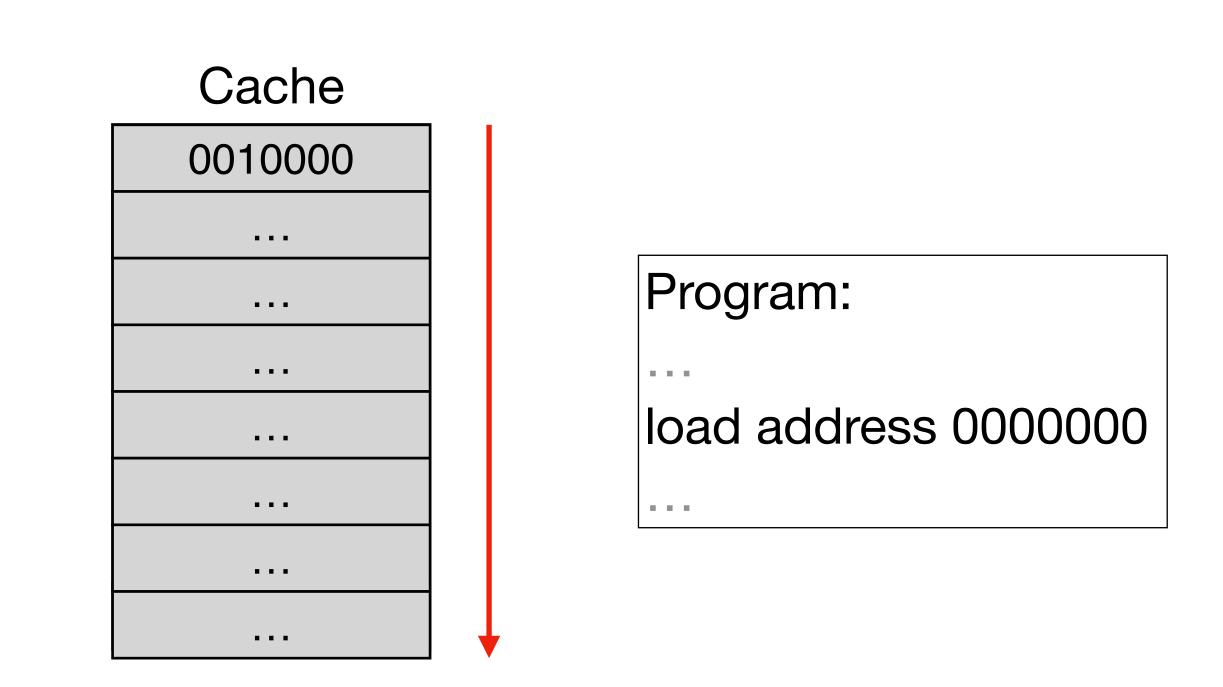


A block is referenced by an address

We want to iterate on each **blue block**

0000000
0000100
0001000
0001100
0010000
0010100
0011000
0011100
0100000
0110100
0111000
0111100
1000000

 In a fully associative cache, we may h address is present



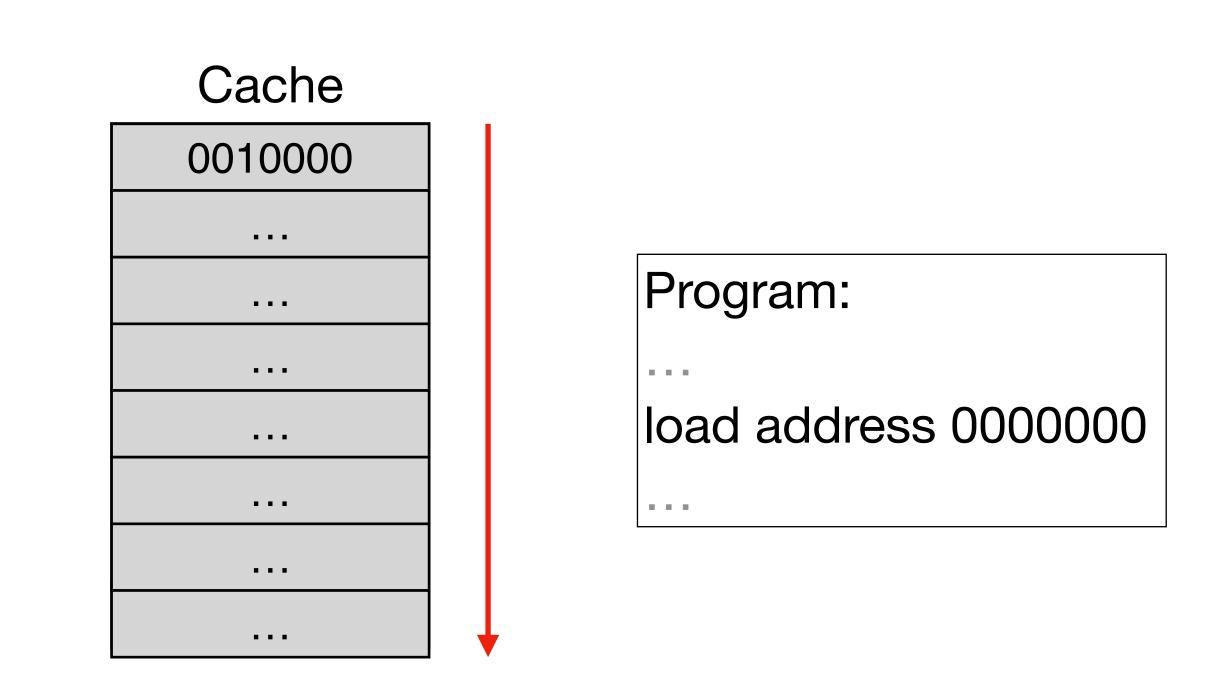


A block is referenced by an address

We want to iterate on each **blue block**

0000000
0000100
0001000
0001100
0010000
0010100
0011000
0011100
0100000
0110100
0111000
0111100
1000000

- address is present
- Example on an Intel Core i5-7300 L1D: we need to iterate on 512 lines lacksquare



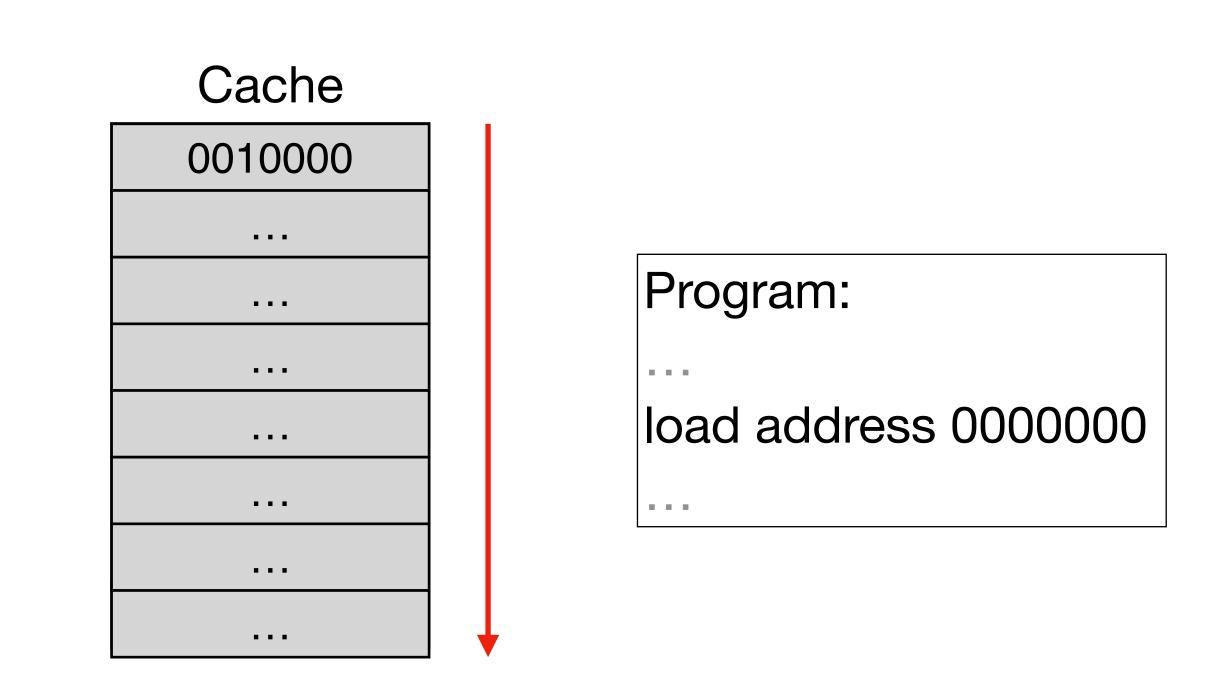


A block is referenced by an address

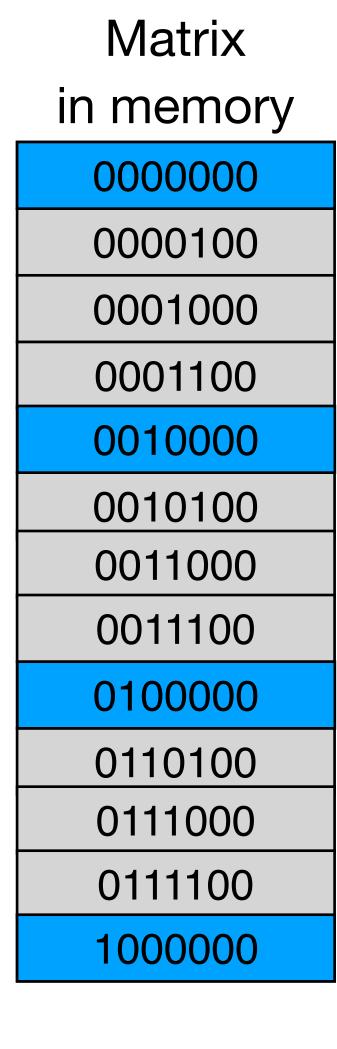
We want to iterate on each **blue block**

0000000
0000100
0001000
0001100
0010000
0010100
0011000
0011100
0100000
0110100
0111000
0111100
1000000

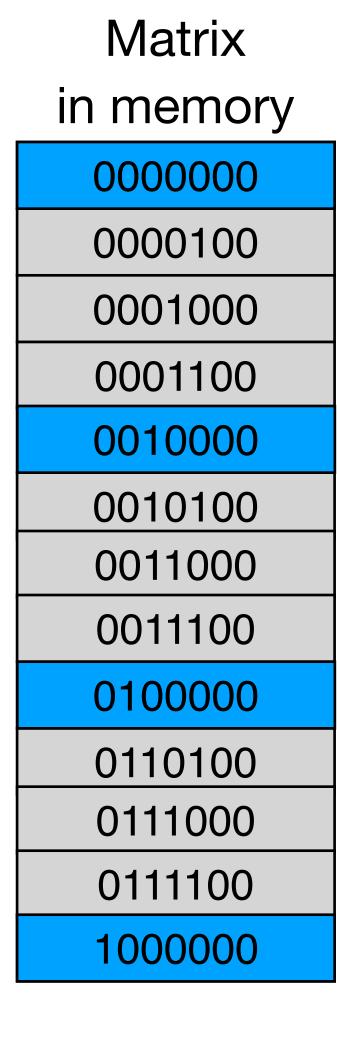
- address is present
- Example on an Intel Core i5-7300 L1D: we need to iterate on 512 lines
- Solution: partitioning





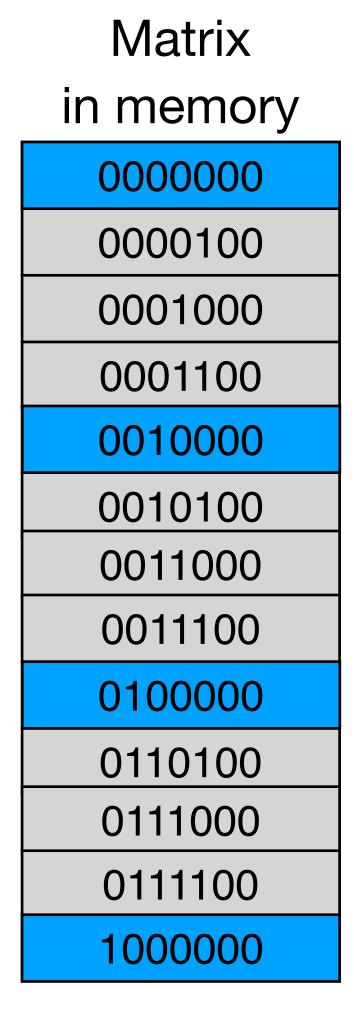






0 0 0 0 0 0

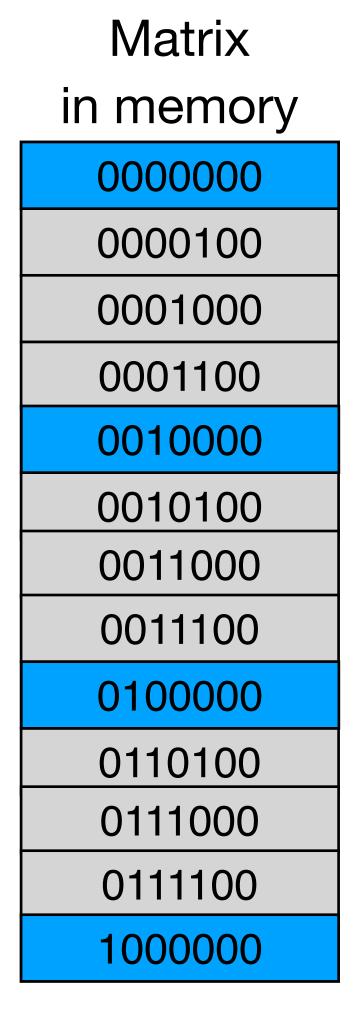




0 0 0 0 0 0

E.g Block size: 4 bits

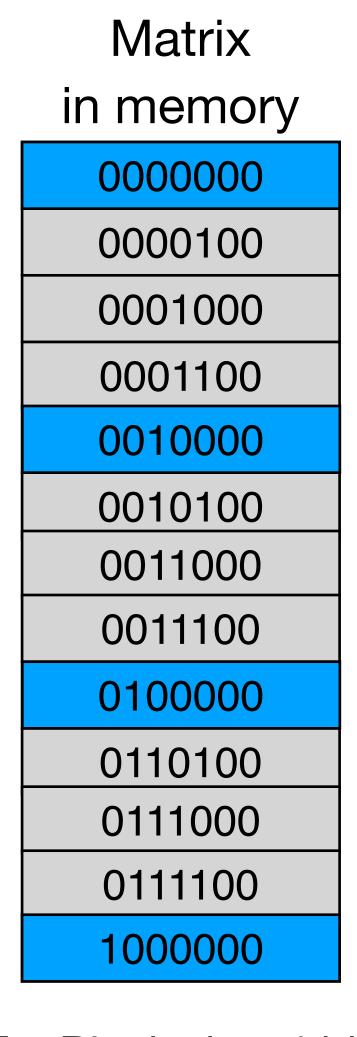




0 0 0 0 0 0

E.g Block size: 4 bits
4 = 2²
2 represents the
block offset (bo)



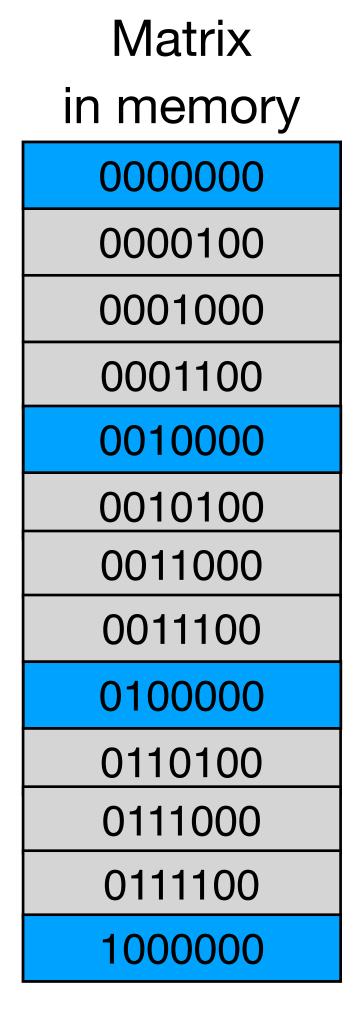


0 0 0 0 0 0 0

bo

E.g Block size: 4 bits
4 = 2²
2 represents the
block offset (bo)





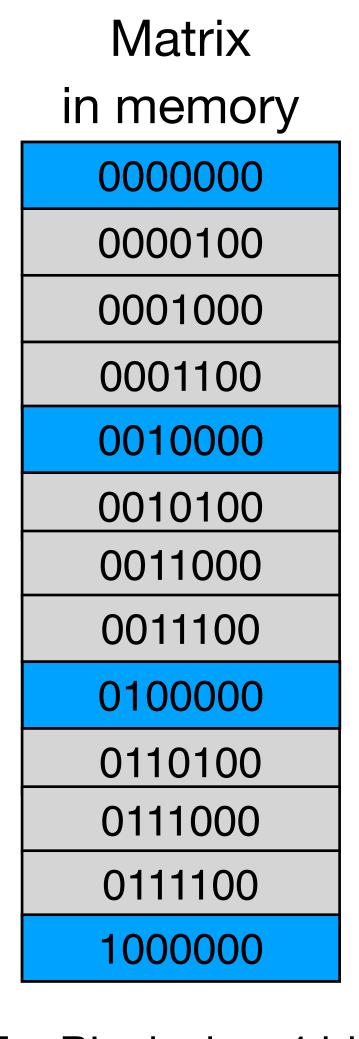
0 0 0 0 0 0 0

bo

E.g Block size: 4 bits $4 = 2^{2}$ 2 represents the block offset (bo)

A cache is **partitioned** into **sets**





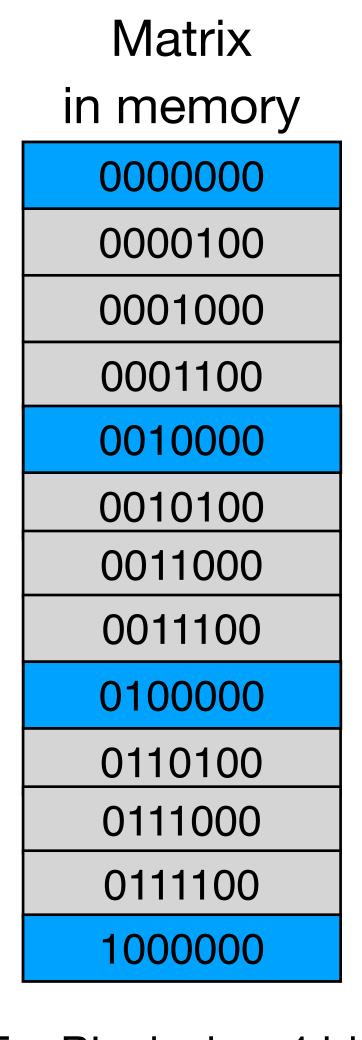
0 0 0 0 0 0 0

bo

E.g Block size: 4 bits $4 = 2^{2}$ 2 represents the block offset (bo)

A cache is **partitioned** into **sets** A block can belong to **only one** set





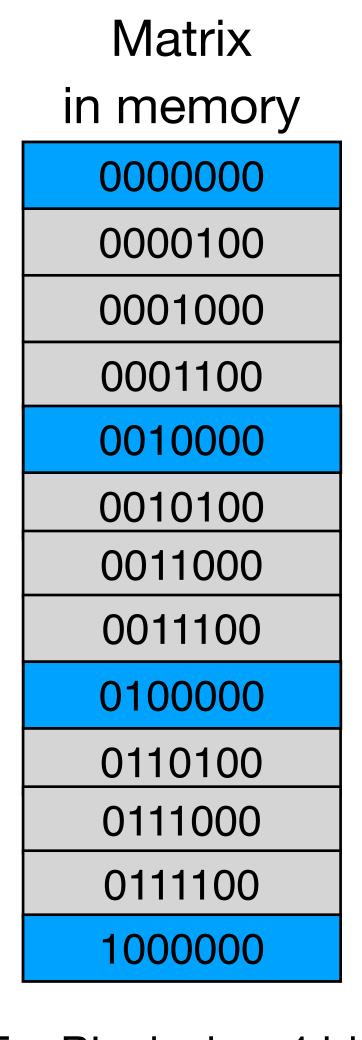
0 0 0 0 0 0 0

bo

E.g Block size: 4 bits $4 = 2^{2}$ 2 represents the **block offset** (bo)

A cache is **partitioned** into **sets** A block can belong to **only one** set k-way associative cache: k lines per set





0 0 0 0 0 0 0

bo

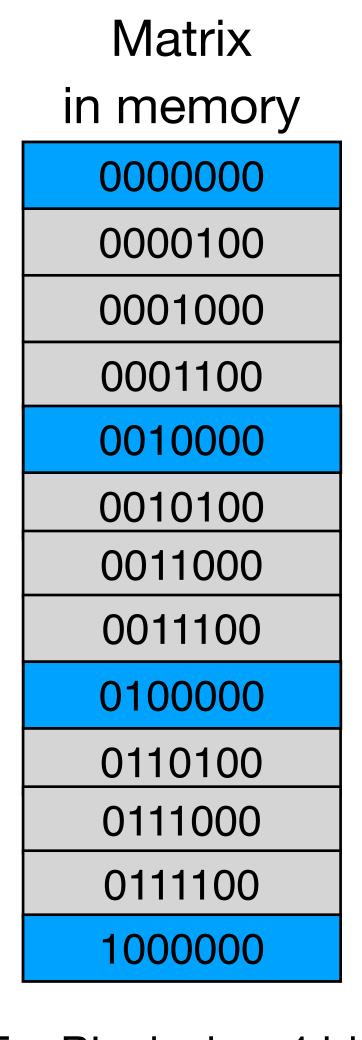
A cache is **partitioned** into **sets** A block can belong to **only one** set k-way associative cache: k lines per set

E.g Block size: 4 bits $4 = 2^{2}$ 2 represents the block offset (bo)

E.g. 8 lines, 2-way associative







0 0 0 0 0 0 0

bo

A cache is **partitioned** into **sets** A block can belong to **only one** set k-way associative cache: k lines per set

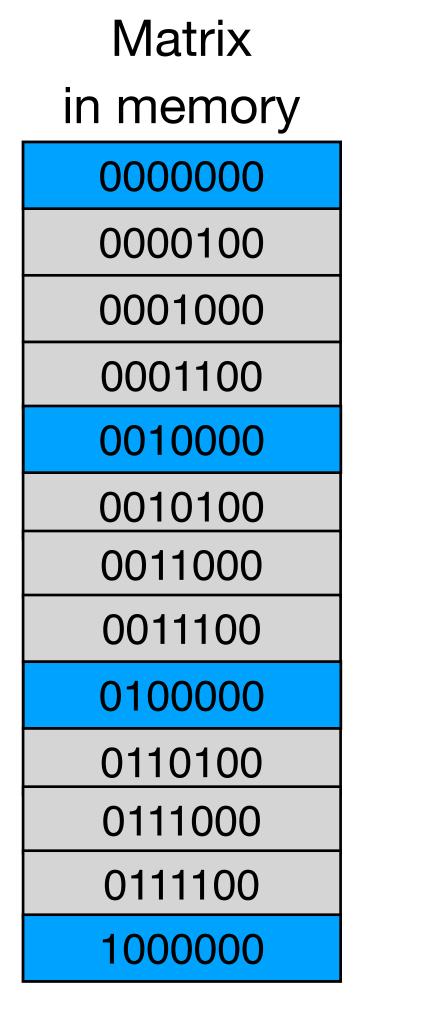
E.g Block size: 4 bits $4 = 2^{2}$ 2 represents the block offset (bo)

Cache

E.g. 8 lines, 2-way associative nb of sets = 8 / 2 = 4







0	0	0	0	0	0 bc		A ca A blo k-way a
							set 0
							set 1
							set 2
							set 3

E.g Block size: 4 bits $4 = 2^{2}$ 2 represents the block offset (bo)

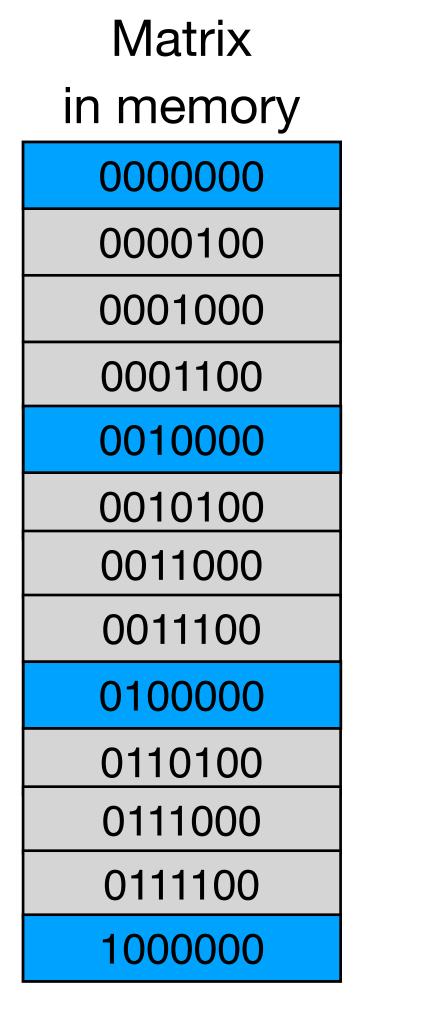
ache is **partitioned** into sets ock can belong to only one set associative cache: k lines per set

Cache

E.g. 8 lines, 2-way associative nb of sets = 8/2 = 4







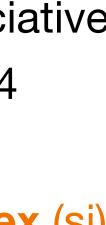
Load

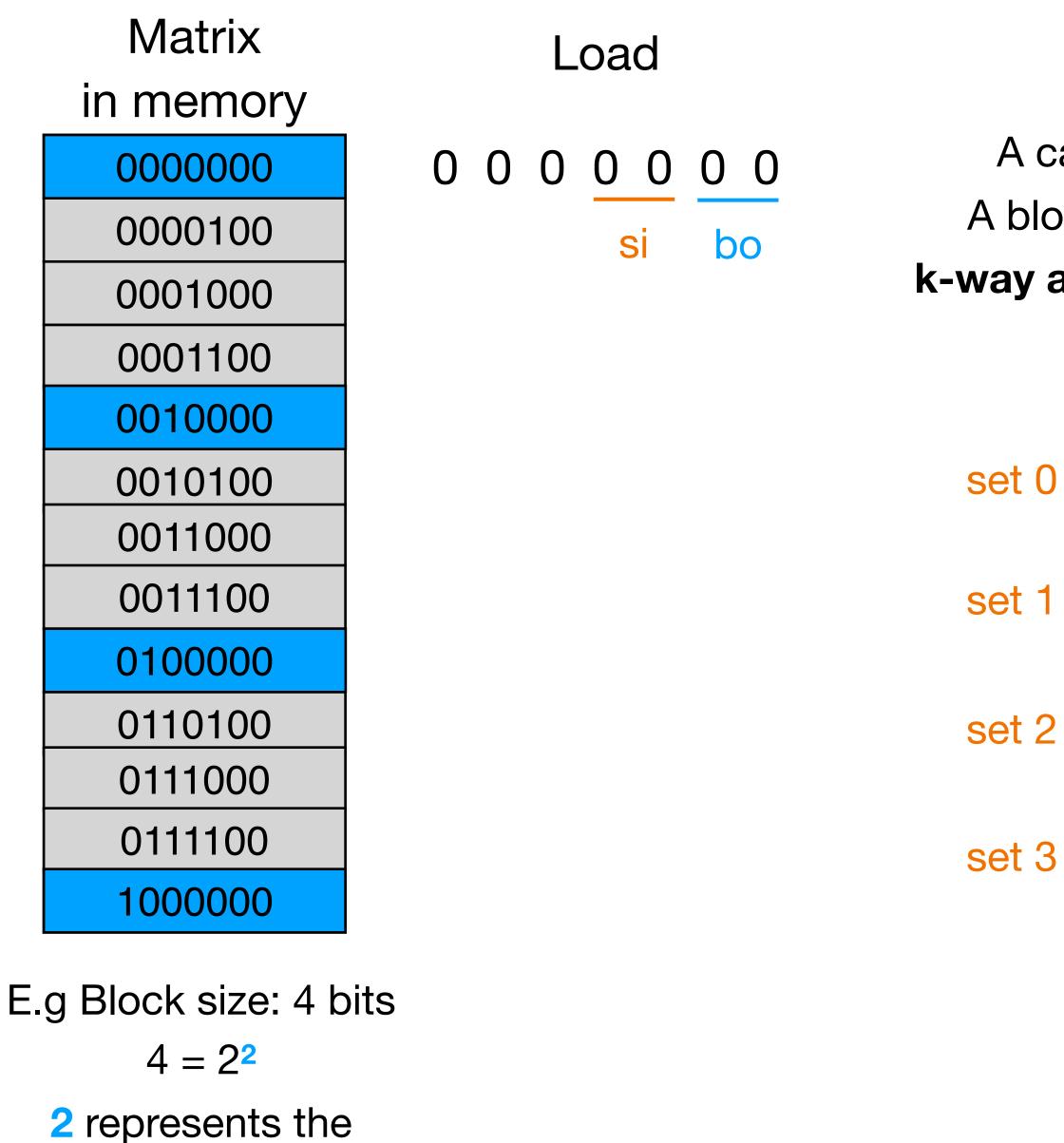
A cache is partitioned in A block can belong to only k-way associative cache: k		
	Cache	
set 0		
set 1		
set 2		
set 3		

E.g Block size: 4 bits $4 = 2^{2}$ 2 represents the **block offset** (bo)

nto sets y one set lines per set E.g. 8 lines, 2-way associative nb of sets = 8/2 = 4 $4 = 2^{2}$







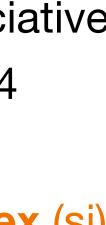
A cache is **partitioned** into **sets** A block can belong to **only one** set k-way associative cache: k lines per set

	Cache							
)								
2								
3								

Cacho

E.g. 8 lines, 2-way associative nb of sets = 8 / 2 = 4 $4 = 2^{2}$



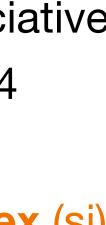


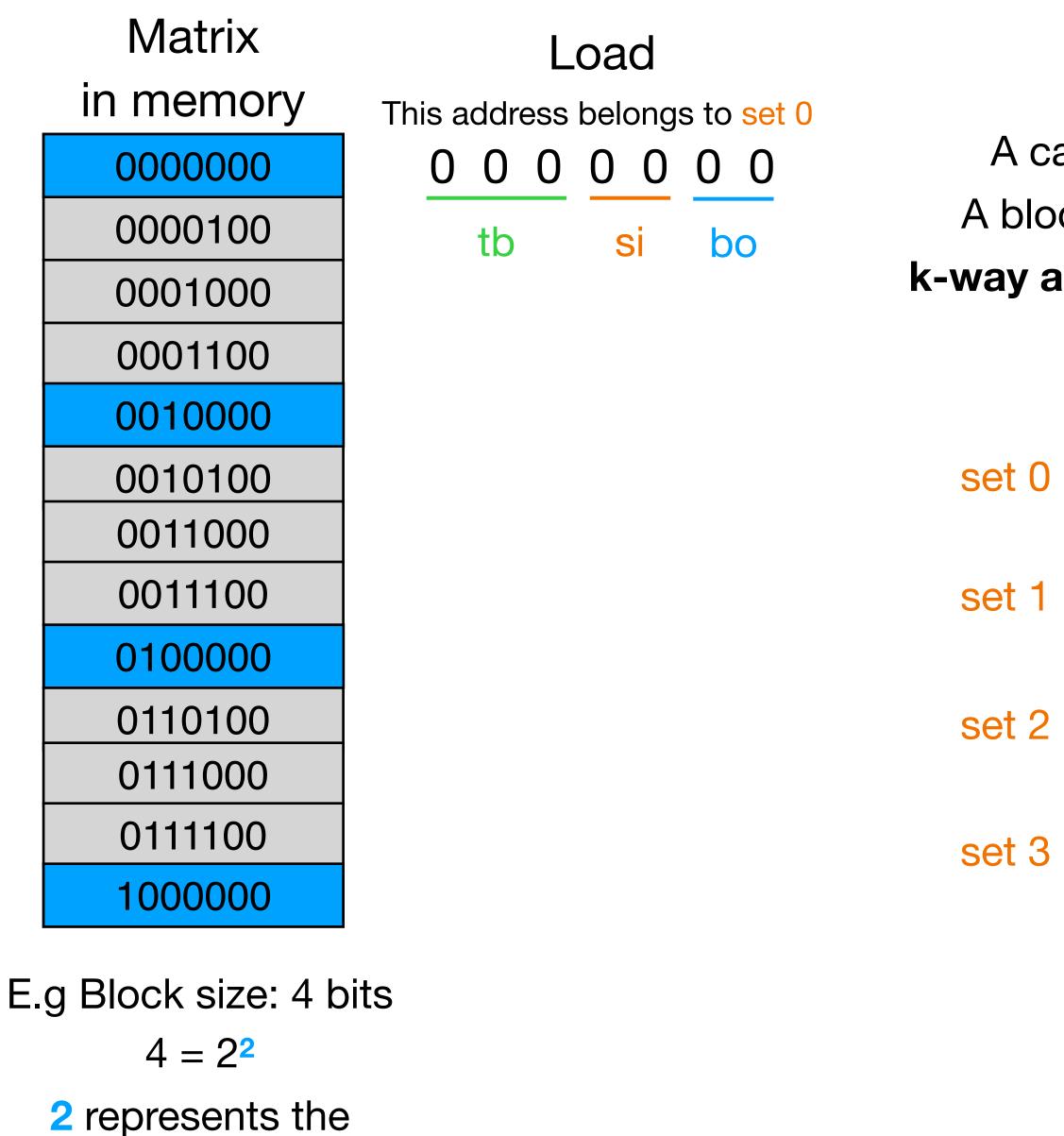
	Matrix in memory	Load This address belongs to set 0	-	
	0000000	000000		he is partitioned int
	0000100	si bo		can belong to only
	0001000		k-way ass	sociative cache: k li
	0001100			Cache
	0010000		1	
	0010100		set 0	
	0011000			
	0011100		set 1	
	0100000			
	0110100		set 2	
	0111000			
	0111100		set 3	
	1000000			
E.	g Block size: 4 b $4 = 2^2$	bits		

2 represents the block offset (bo)

nto sets ly one set lines per set E.g. 8 lines, 2-way associative nb of sets = 8 / 2 = 44 = 2<mark>2</mark>







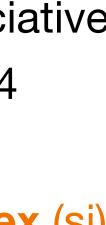
A cache is **partitioned** into **sets** A block can belong to **only one** set k-way associative cache: k lines per set

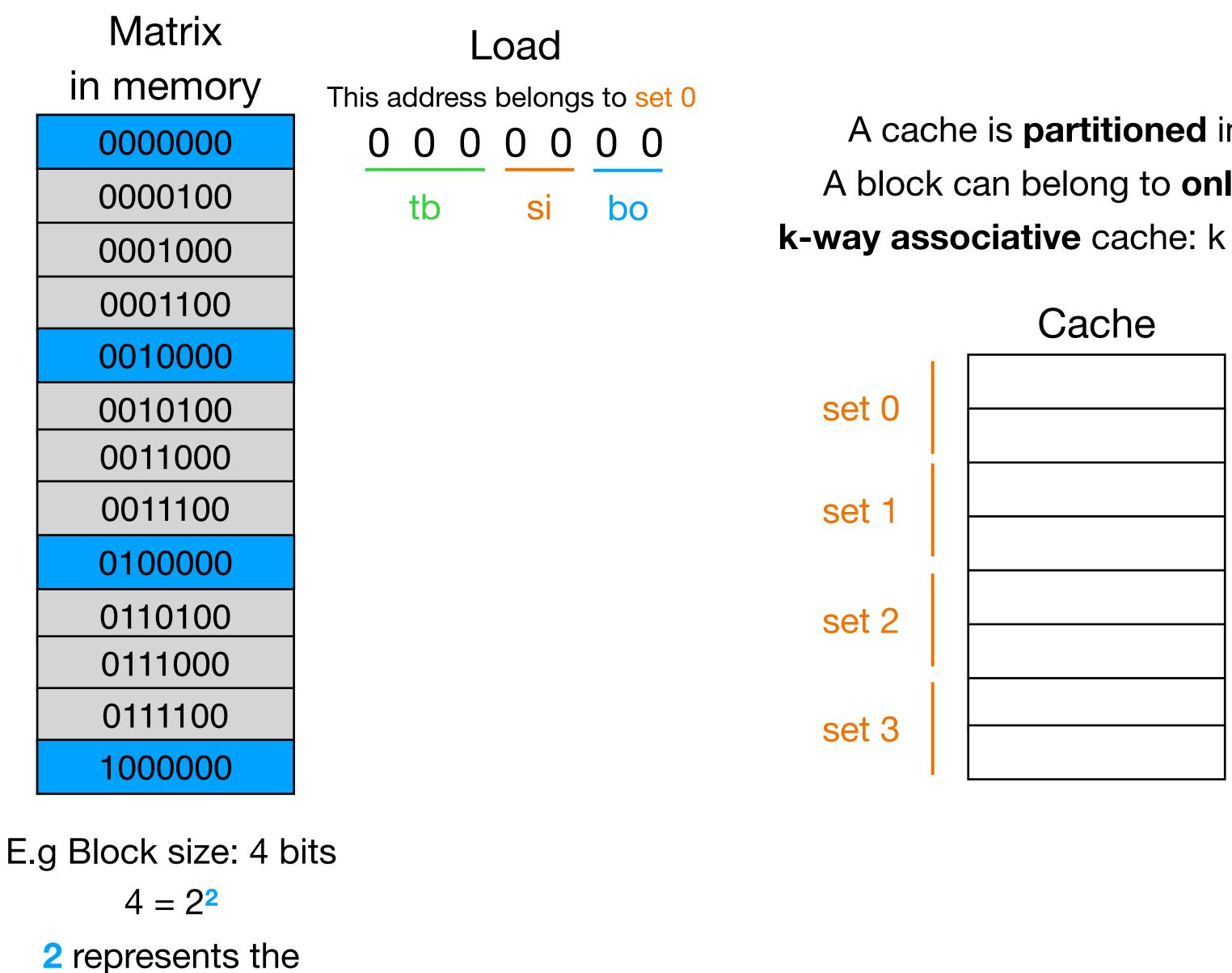
	Cache							
)								
2								
3								

Cacho

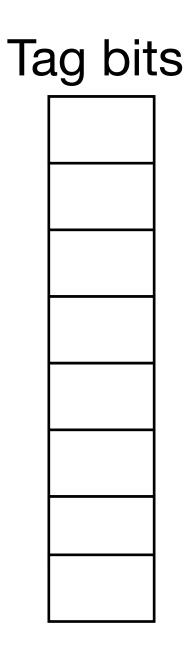
E.g. 8 lines, 2-way associative nb of sets = 8 / 2 = 4 $4 = 2^{2}$



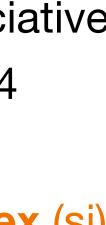


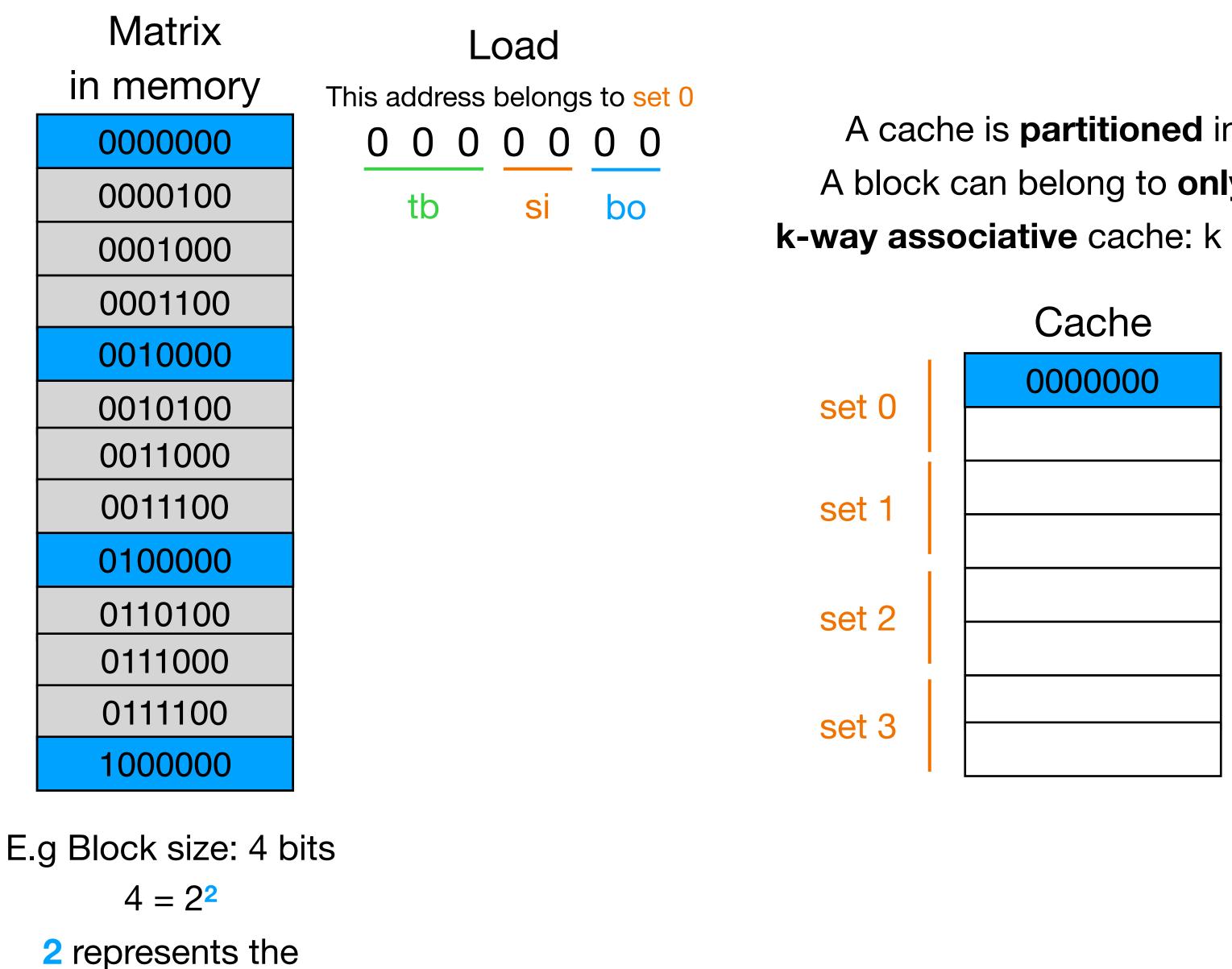


A cache is **partitioned** into **sets** A block can belong to **only one** set k-way associative cache: k lines per set E.g. 8 lines, 2-way associative nb of sets = 8/2 = 4 $4 = 2^{2}$

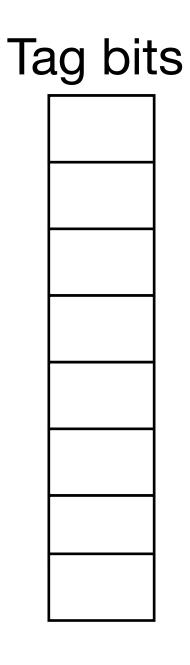




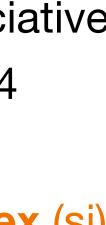


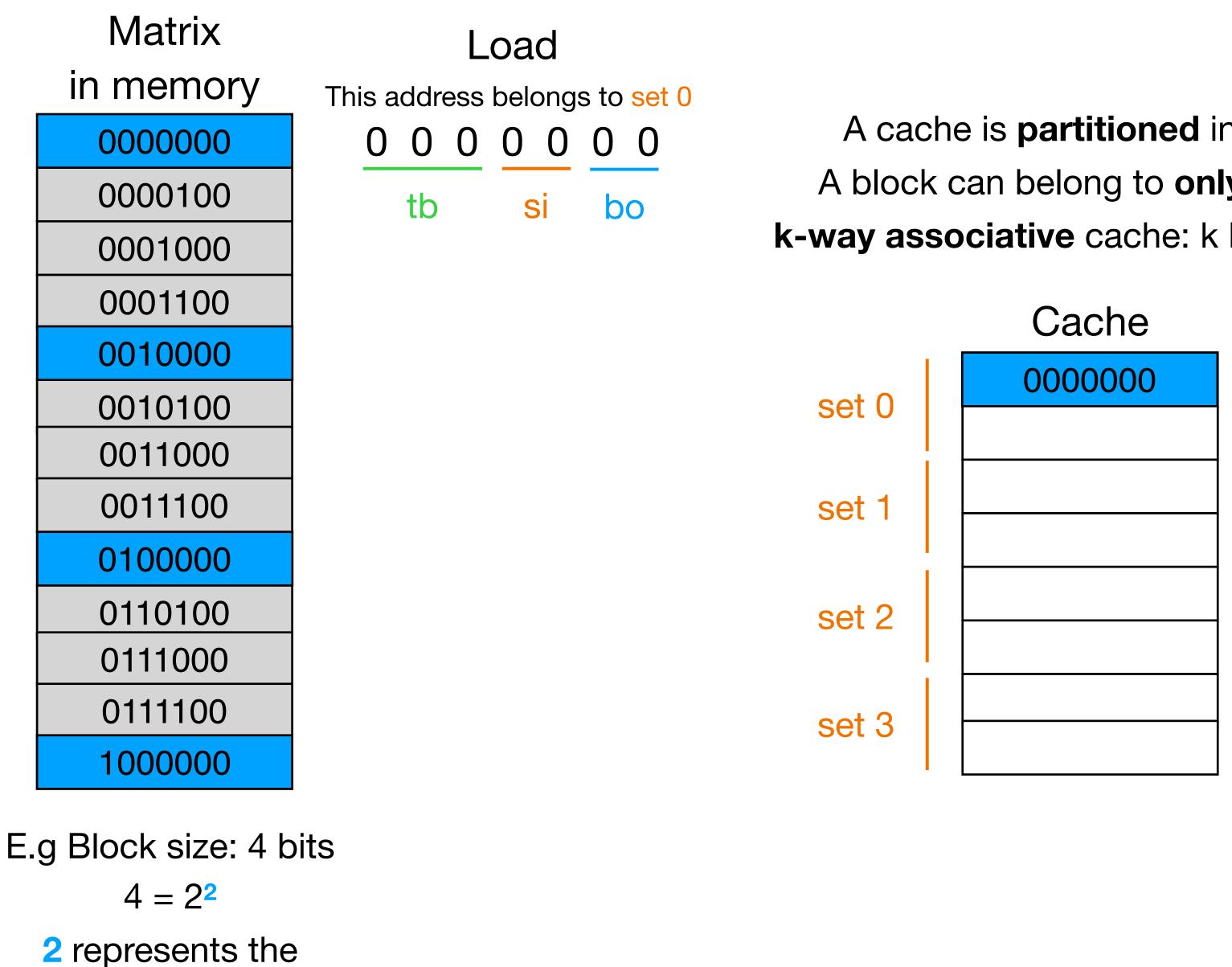


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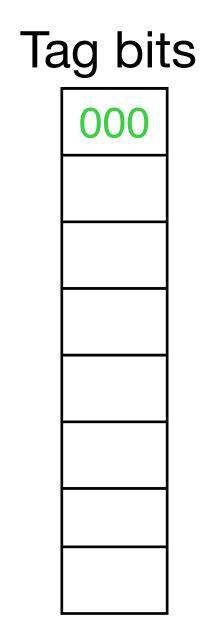




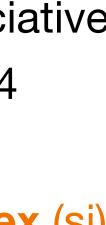




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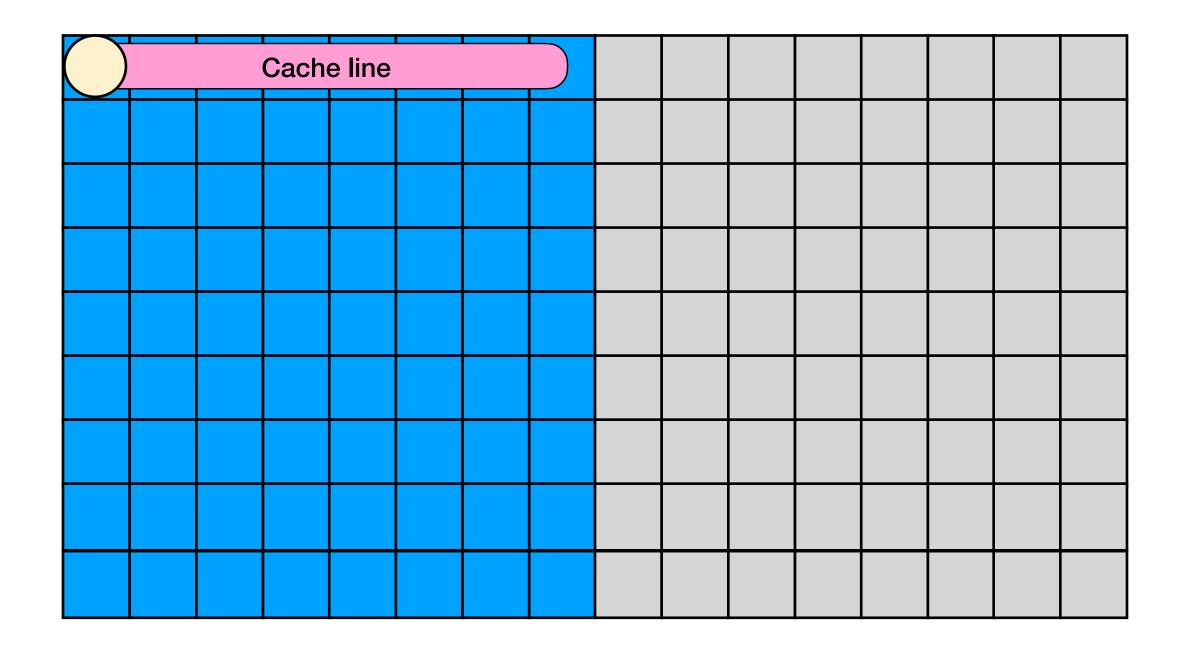






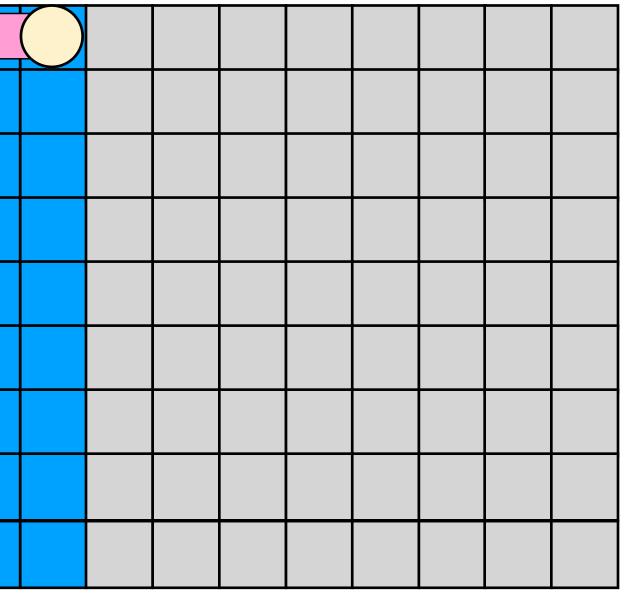
\bigcirc								



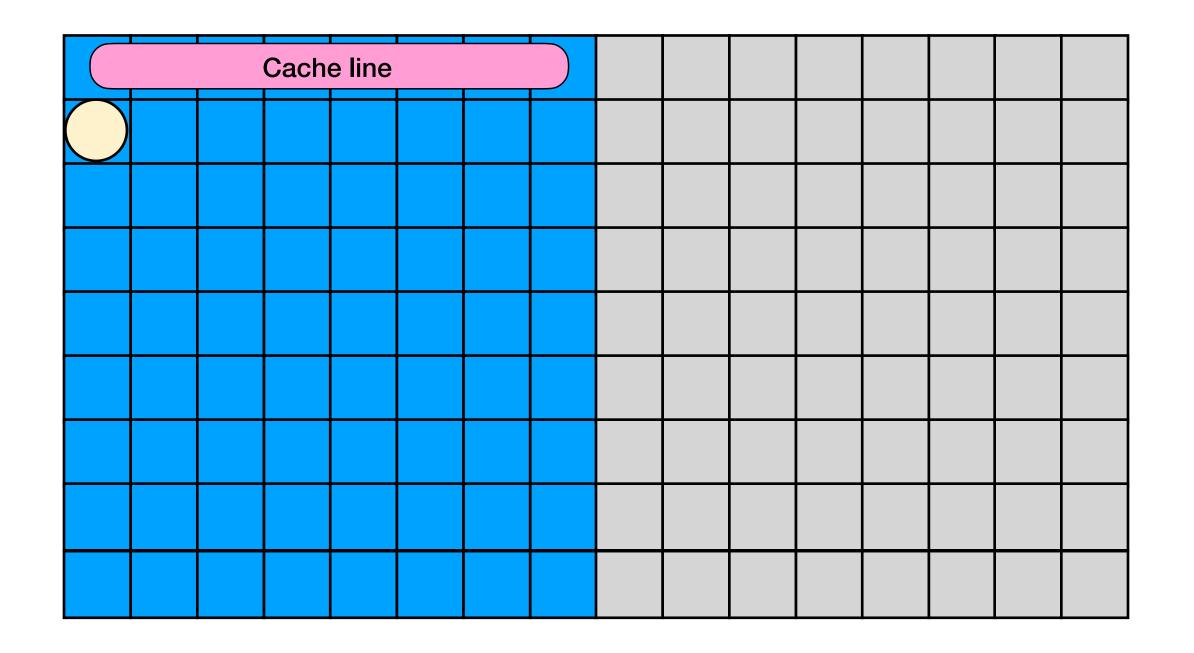




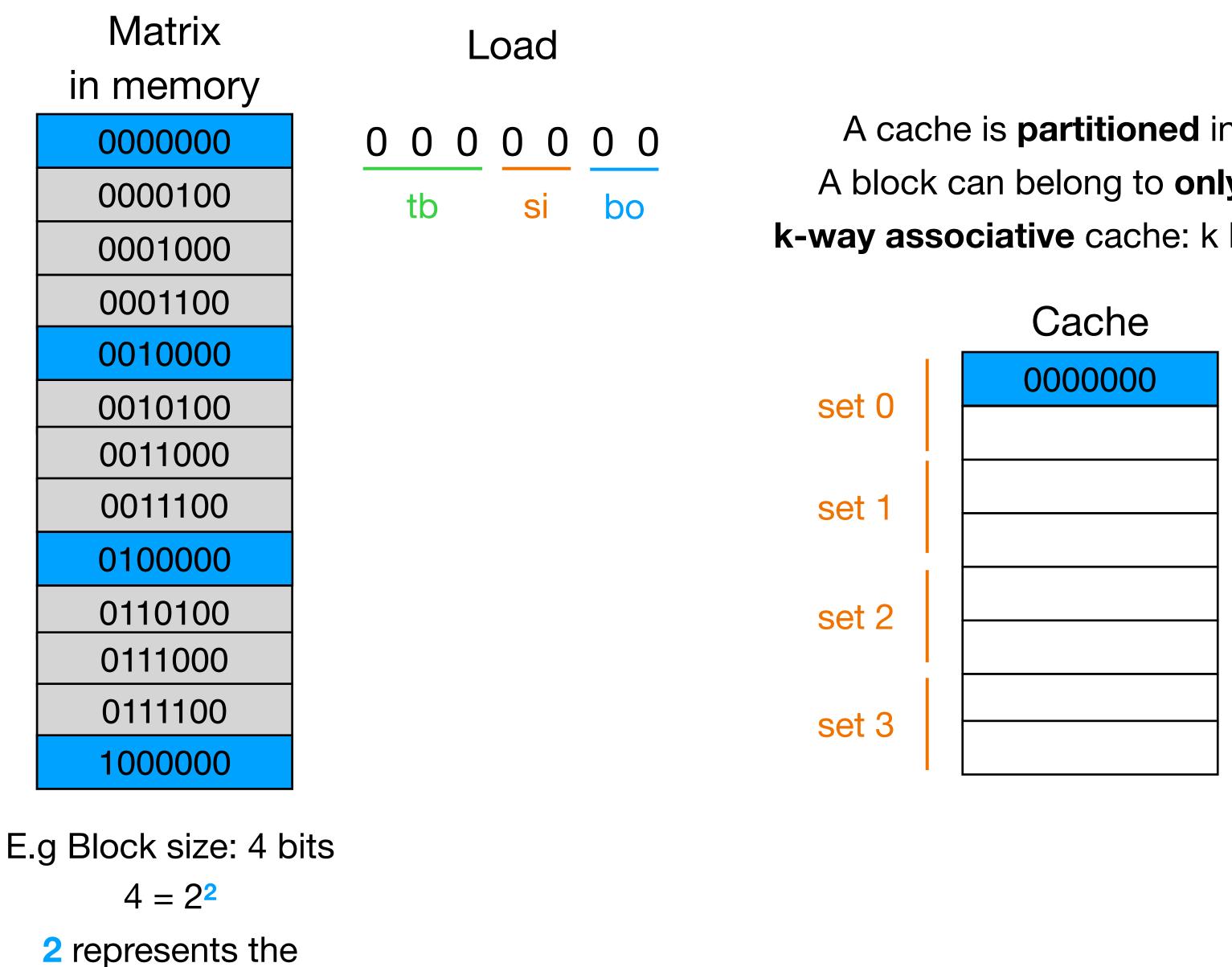
Cache line						



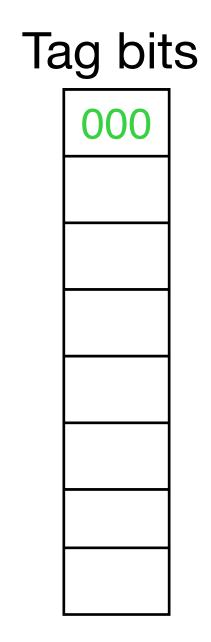




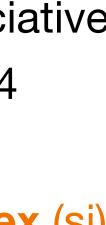


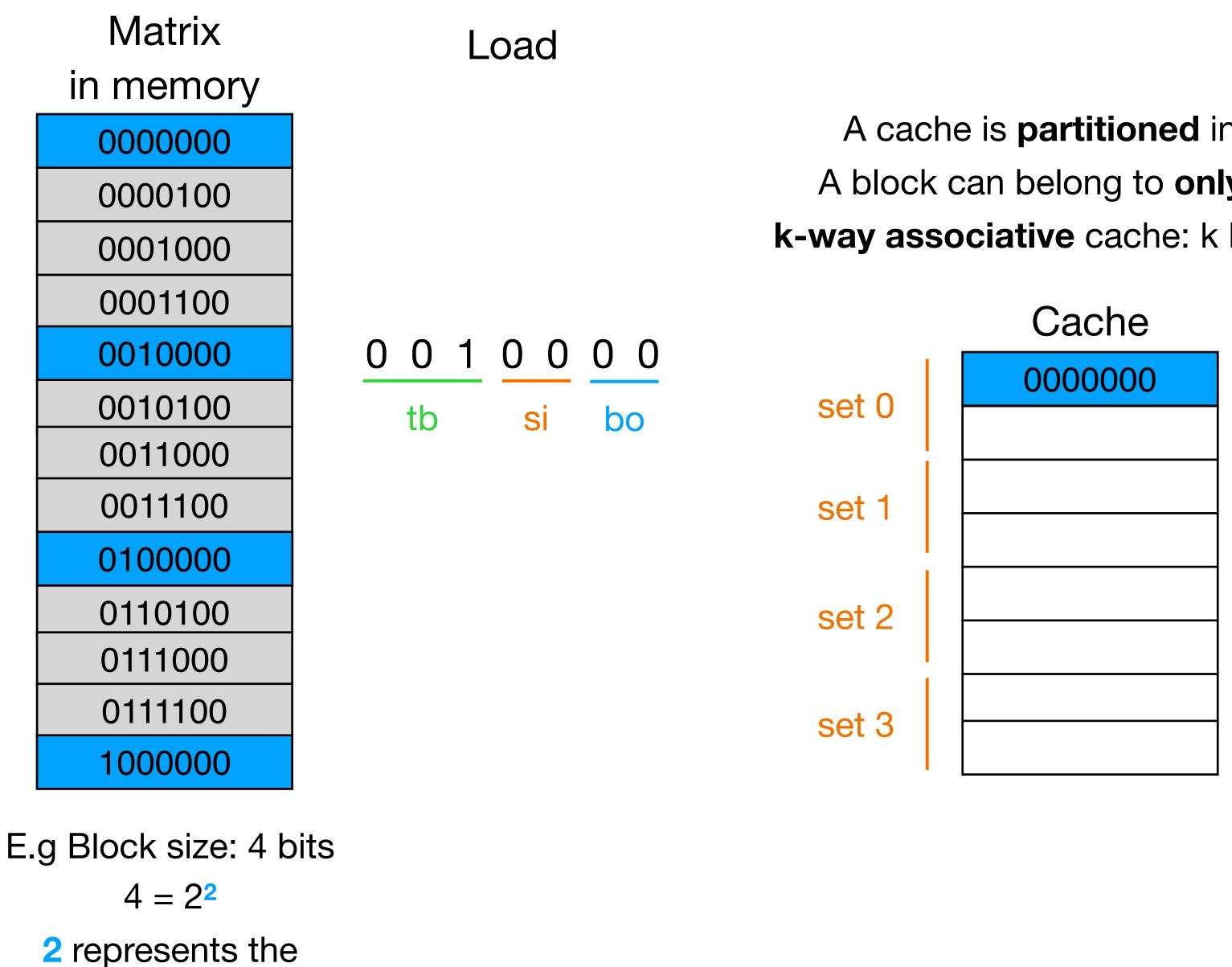


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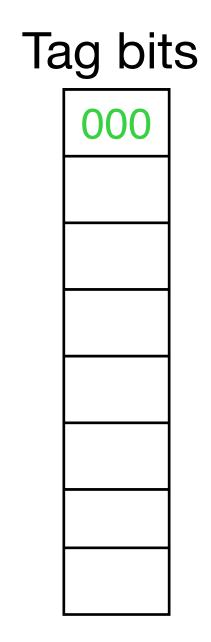




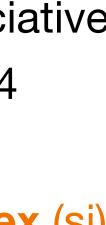


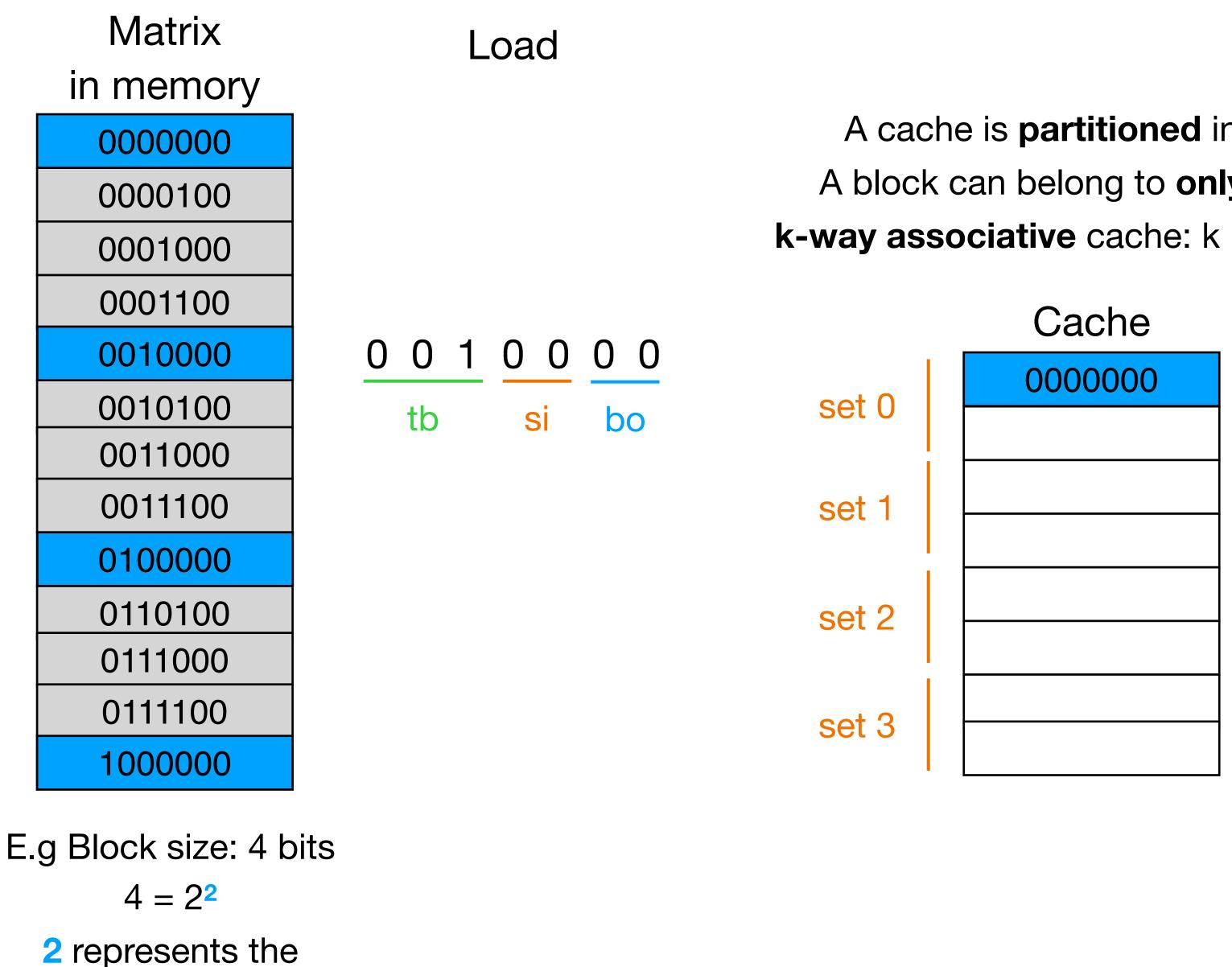


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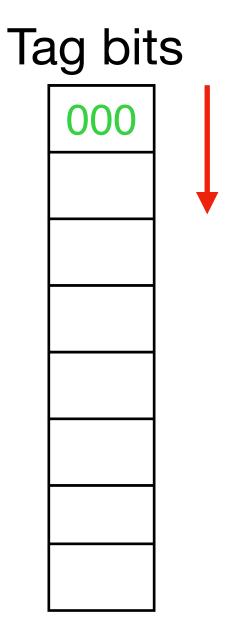




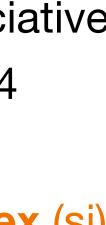


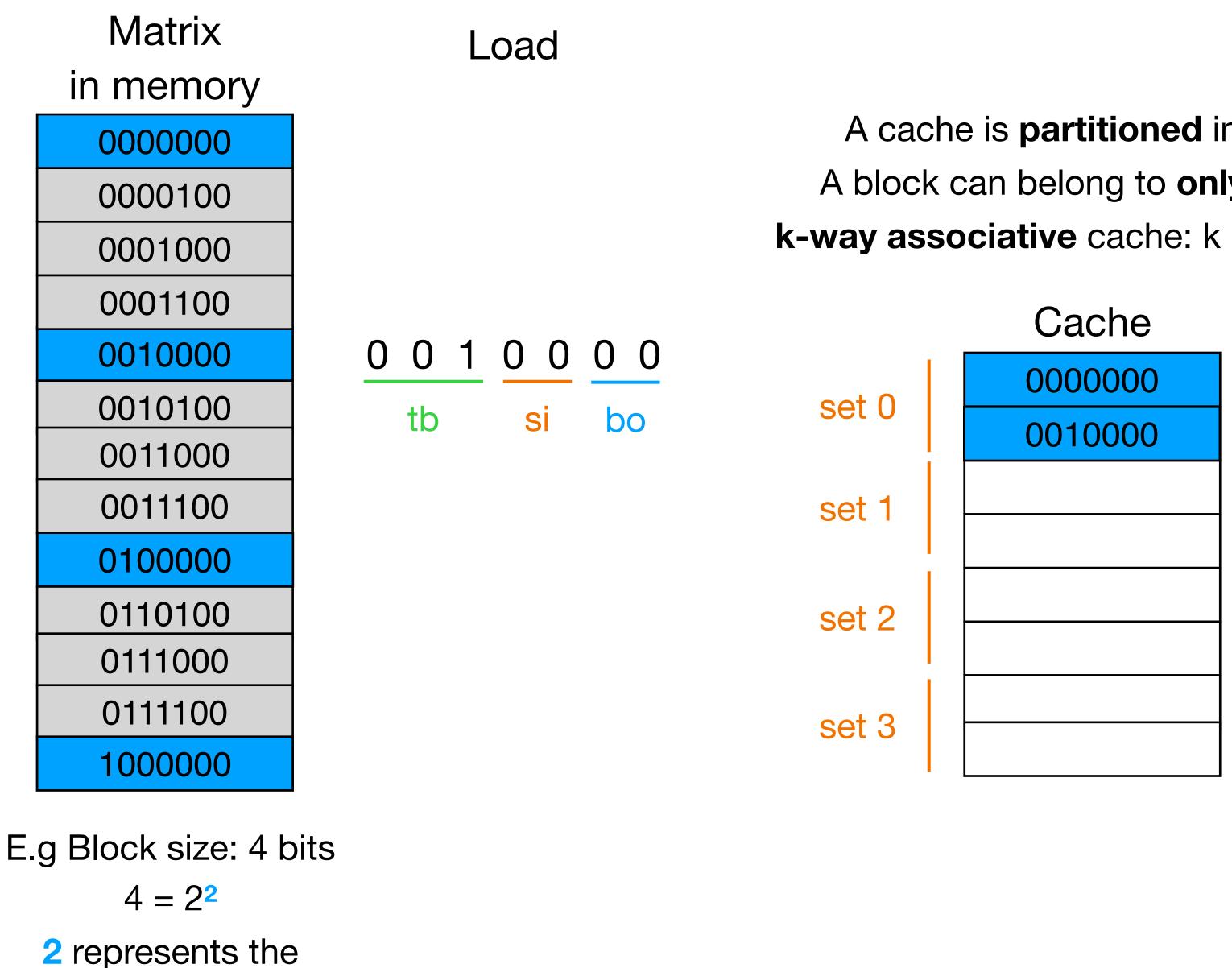


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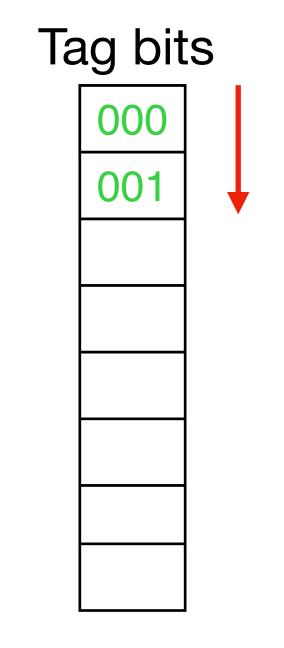




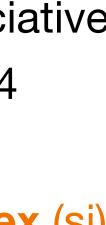


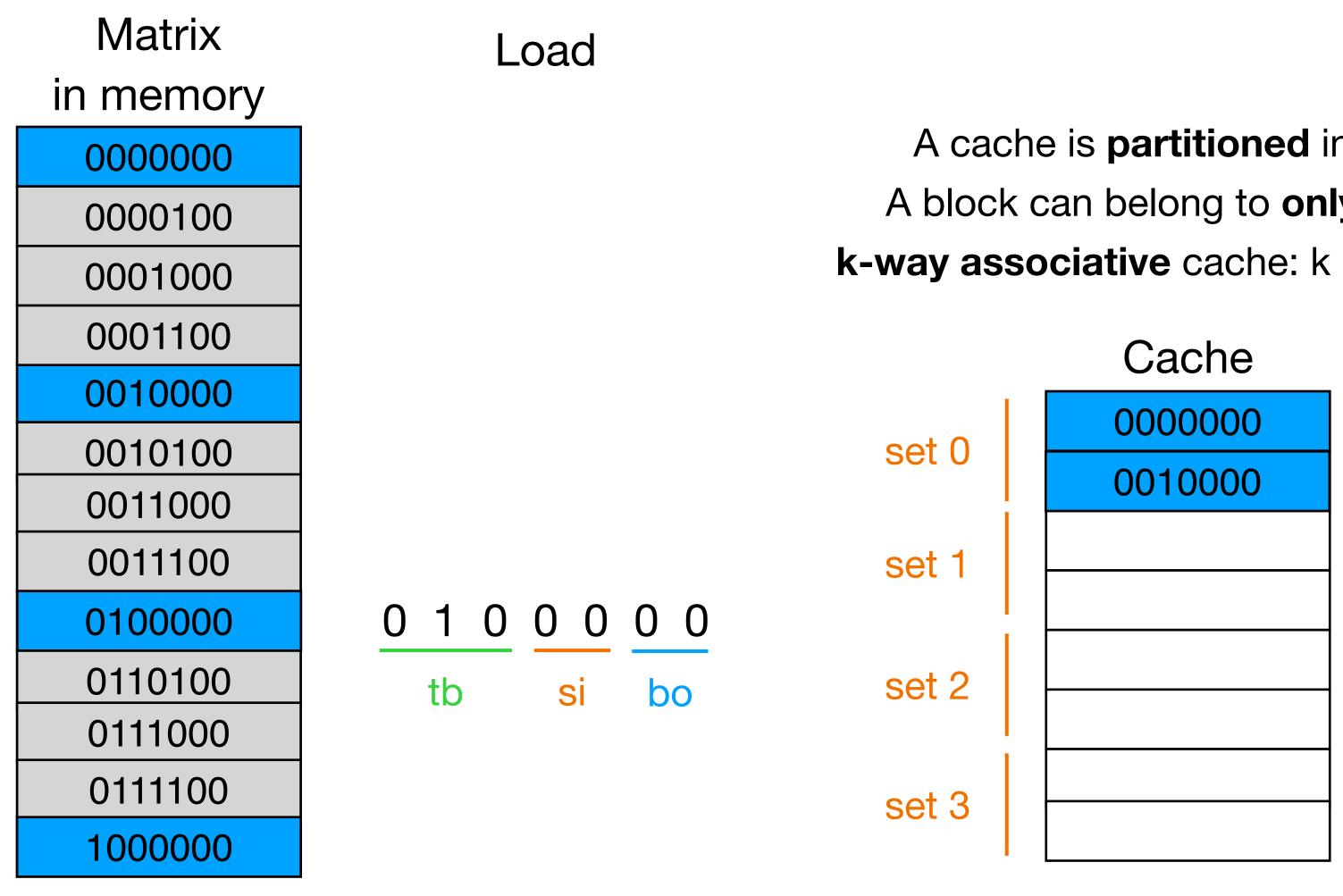


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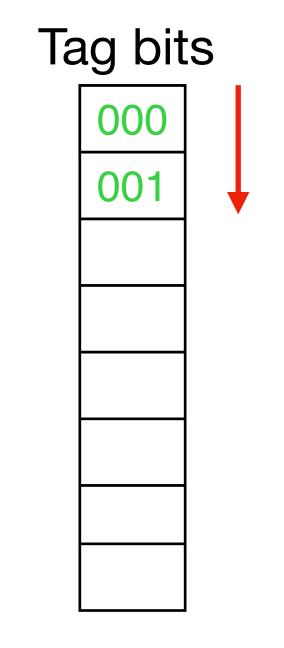




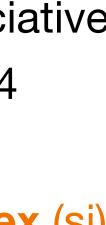


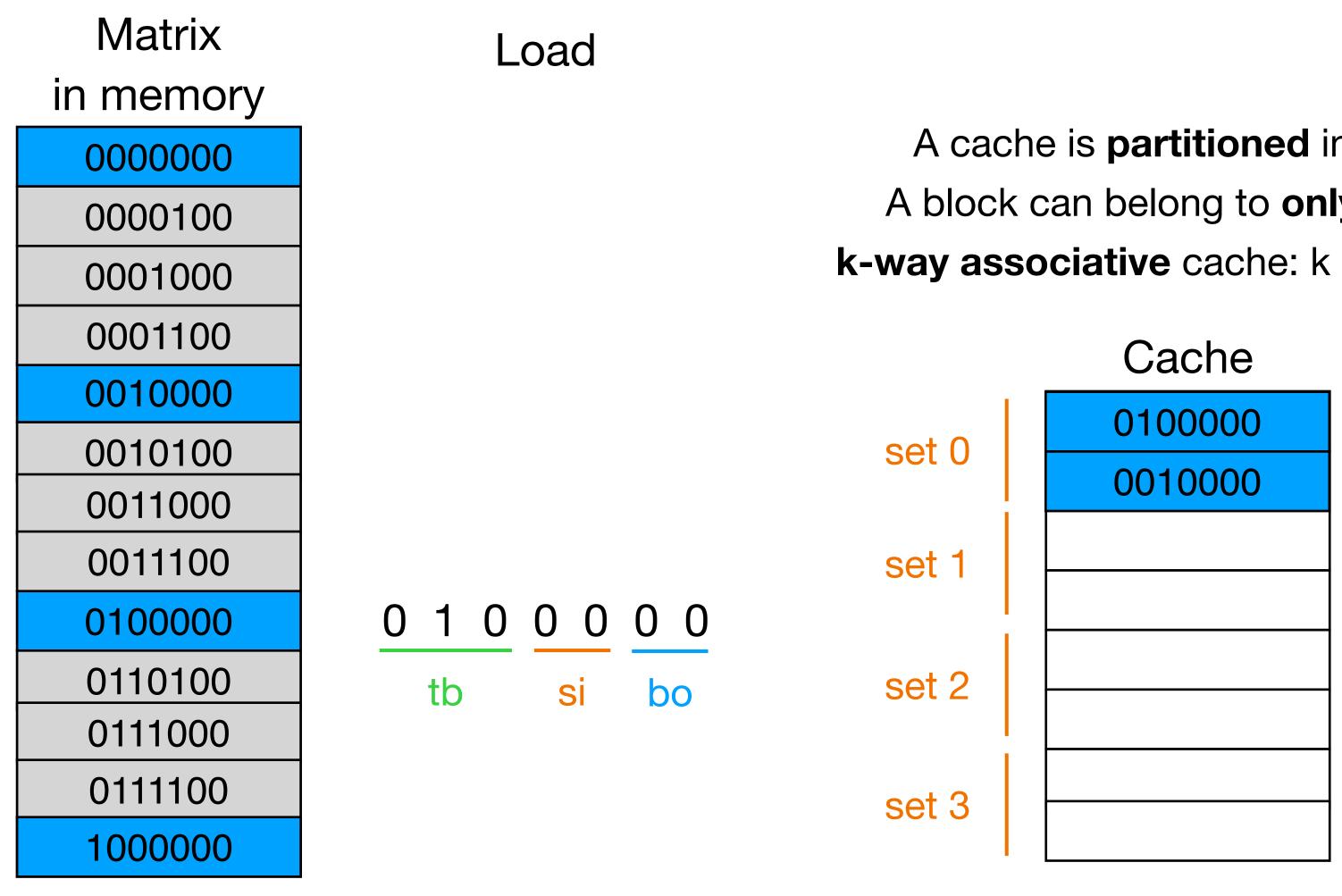
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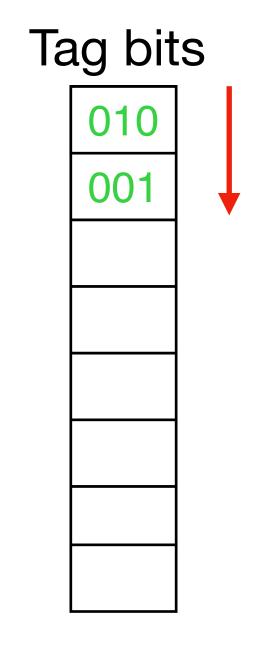




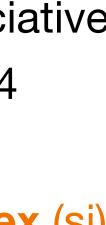


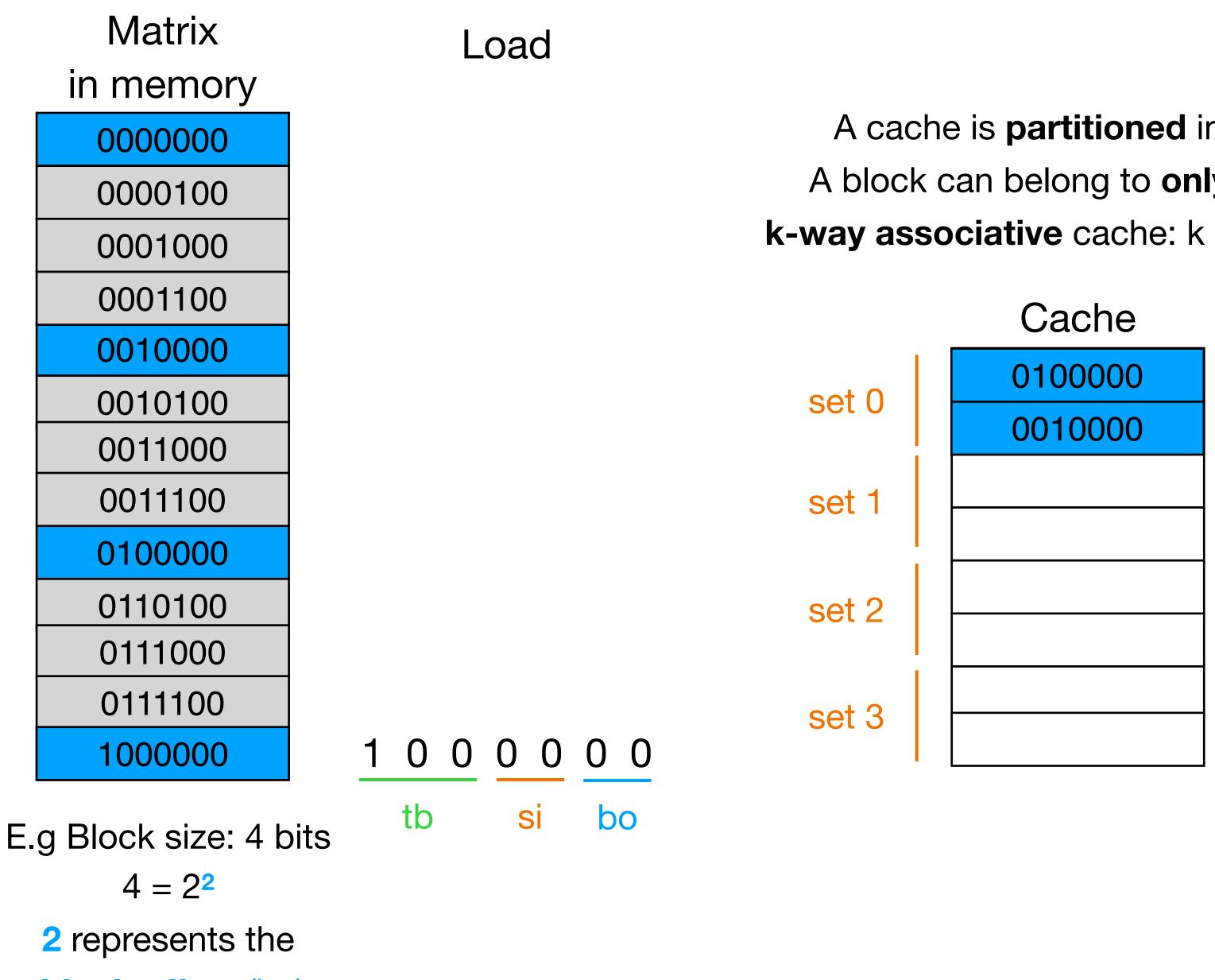
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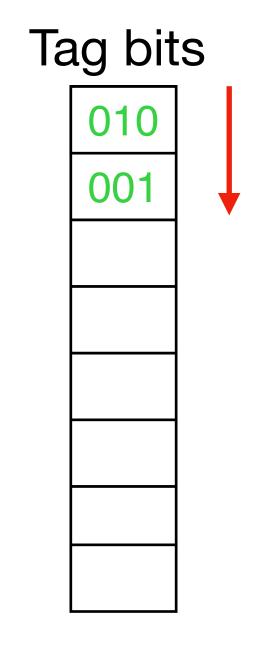




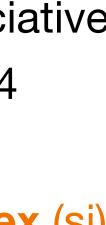


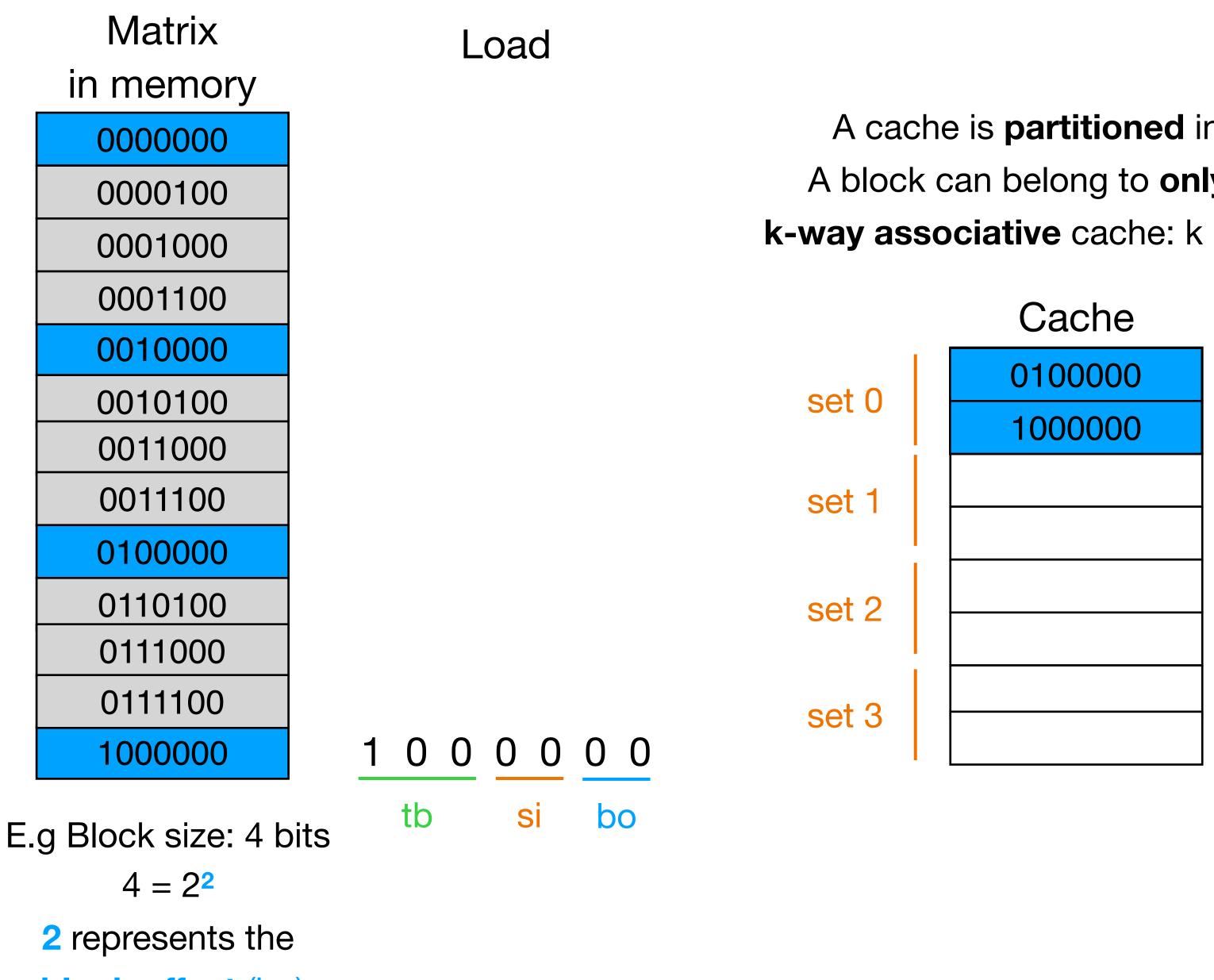


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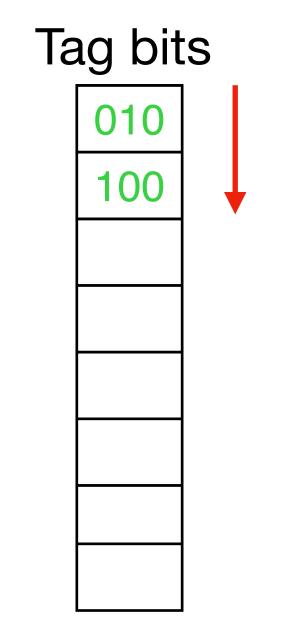




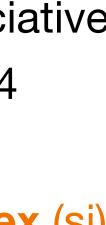


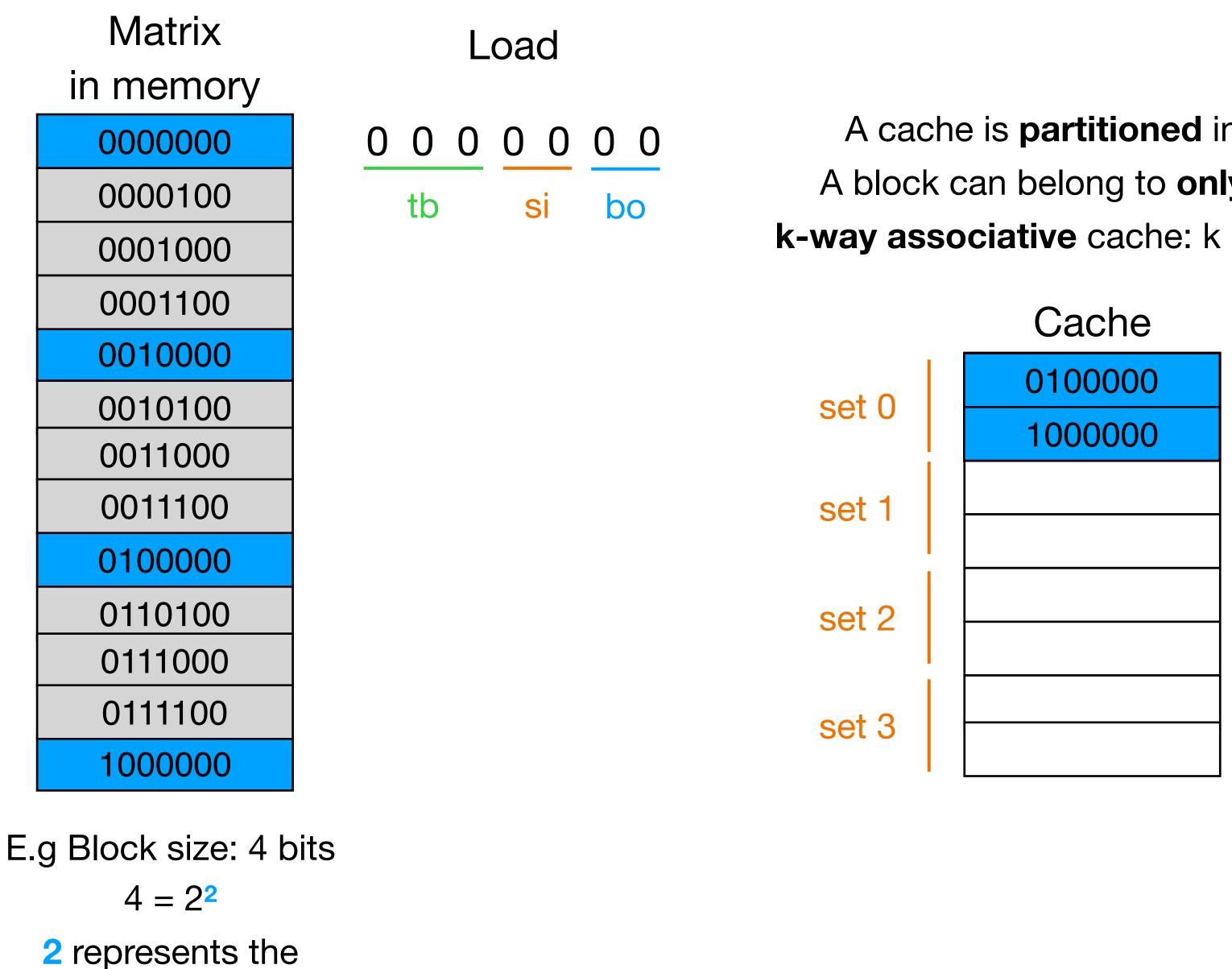


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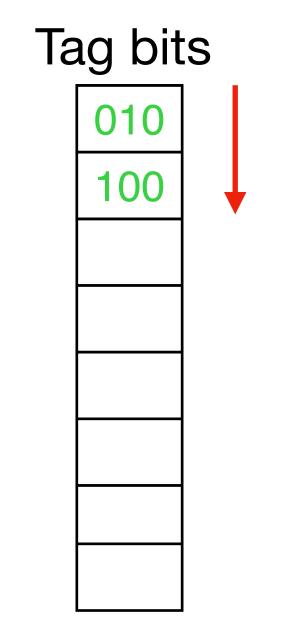




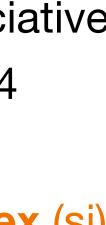




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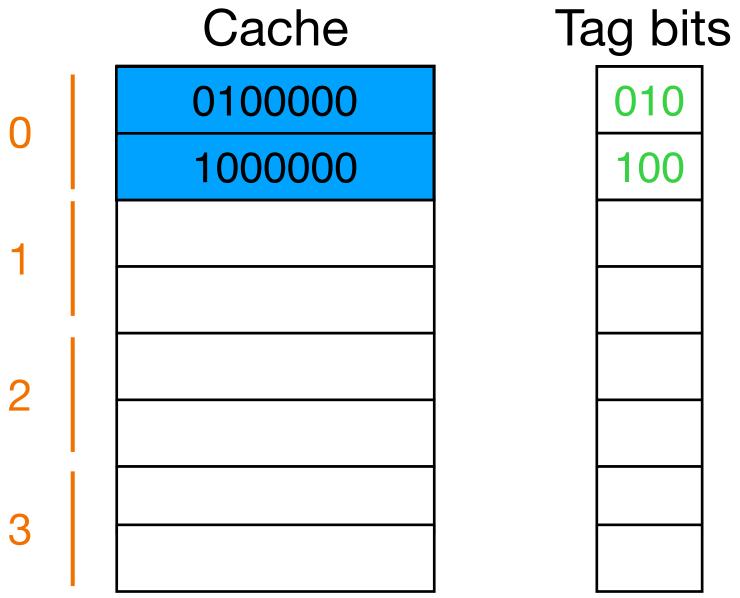




	Matrix	Load	
	in memory		_
	0000000	0000000	A ca
	0000100	tb si bo	A bloc
	0001000		k-way as
	0001100		
	0010000		
	0010100		set 0
	0011000		
	0011100		set 1
	0100000		
	0110100		set 2
	0111000		
	0111100		set 3
	1000000		
F	g Block size: 4 bi	ts	
	$4 = 2^2$		The distributio
	2 represents the		

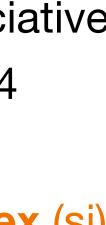
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2 represents the set index (si)



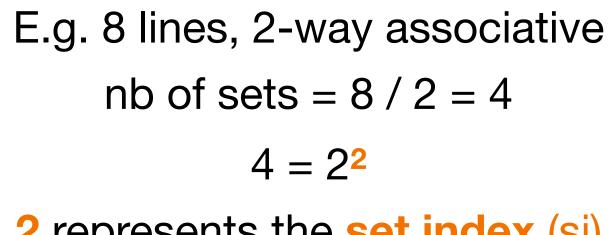
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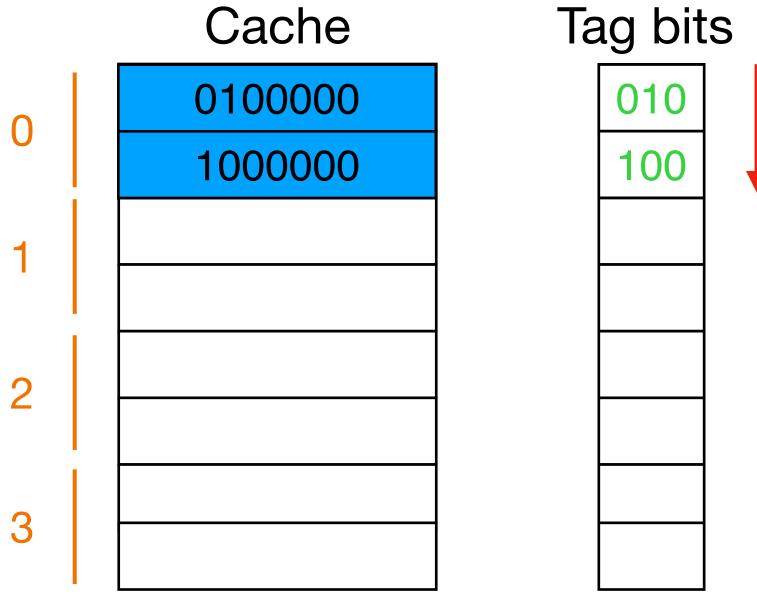


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in memory		٨
0000000	0000000	A ca
0000100	tb si bo	A bloc
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0001100		
0010000		
0010100		set 0
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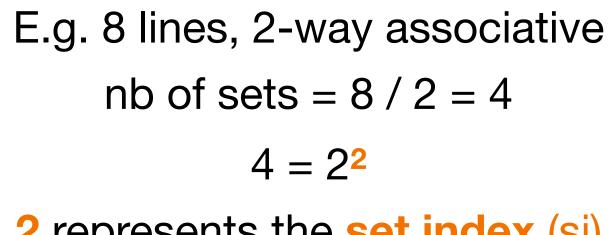
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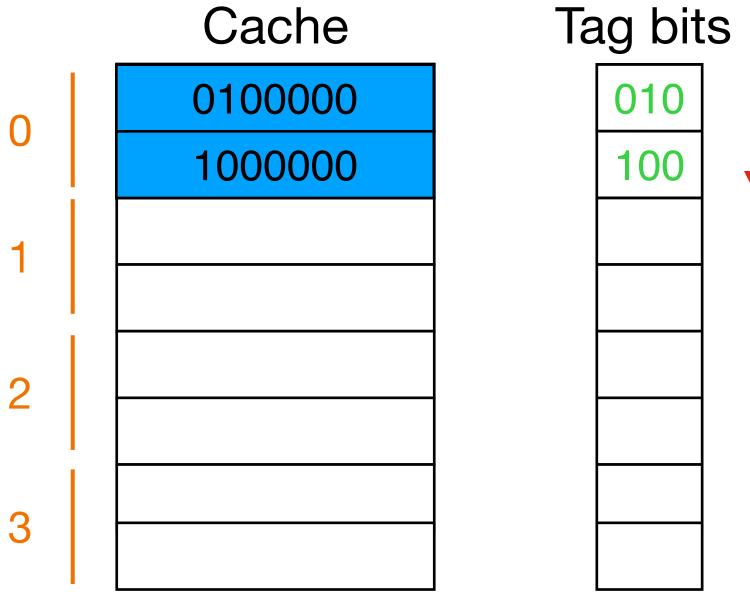


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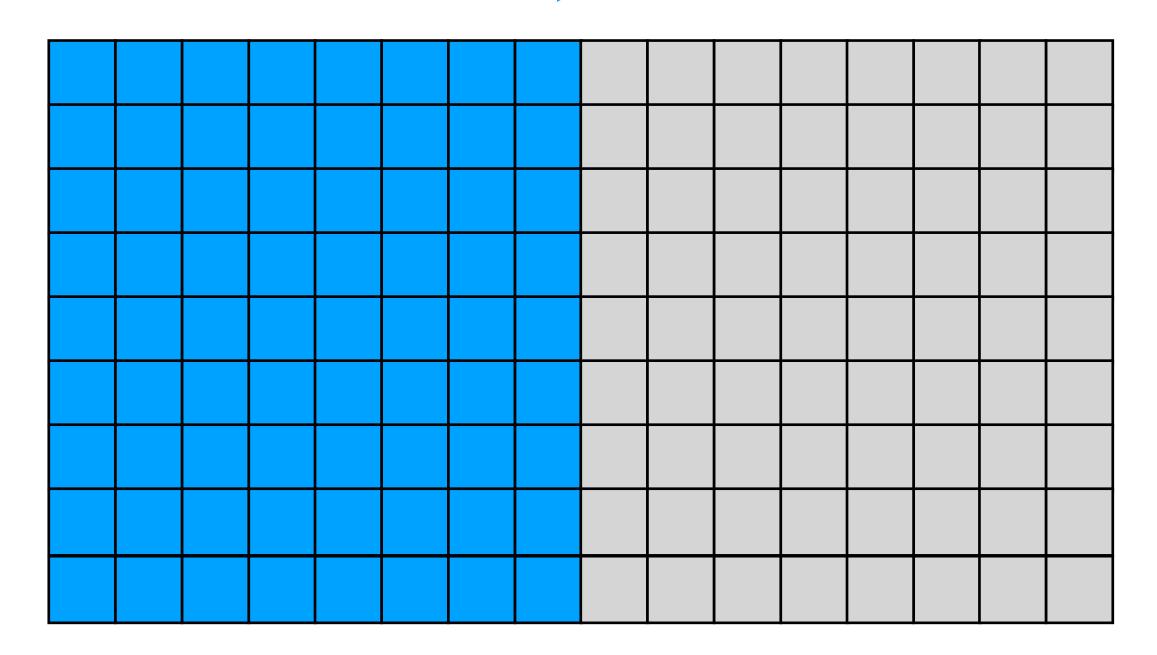
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ant stride is called the critical stride



n elements (variable)

8 int64s - 64 bytes

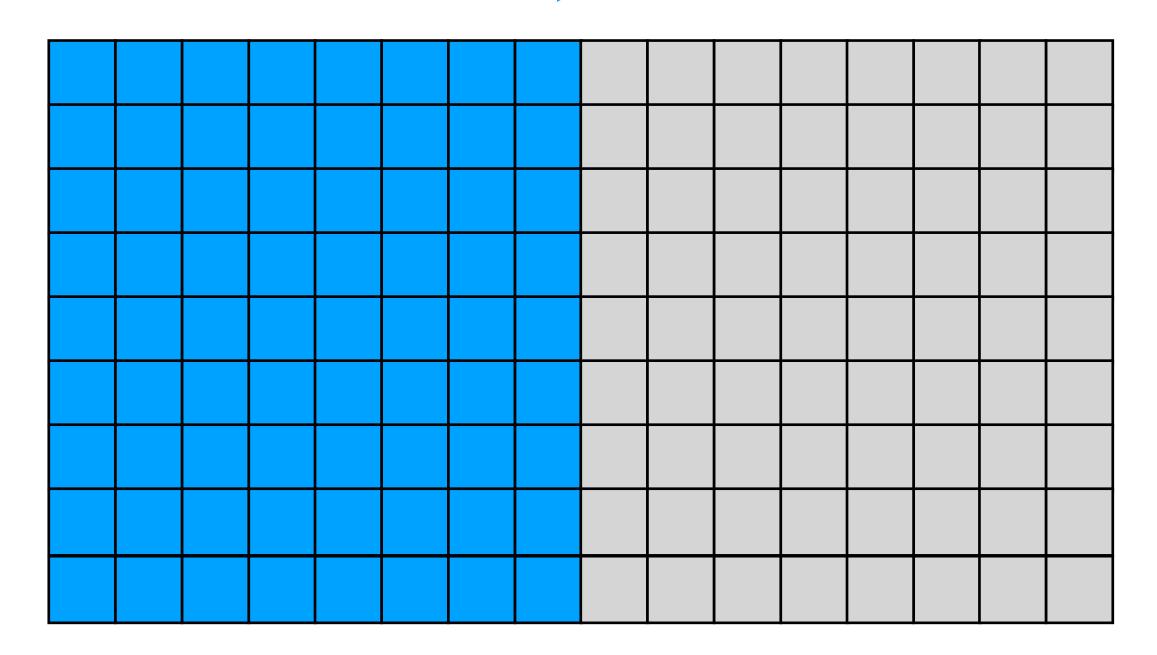




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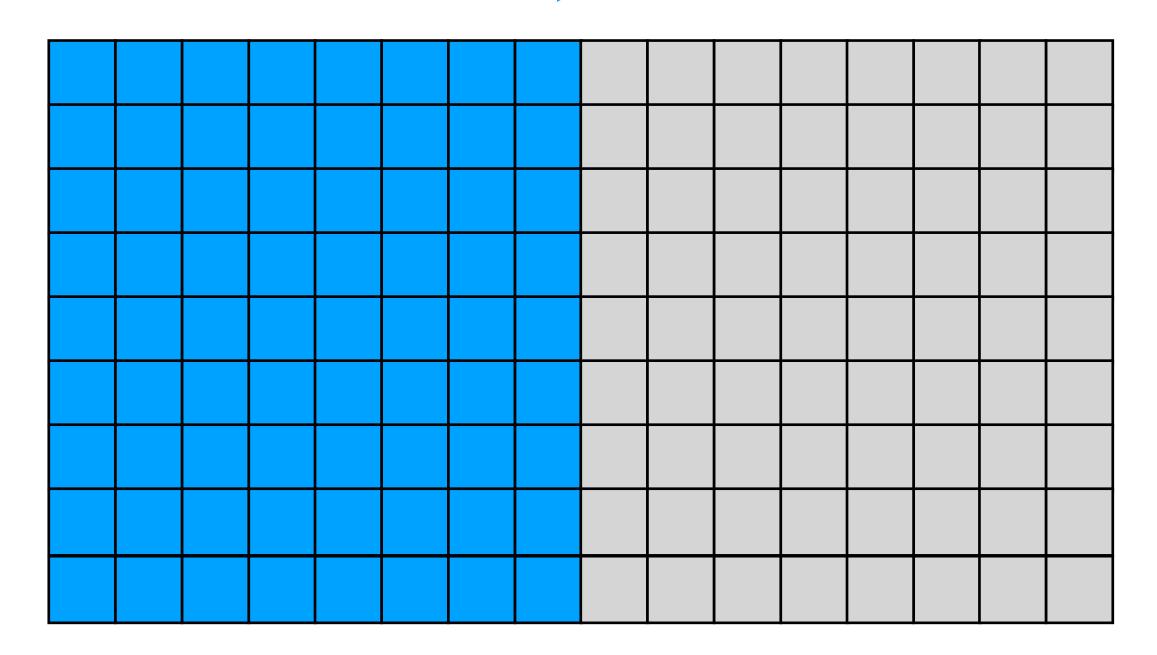




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 - Cache line = 64 bytes
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 - Critical stride = $64 \times 64 = 4 \text{ KB}$

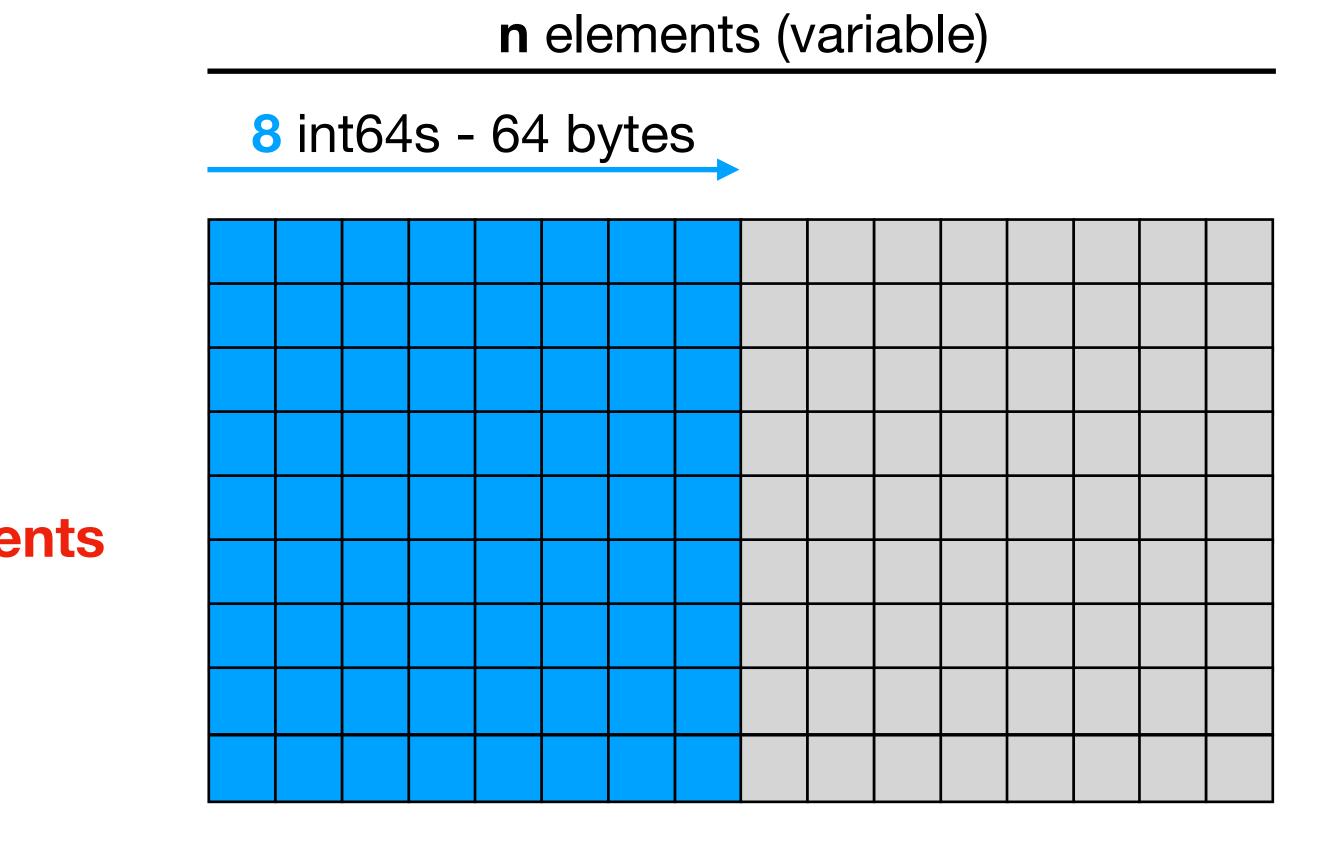
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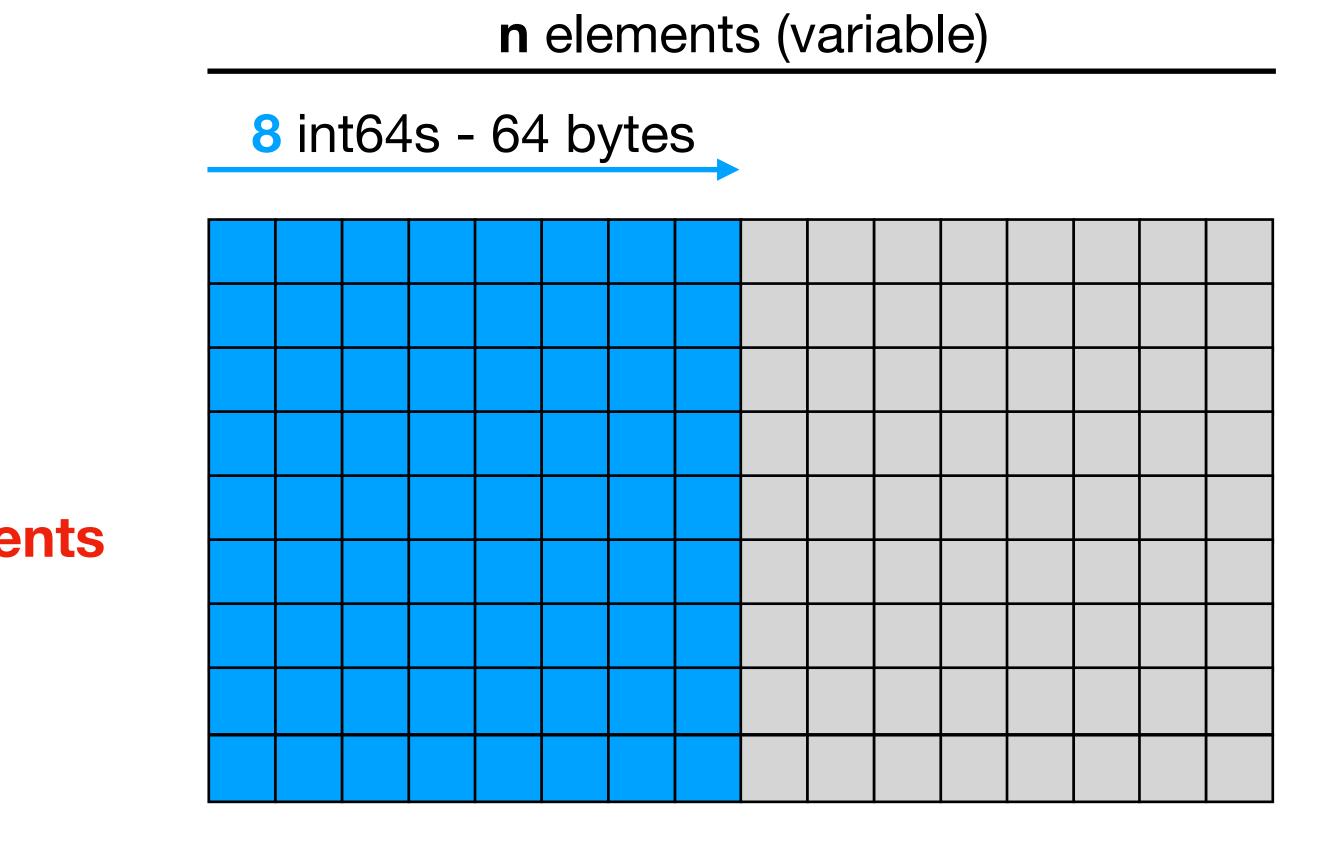


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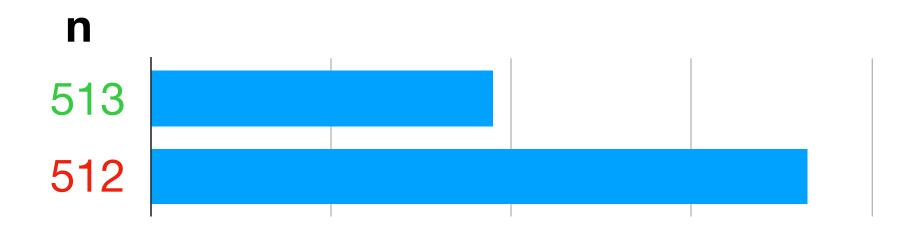


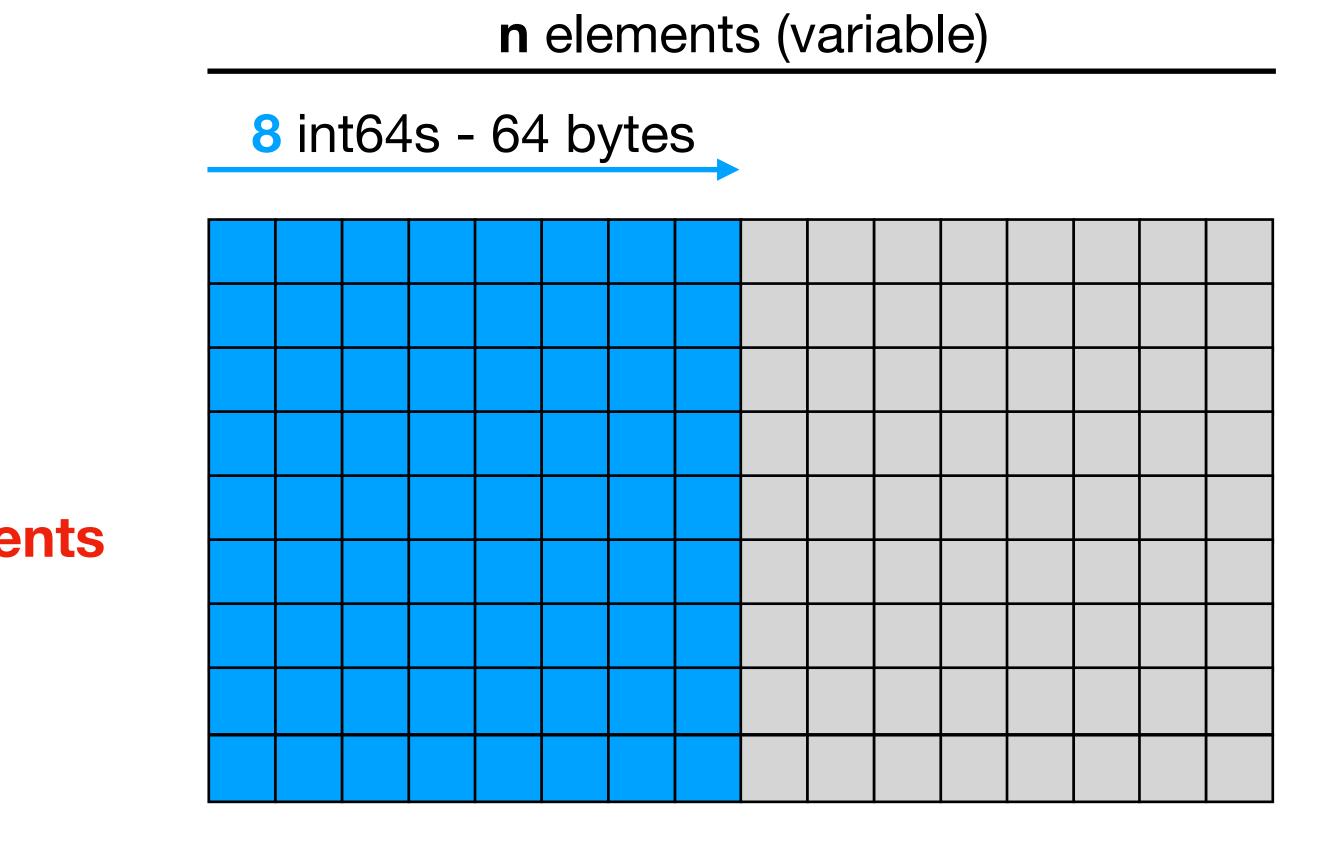
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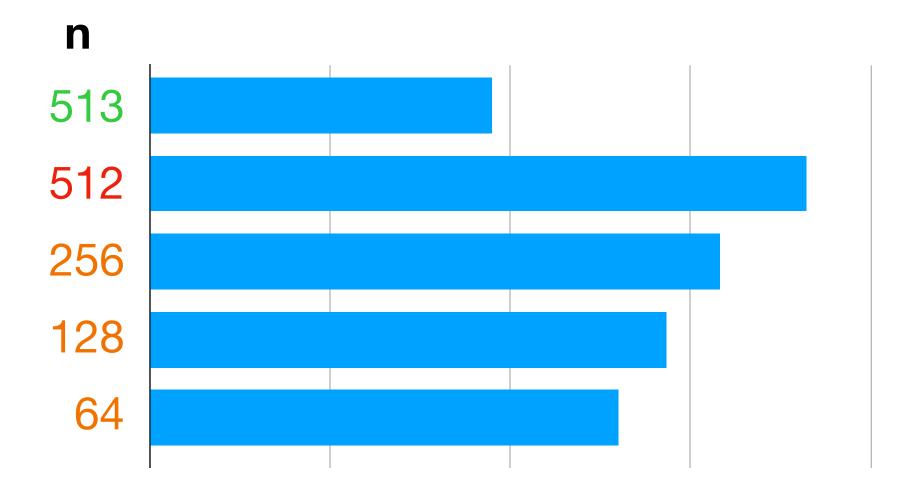
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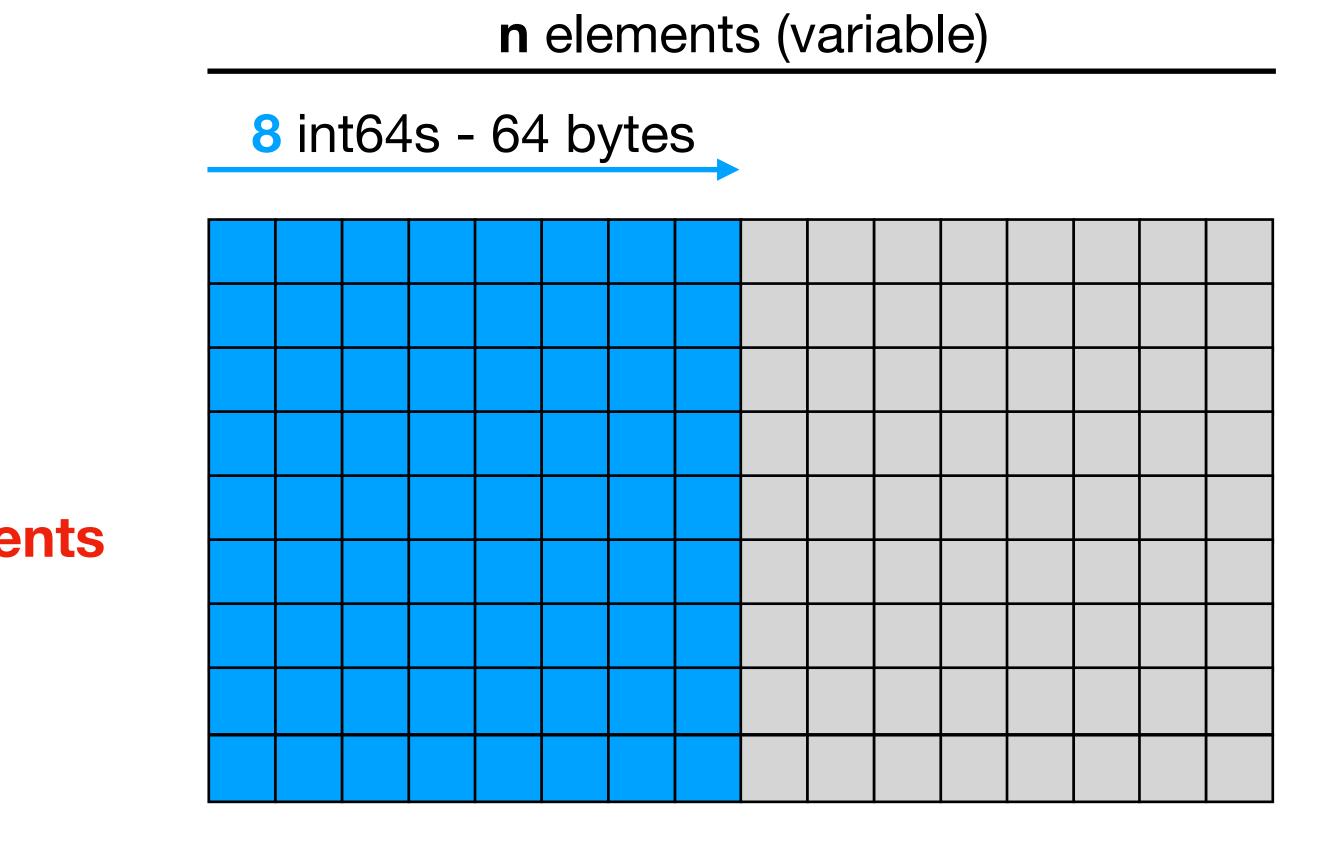






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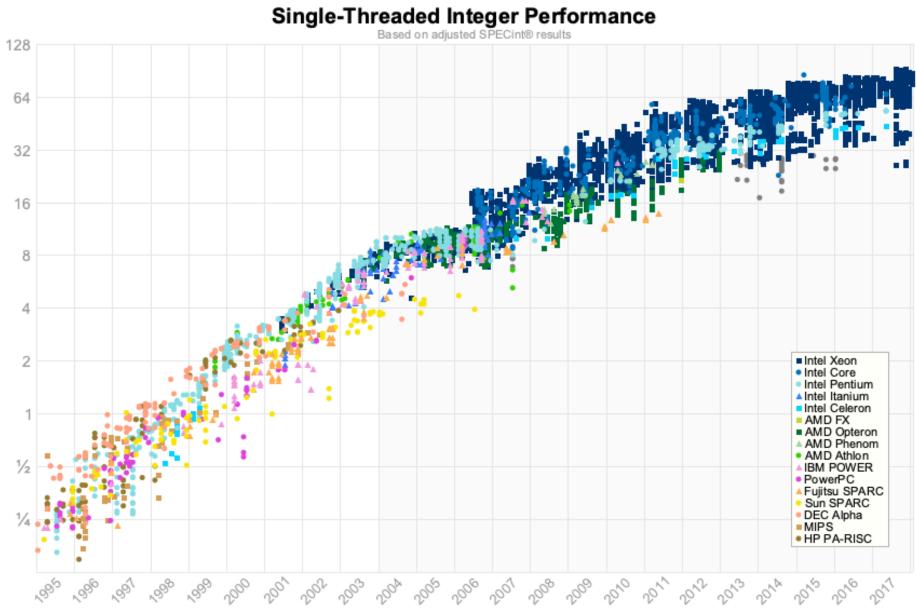


CPU Architecture Locality of Reference **Data-Oriented Design** Caching Pitfall Concurrency

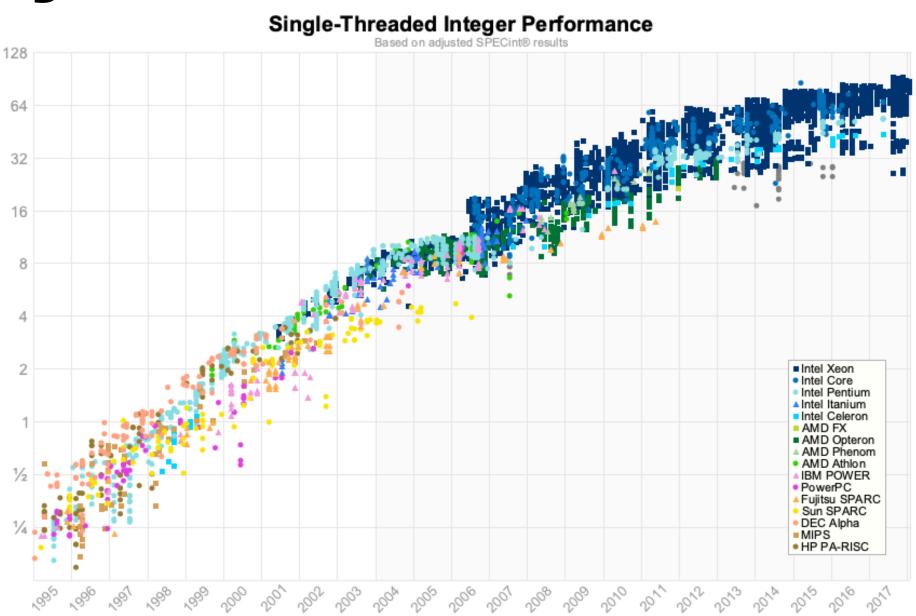


Why Concurrency?



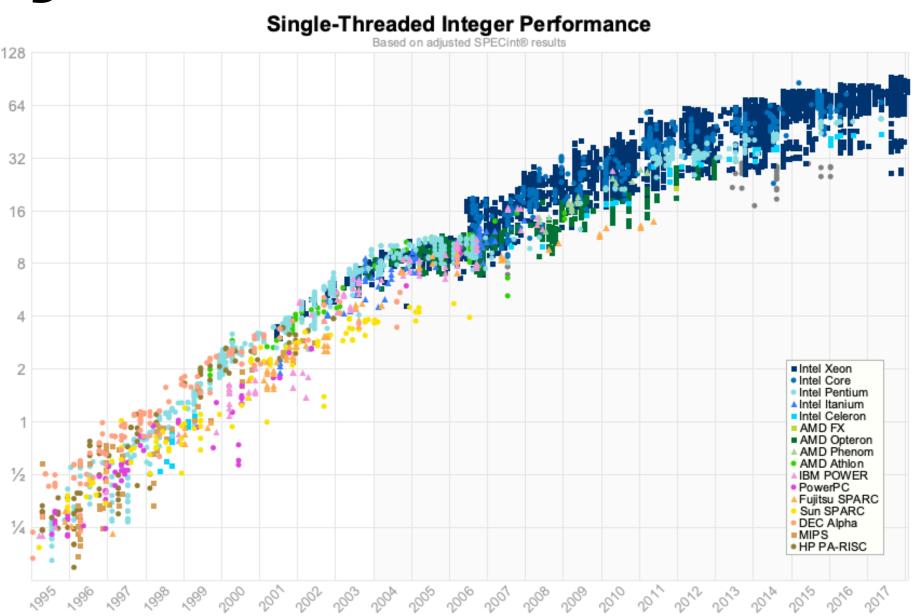






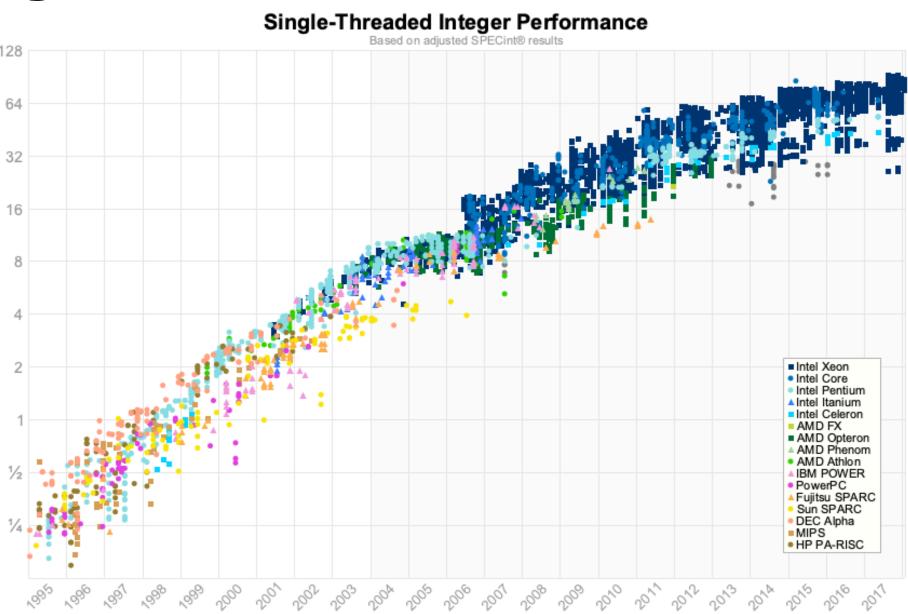
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- Instead of focusing on clock speed, vendors focus on multicores and hyperthreading architectures
- The free lunch is over Herb Sutter, 2005
- We cannot rely solely on the hardware to make our programs faster **Concurrency** is the next major revolution in how we write software



```
type Struct struct {
    n int
}
var <mark>result</mark> int
func BenchmarkIteration(b *testing.B) {
    structA := Struct{} // Initialization
    structB := Struct{} // Initialization
    wg := sync.WaitGroup{}
    b.ResetTimer()
    for i := 0; i < b.N; i++ {</pre>
        wg.Add( delta: 2)
        go func() { // Spin up first goroutine
            for j := 0; j < iteration; j++ {</pre>
                 structA.n += j
             }
            wg.Done()
        }()
        go func() { // Spin up second goroutine
            for j := 0; j < iteration; j++ {</pre>
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             }
            wg.Done()
        }()
        wg.Wait() // Wait
        result = structA.n + structB.n // Aggregate
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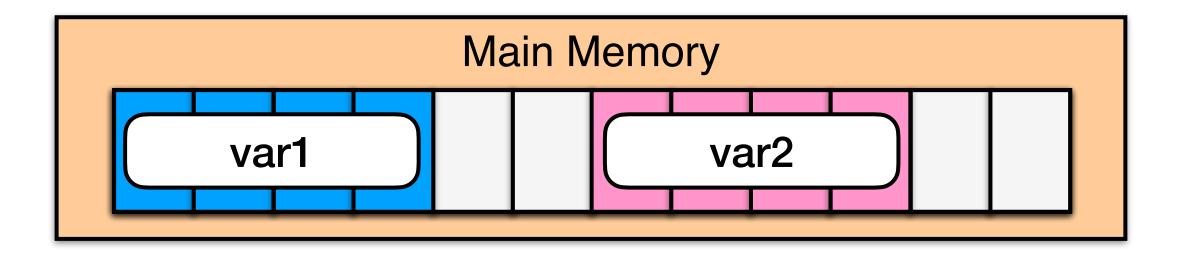
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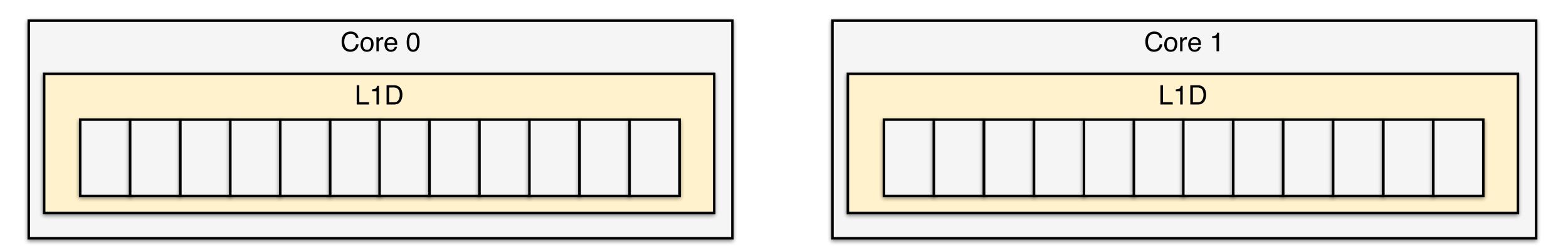


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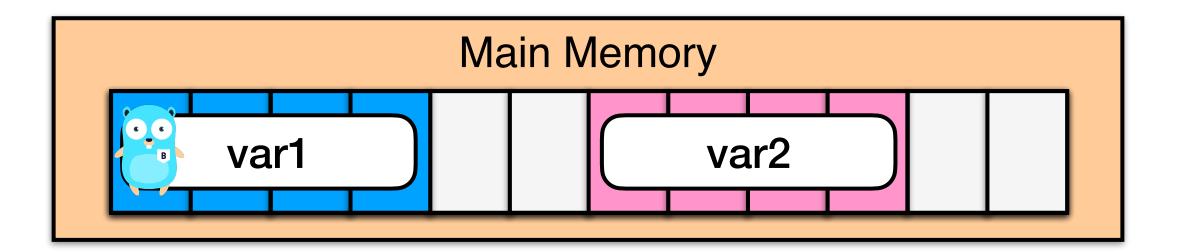
Race-free implementation!

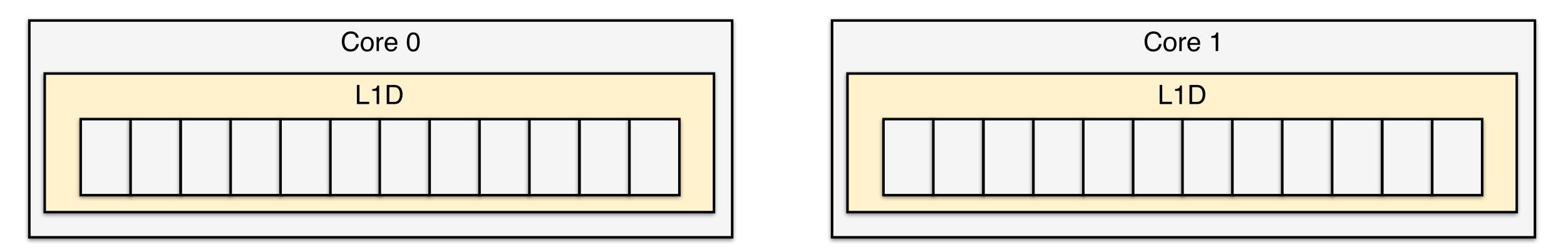




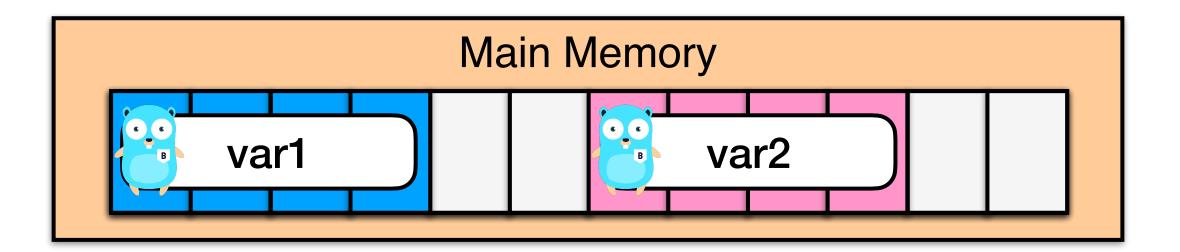


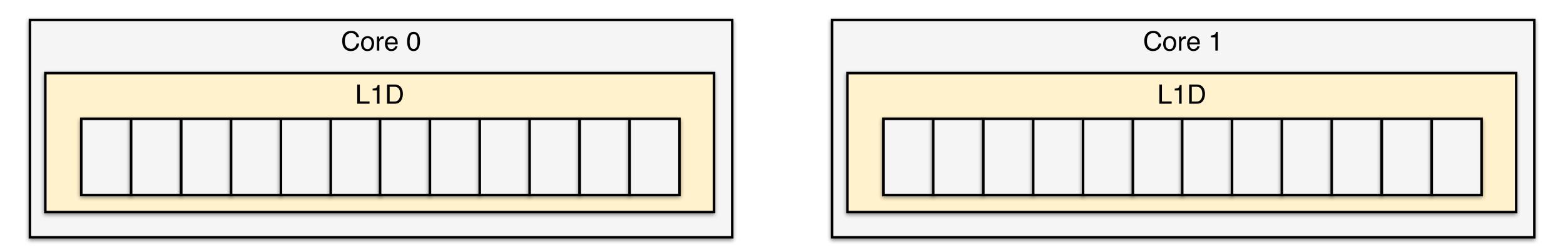




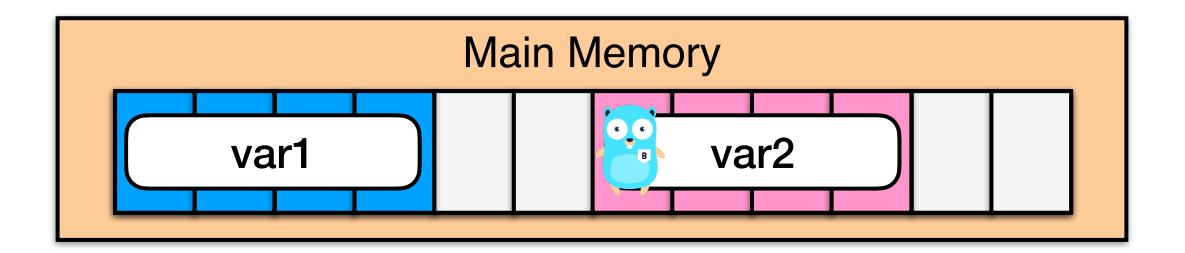


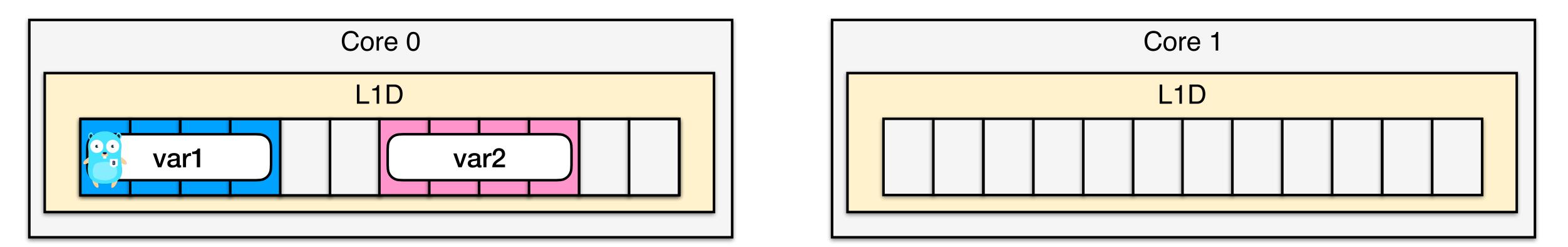




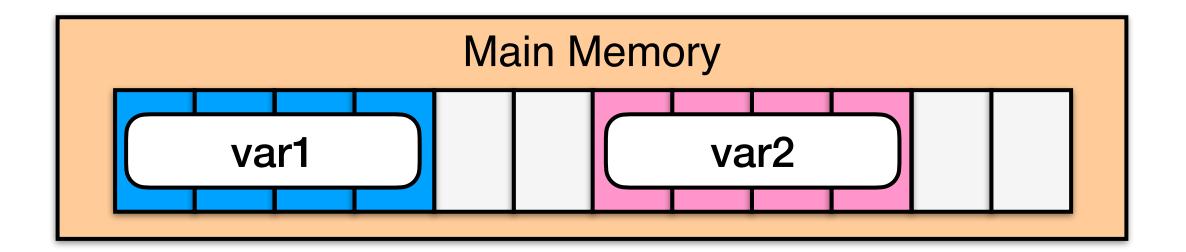


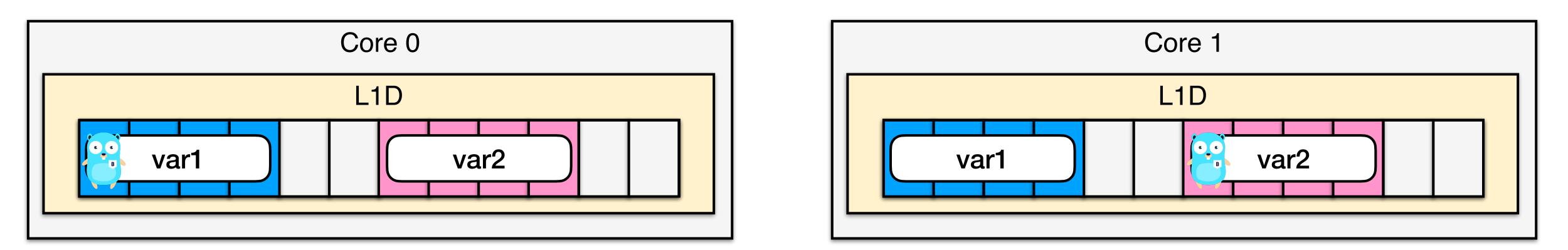




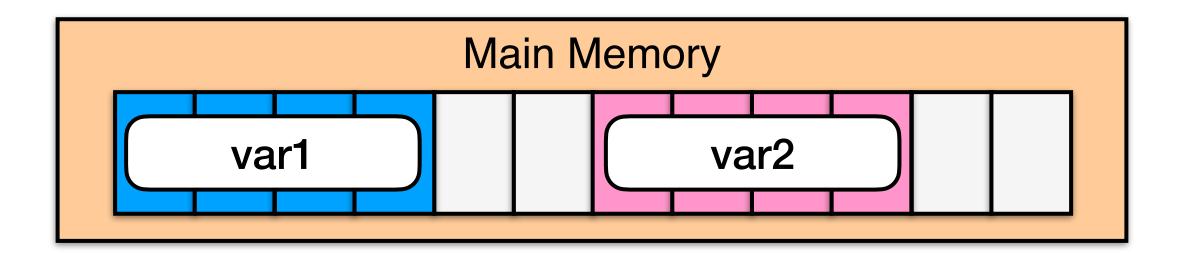


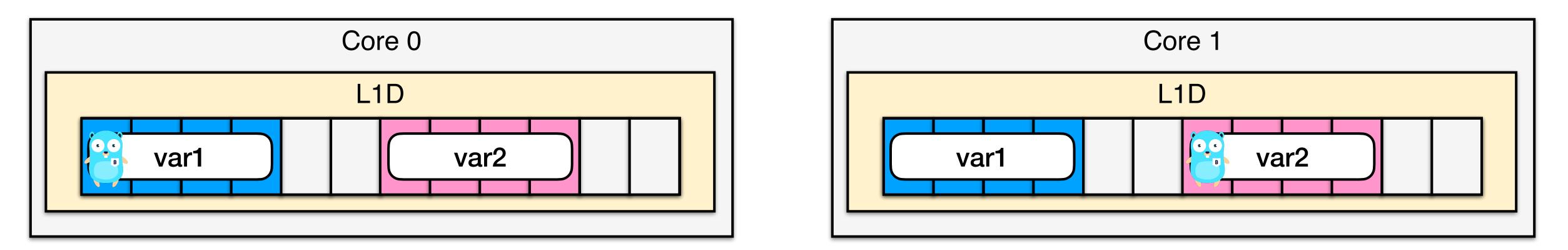






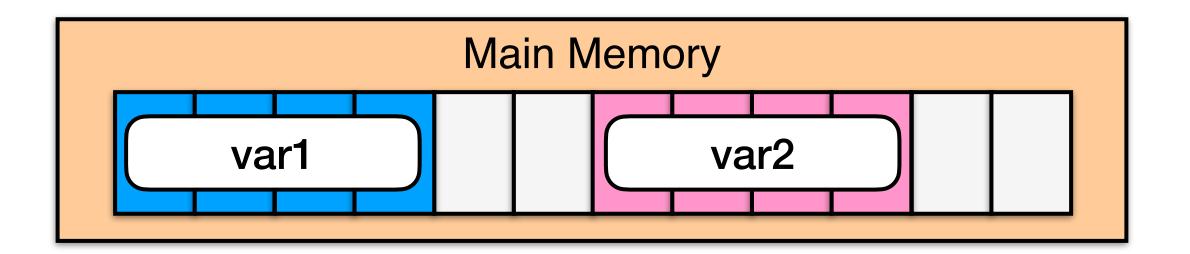


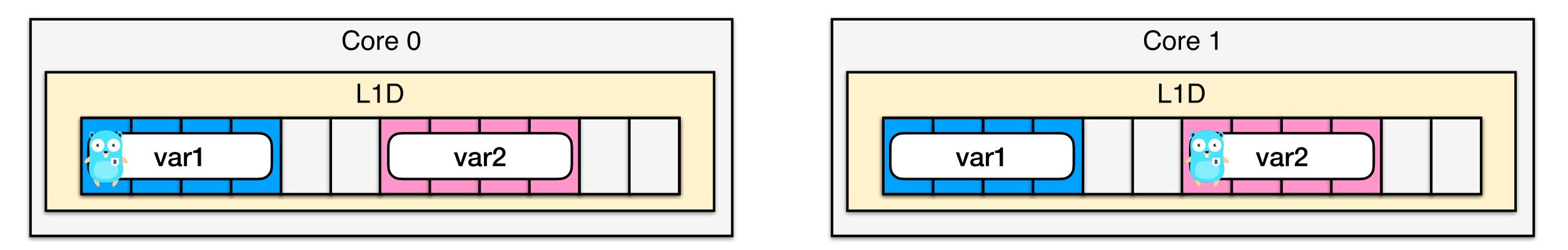




• What if both goroutines want to update their own lines

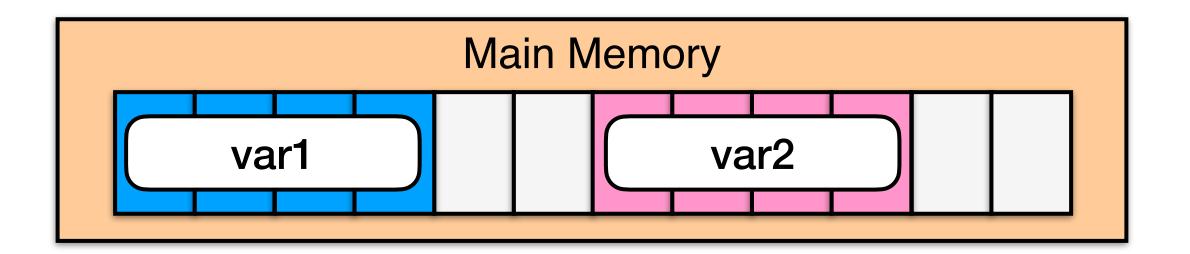


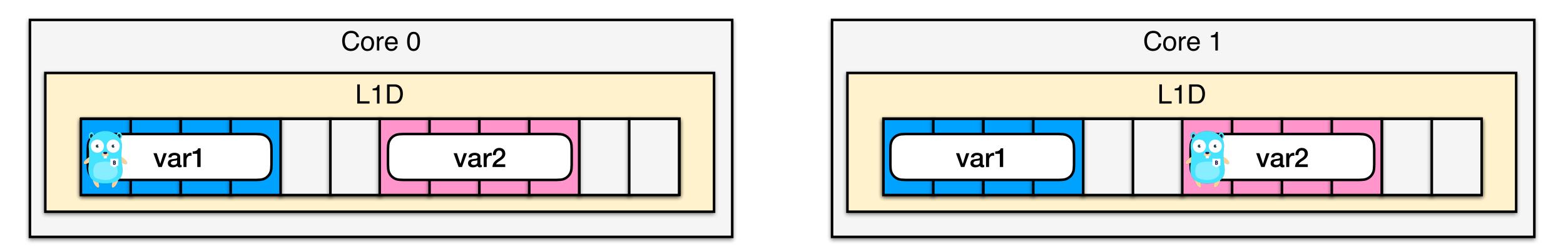




- What if both goroutines want to update their own lines
- The CPU must guarantee cache coherency

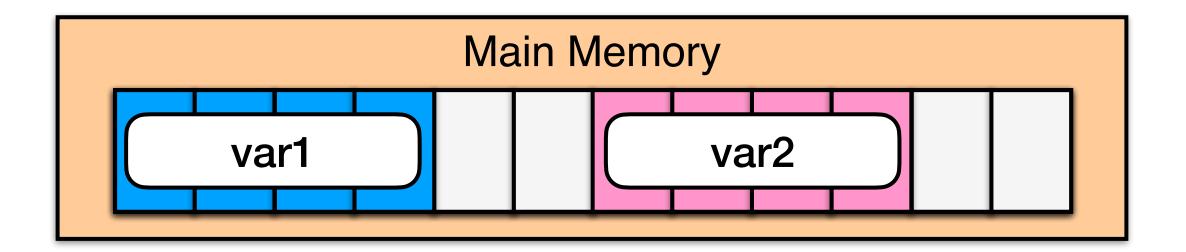


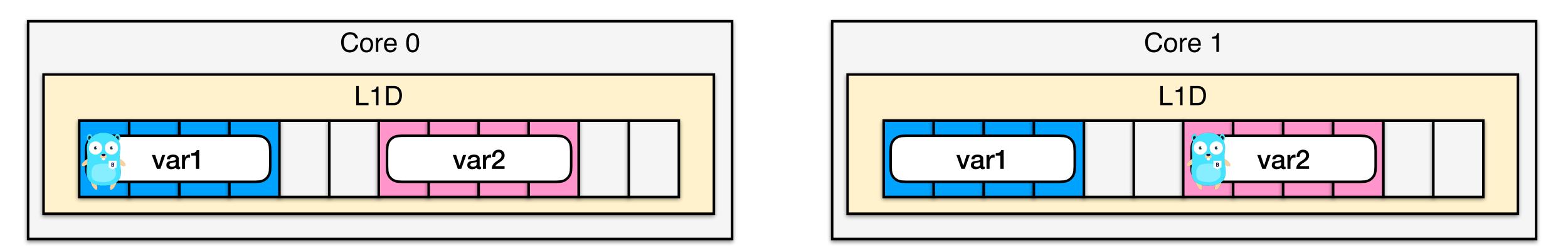




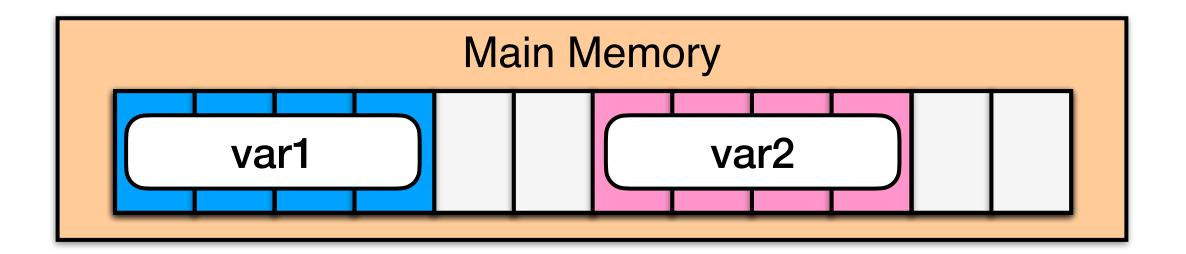
- What if both goroutines want to update their own lines
- The CPU must guarantee cache coherency
- MESI protocol (Modified, Exclusive, Shared, Invalid) ullet

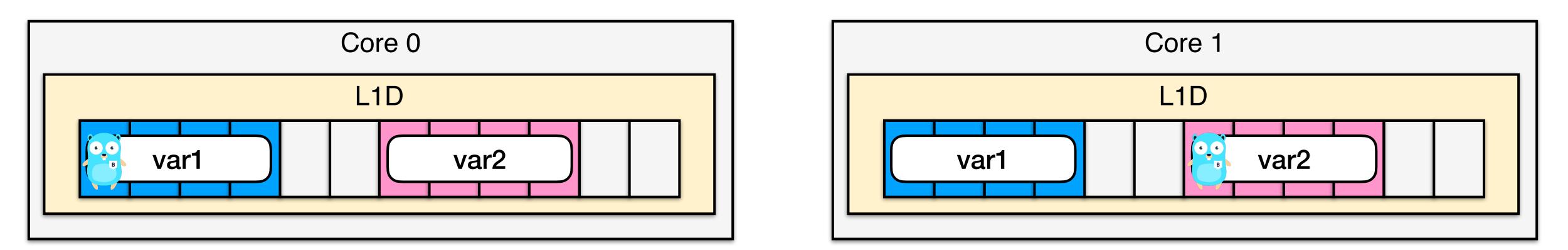




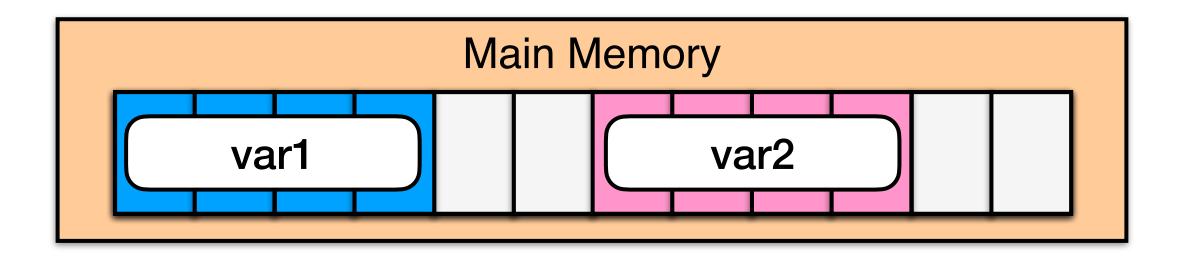


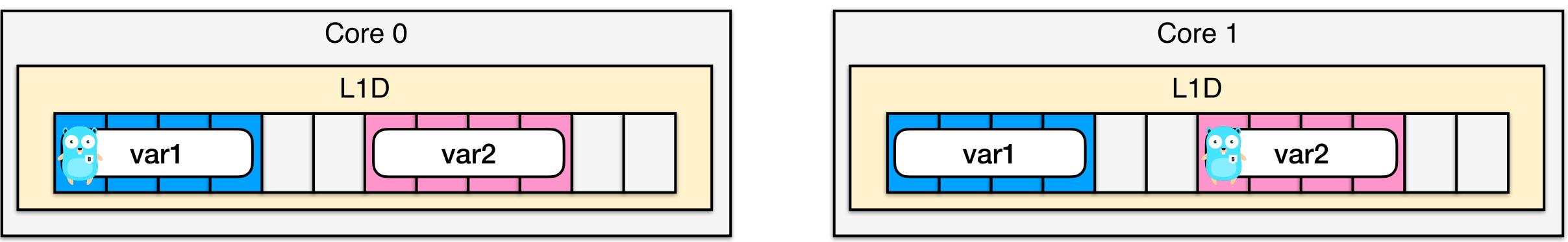




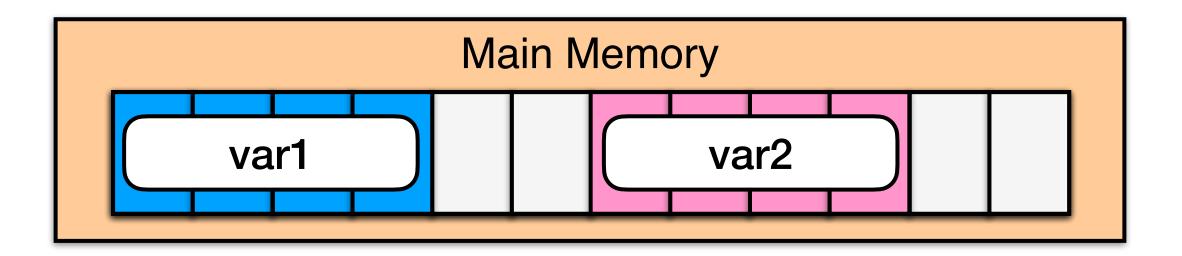


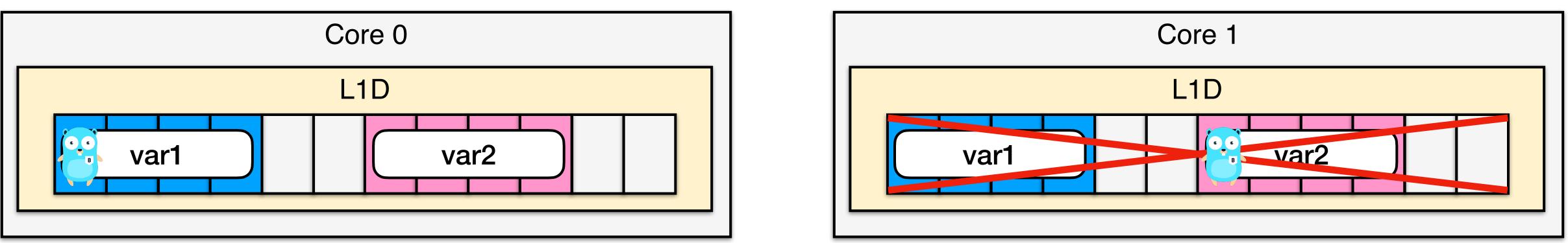




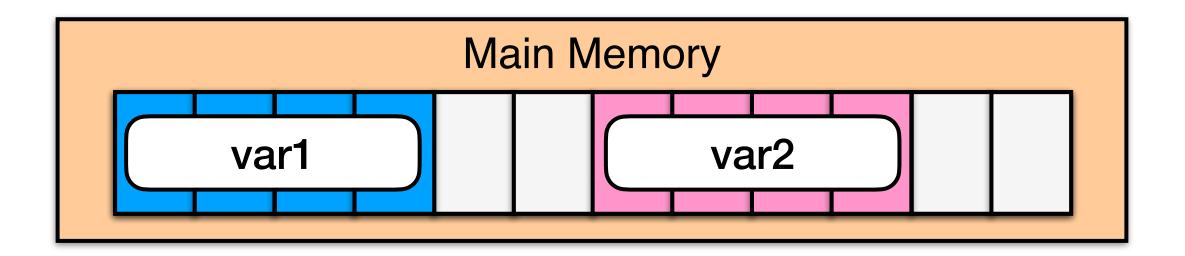


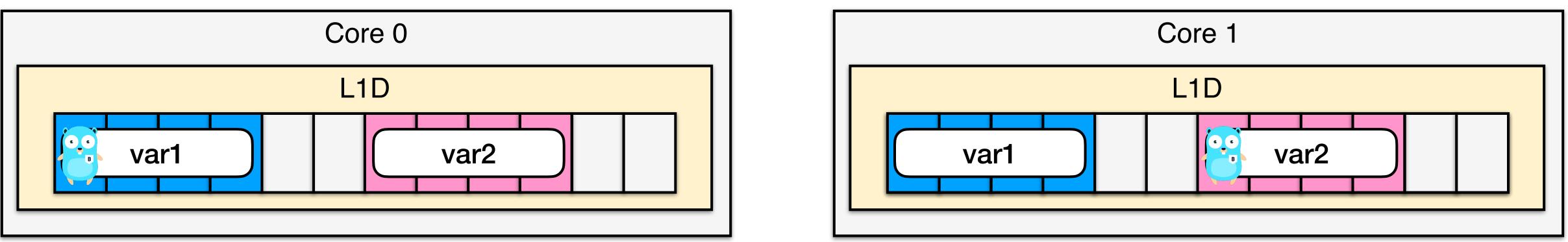




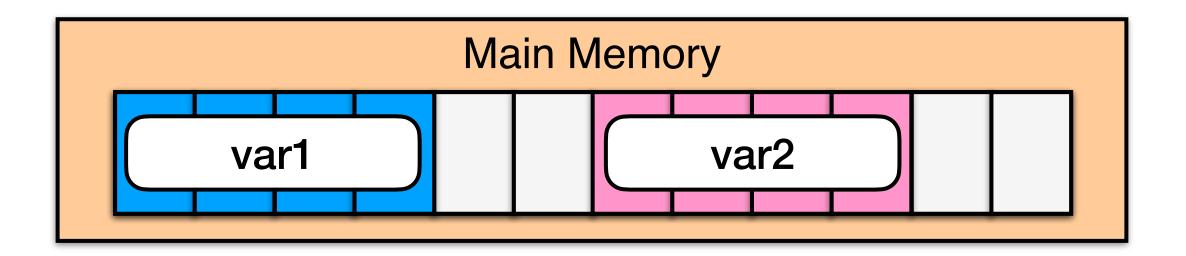


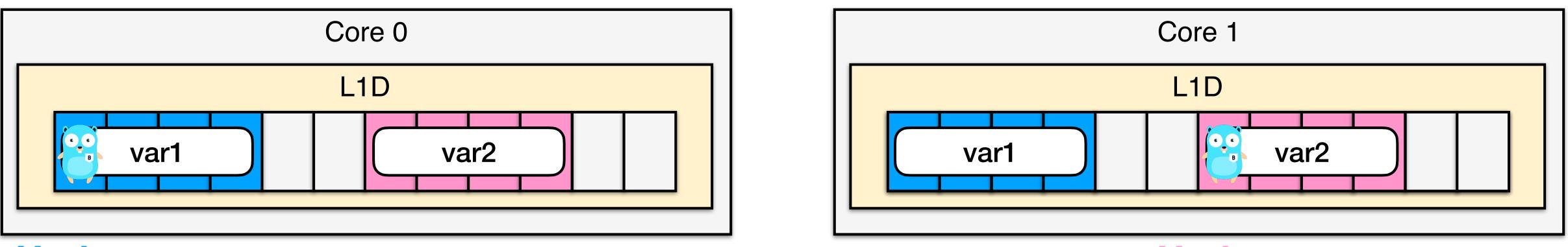






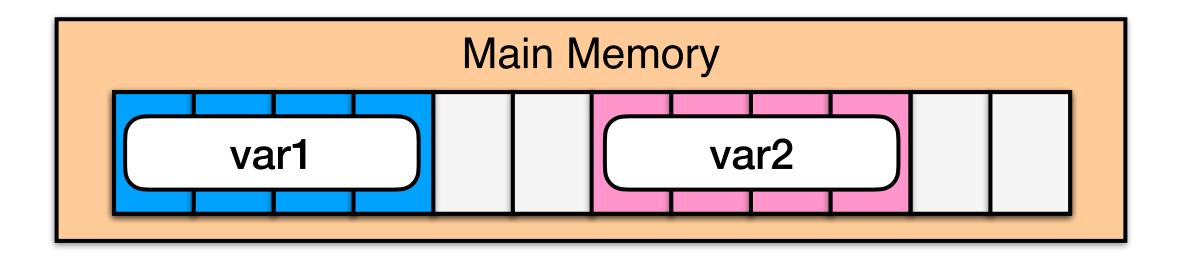


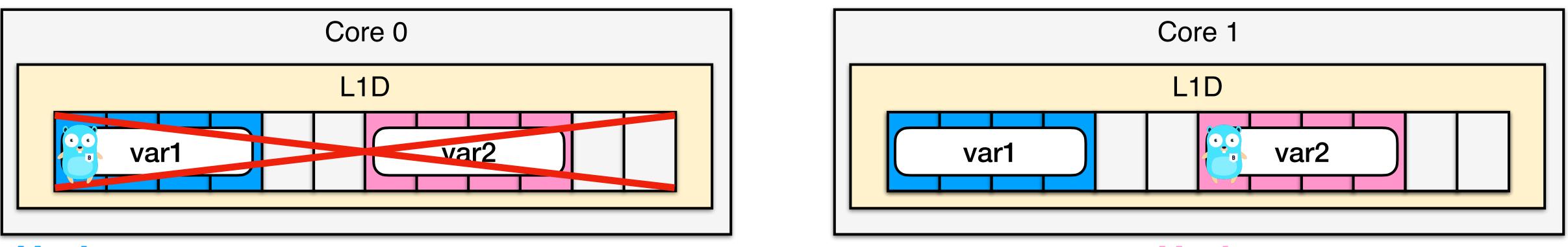




• Why does it matter?

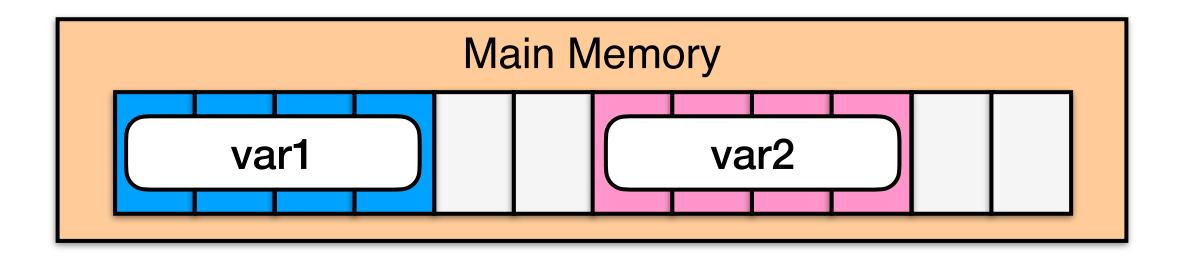


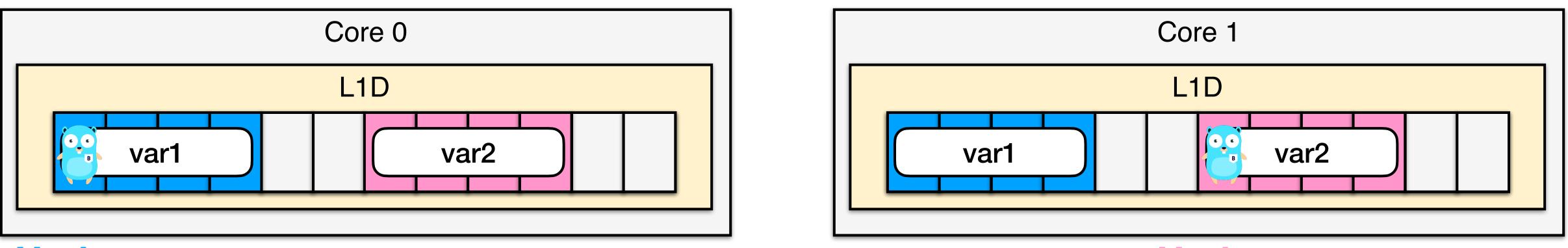




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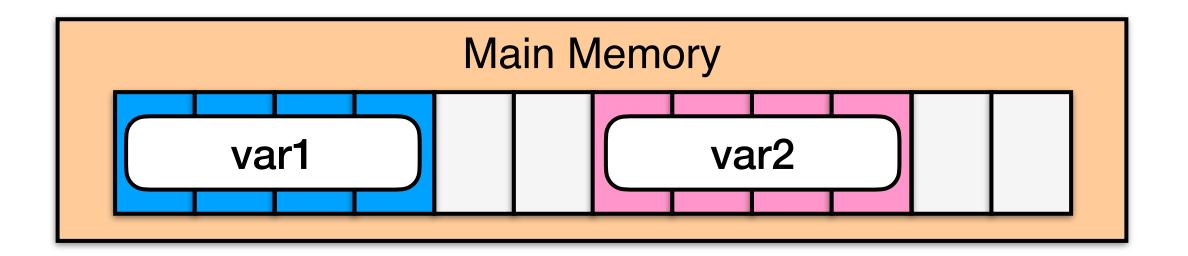


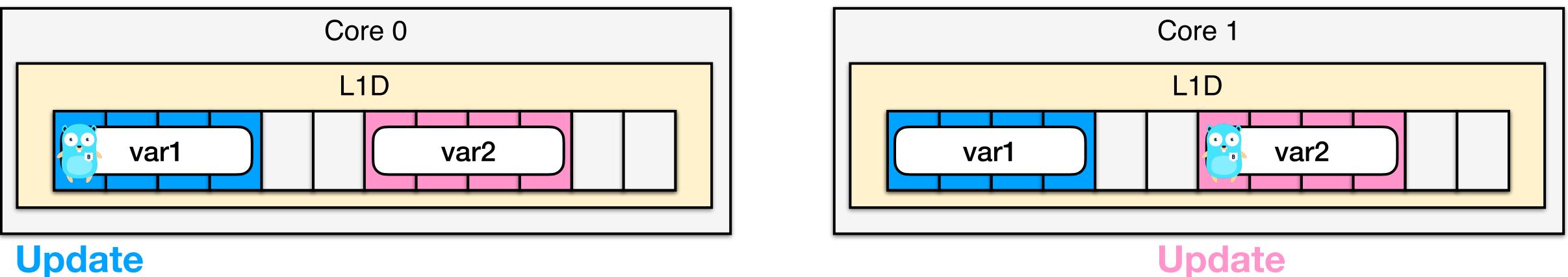




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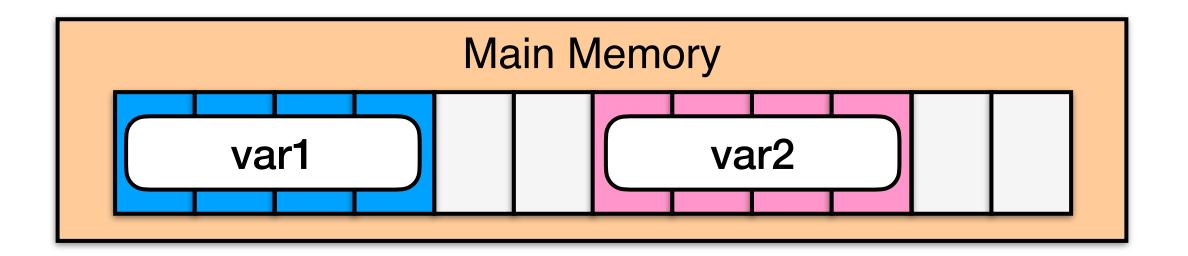


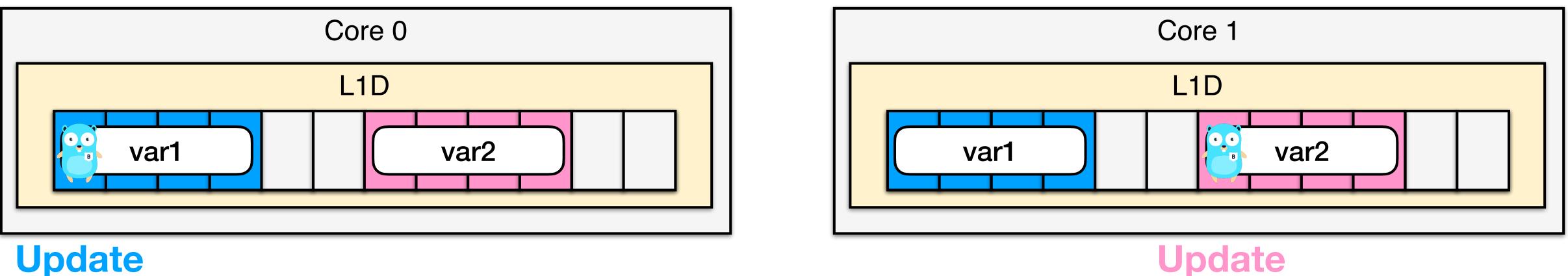




- Why does it matter?
- False sharing a cache line is shared across two cores with at least one goroutine being a writer







- Why does it matter?
- False sharing a cache line is shared across two cores with at least one goroutine being a writer
- Sharing memory is an **illusion**



```
type Struct struct {
    n int
}
var <mark>result</mark> int
func BenchmarkIteration(b *testing.B) {
    structA := Struct{} // Initialization
    structB := Struct{} // Initialization
    wg := sync.WaitGroup{}
    b.ResetTimer()
    for i := 0; i < b.N; i++ {</pre>
        wg.Add( delta: 2)
        go func() { // Spin up first goroutine
            for j := 0; j < iteration; j++ {</pre>
                 structA.n += j
             }
            wg.Done()
        }()
        go func() { // Spin up second goroutine
            for j := 0; j < iteration; j++ {</pre>
                 structB.n += j
             }
            wg.Done()
        }()
        wg.Wait() // Wait
        result = structA.n + structB.n // Aggregate
}
```



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structA.n and structB.n belongs to the same cache line



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        go func() { // Spin up second goroutine
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• How to prevent false sharing?



- How to prevent false sharing?
- Solution 1: Do not communicate by sharing memory; instead, share memory by **communicating**







- How to prevent false sharing?
- Solution 1: Do not communicate by sharing memory; instead, share memory by communicating



```
func BenchmarkIterationCommunication(b *testing.B) {
    ch := make(chan int, 2)
    for i := 0; i < b.N; i++ {</pre>
        go func() { // Spin up first goroutine
            i := 0 // Local state
            for j := 0; j < iteration; j++ {</pre>
                i += j
            ch <- i
        }()
        go func() { // Spin up second goroutine
            i := 0 // Local state
            for j := 0; j < iteration; j++ {</pre>
                i += j
            }
            ch <- i
        }()
        result = <-ch + <-ch // Wait and aggregate
```



- How to prevent false sharing?
- Solution 1: Do not communicate by sharing memory; instead, share memory by communicating



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        result = <-ch + <-ch // Wait and aggregate
```



- How to prevent false sharing?
- Solution 2: padding



- How to prevent false sharing?
- Solution 2: padding

```
type PaddedStruct struct {
    _ cpu.CacheLinePad
    n int
    _ cpu.CacheLinePad
}
func BenchmarkIterationWithPadding(b *testing.B) {
    structA := PaddedStruct{} // Initialization
    structB := PaddedStruct{} // Initialization
    wg := sync.WaitGroup{}
    b.ResetTimer()
    for i := 0; i < b.N; i++ {</pre>
        wg.Add( delta: 2)
        go func() { // Spin up first goroutine
            for j := 0; j < iteration; j++ {</pre>
                 structA.n += j
            }
            wg.Done()
        }()
        go func() { // Spin up second goroutine
            for j := 0; j < iteration; j++ {</pre>
                 structB.n += j
            wg.Done()
        }()
        wg.Wait() // Wait
}
```



- How to prevent false sharing?
- Solution 2: padding

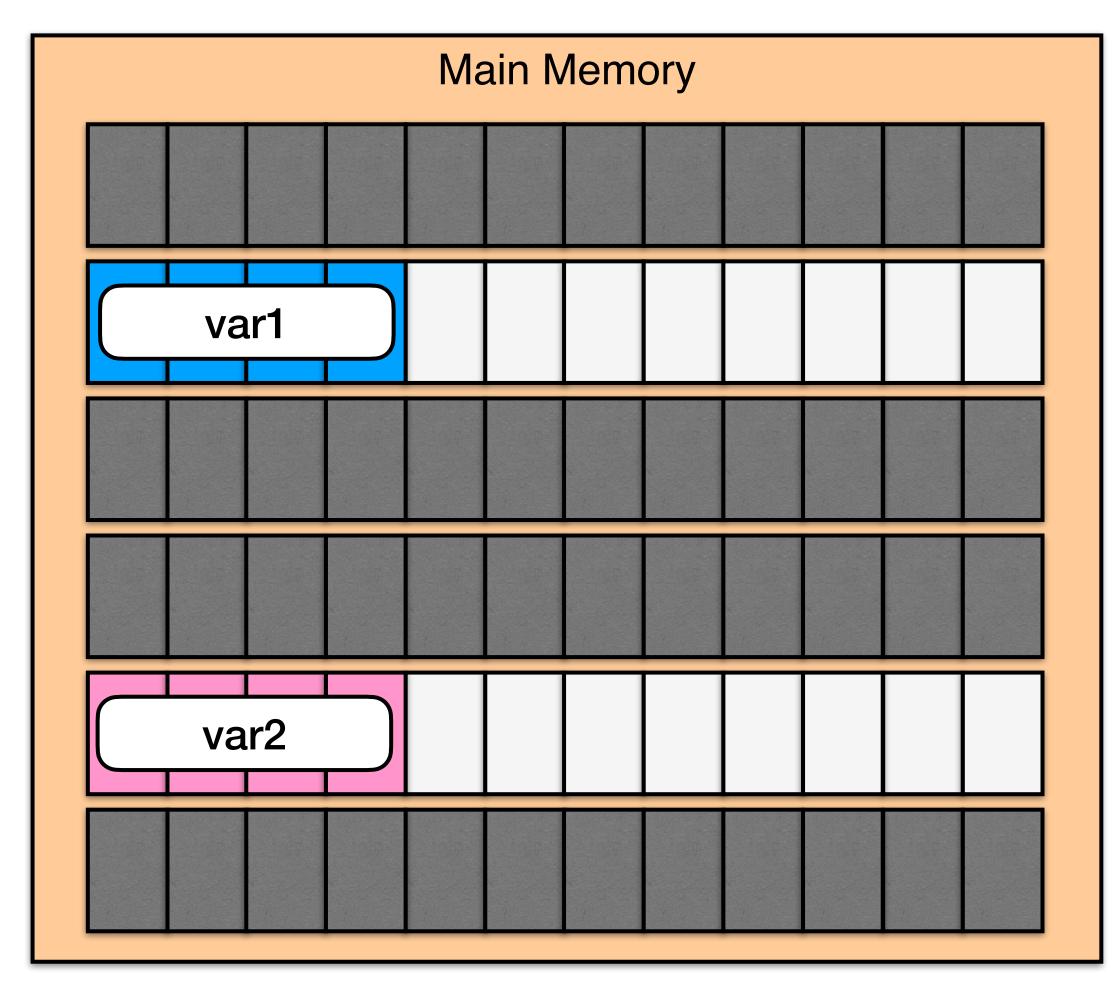
```
type PaddedStruct struct {
   _ cpu.CacheLinePad // 64 bytes
   n int
   _ cpu.CacheLinePad // 64 bytes
}
```

}

```
func BenchmarkIterationWithPadding(b *testing.B) {
    structA := PaddedStruct{} // Initialization
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    wg := sync.WaitGroup{}
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- How to prevent false sharing?
- Solution 2: padding



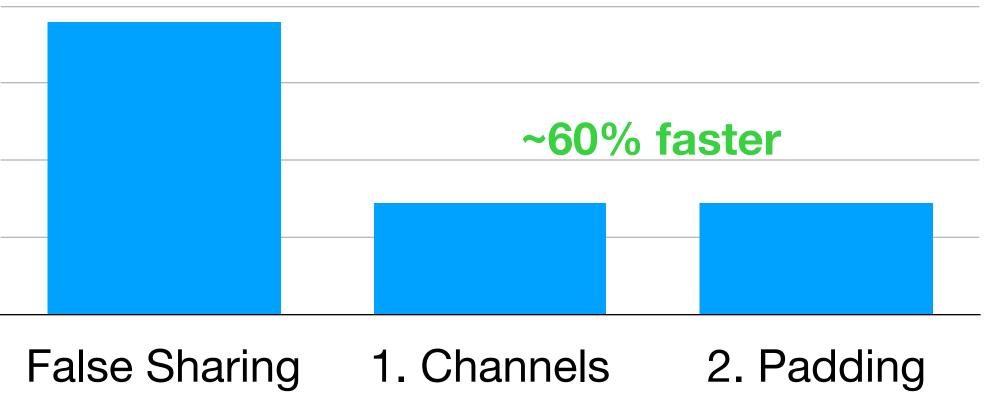
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```



Let's compare the results:

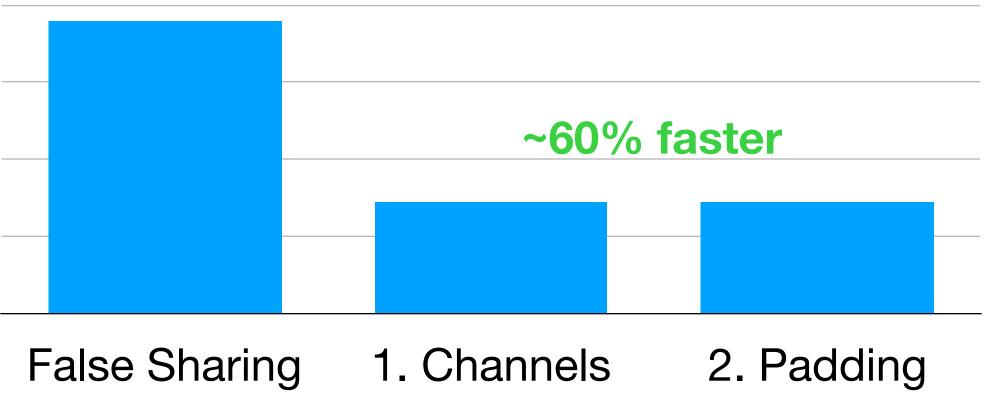


• Let's compare the results:





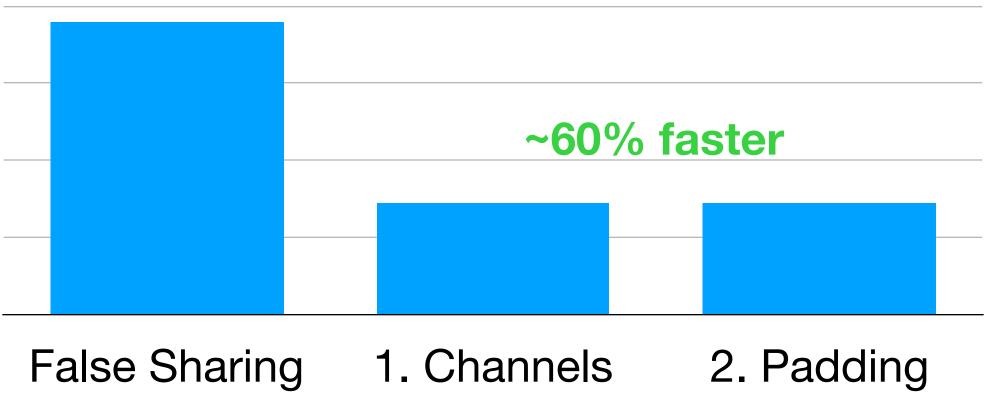
• Let's compare the results:



- Padding is hard Dave Cheney



• Let's compare the results:



- Padding is hard Dave Cheney
- Sometimes, padding is necessary. E.g. we are obliged to share memory and we want to prevent false sharing (library, etc.).



Conclusion





• Sharing memory is an illusion



- Sharing memory is an illusion
- A code that looks perfectly valid might still be **problematic** at CPU level:



- Sharing memory is an **illusion**
- A code that looks perfectly valid might still be **problematic** at CPU level:
 - Caching distribution



- Sharing memory is an **illusion**
- A code that looks perfectly valid might still be **problematic** at CPU level:
 - Caching distribution
 - False sharing



- Sharing memory is an **illusion**
- A code that looks perfectly valid might still be **problematic** at CPU level:
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 - False sharing
- We can help the CPU with locality of reference and predictability (algorithms & data structures)



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What else?

- Watch out for premature:
 - Optimisations



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 - Caching distribution
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- Sharing memory is an illusion
- A code that looks perfectly valid might still be **problematic** at CPU level:
 - Caching distribution
 - False sharing
- We can help the CPU with locality of reference and predictability (algorithms & data structures)

What else?

- Watch out for premature:
 - Optimisations
 - Concurrency
- Mechanical sympathy goes beyond the very scope of CPUs







