



## Heterogeneous System Coherence for Integrated CPU-GPU Systems Jason Power', Arkaprava Basu\*, Junli Gu<sup>+</sup>, Sooraj Puthoor<sup>+</sup>, Bradford M Beckmann<sup>+</sup>, Mark D Hill<sup>\*+</sup>, Steven K Reinhardt<sup>+</sup>, David A Wood<sup>\*+</sup>



# To DRAM

## Methodology

### ▲ Simulation

- gem5 for CPU and memory system
- Ruby for caches
- GPU modeled off of GCN
- Workloads
- Subset of Rodinia
- AMD APP SDK

CPU Clock	2 GHz
CPU Cores	2
CPU Shared L2 Cache	2 MB
GPU Clock	1 GHz
Compute Units	32
GPU L1 Data Cache	32 KB
GPU Shared L2 Cache	4 MB
L3 Memory-side Cache	16 MB
Peak Memory Bandwidth	700 GB/s
<b>Baseline Directory</b>	262,144 entries
<b>Region Directory</b>	32,768 entries
MSHRs	32 entries
Region Buffer	16,384 entries

## **Results Summary**

- Largest speedup for workloads which constrained resources hurt the most
- Massive bandwidth reduction
- Due to offloading data onto direct-access bus
- More than theoretical max of 94% in some cases
  - Region buffers can "prefetch" cache permissions
- HSC significantly improves performance over the baseline design
- Decreases bandwidth requirement of directory

**b** 3.5



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