Attaché: Towards Ideal Memory Compression by Mitigating Metadata Bandwidth Overheads

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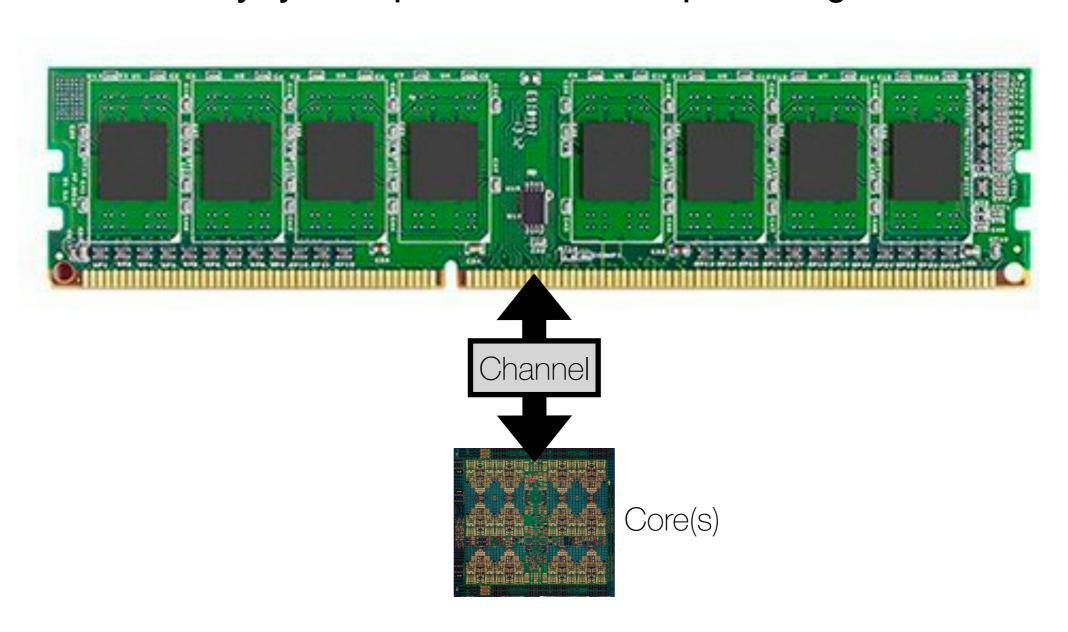
IBM Thomas J. Watson Research Center

*both authors contributed equally

MICRO-51

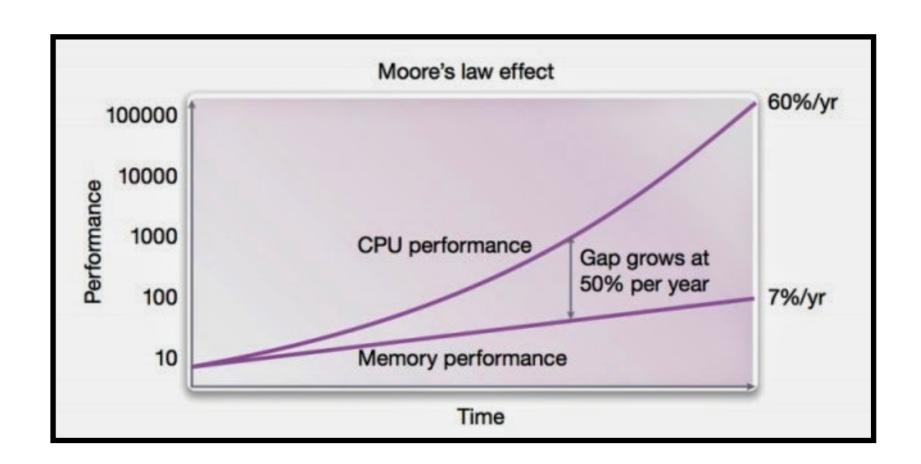
Hotel Grand Hyatt Oct 20th - 24th, Fukuoka, Japan

Memory systems provide data to the processing cores

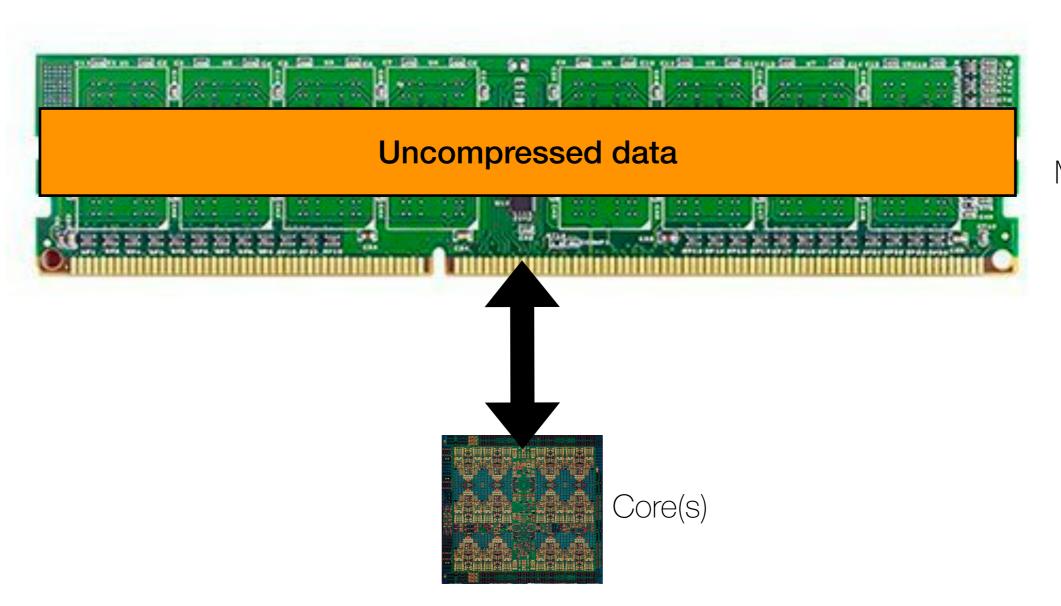


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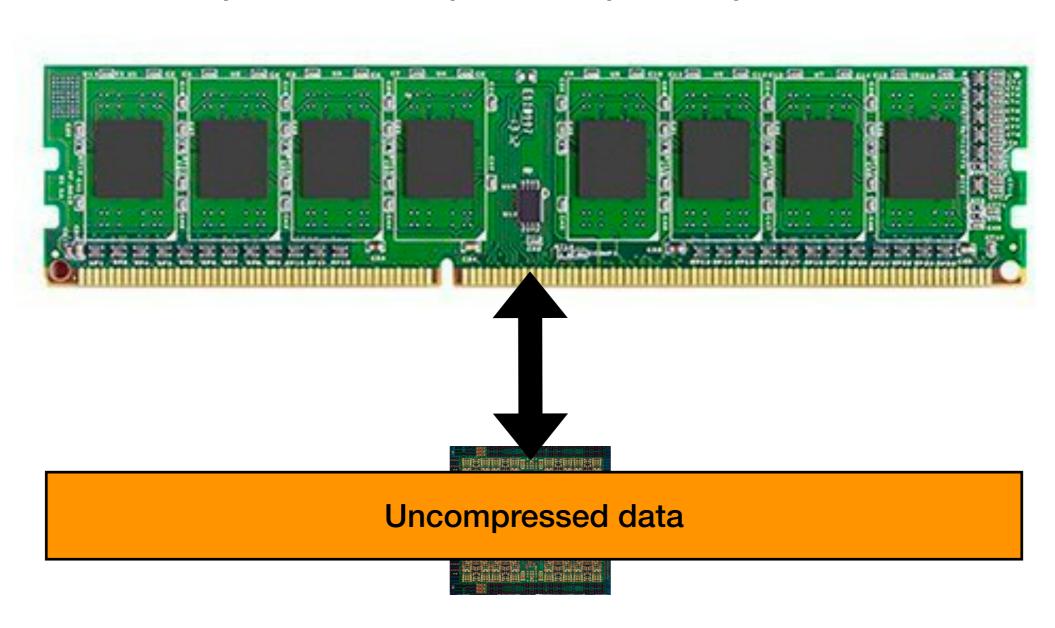
However, memory bandwidth is not keeping up with core performance



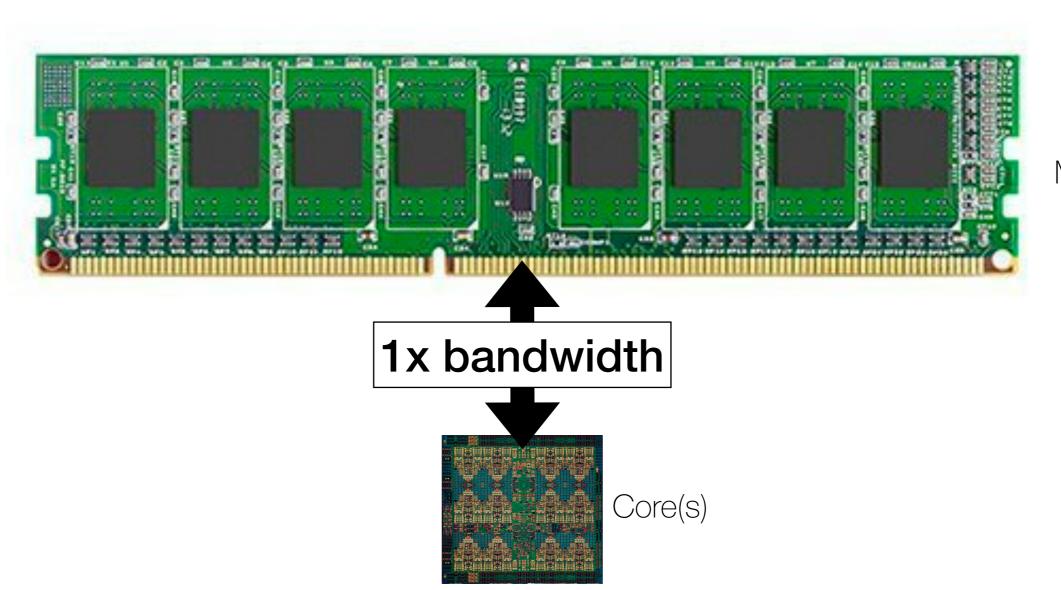
Data compression: A simple technique to improve bandwidth



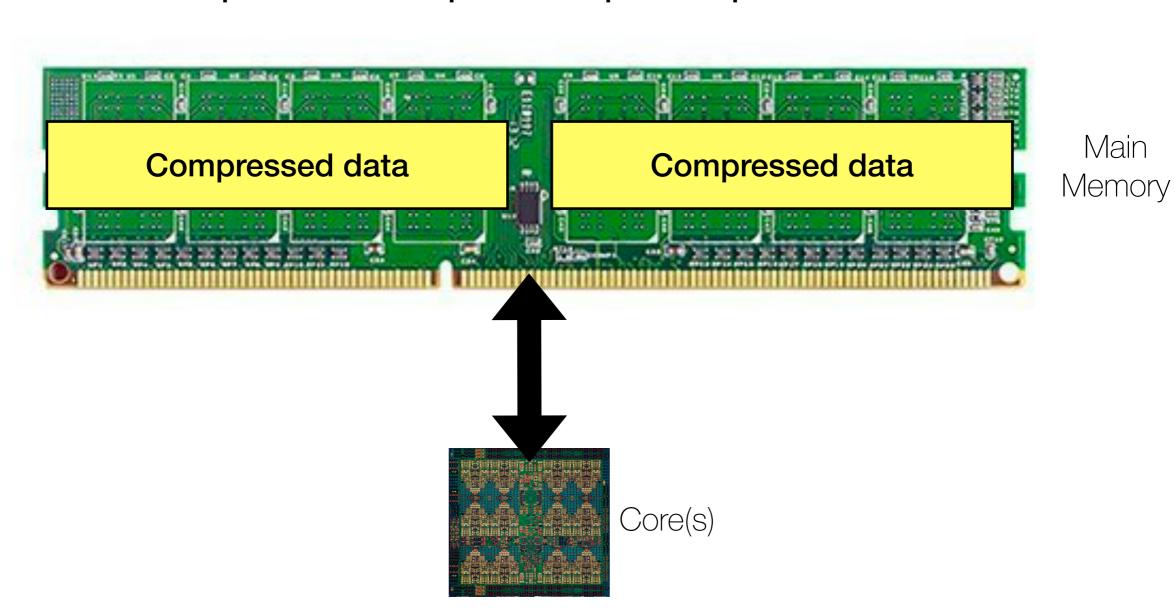
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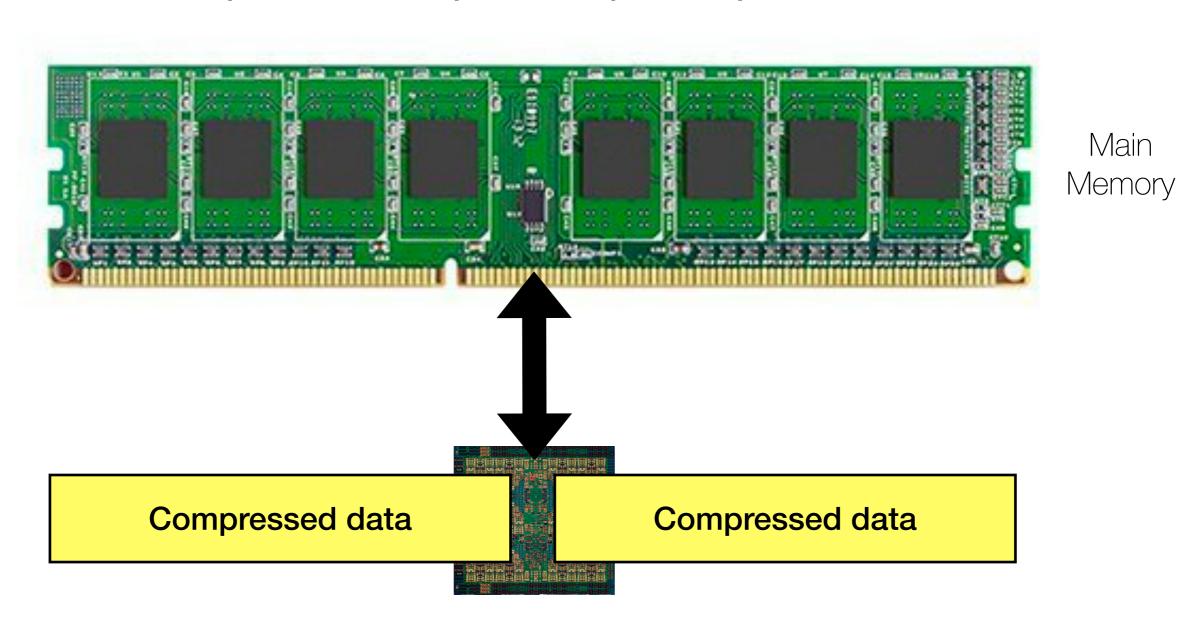
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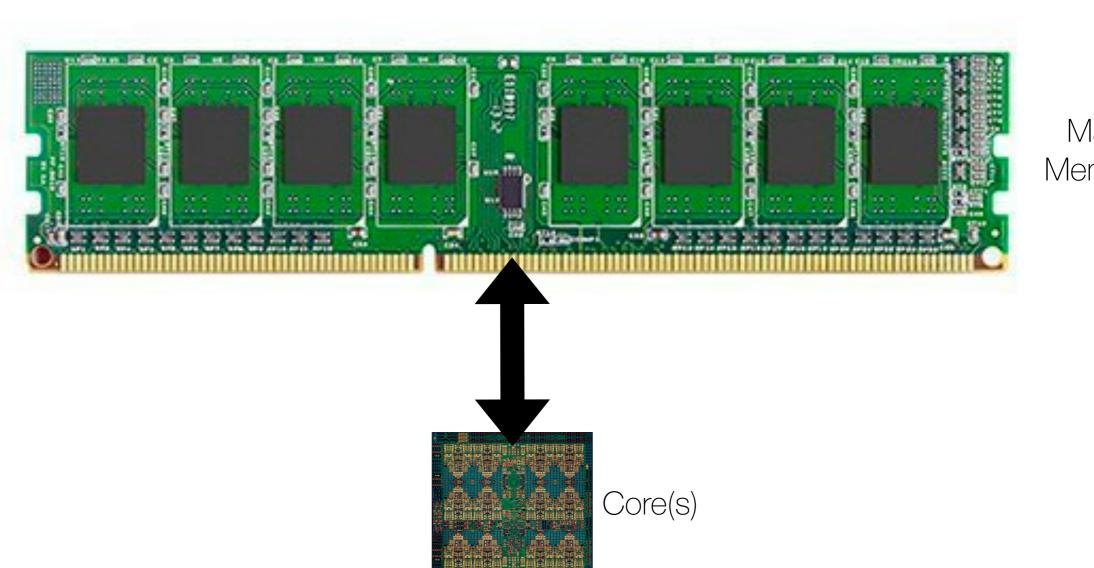
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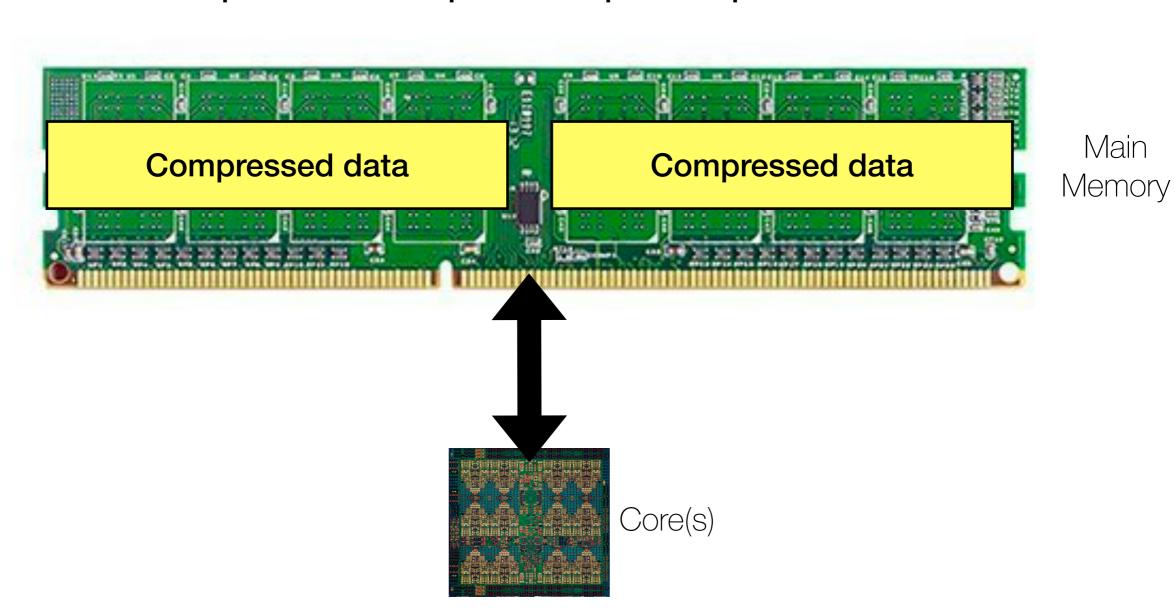
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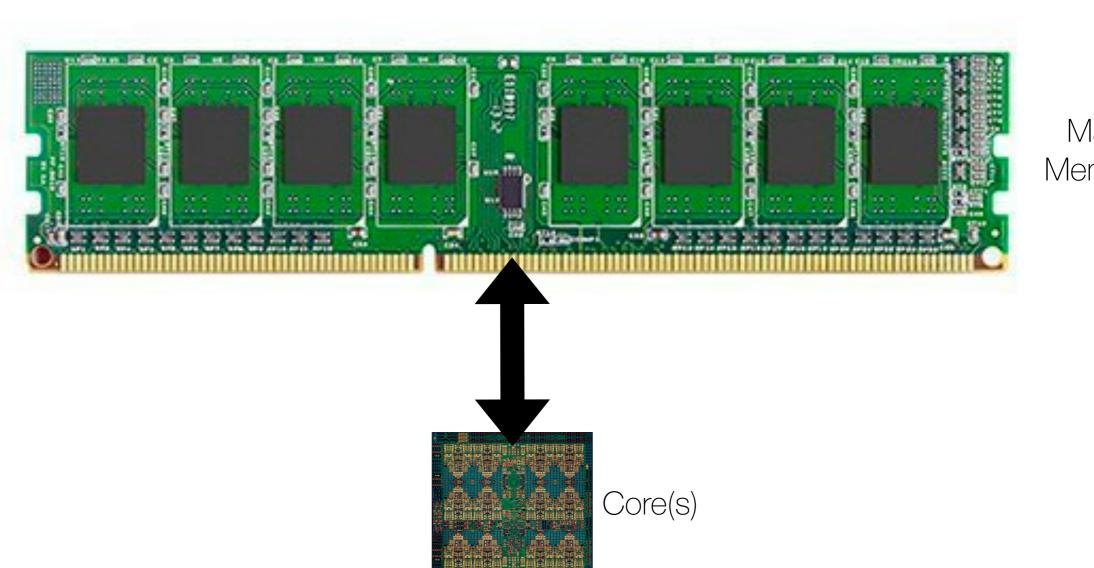
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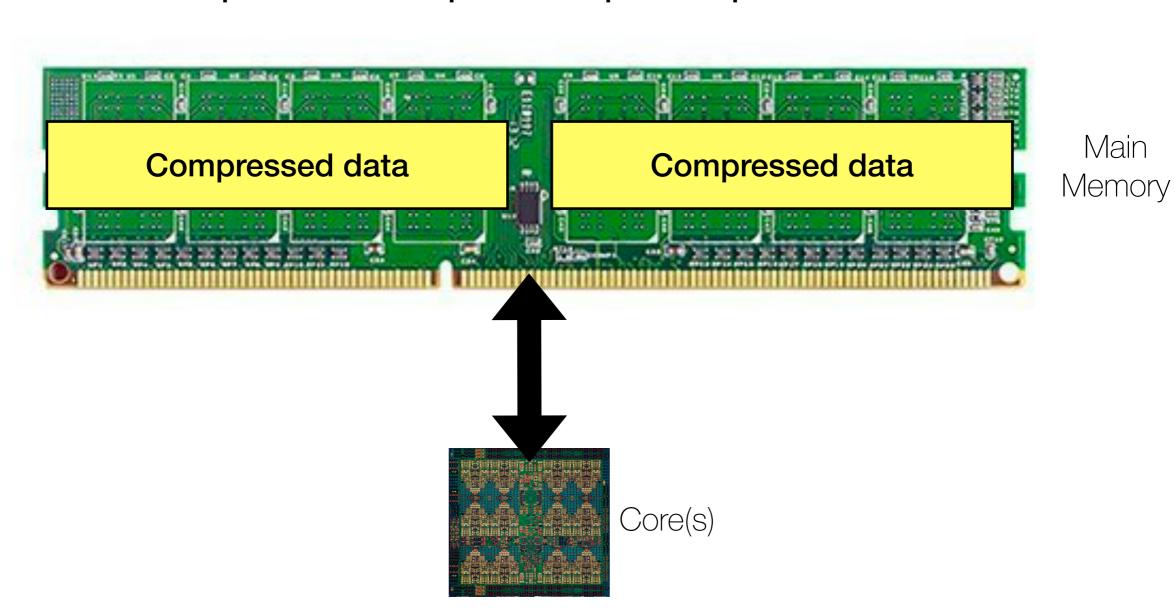
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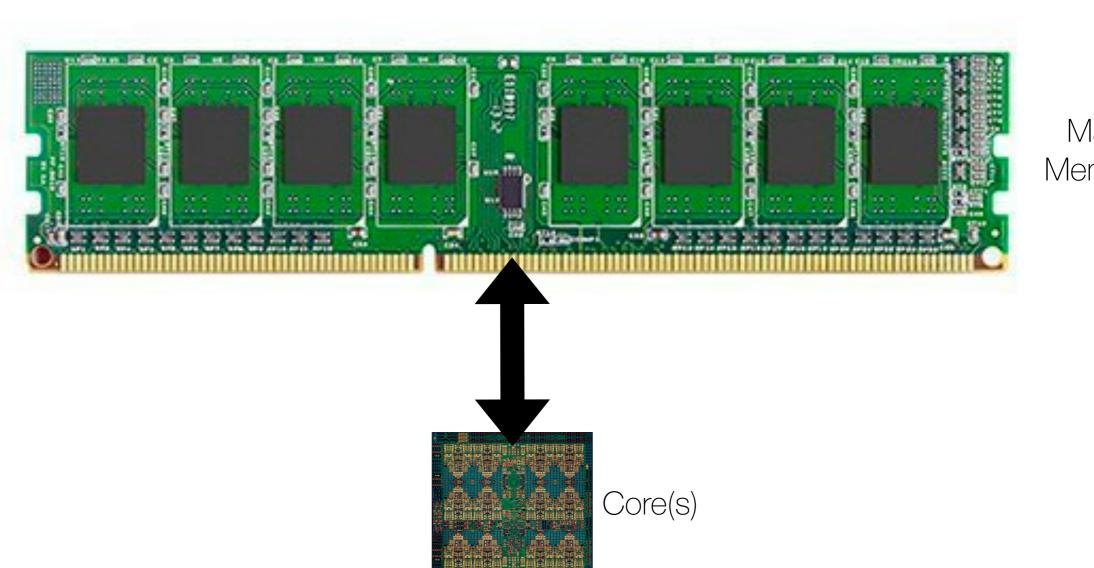
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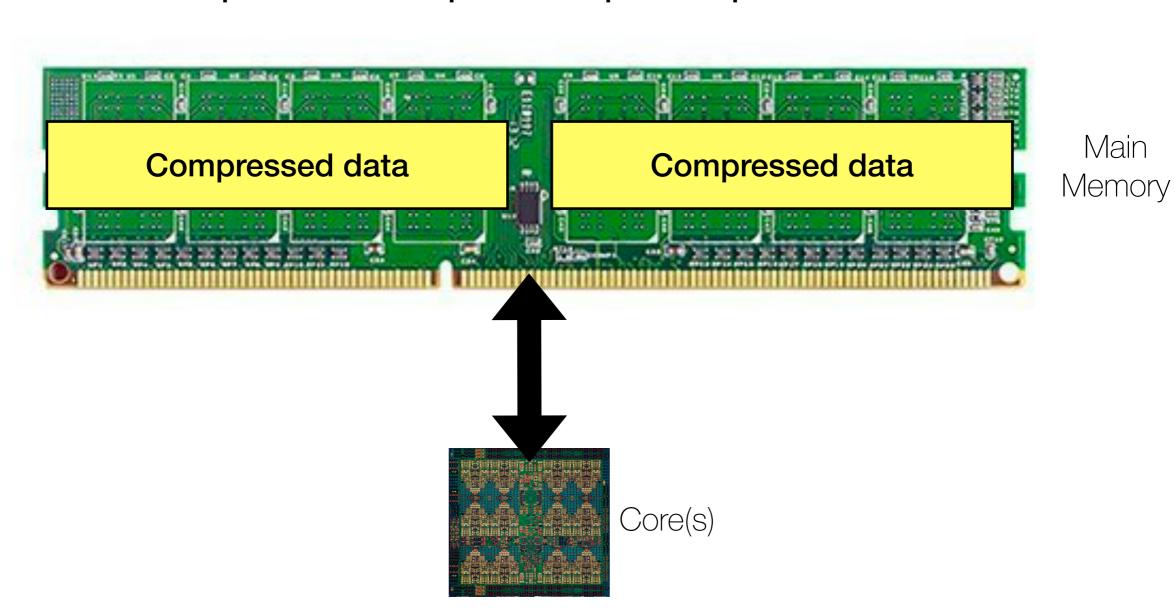
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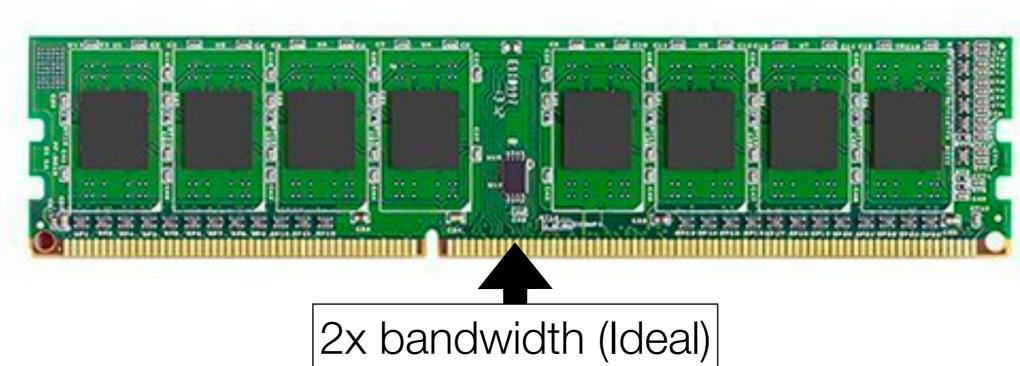
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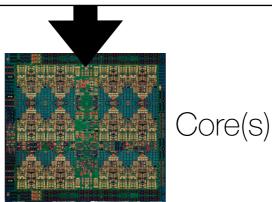


Data compression: A simple technique to improve bandwidth



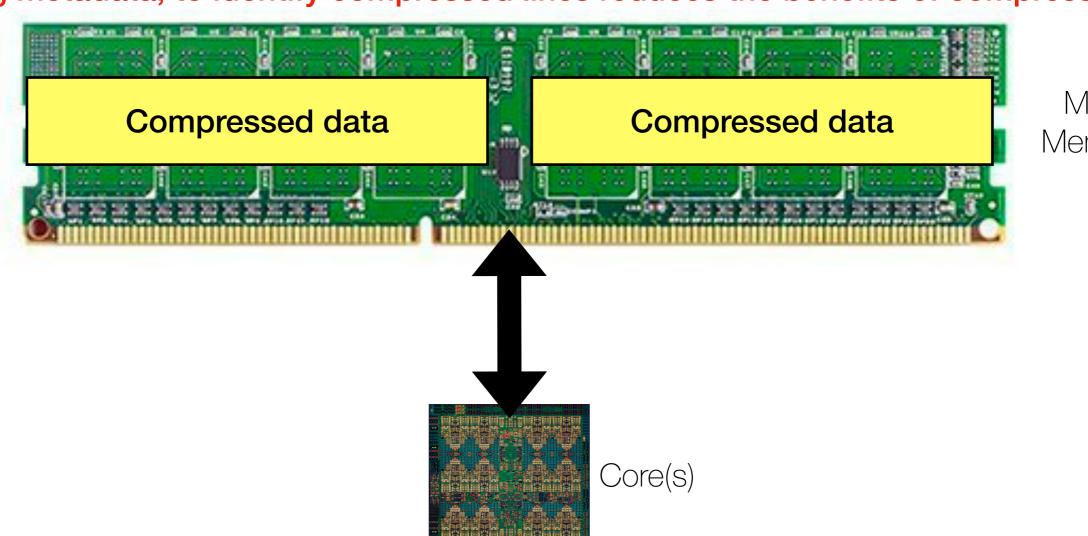
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Data compression: A simple technique to improve bandwidth

Reading metadata, to identify compressed lines reduces the benefits of compression

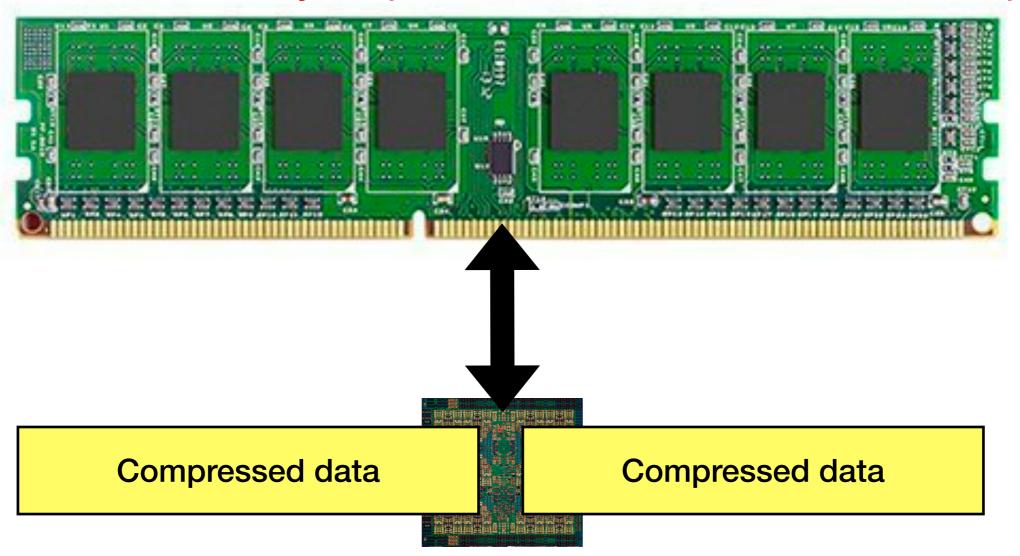


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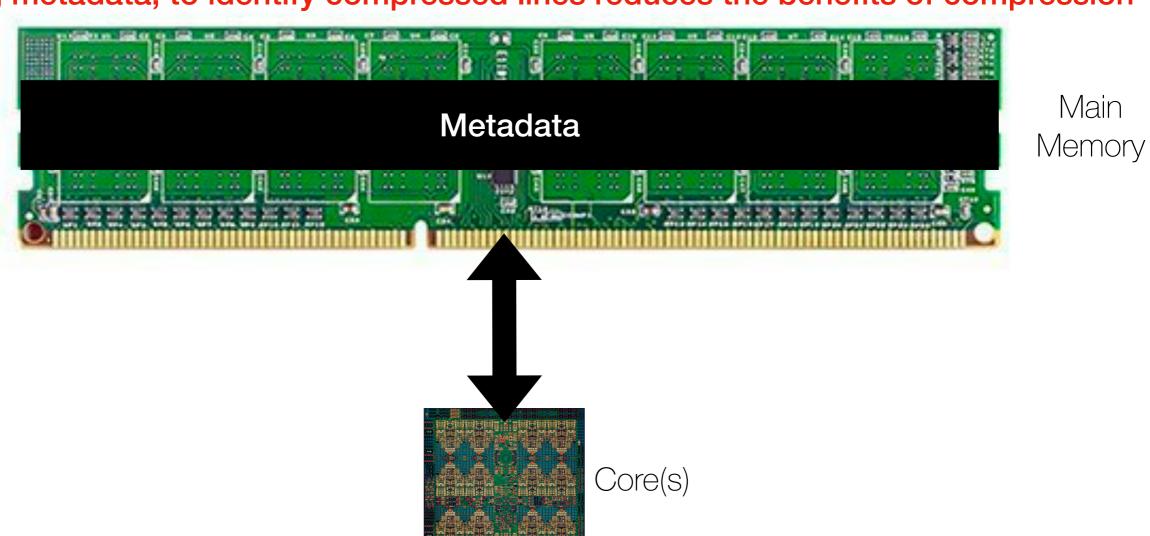
Main

Memory



Data compression: A simple technique to improve bandwidth

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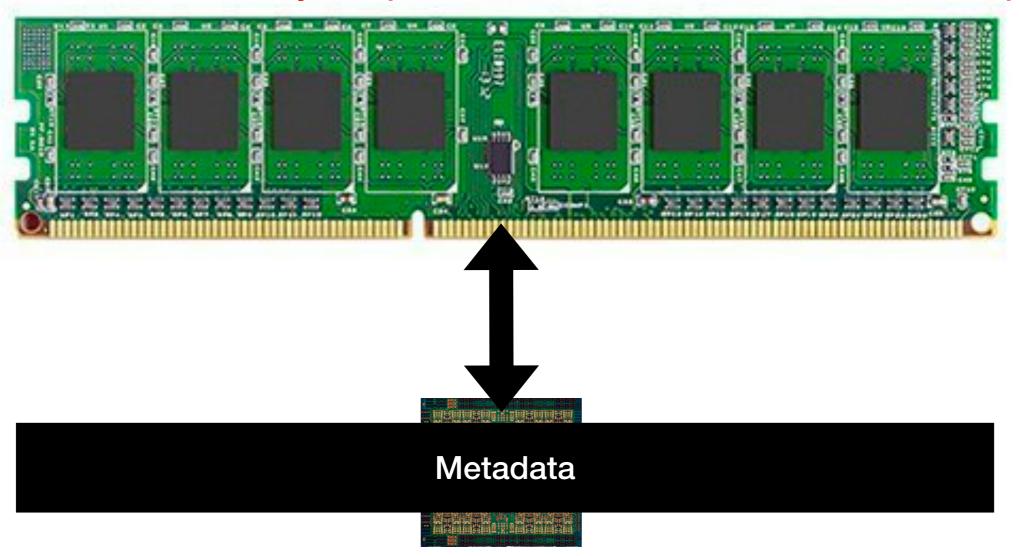


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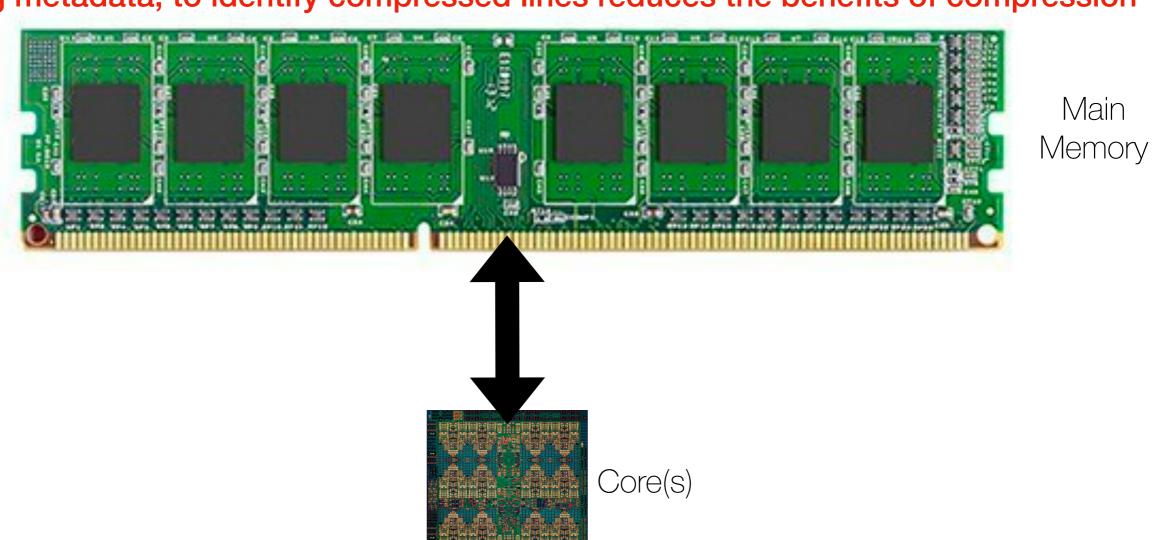
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Memory



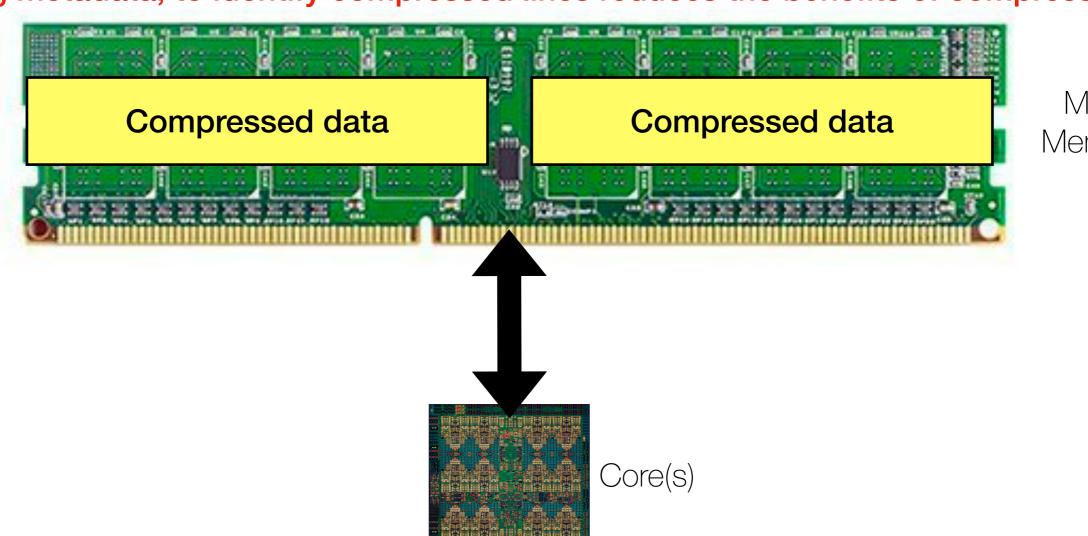
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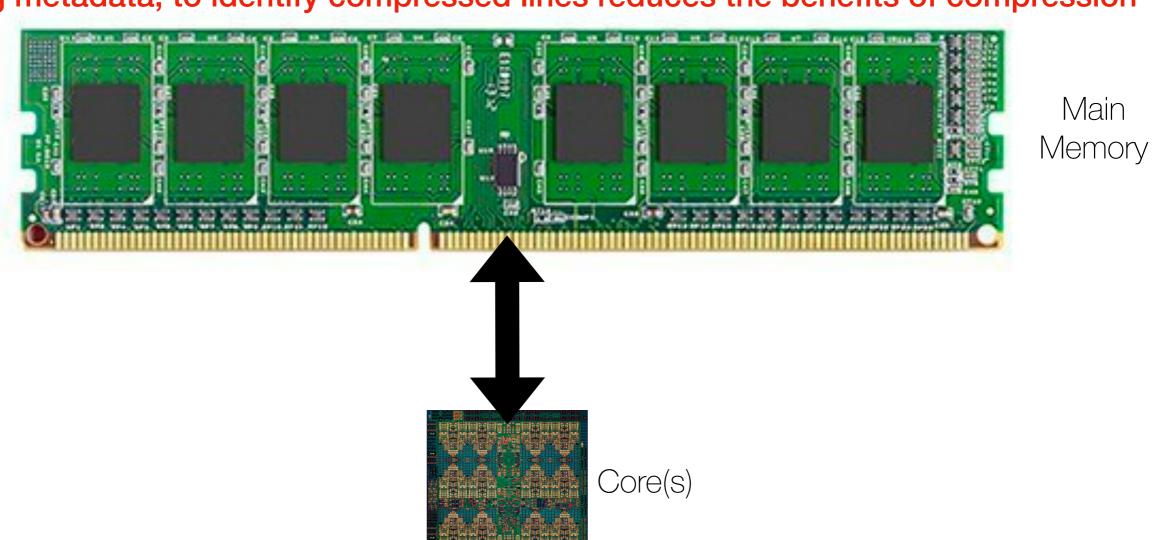
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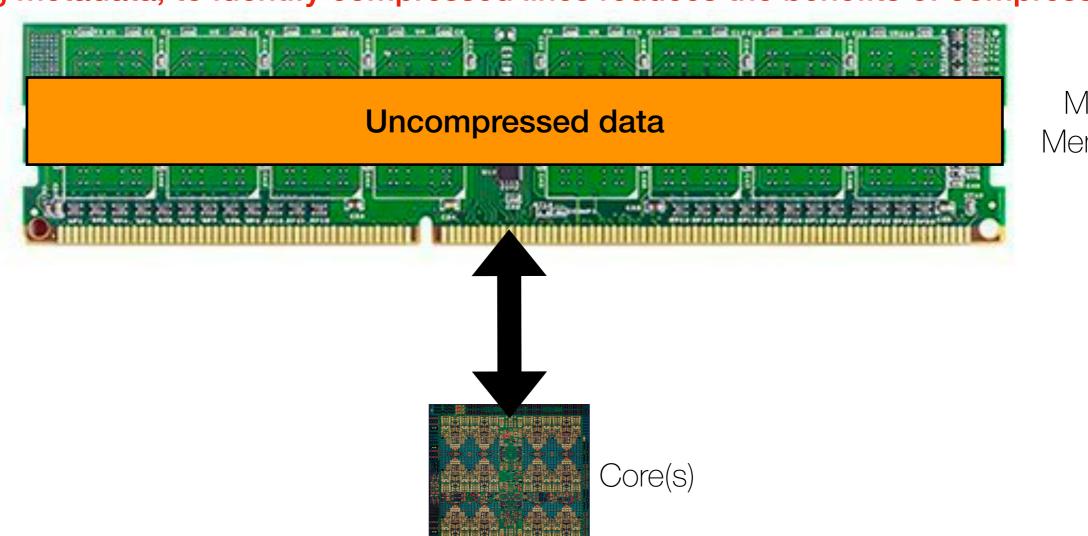
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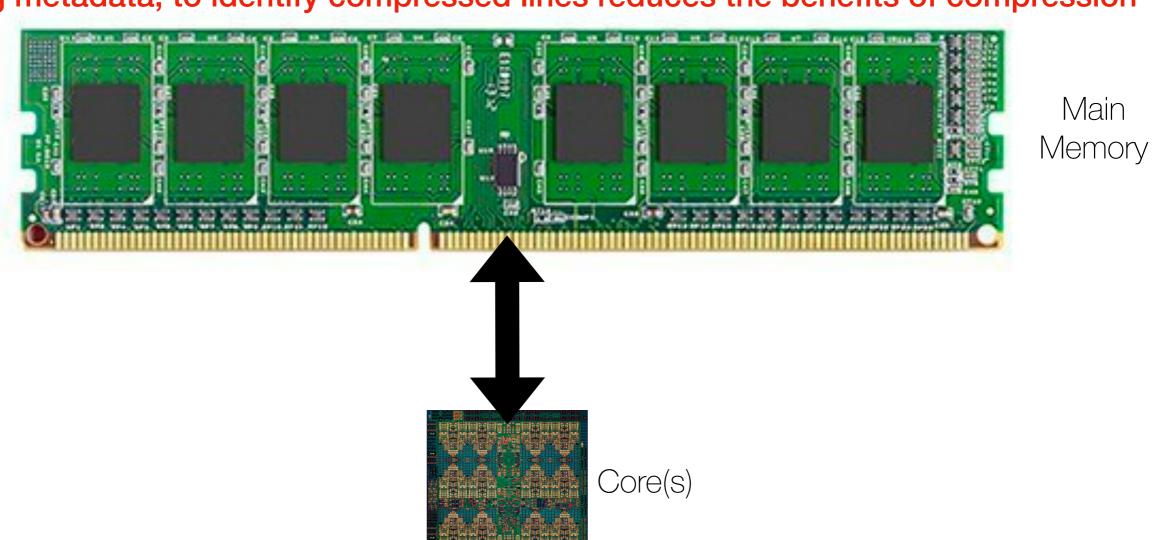
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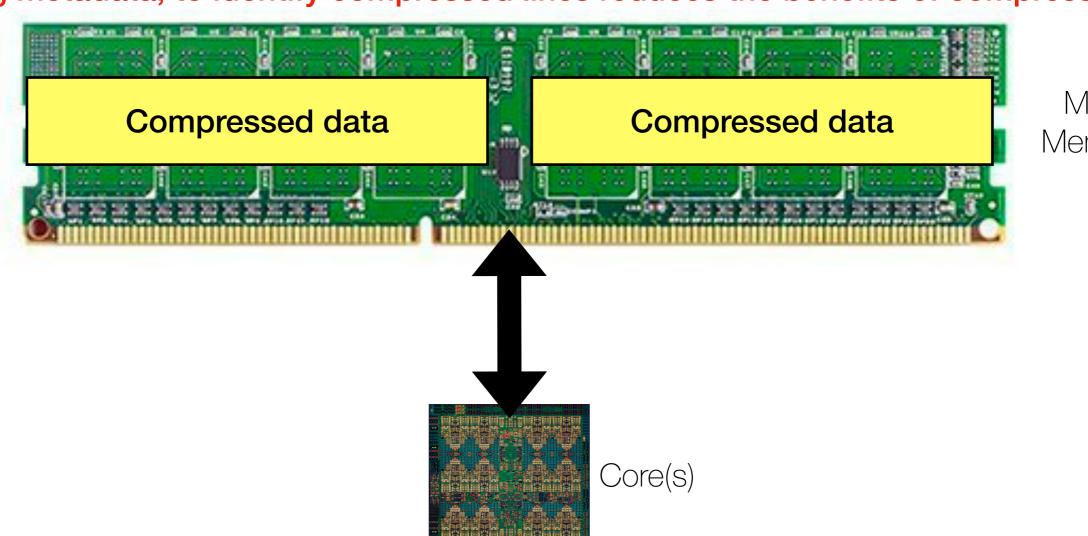
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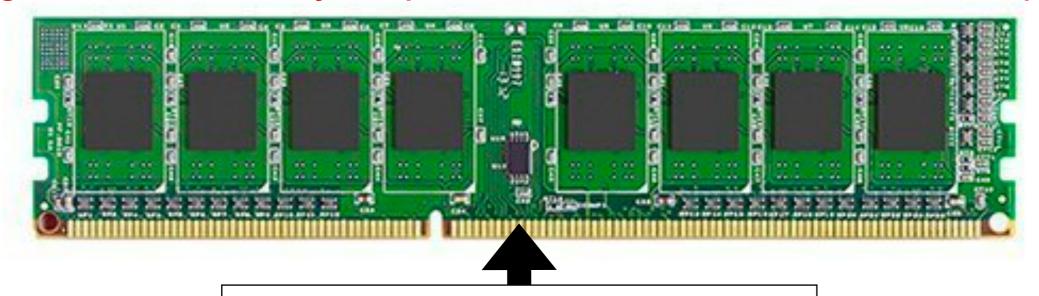
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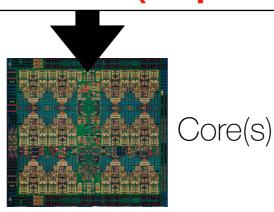
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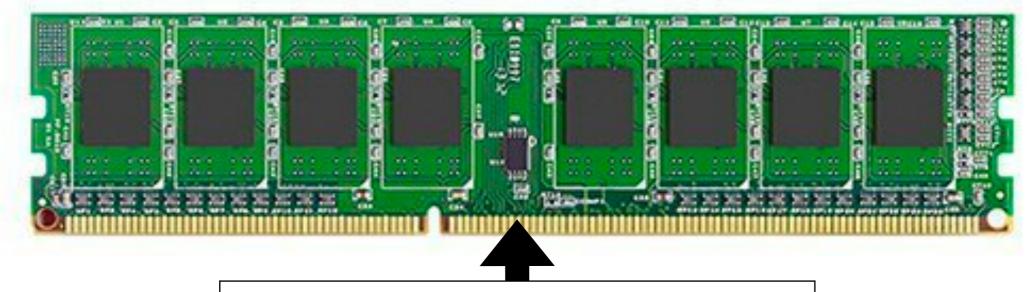
Main Memory

< 2x bandwidth (in practice)



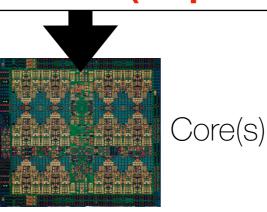
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Main Memory

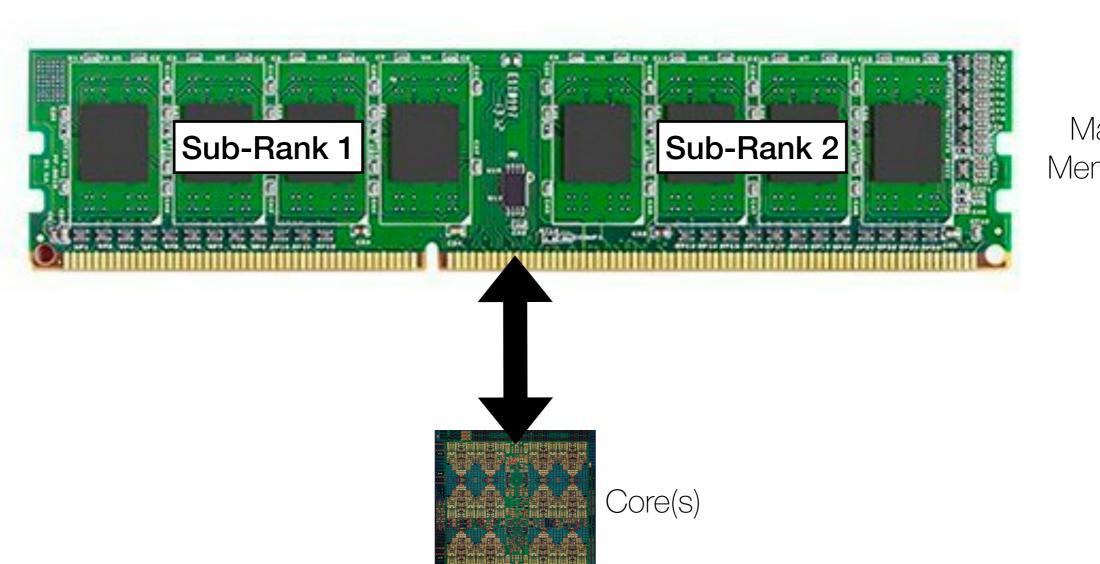
< 2x bandwidth (in practice)



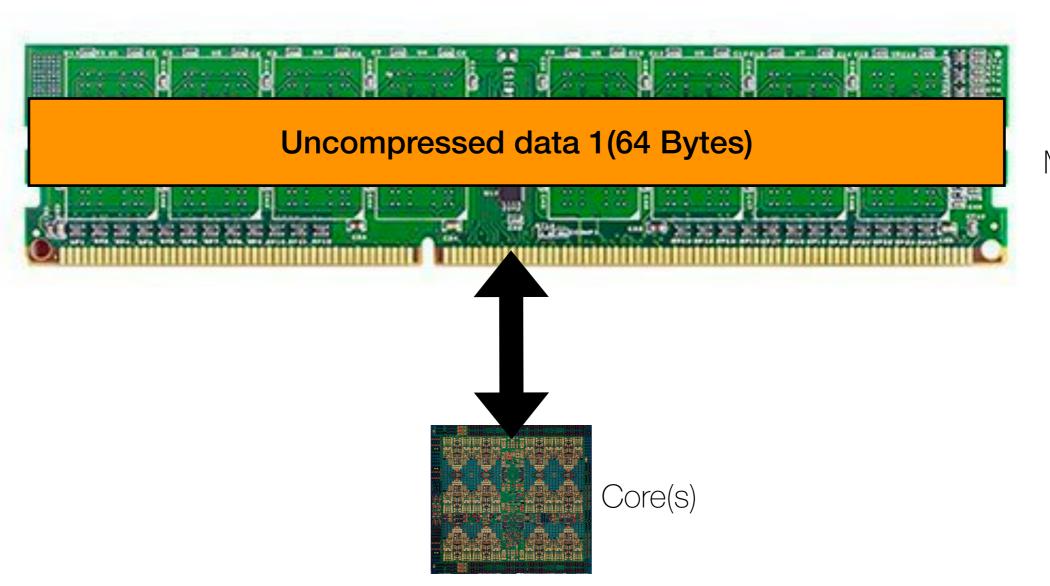
Need to mitigate additional bandwidth overheads from Metadata

- ◆ Introduction
- Background and Motivation
- **→** Goal
- ◆ Attaché
 - Blended Metadata
 - Compressibility Predictor
- ◆ Results
- Summary

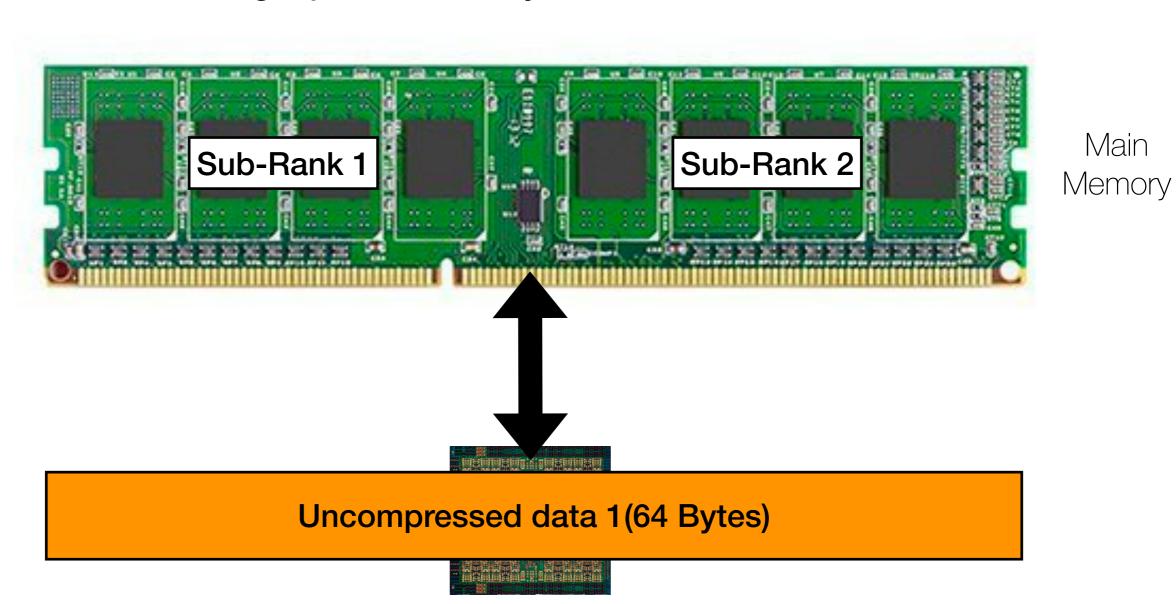
Sub-Ranking: Split the memory module into smaller channels



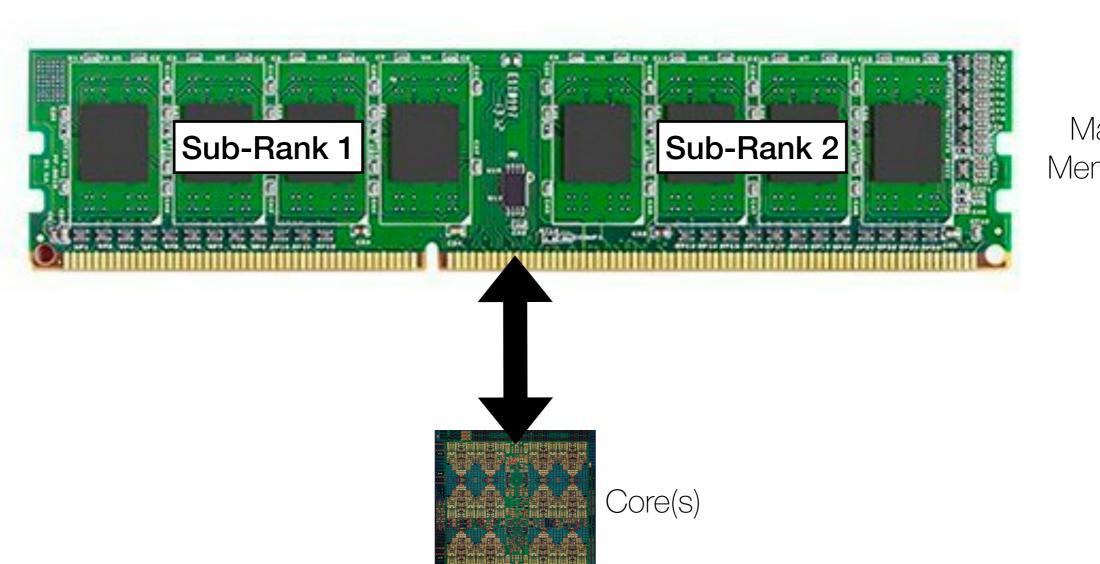
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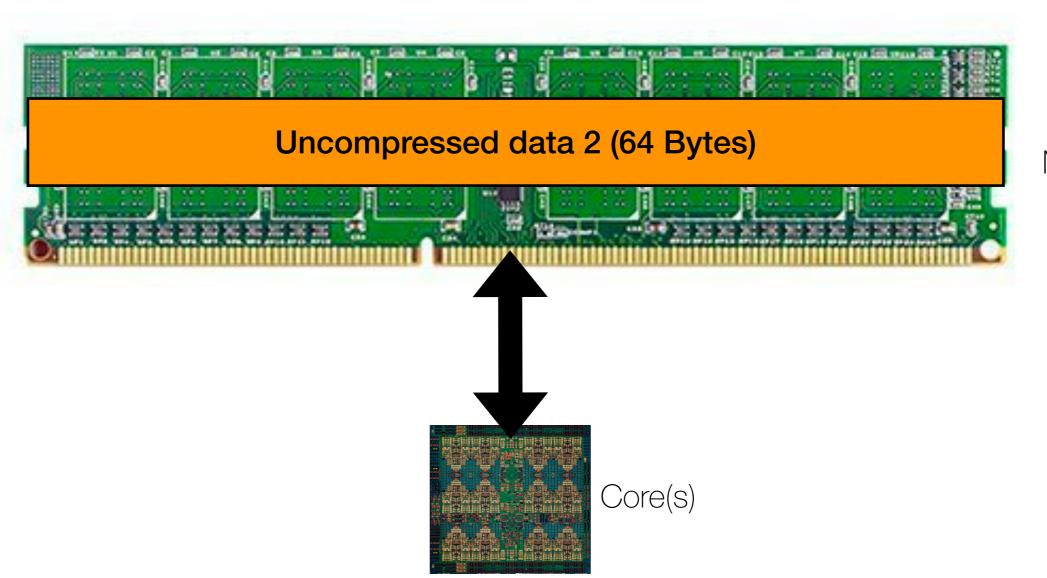
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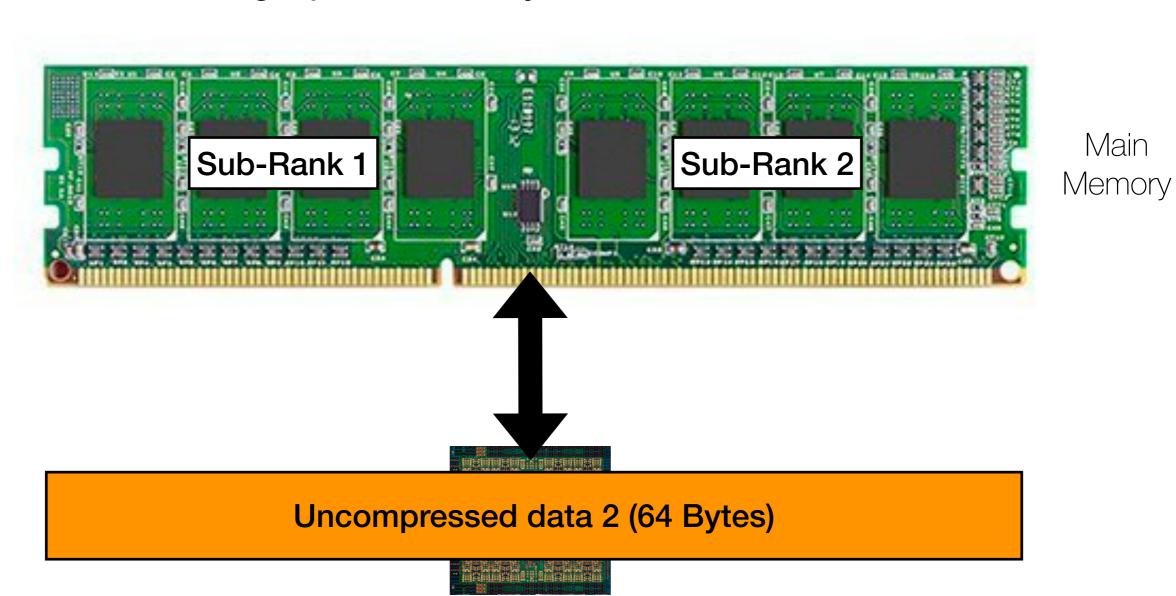
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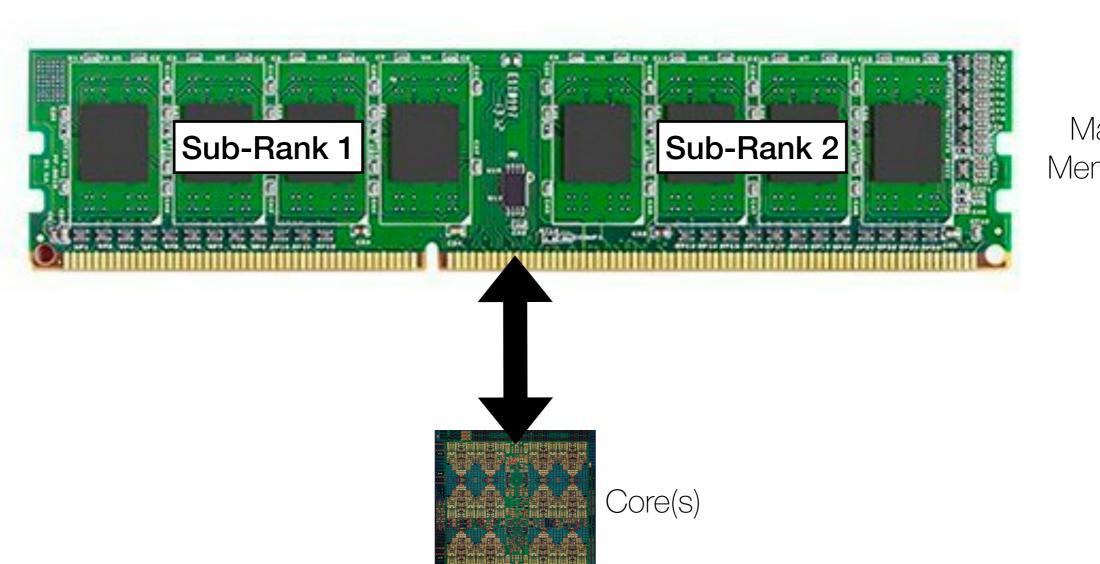
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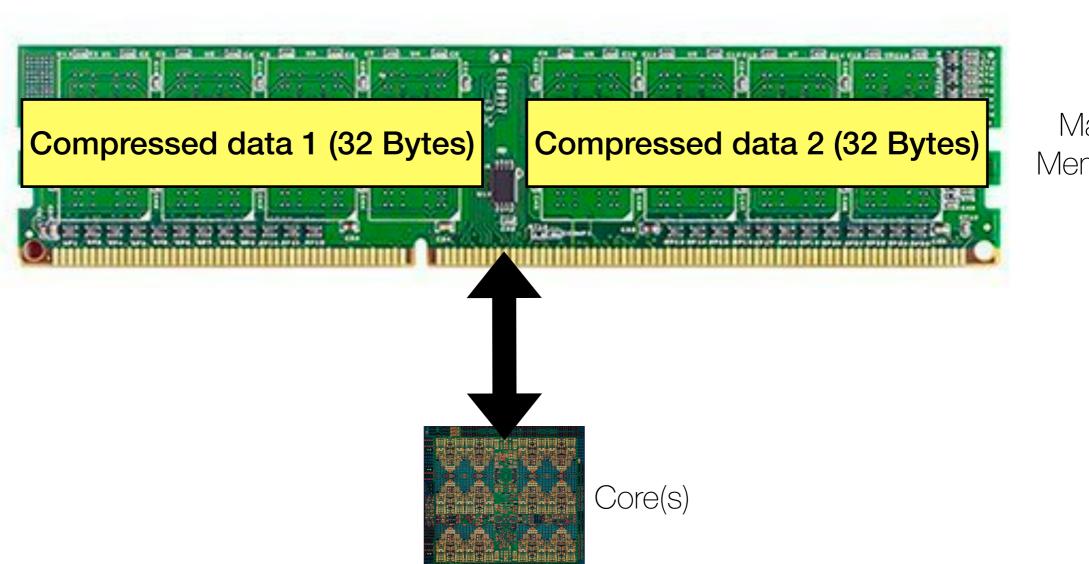
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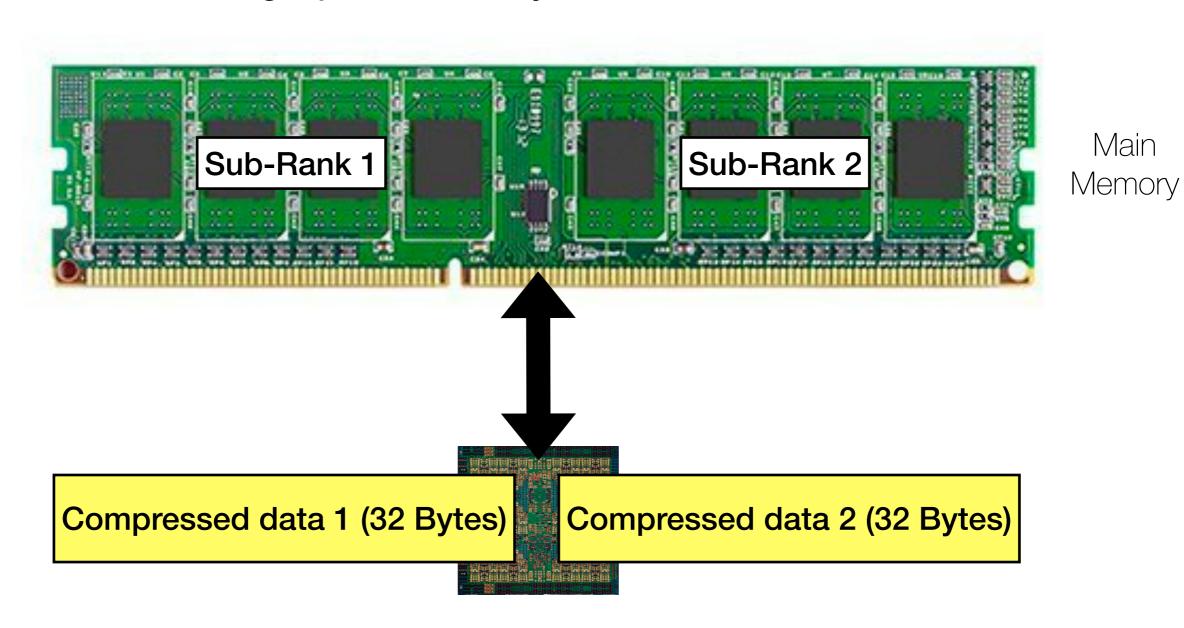
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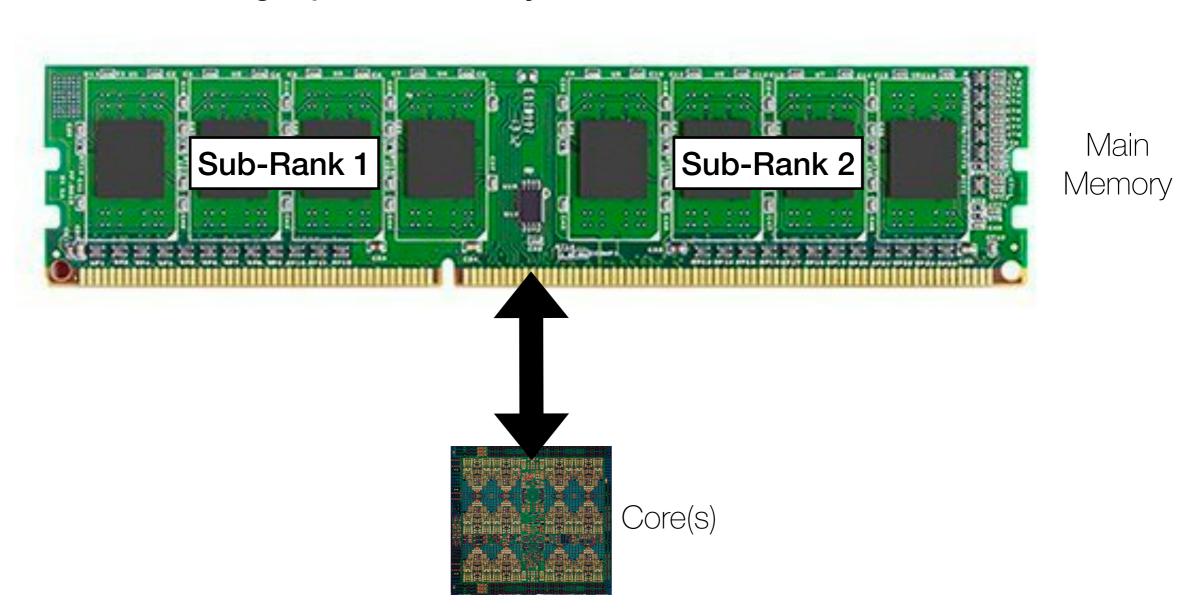
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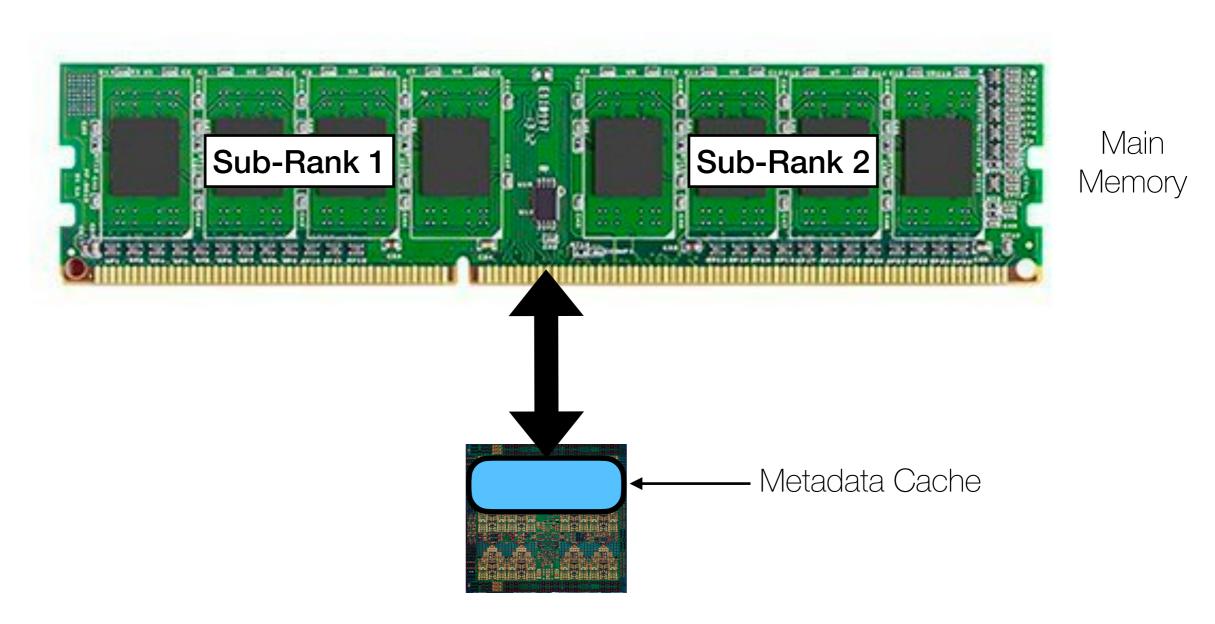
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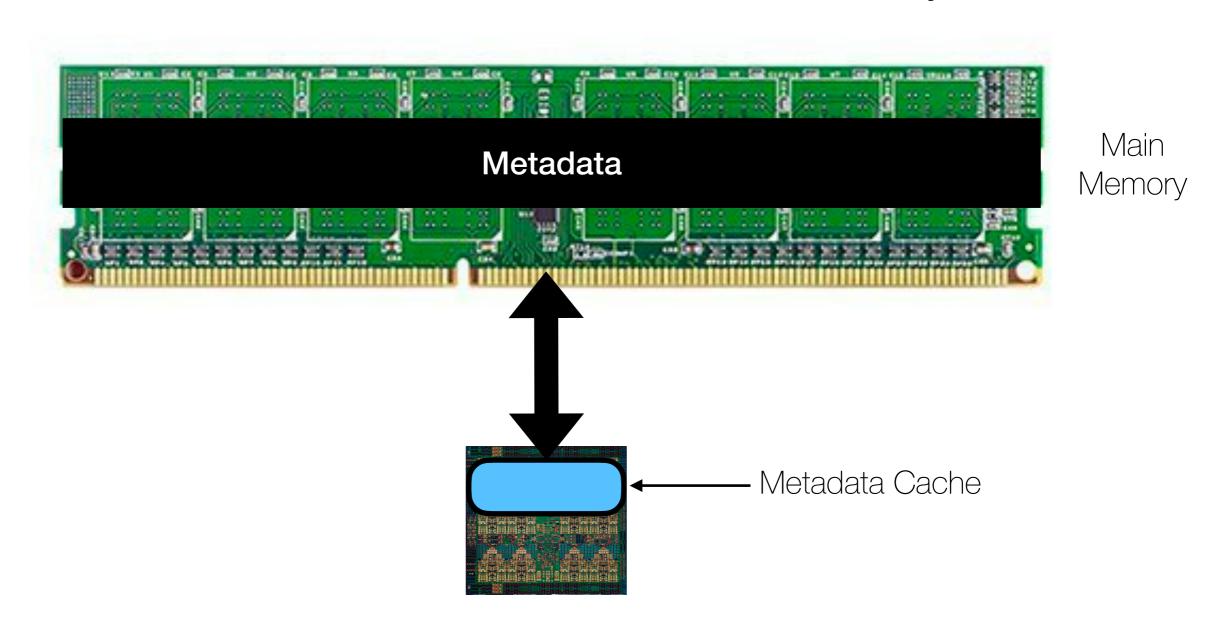


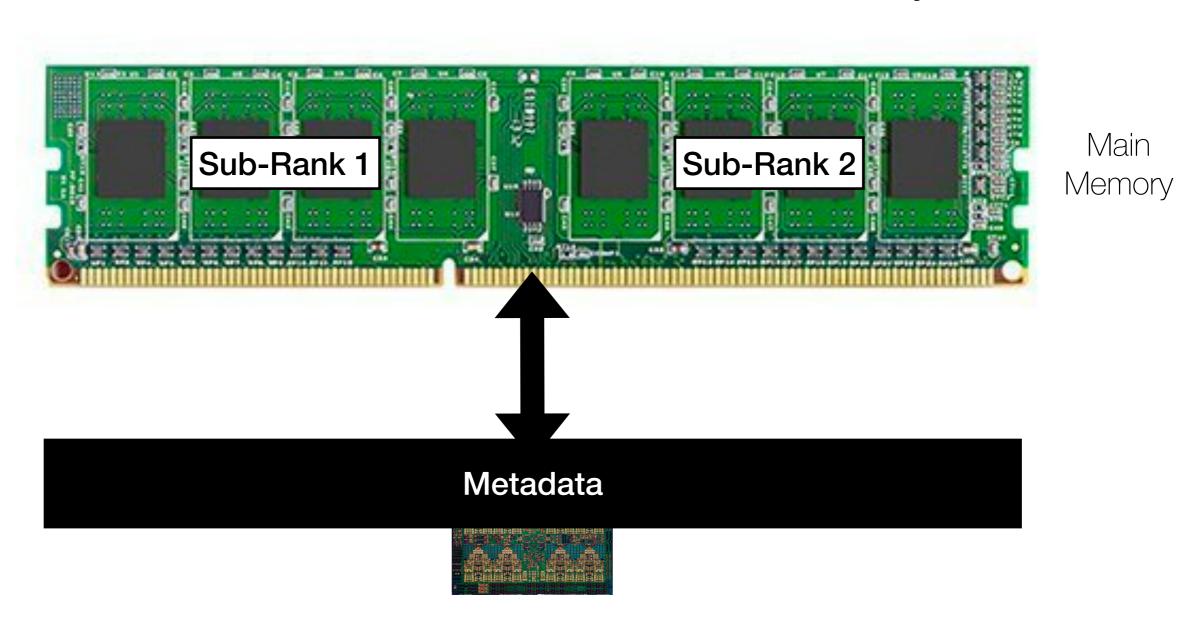
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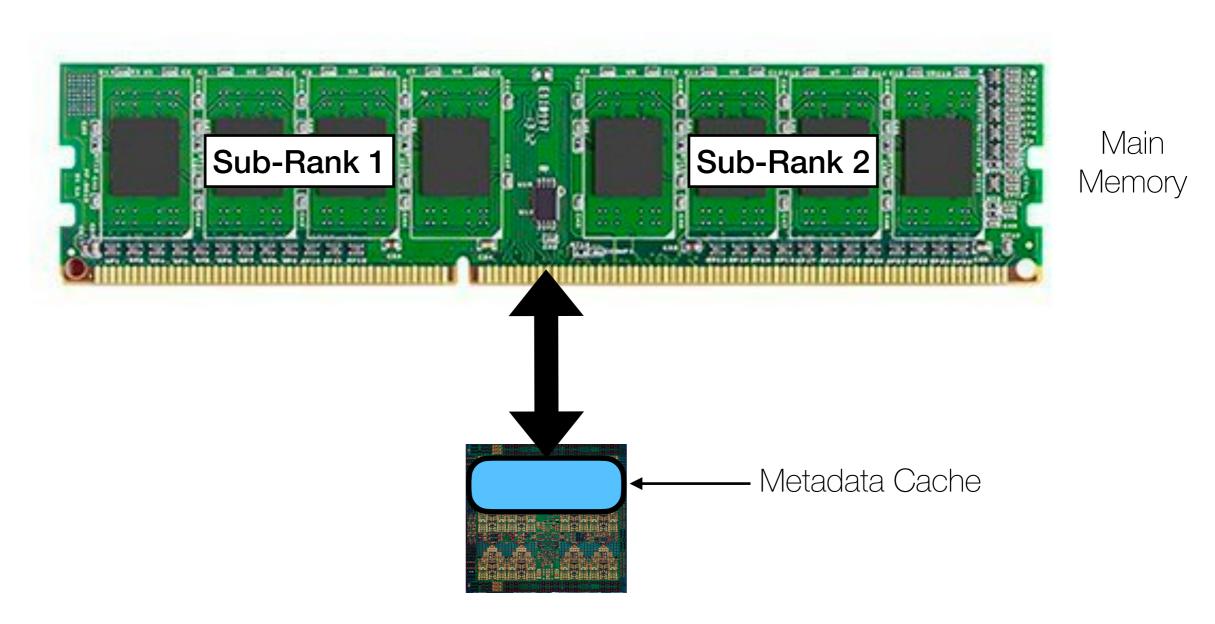


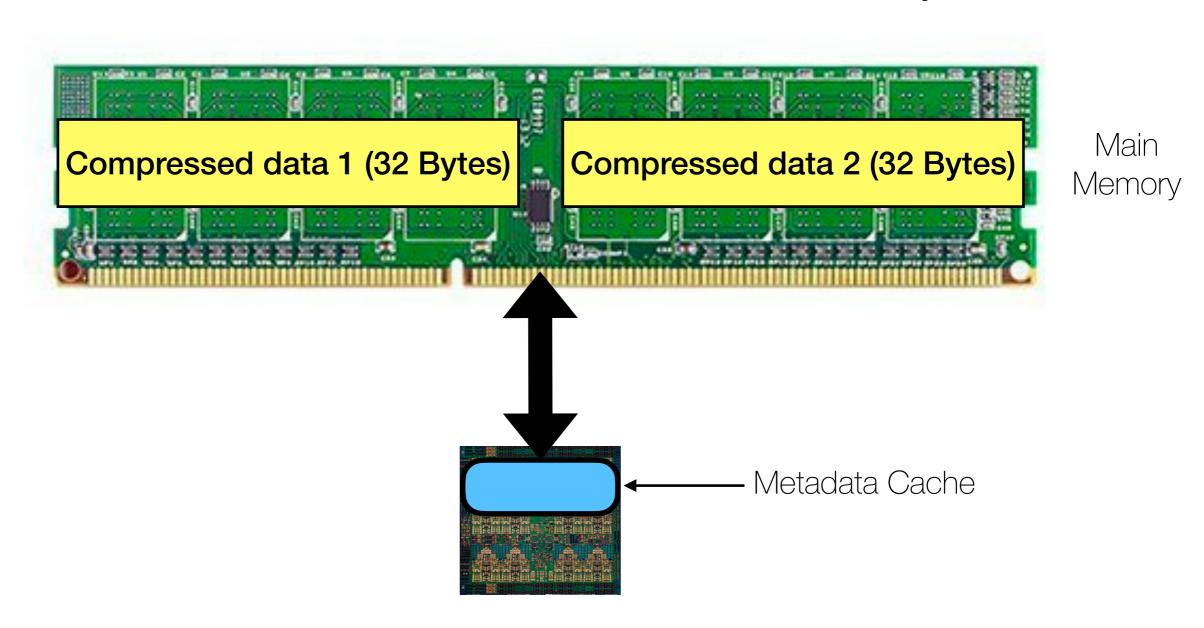
Sub-Ranking helps read and write smaller blocks of data → Improve bandwidth

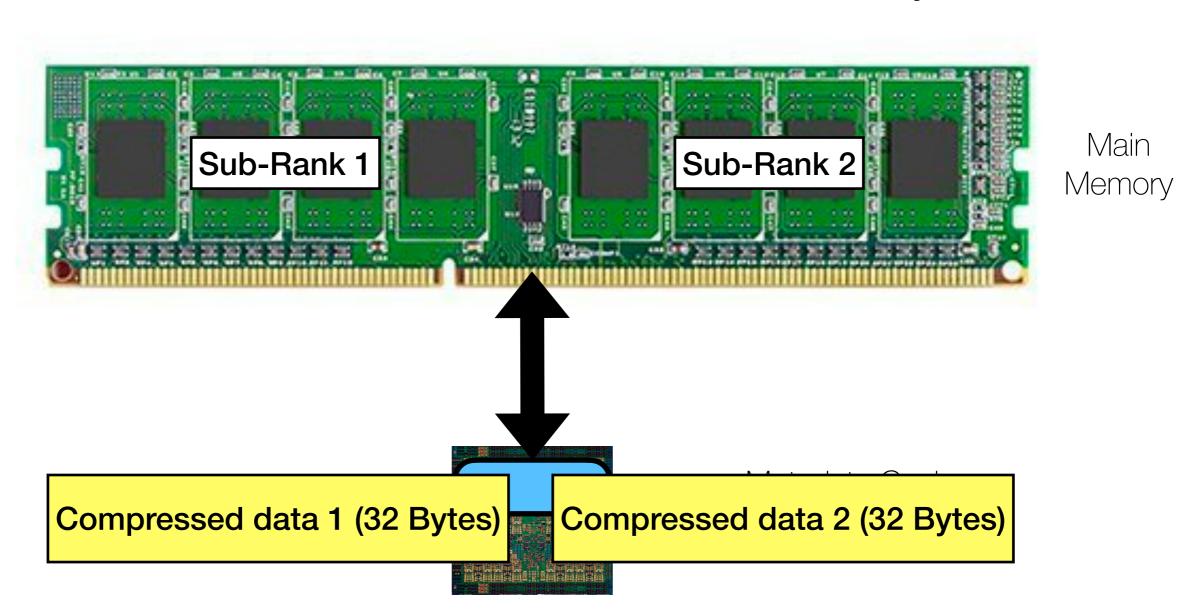


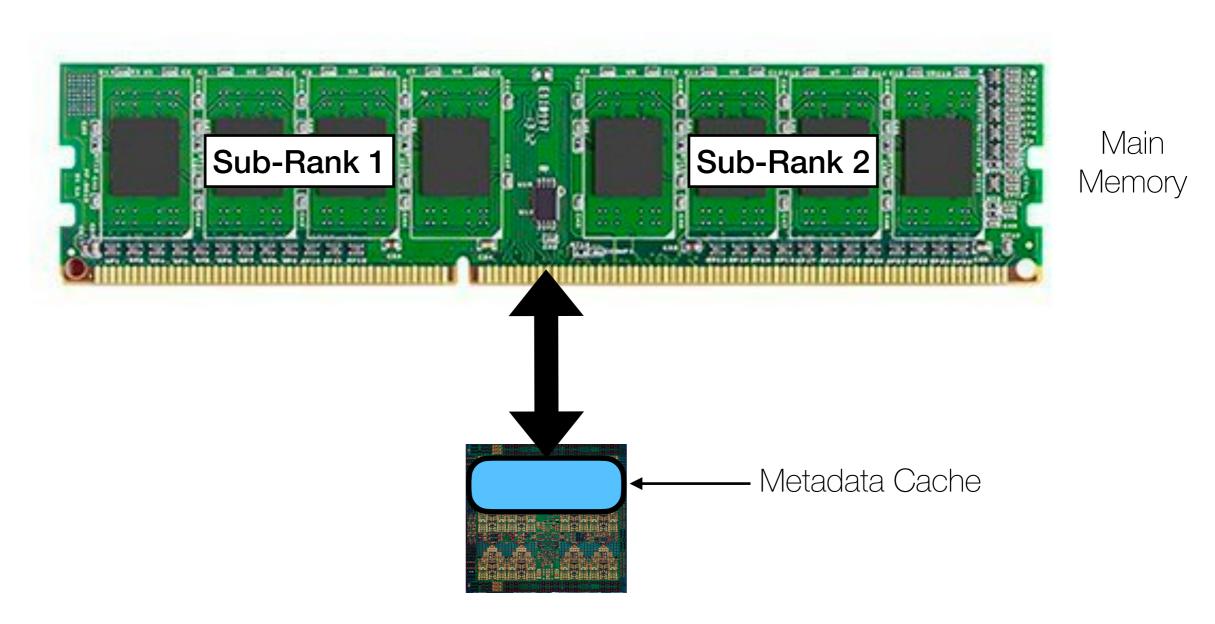




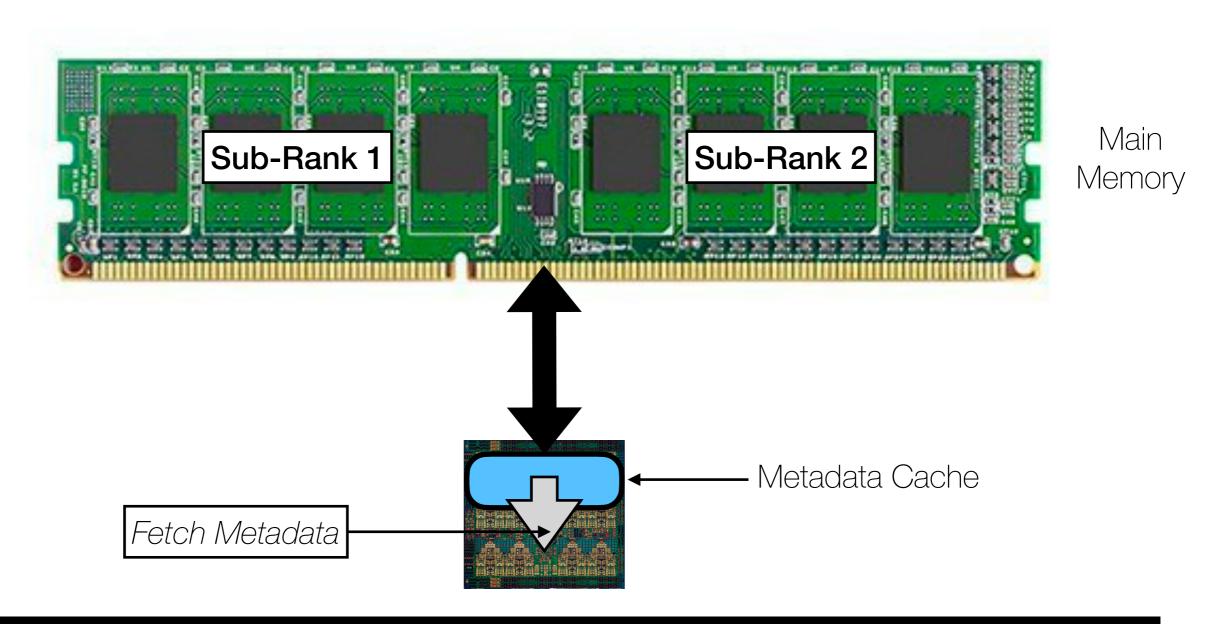






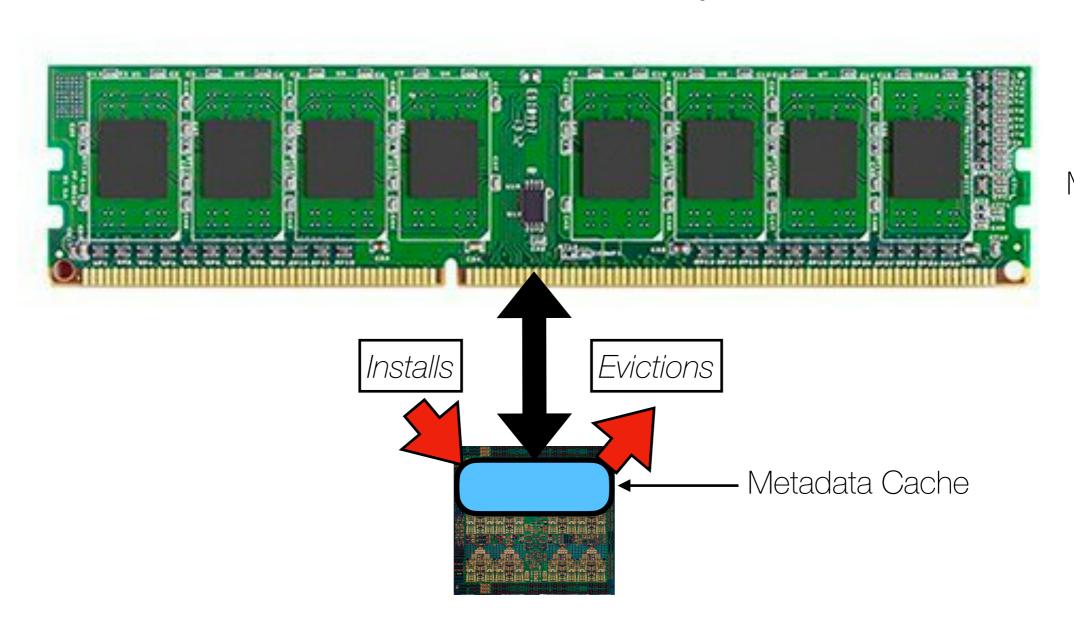


Metadata Cache: Store metadata within a cache on the memory controller

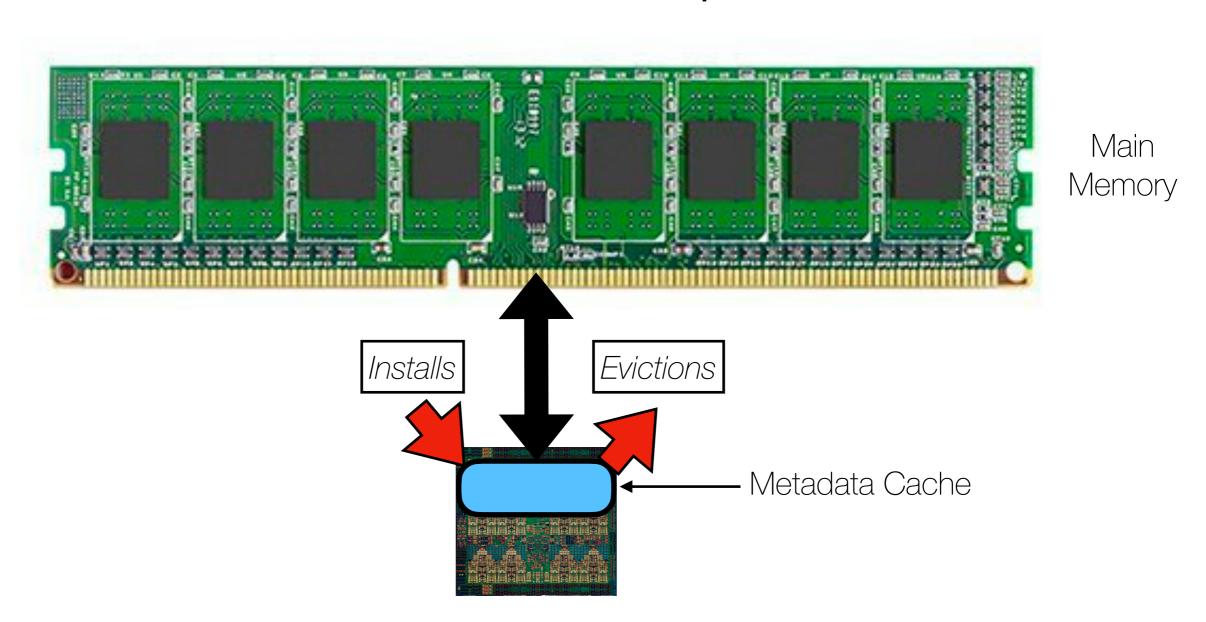


Reduce the bandwidth overheads of accessing Metadata

Metadata Cache can be counter-productive



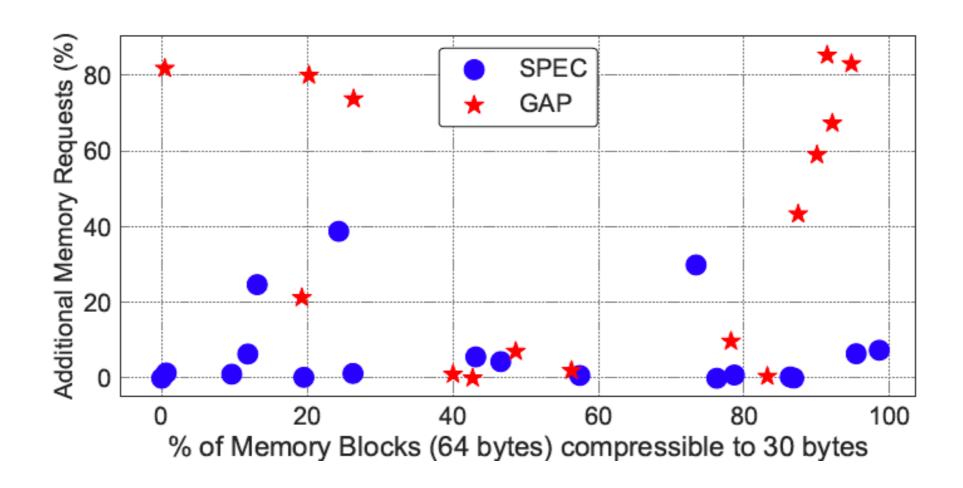
Metadata Cache can be counter-productive



Evictions and installs consume bandwidth and reduce the benefits of the Metadata Cache

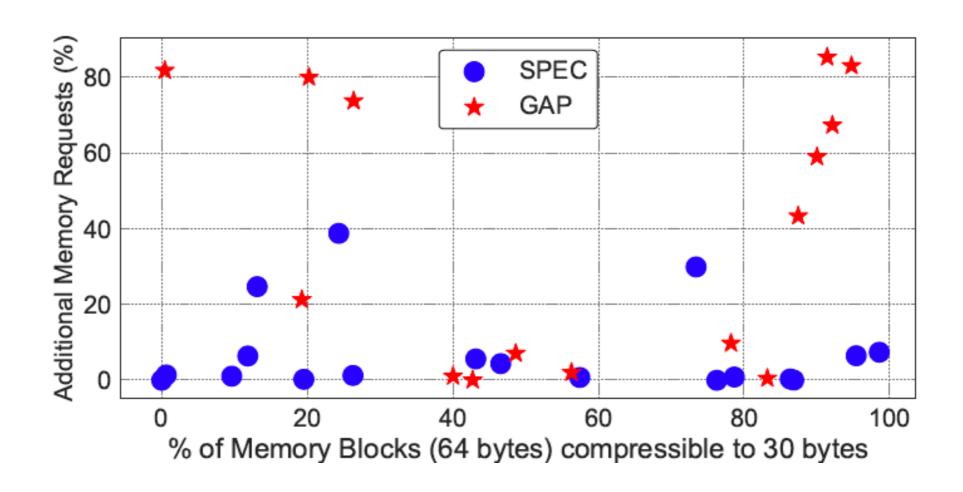
Motivation

Analysis with a 1MB Metadata Cache



Motivation

Analysis with a 1MB Metadata Cache



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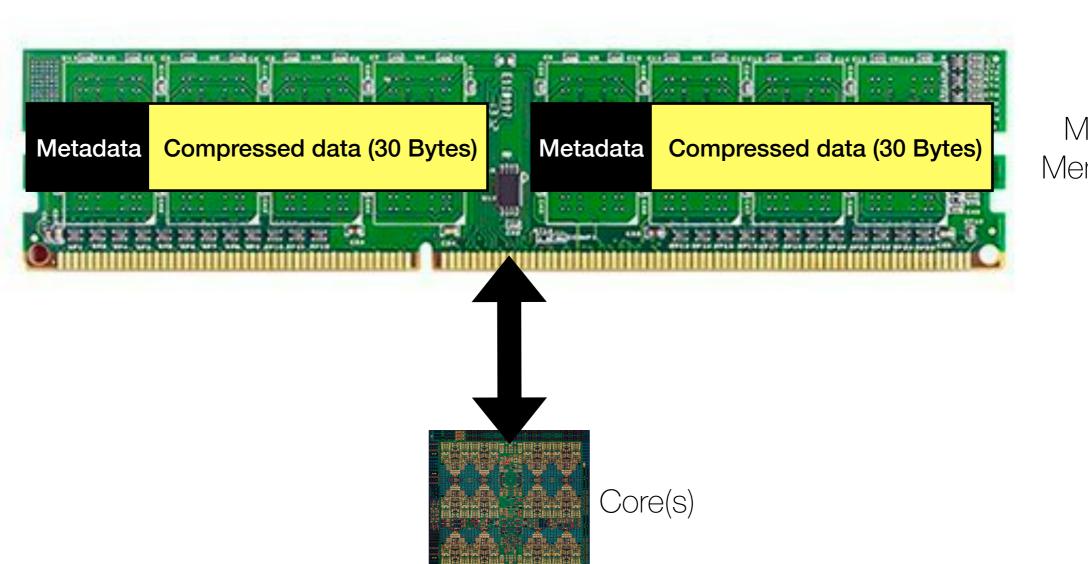
Goal

Eliminate almost all additional metadata accesses to get near-ideal benefits from data compression

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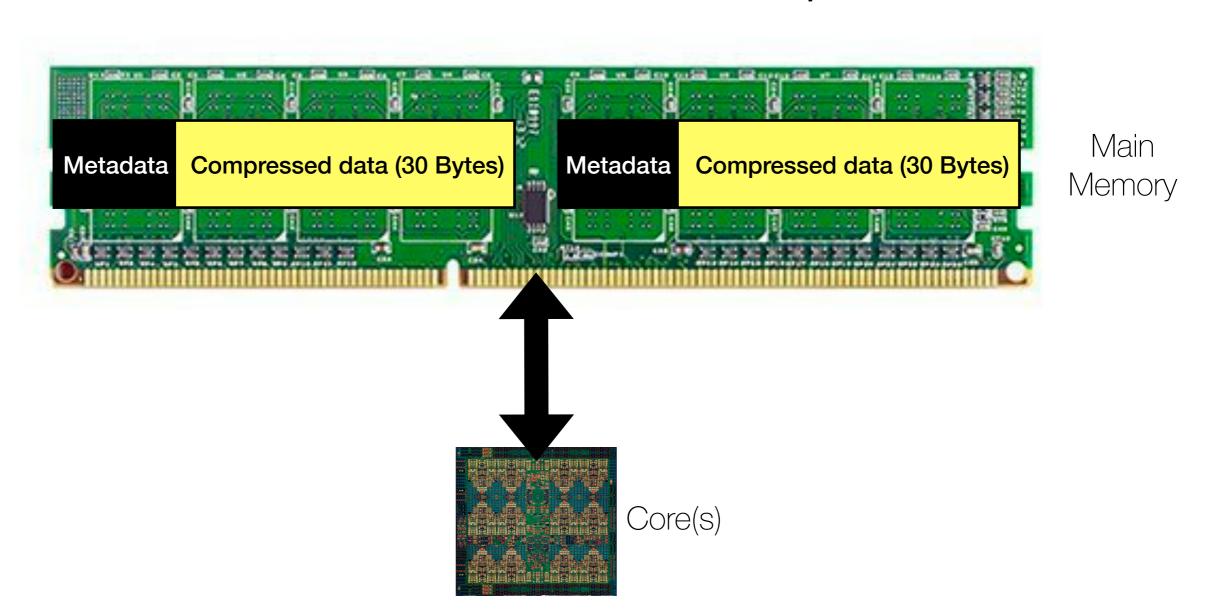
Attaché

Blended Metadata: Place metadata ahead of compressed data



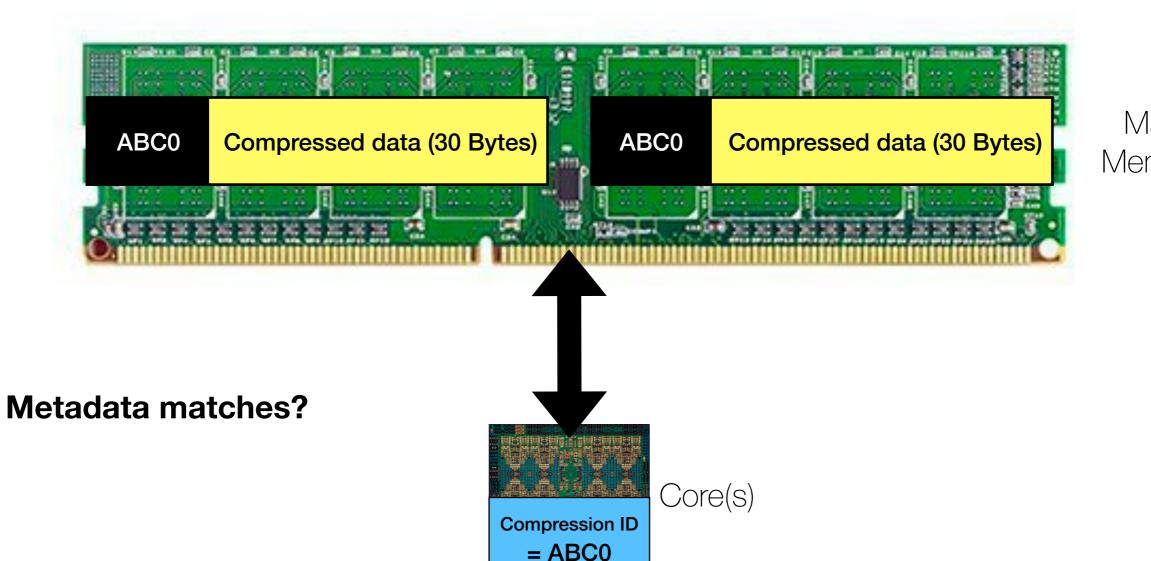
Attaché

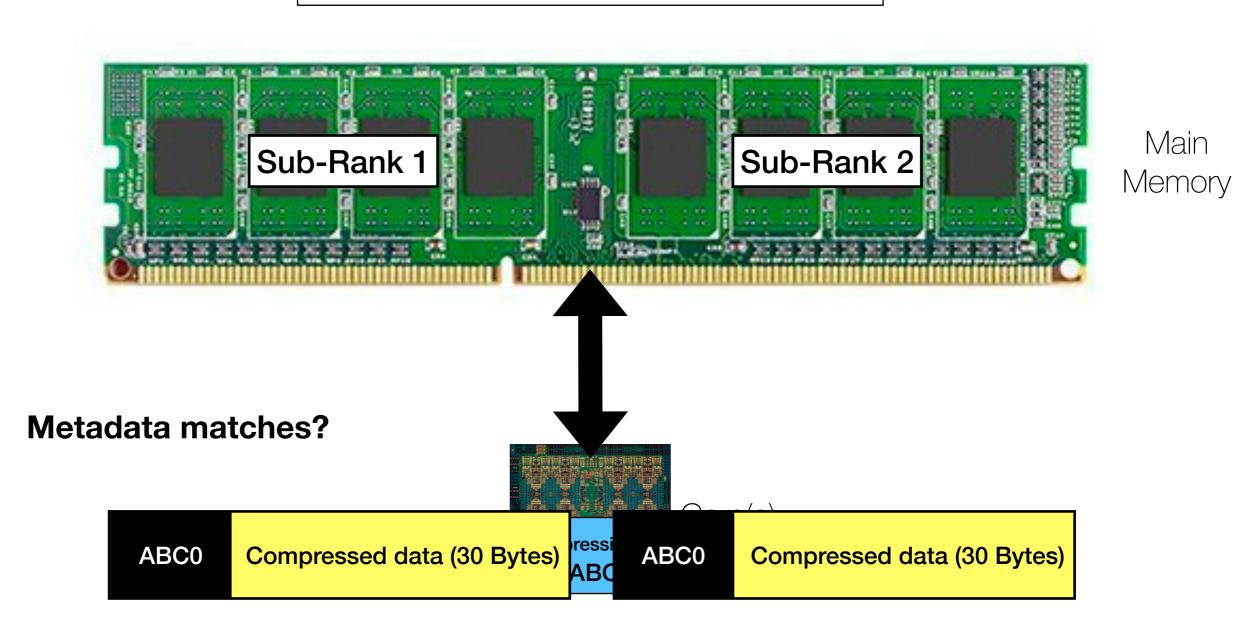
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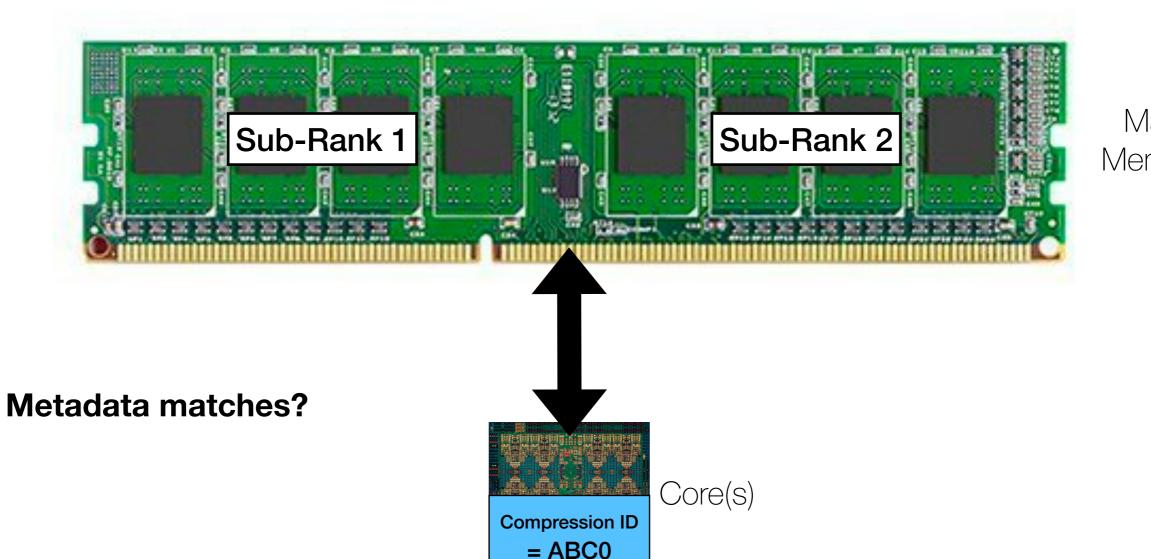
Metadata can be accessed with data: No additional bandwidth overheads

Metadata = Compressed ID = [ABC0]_H

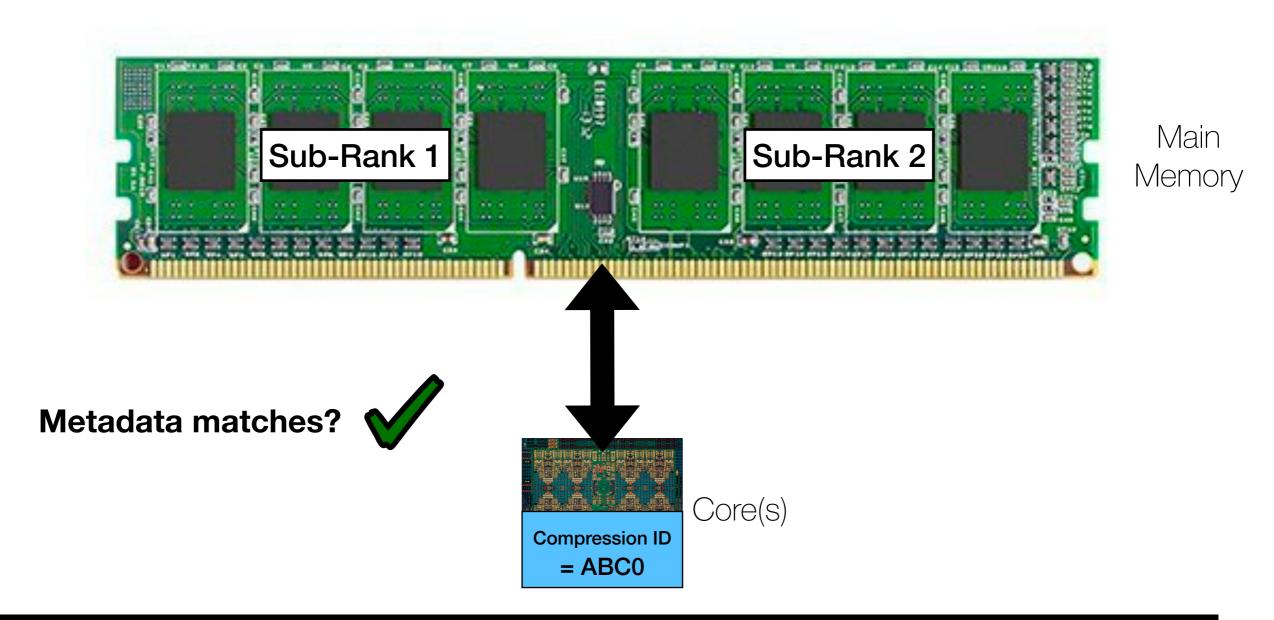




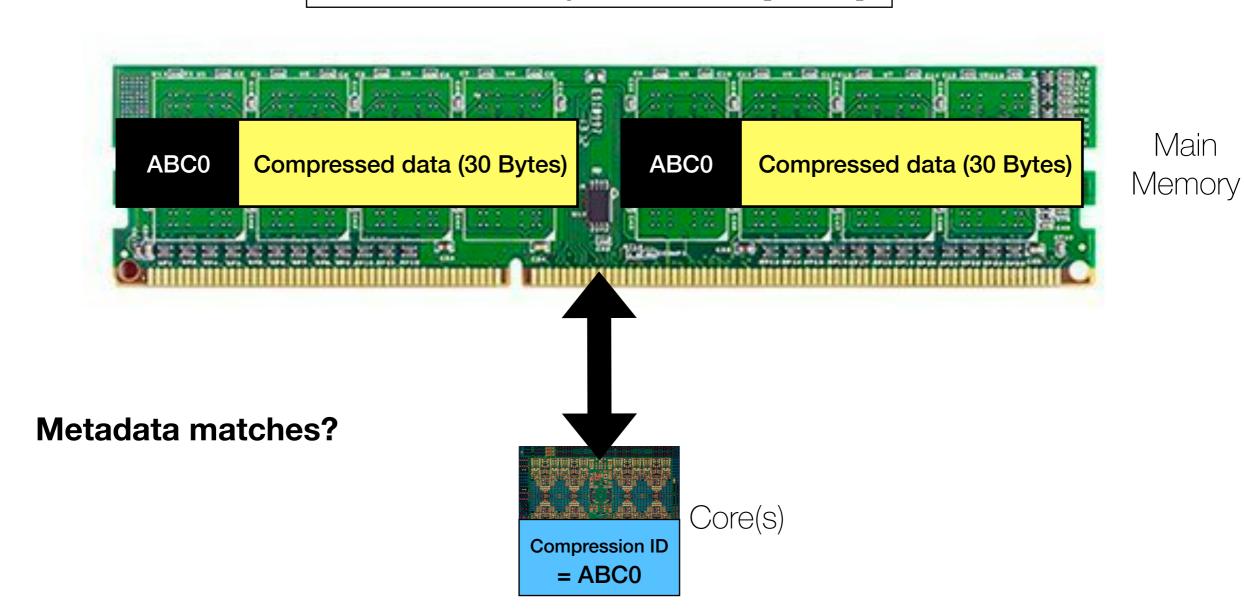
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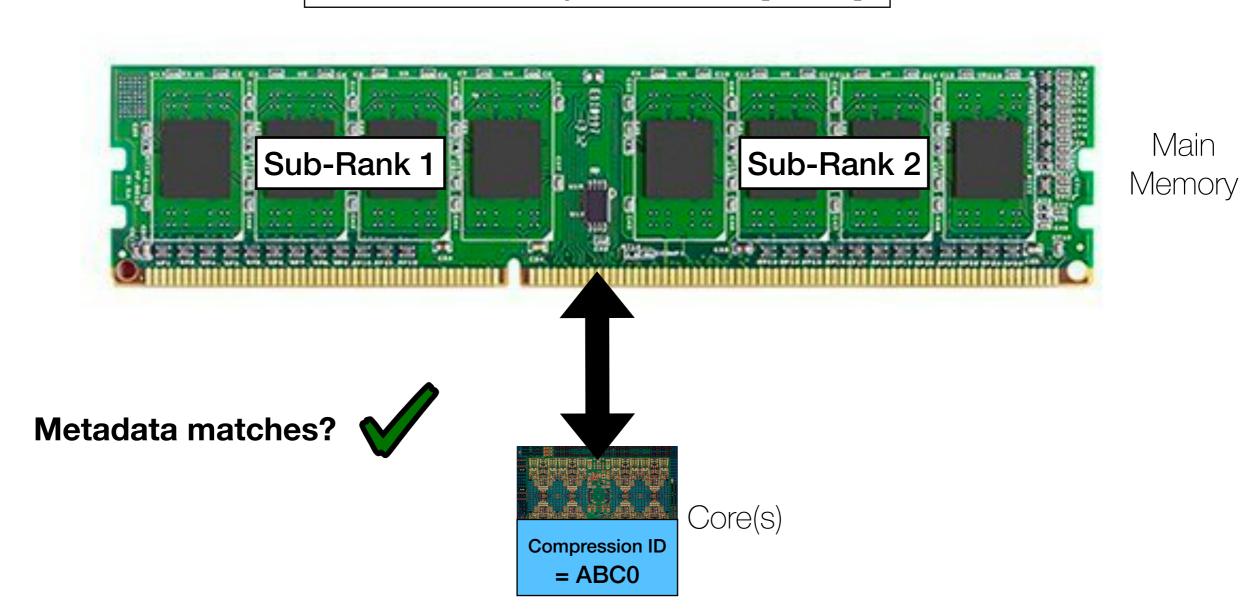


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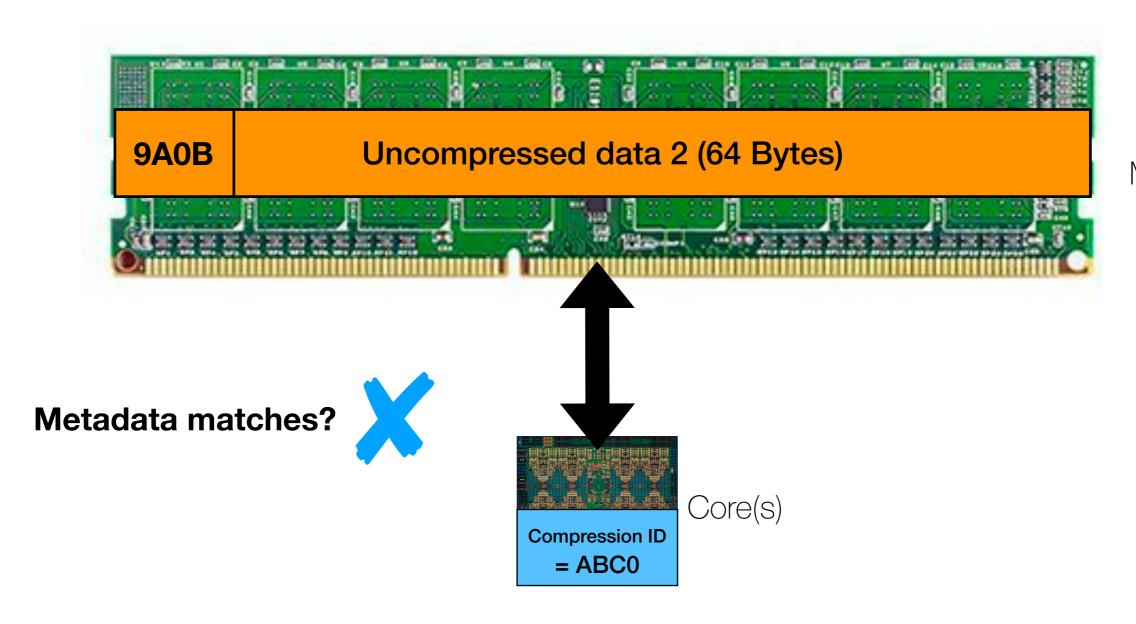


If the Compression ID matches at the memory controller = Compressed Line

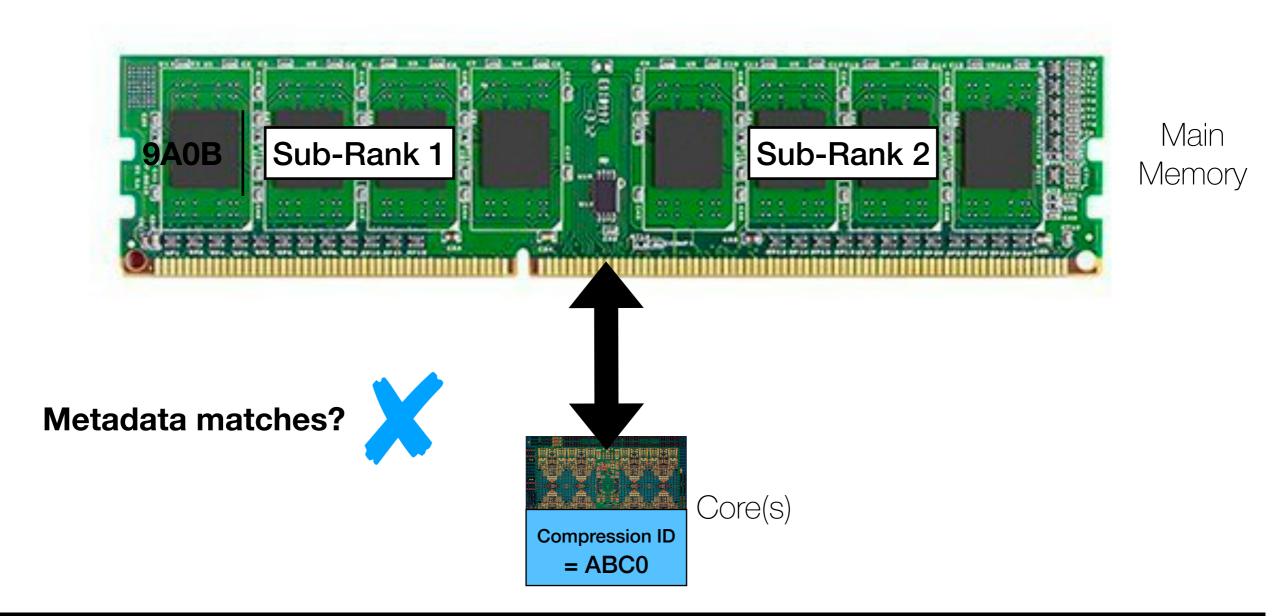




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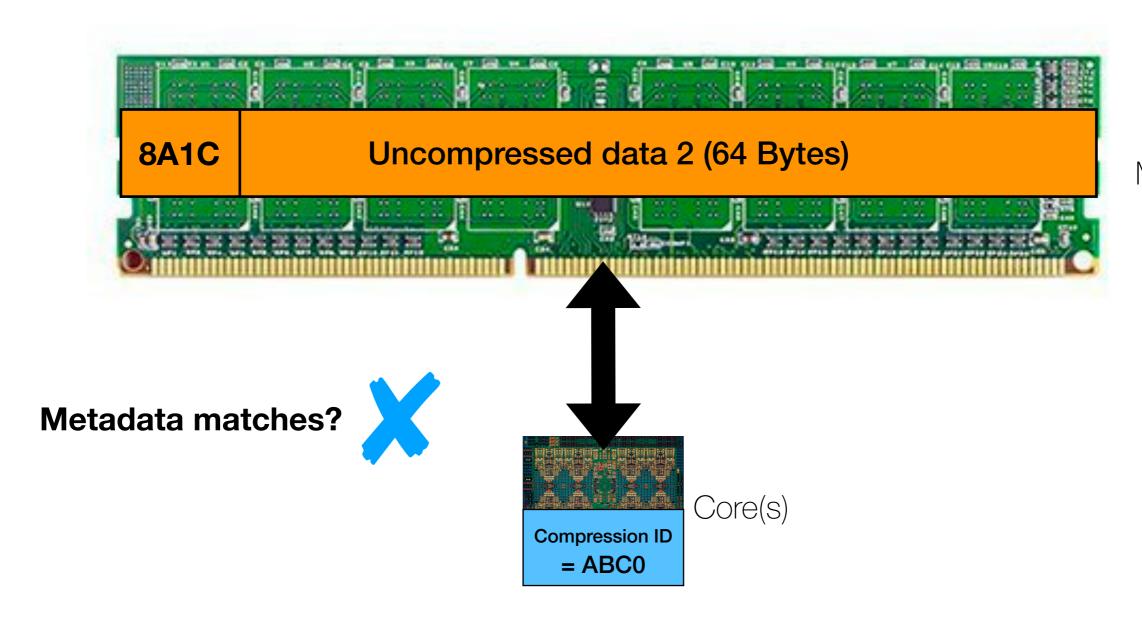


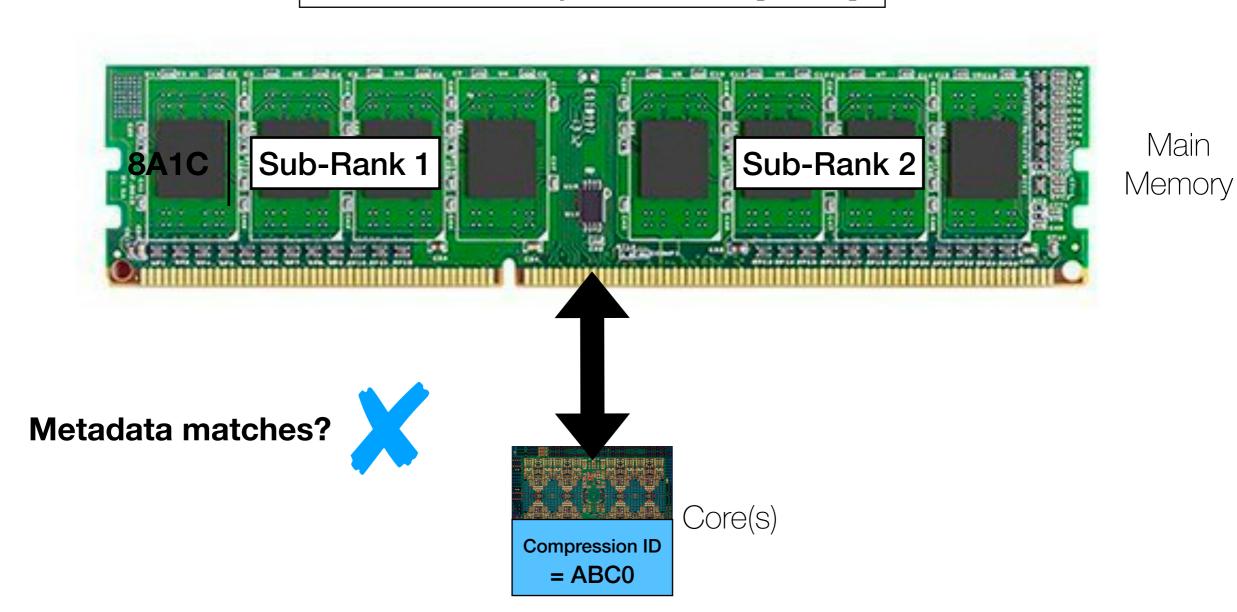
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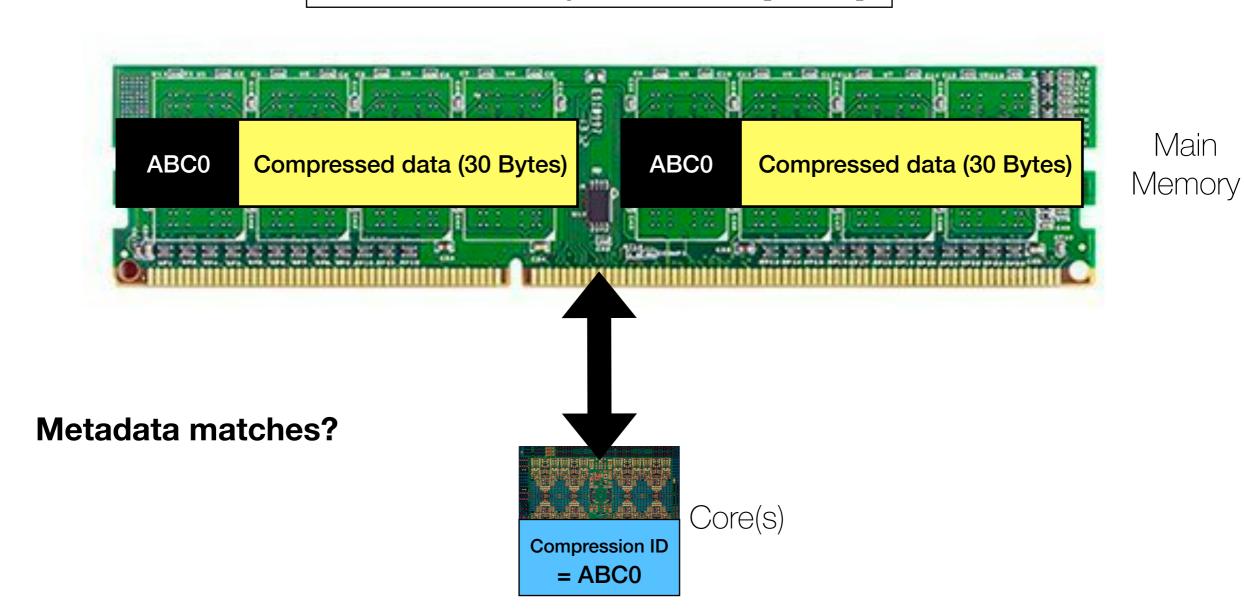


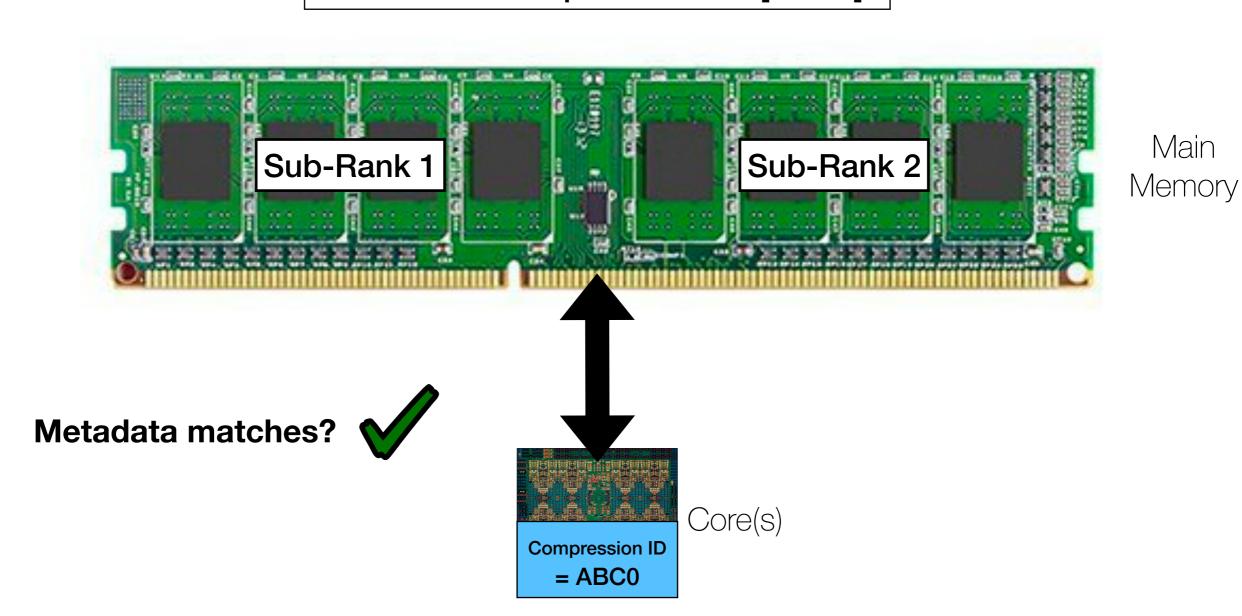
If the Compression ID does not match at the memory controller = Uncompressed Line

Metadata = Compressed ID = [ABC0]_H

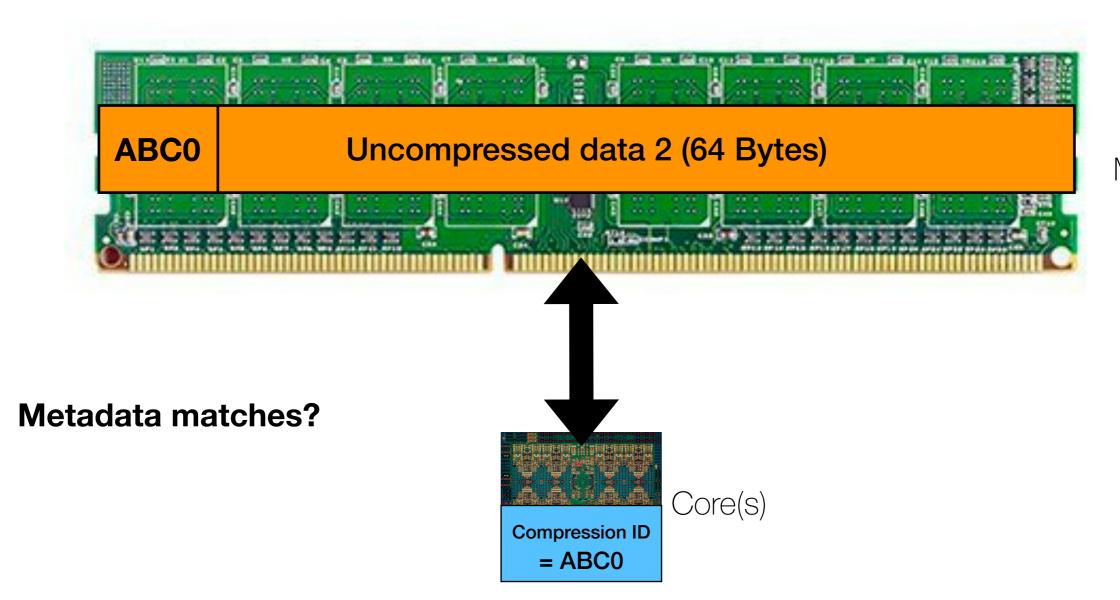




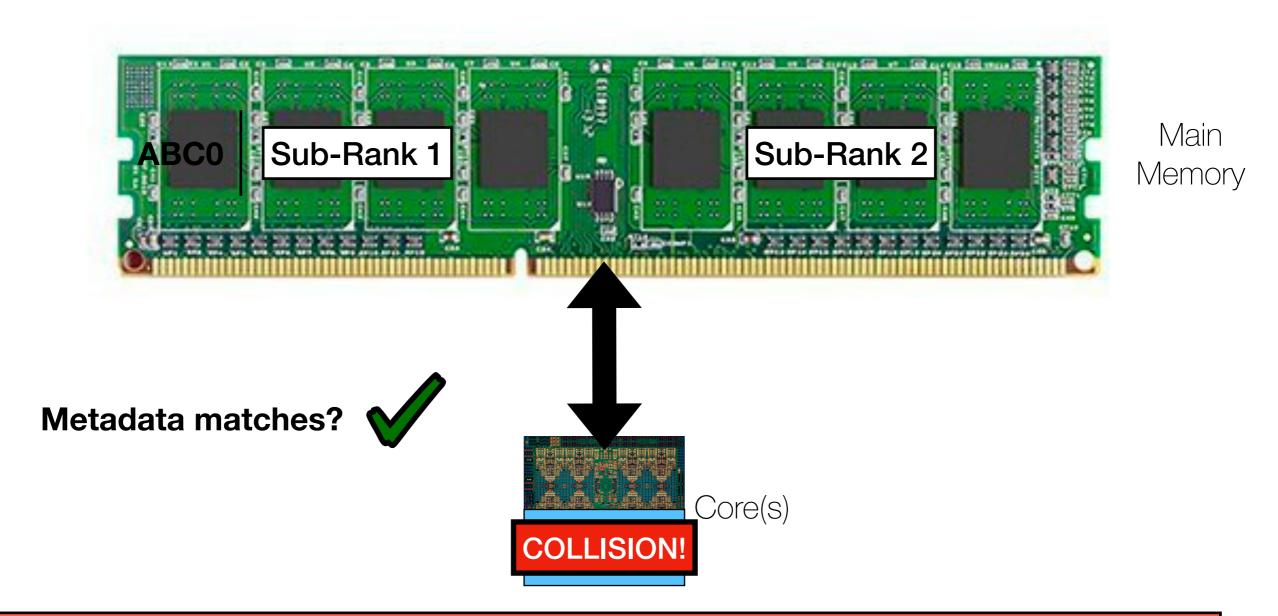




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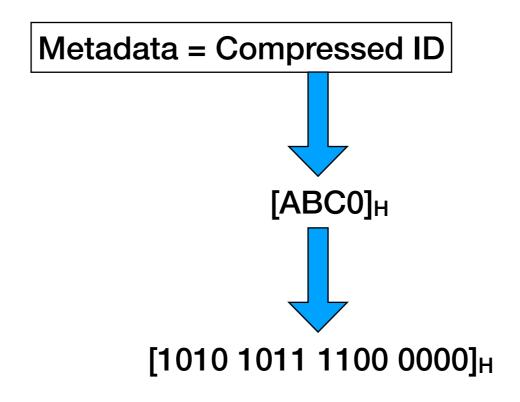


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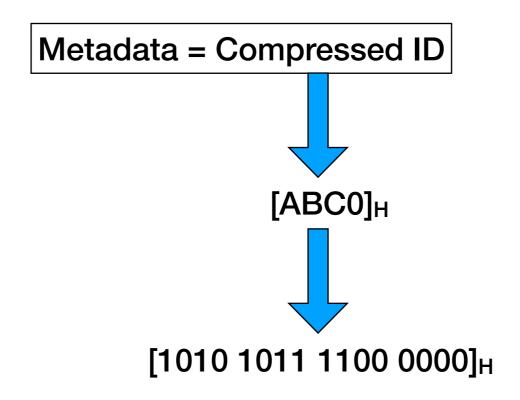
It is possible for the Compressed ID to collide for uncompressed lines

Attaché: Detect Collisions



Metadata = Compressed ID + Exclusive ID

Attaché: Detect Collisions



Metadata = Compressed ID + Exclusive ID

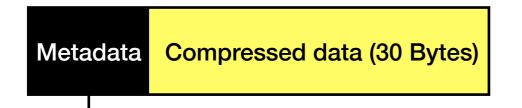
Attaché

Blended Metadata: Place metadata ahead of compressed data

Metadata Compressed data (30 Bytes)

- ► Compression ID: 1. 15-bit id that identifies if a line is compressed.
 - 2. A random number chosen at boot-time.

Blended Metadata: Place metadata ahead of compressed data



- Compression ID: 1. 15-bit id that identifies if a line is compressed.
 - 2. A random number chosen at boot-time.

2. Interpret top 15 bits as Compression ID



Attaché: Concerns

Blended Metadata: Collision

Metadata Compressed data (30 Bytes)

Compression ID on Metadata = Compression ID on memory controller

Attaché: Concerns

Blended Metadata: Collision

Metadata Compressed data (30 Bytes)

Compression ID on Metadata = Compression ID on memory controller

Uncompressed data (64 Bytes)

First 15-bits ≠ Compression ID on memory controller (99.997% times)

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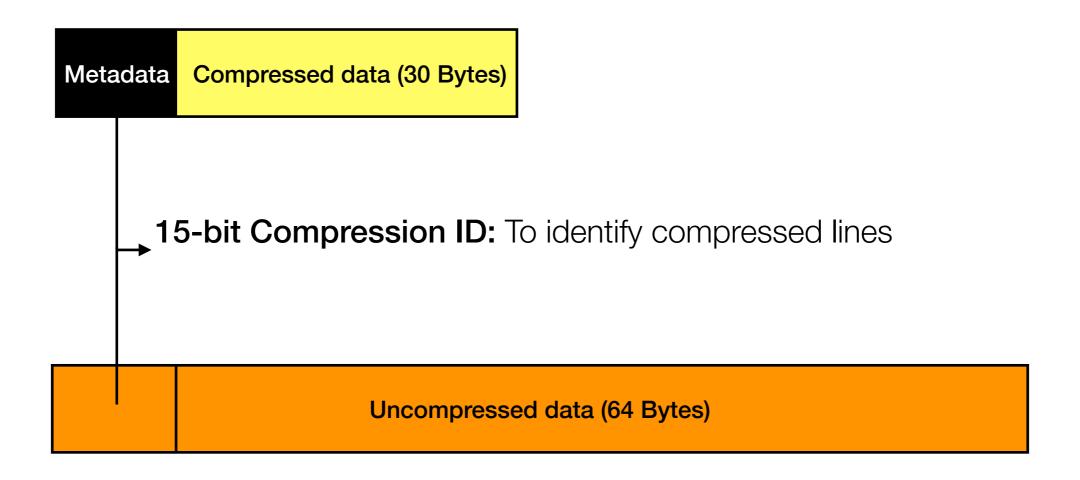
There is a chance (0.03%) that Uncompressed data is misinterpreted as compressed data

Blended Metadata: Mitigating Collision

Metadata Compressed data (30 Bytes)

15-bit Compression ID: To identify compressed lines

Blended Metadata: Mitigating Collision



Blended Metadata: Mitigating Collision

Metadata Compressed data (30 Bytes)

15-bit Compression ID: To identify compressed lines
1-bit Exclusive ID: To identify collisions

Uncompressed data (64 Bytes)

Blended Metadata: Mitigating Collision



15-bit Compression ID: To identify compressed lines 1-bit Exclusive ID = 0: As there are no collisions

Blended Metadata: Mitigating Collision

→ Top 15 bits: Interpreted as compression id, 99.997% times no collision
 1-bit Exclusive ID: 1. On collision, replace the 16th data-bit with 1
 2. On collision, the replaced bit is stored in a separate Replacement Area

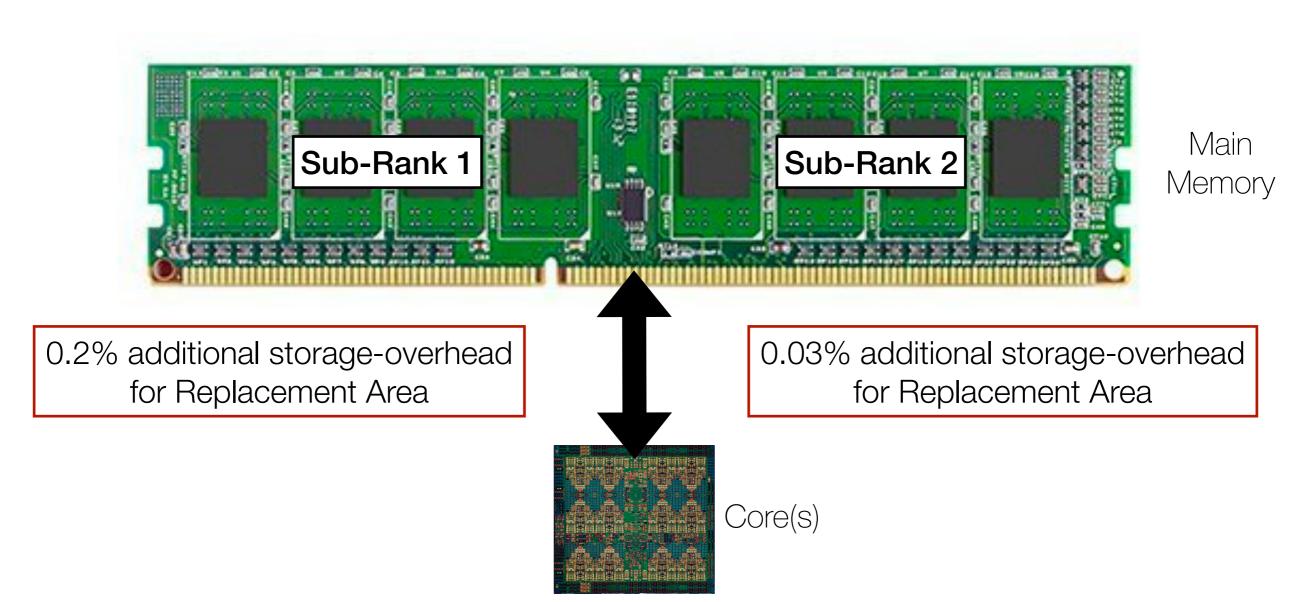
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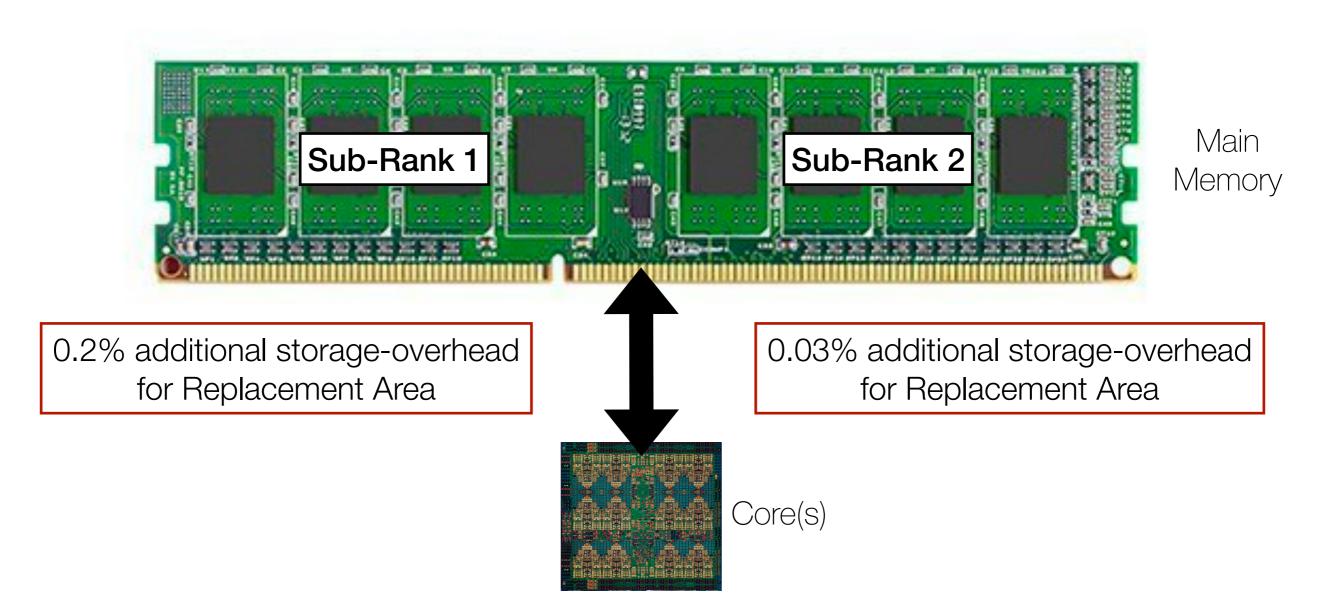
Uncompressed data (64 Bytes)

All collisions can be detected 100% of the times: No issue of correctness

Blended Metadata: Overheads

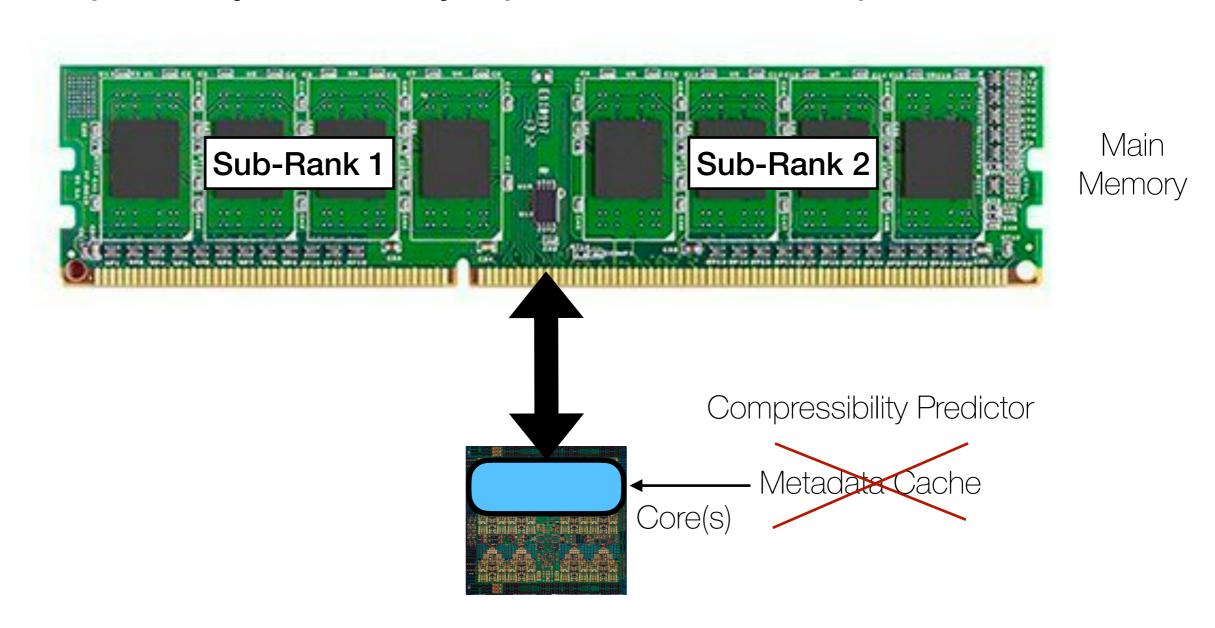


Blended Metadata: Overheads

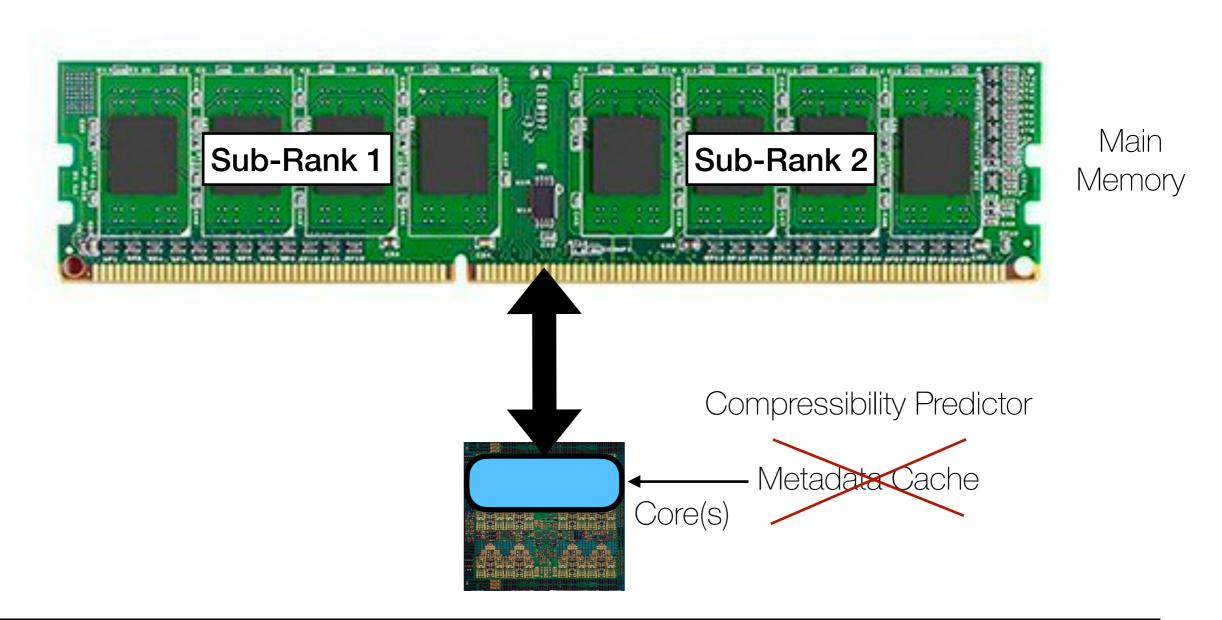


Blended Metadata has negligible overheads enabling near-ideal performance

Compressibility Predictor: Try to predict if the line is compressed or not



Compressibility Predictor: Try to predict if the line is compressed or not



Only the appropriate Sub-Rank is enabled on a correct prediction

Thank You

