

# CPU Cache Partitioning for Networked Systems

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## PROBLEMS

- Datacenter workloads have strict latency SL0s
- High utilization crucial for cost efficiency
- Collocated tasks suffer cache contention
- Overprovisioning required to meet SL0s

## GOALS

- Guarantee SL0s for networked systems
- Avoid excessive overprovisioning

## OUR WORK

- Minimize tail latency using cache partitioning
- Avoid resource deprivation of contending processes

## Hardware cache partitioning

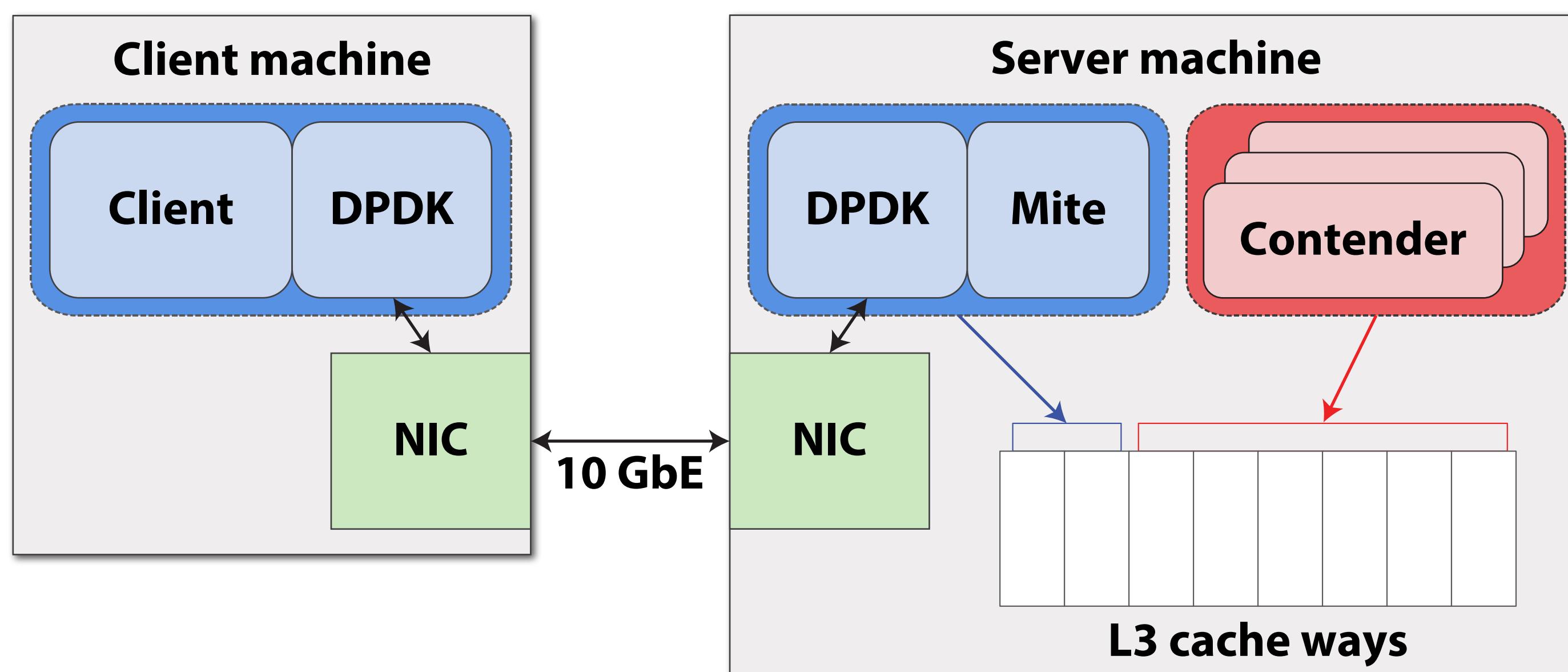
- Intel® Cache Allocation Technology (CAT)
  - › Commercial deployment of cache partitioning
  - › Implemented as way partitioning of L3 cache

## Contributions

- Achieve microsecond-scale 99.9th percentile tail latency SL0s
- Minimal degradation of background task throughput

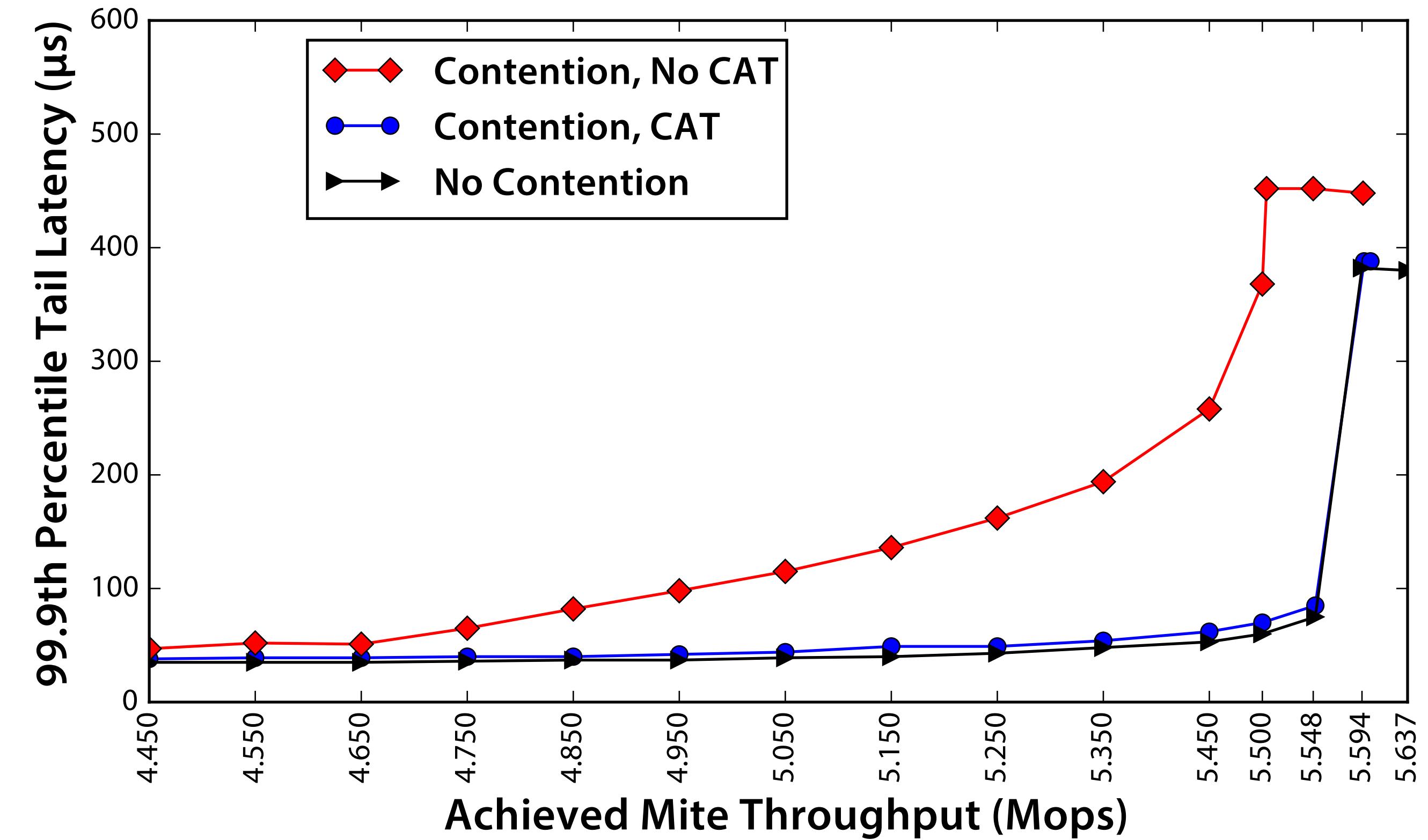
## Experimental design

- Mite: latency-critical task
  - › Single-threaded MICA key-value store
- Contender: throughput-intensive batch workload
  - › Fifteen TensorFlow threads training on MNIST
- Measure end-to-end tail latency of client↔mite queries
- *No CAT* trials use unpartitioned L3 cache
- *No Contention* trials omit contender threads

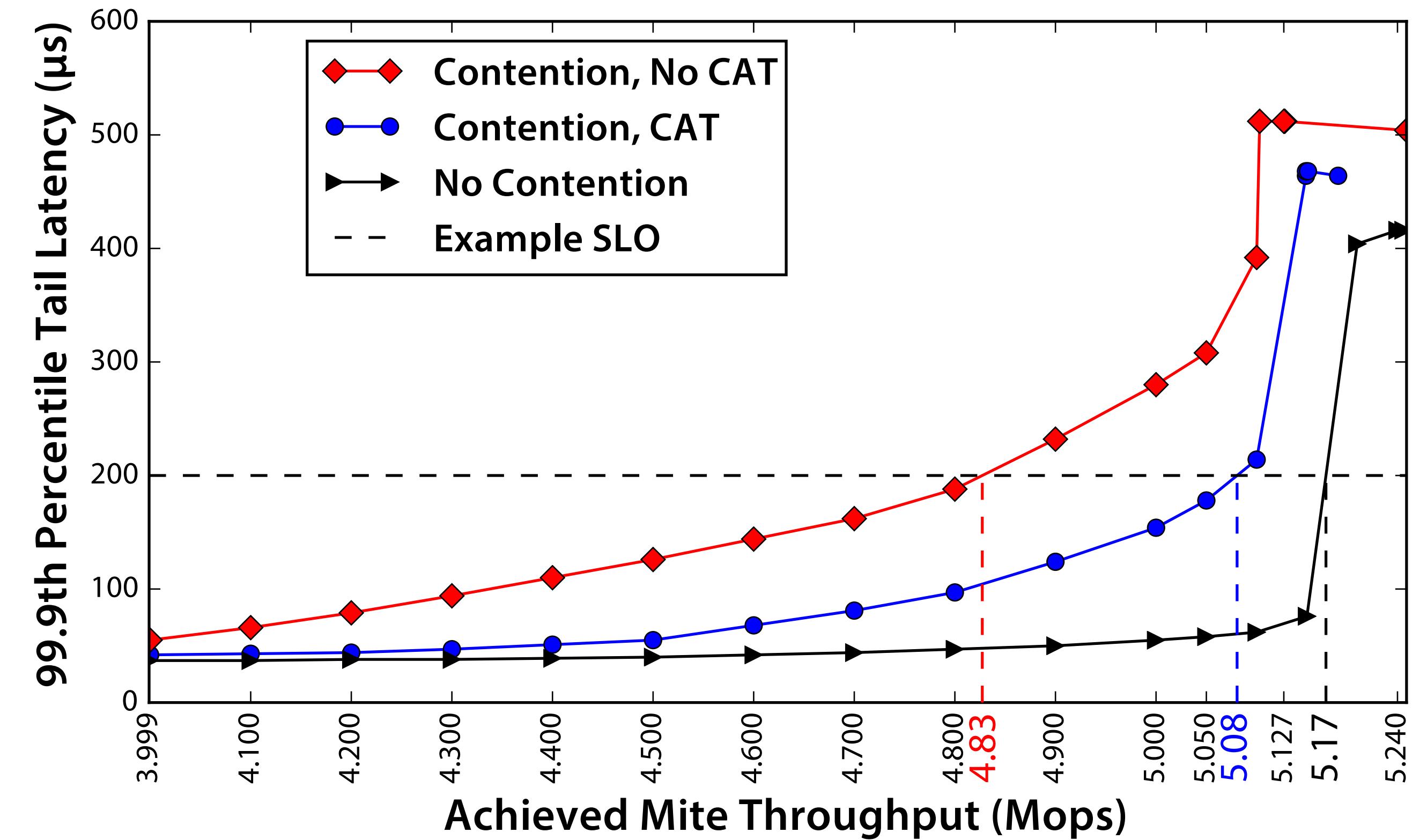


## CAT reduces tail latency by up to 5.3x

Small (2 MB) working set: CAT negates the effects of contention



Large (1 GB) working set: CAT decreases latency by up to 1.8x



## Large allocations raise latency

Optimizing for the mite alone can increase tail latency

