Anticipatory scheduling: a disk scheduling framework to overcome deceptive idleness in synchronous I/O

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Anticipatory Disk Scheduling

Sitaram Iyer    Peter Druschel
Rice University
Disk schedulers

Reorder available disk requests for

- performance by seek optimization,
- proportional resource allocation, etc.

Any policy needs multiple outstanding requests to make good decisions!
With enough requests...

issued by process A  issued by process B

E.g., Throughput = 21 MB/s  (IBM Deskstar disk)
With synchronous I/O...

E.g., Throughput = 5 MB/s
Deceptive idleness

Process A is about to issue next request.

but

Scheduler hastily assumes that process A has no further requests!
Proportional scheduler

Allocate disk service in say 1:2 ratio:

Deceptive idleness causes 1:1 allocation:
Prefetch

Overlaps computation with I/O.
Side-effect: avoids deceptive idleness!

- Application-driven
- Kernel-driven
Prefetch

• Application driven - e.g. aio_read()
• aio_read() Start an asynchronous read operation
• aio_write() Start an asynchronous write operation
• lio_listio() Start a list of asynchronous I/O operations
• aio_suspend() Wait for completion of one or more asynchronous I/O operations
• aio_error() Retrieve the error status of an asynchronous I/O operation
• aio_return() Retrieve the return status of an asynchronous I/O operation and free any associated system resources
• aio_cancel() Request cancellation of a pending asynchronous I/O operation
• aio_fsync() Request synchronization of the media image of a file to which asynchronous operations have been addressed
## Aio usage patterns

### Blocking

- `aio_read()`
- `aio_read()`
- `aio_read()`
- `aio_read()`
- `aio_read()`
- `aio_read()`
- `aio_suspend()`

### Polling

```c
Polling
aio_read()
aio_read()
aio_read()
aio_read()
aio_read()
aio_read()
da {
aio_error()
} until (completed)
```
Aio usage patterns

Signals
aio_read()
aio_read()
aio_read()
aio_read()
aio_read()
aio_read()
.
other()
stuff()
.

Signal handler
process_data()
Prefetch

• Application driven - e.g. aio_read()
  - Application need to know their future
  - Cumbersome programming model
  - Existing apps need re-writing
  - aio_read() optional
  - May be less efficient than mmap
Memory-mapped files and paging

Memory mapped file

Disk

Physical Address Space
Prefetch

- Kernel driven
  - Less capable of knowing the future
  - Access patterns difficult to predict, even with locality
  - Cost of misprediction can be high
  - Medium files too small to trigger sequential access detection
Anticipatory scheduling

Key idea: Sometimes wait for process whose request was last serviced.

Keeps disk idle for short intervals.
But with informed decisions, this:
  • Improves throughput
  • Achieves desired proportions
When, How, How Long

• When should we or shouldn’t we delay disk requests?
• How long do we delay disk requests, if we do delay?
• How do we make an informed decision?
  - What metrics might be helpful?
Cost-benefit analysis

Balance expected benefits of waiting against cost of keeping disk idle.

Tradeoffs sensitive to scheduling policy e.g., 1. seek optimizing scheduler 2. proportional scheduler
Statistics

For each process, measure:

1. Expected median and 95percentile thinktime

2. Expected positioning time
Cost-benefit analysis
for seek optimizing scheduler

best := best available request chosen by scheduler
next := expected forthcoming request from process whose request was last serviced

Benefit =
   best.positioning_time — next.positioning_time

Cost = next.median_thinktime

Waiting_duration =
(Benefit > Cost) ? next.95percentile_thinktime : 0
Proportional scheduler

Costs and benefits are different.

e.g., proportional scheduler:

Wait for process whose request was last serviced,
1. if it has received less than its allocation, and
2. if it has thinktime below a threshold (e.g., 3ms)

Waiting_duration = next.95percentile_thinktime
Experiments

- FreeBSD-4.3 patch + kernel module (1500 lines of C code)

- 7200 rpm IDE disk (IBM Deskstar)

- Also in the paper: 15000 rpm SCSI disk (Seagate Cheetah)
Microbenchmark

Throughput (MB/s)

Sequential

Original

Anticipatory

Alternate

Random within file

no prefetch  prefetch

no prefetch  prefetch

no prefetch  prefetch
Real workloads

What’s the impact on real applications and benchmarks?

Andrew benchmark

Apache web server
(large working set)

Database benchmark

- Disk-intensive
- Prefetching enabled
Andrew filesystem benchmark

Overall 8% performance improvement

2 (or more) concurrent clients

Lower is better

-16% -5% -5% -54% +1.7%
Apache web server

- CS.Berkeley trace
- Large working set
- 48 web clients

Throughput (MB/s)

- read +29%
- mmap +71%

no prefetch
Database benchmark

- MySQL DB
- Two clients
- One or two databases on same disk
GnuLD

Concurrent: 68% execution time reduction
Intelligent adversary

![Graph showing throughput vs number of requests issued per cycle. The graph compares Original and Anticipatory methods with and without prefetch. The graph shows a 20% improvement with the Anticipatory method compared to the Original method when no prefetch is used.](image)
Proportional scheduler

Database benchmark: two databases, select queries
Conclusion

Anticipatory scheduling:

- overcomes deceptive idleness
- achieves significant performance improvement on real applications
- achieves desired proportions
- and is easy to implement!
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http://www.cs.rice.edu/~ssiyer/r/antsched/