Multiprocessor OS

COMP9242 – Advanced Operating Systems

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Overview

Multiprocessor OS (Background and Review)

- How does it work? (Background)
- Scalability (Review)

Multiprocessor Hardware

- Contemporary systems (Intel, AMD, ARM, Oracle/Sun)
- Experimental (Intel, MS, Polaris)

OS Design for Multiprocessors

- Guidelines
- Design approaches
  - Divide and Conquer (Disco, Tesselation)
  - Reduce Sharing (K42, Corey, Linux, FlexSC, scalable commutativity)
  - No Sharing (Barrelfish, fos)
  - Deal with Heterogeneity (mmapx)

Summary

Scalability

- 100+ cores
- Amdahl’s law really kicks in

Heterogeneity

- Heterogeneous cores, memory, etc.
- Properties of similar systems may vary wildly (e.g. interconnect topology and latencies between different AMD platforms)

NUMA

- Also variable latencies due to topology and cache coherence

Cache coherence may not be possible

- Can’t use it for locking
- Shared data structures require explicit work

Computer is a distributed system

- Message passing
- Consistency and Synchronisation
- Fault tolerance

OS DESIGN for Multiprocessors

Optimisation for Scalability

Reduce amount of code in critical sections

- Increases concurrency
- Fine grained locking
  - Lock data not code (big kernel lock vs fine-grained locking)
  - Tradeoff: more concurrency but more locking (and locking causes serialisation)
- Lock free data structures

Avoid expensive memory access

- Avoid uncached memory
- Access cheap (close) memory

Optimisation for Scalability

Reduce false sharing

- Pad data structures to cache lines

Reduce cache line bouncing

- Reduce sharing
- E.g: MCS locks use local data

Reduce cache misses

- Affinity scheduling: run process on the core where it last ran.
- Avoid cache pollution
  - Don’t evict all application cache when OS runs
  - Don’t evict all OS cache when app runs

OS Design Guidelines for Modern (and future) Multiprocessors

Avoid shared data

- Performance issues arise less from lock contention than from data locality

Explicit communication

- Regain control over communication costs (and predictability)
  - Cache coherence is expensive, and opaque
- Sometimes it’s the only option

Tradeoff: parallelism vs synchronisation

- Synchronisation introduces serialisation
- Make concurrent threads independent: reduce critical sections & cache misses
- Aim for: embarrassingly parallel

Allocate for locality

- E.g. provide memory local to a core

Schedule for locality

- With cached data
- With local memory

Tradeoff: uniprocessor performance vs scalability

Design approaches

Divide and conquer

- Divide multiprocessor into smaller bits, use them as normal
- Using virtualisation
- Using exokernel

Reduced sharing

- Brute force & Heroic Effort
  - Find problems in existing OS and fix them
  - E.g Linux rearchitecting: BKL -> fine grained locking
- By design
  - Avoid shared data as much as possible

No sharing

- Computer is a distributed system
  - Do extra work to share!

Dealing with heterogeneity

Divide and Conquer

Disco

- Scalability is too hard!

Context:

- ca. 1995, large ccNUMA multiprocessors appearing
- Scaling OSes requires extensive modifications

Idea:

- Implement a scalable VMM
- Run multiple OS instances

VMM has most of the features of a scalable OS:

- NUMA aware allocator
- Page replication, remapping, etc.

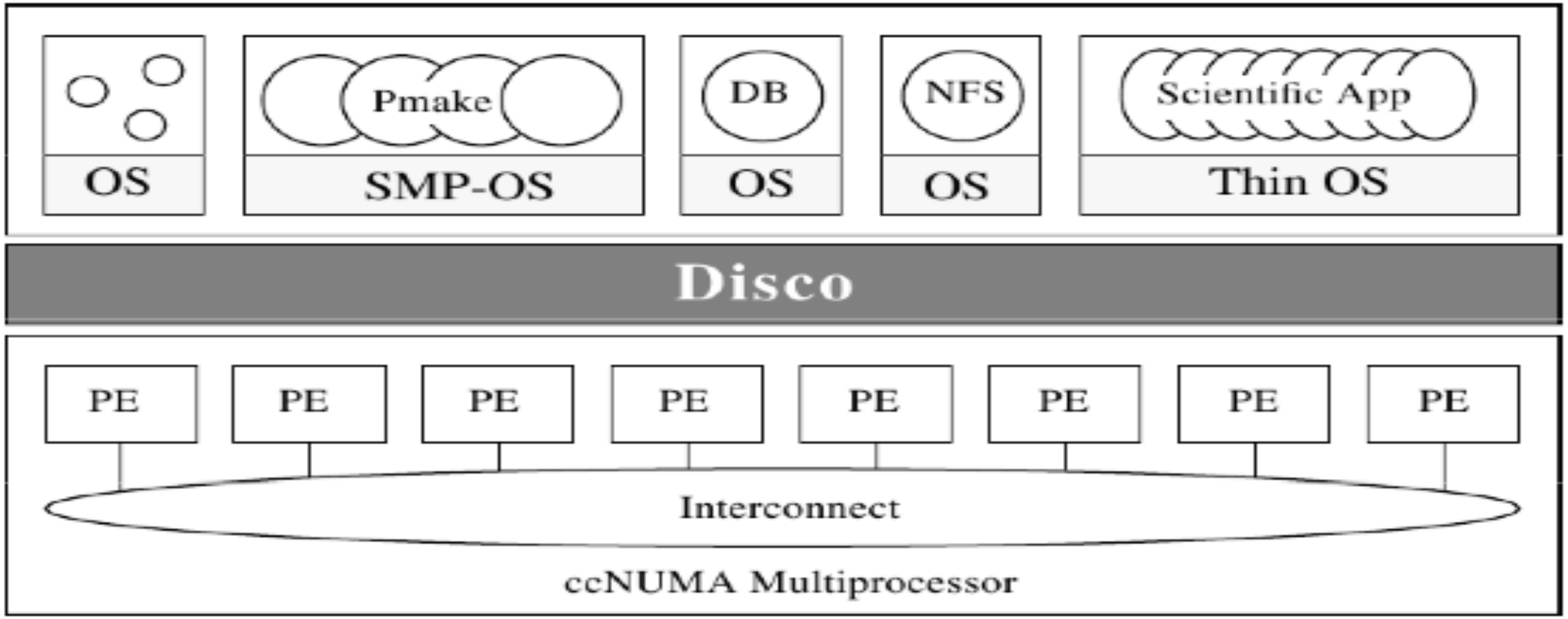
VMM substantially simpler/cheaper to implement

Modern incarnations of this

- Virtual servers (Amazon, etc.)
- Research (Cerberus)

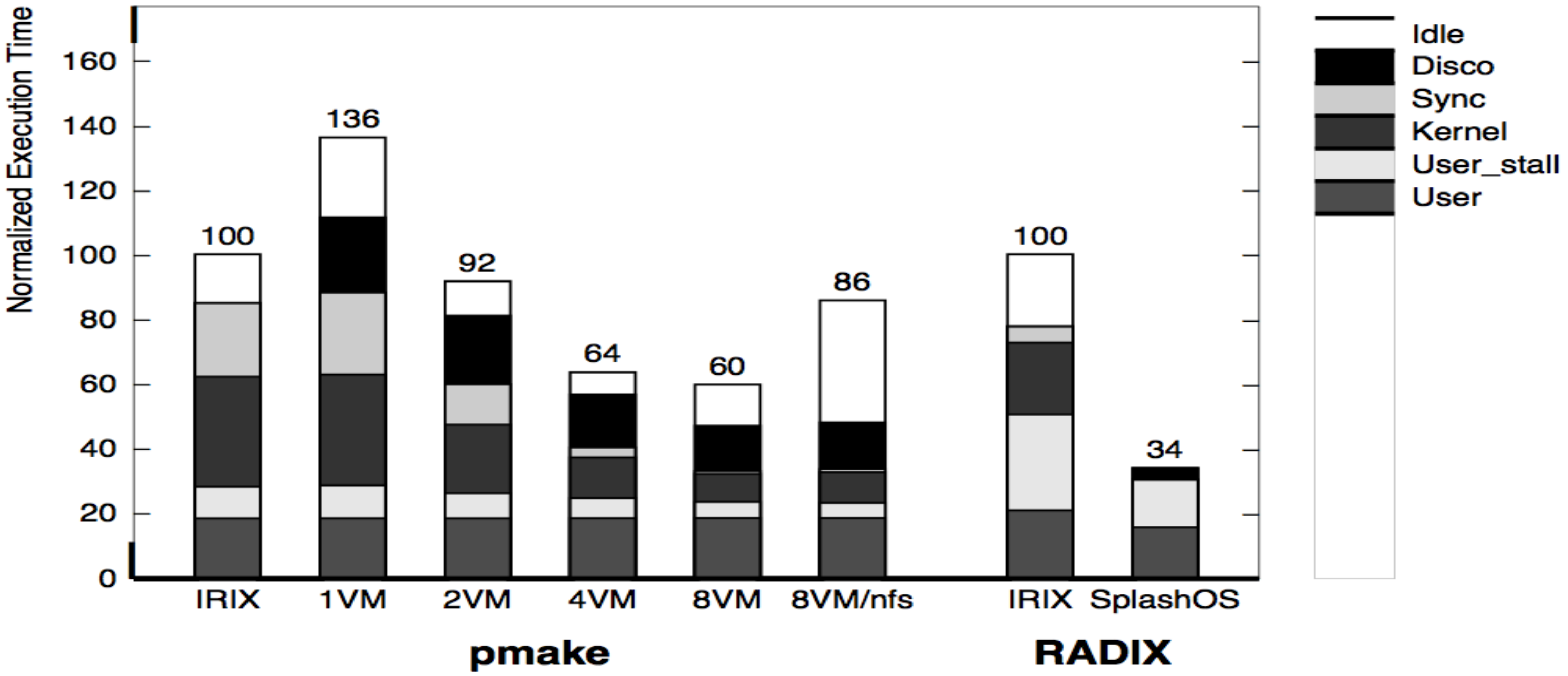
Running commodity OSes on scalable multiprocessors [Bugnion et al., 1997]
http://www-flash.stanford.edu/Disco/

Disco Architecture



[Bugnion et al., 1997]

Disco Performance



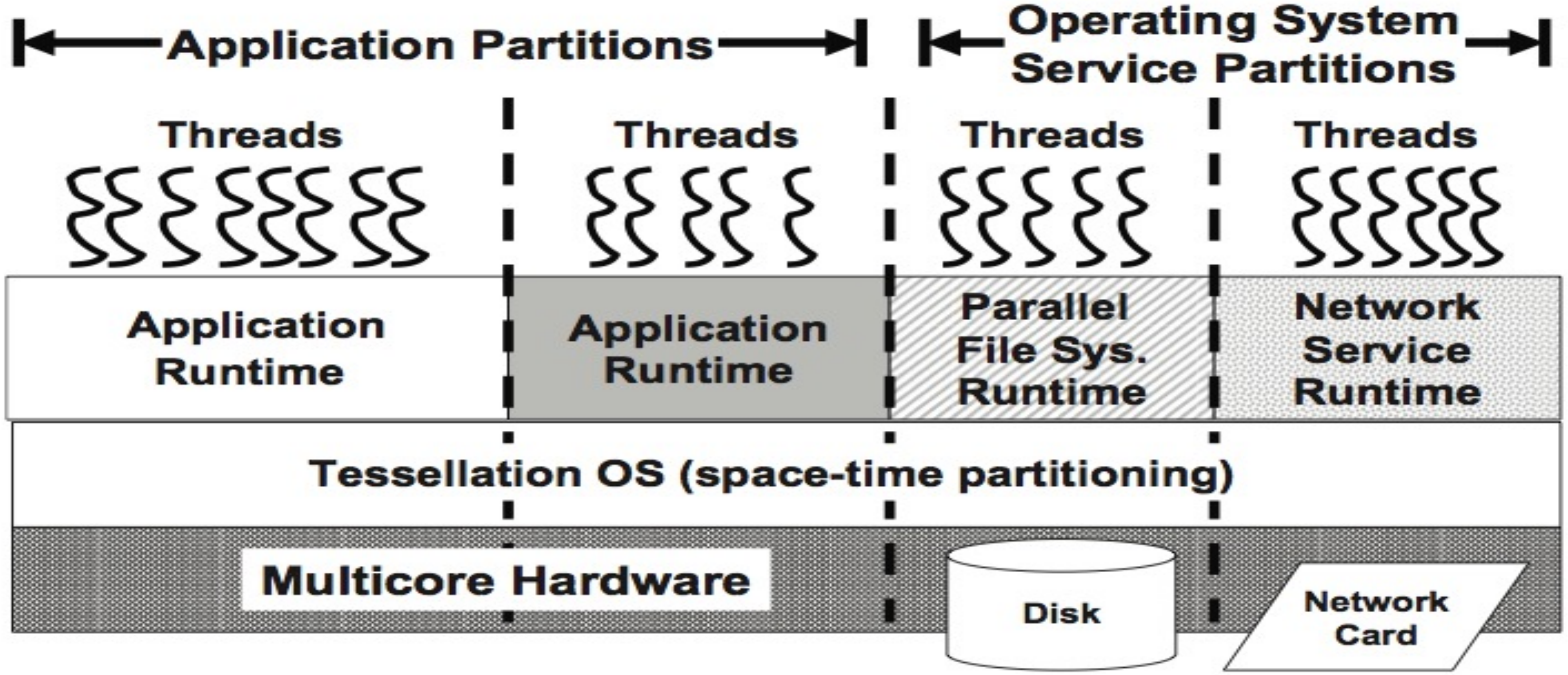
Space-Time Partitioning

Tessellation

- Space-Time partitioning
- 2-level scheduling

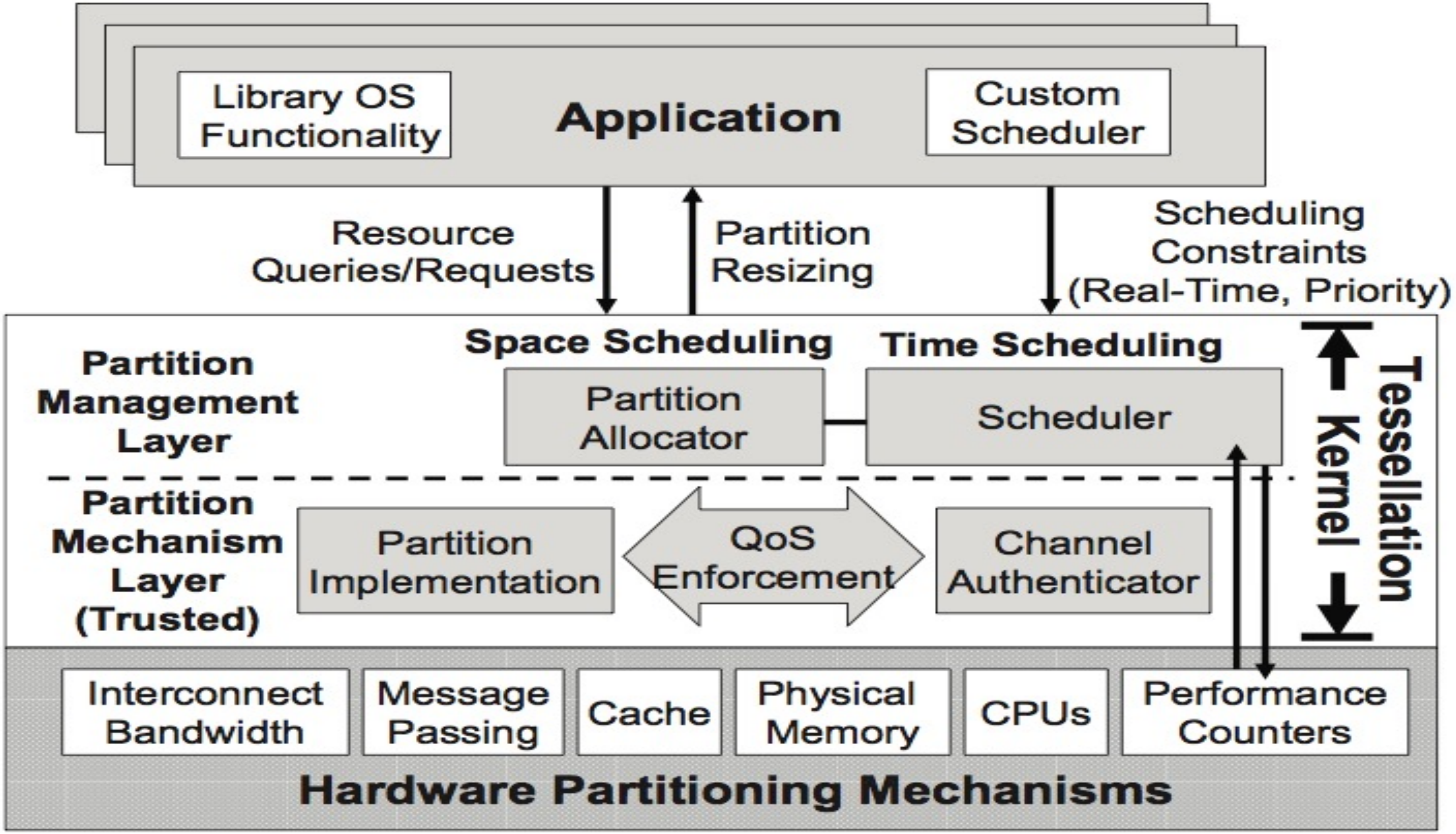
Context:

- 2009-… highly parallel multicore systems
- Berkeley Par Lab



Tessellation: Space-Time Partitioning in a Manycore Client OS [Liu et al., 2010]
http://tessellation.cs.berkeley.edu/

Tessellation



Reduce Sharing

K42

Context:

- 1997-2006: OS for ccNUMA systems
- IBM, U Toronto (Tornado, Hurricane)

Goals:

- High locality
- Scalability

Object Oriented

- Fine grained objects

Clustered (Distributed) Objects

- Data locality

Deferred deletion (RCU)

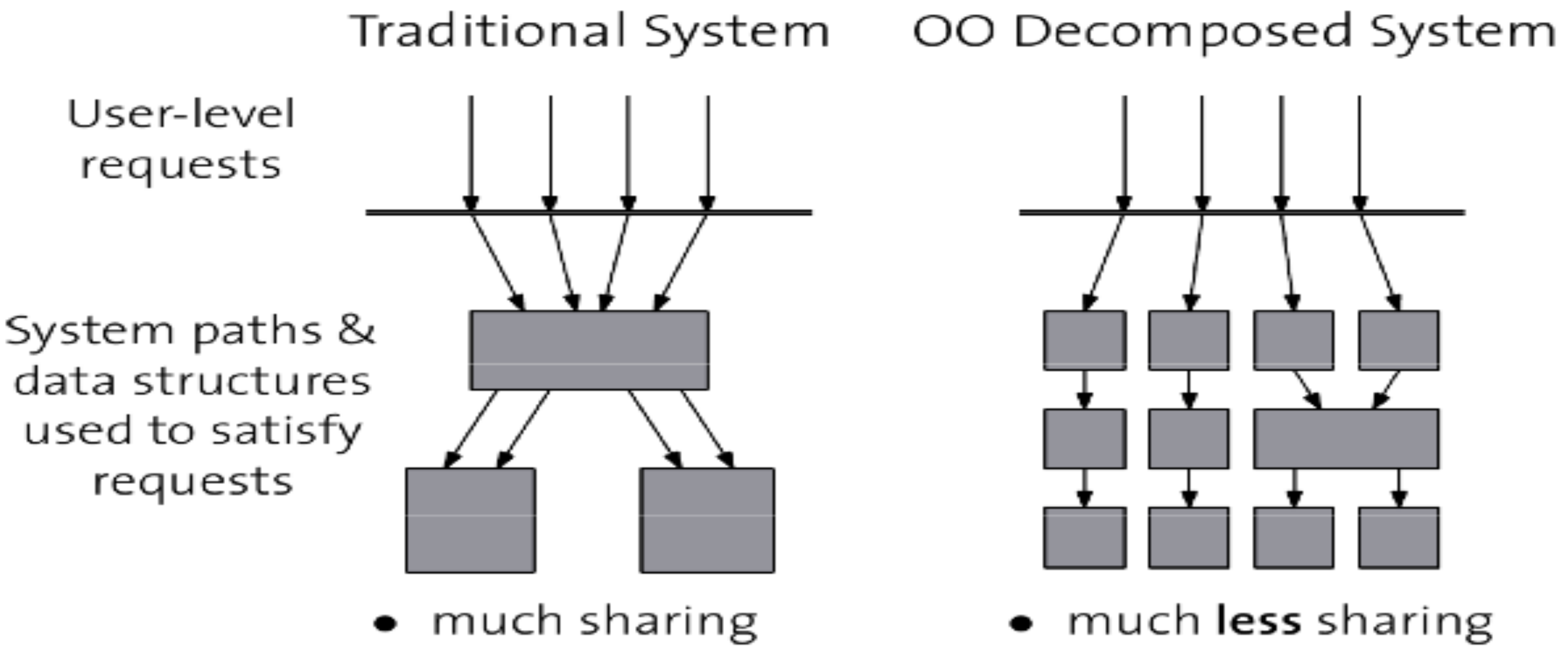
- Avoid locking

NUMA aware memory allocator

- Memory locality

Clustered Objects, Ph.D. thesis [Appavoo, 2005]
http://www.research.ibm.com/K42/

K42: Fine-grained objects



Traditional System

OO Decomposed System

User-level requests

System paths & data structures used to satisfy requests

- much sharing

- much **less** sharing
- better performance

[Appavoo, 2005]

K42: Clustered objects

Globally valid object reference

Resolves to

- Processor local representative

Sharing, locking strategy local to e

Transparency

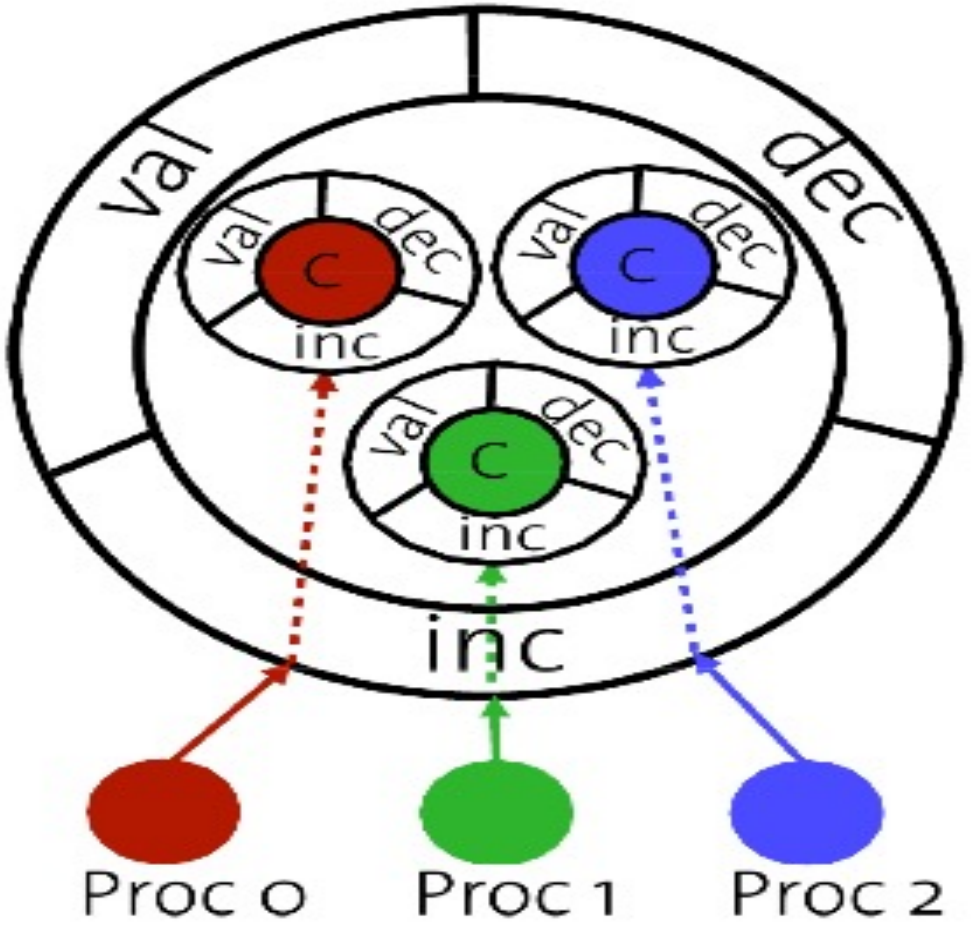
- Eases complexity
- Controlled introduction of locality

Shared counter:

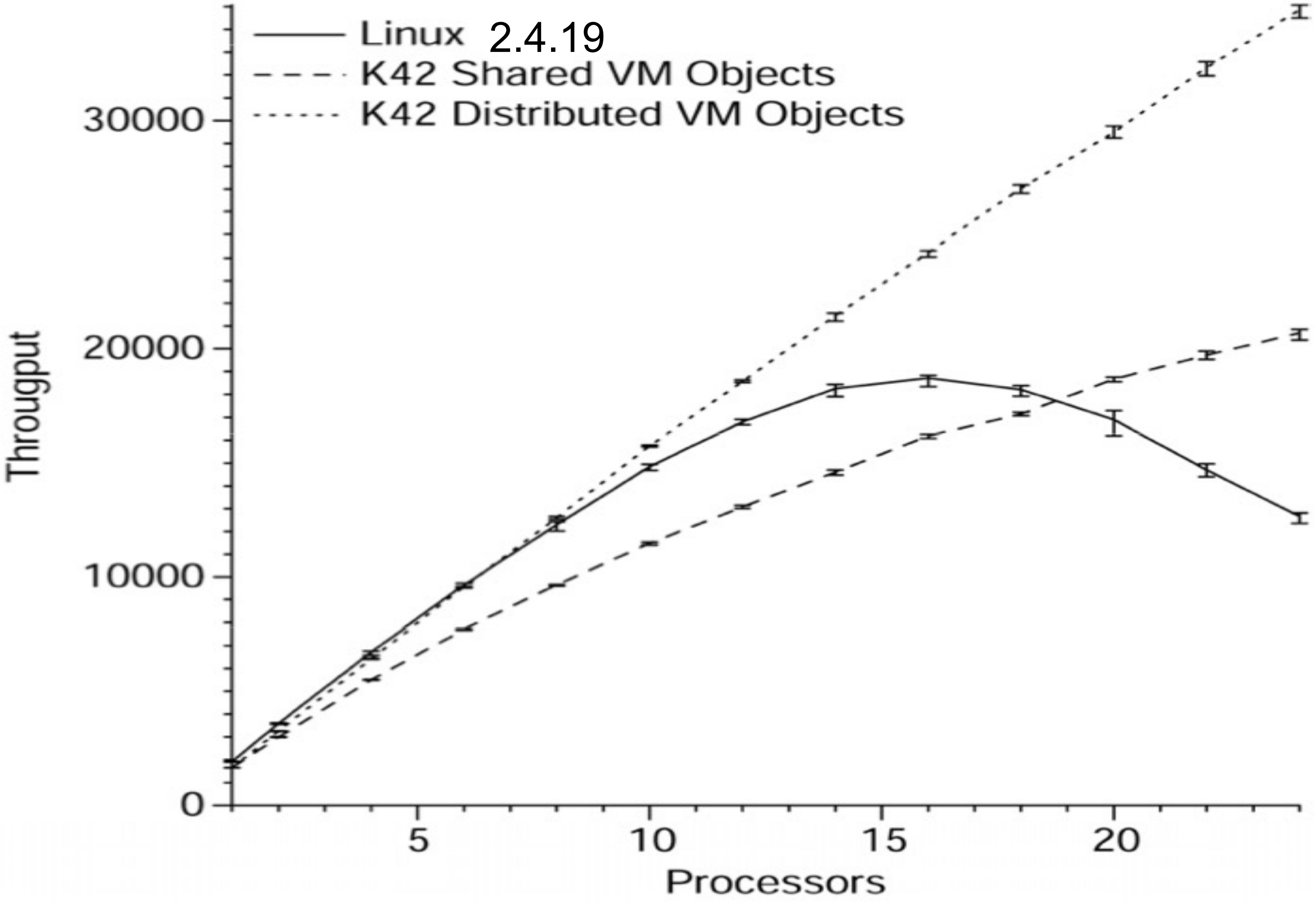
- *inc*, *dec*: local access
- *val*: communication

Fast path:

- Access mostly local structures



K42 Performance



Corey

Context

- 2008, high-end multicore servers, MIT

Goals:

- Application control of OS sharing

OS

- Exokernel-like, higher-level services as libraries
- By default only single core access to OS data structures
- Calls to control how data structures are shared

Address Ranges

- Control private per core and shared address spaces

Kernel Cores

- Dedicate cores to run specific kernel functions

Shares

- Lookup tables for kernel objects allow control over which object identifiers are visible to other cores.

Corey: An Operating System for Many Cores [Boyd-Wickizer et al., 2008]
http://pdos.csail.mit.edu/corey

Linux Brute Force Scalability

Context

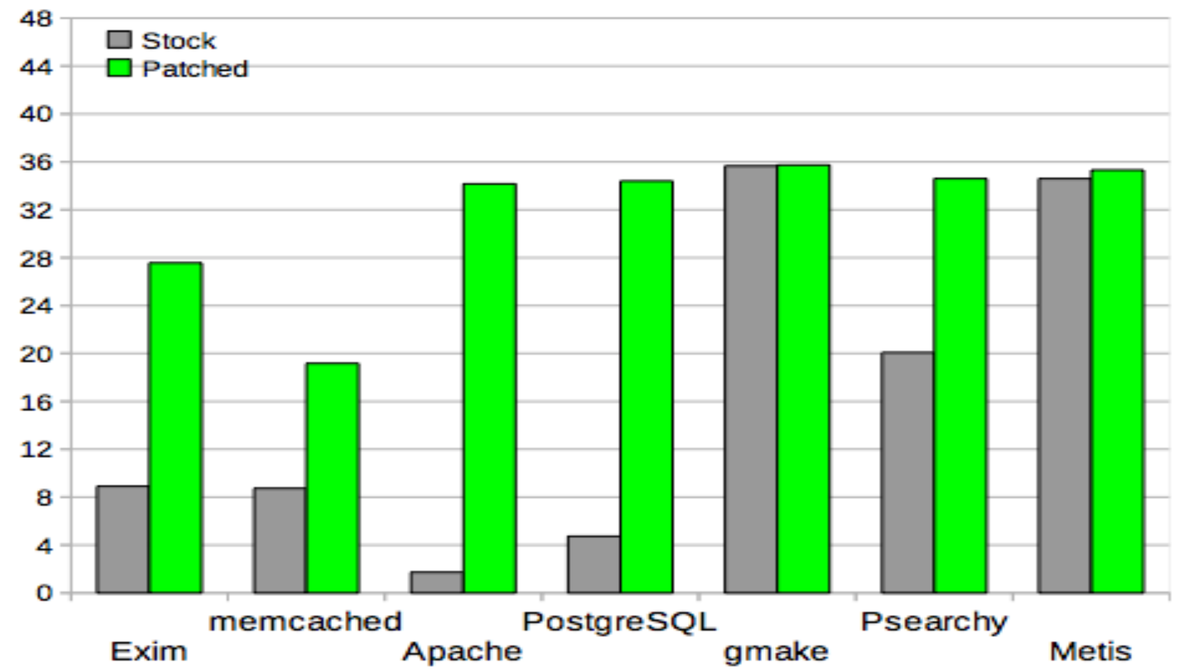
- 2010, high-end multicore servers, MIT

Goals:

- Scaling commodity OS

Linux scalability

- 2010 – scale Linux to 48 cores)



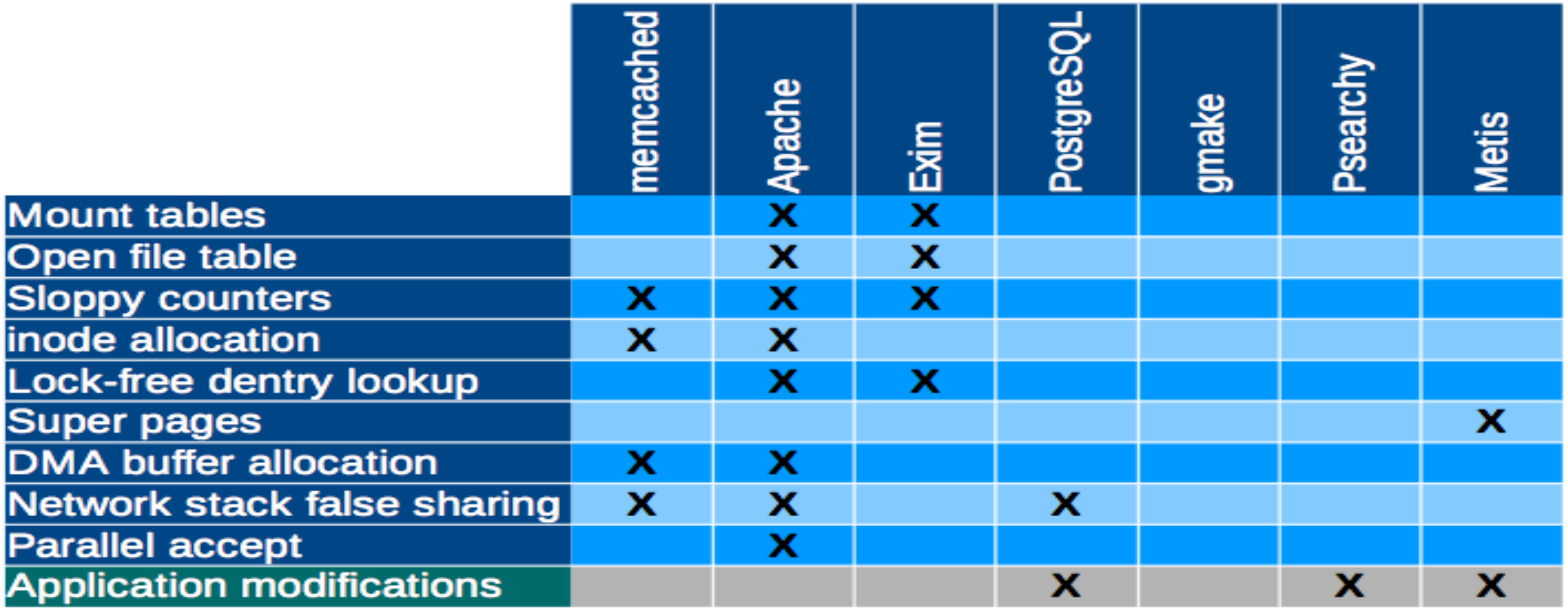
Y-axis: (throughput with 48 cores) / (throughput with one core)

An Analysis of Linux Scalability to Many Cores [Boyd-Wickizer et al., 2010]

Linux Brute Force Scalability

Apply lessons from parallel computing and past research

- sloppy counters,
- per-core data structs,
- fine-grained lock, lock free,
- cache lines
- 3002 lines of code changed



	memcached	Apache	Exim	PostgreSQL	gmake	Psearchy	Metis
Mount tables		X	X				
Open file table		X	X				
Sloppy counters	X	X	X				
inode allocation	X	X					
Lock-free dentry lookup		X	X				
Super pages							X
DMA buffer allocation	X	X					
Network stack false sharing	X	X		X			
Parallel accept		X					
Application modifications				X		X	X

Conclusion:

- no scalability reason to give up on traditional operating system organizations just yet.

Scalability of the API

Context

- 2013, previous multicore projects at MIT

Goals

- How to know if a system is really scalable?

Workload-based evaluation

- Run workload, plot scalability, fix problems
- Did we miss any non-scalable workload?
- Did we find all bottlenecks?

Is there something fundamental that makes a system non-scalable?

- The interface might be a fundamental bottleneck

The Scalable Commutativity Rule: Designing Scalable Software for Multicore Processors [Clements et al., 2013]

Scalable Commutativity Rule

The Rule

- *Whenever interface operations commute, they can be implemented in a way that scales*.

Commutative operations:

- Cannot distinguish order of operations from results
- Example:
  - Creat:
    - Requires that lowest available FD be returned
    - Not commutative: can tell which one was run first

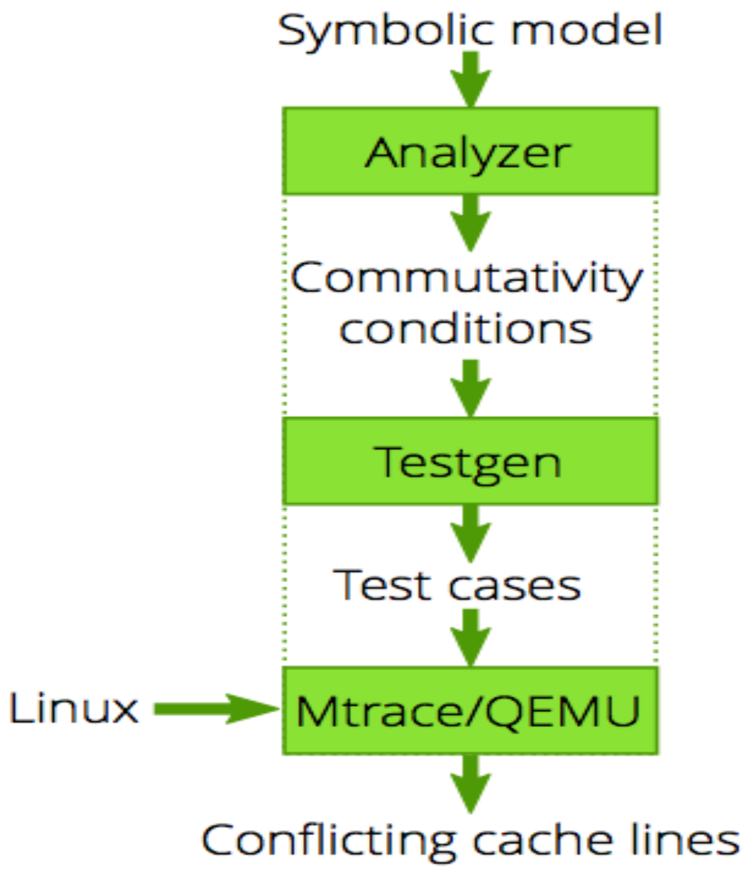
Why are commutative operations scalable?

- results independent of order ⇒ communication is unnecessary
- without communication, no conflicts

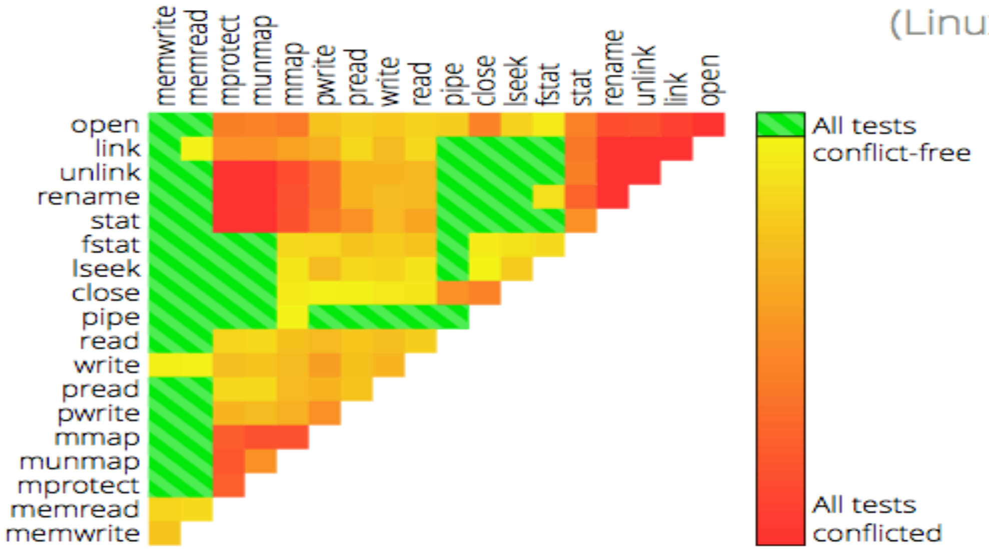
Informs software design process

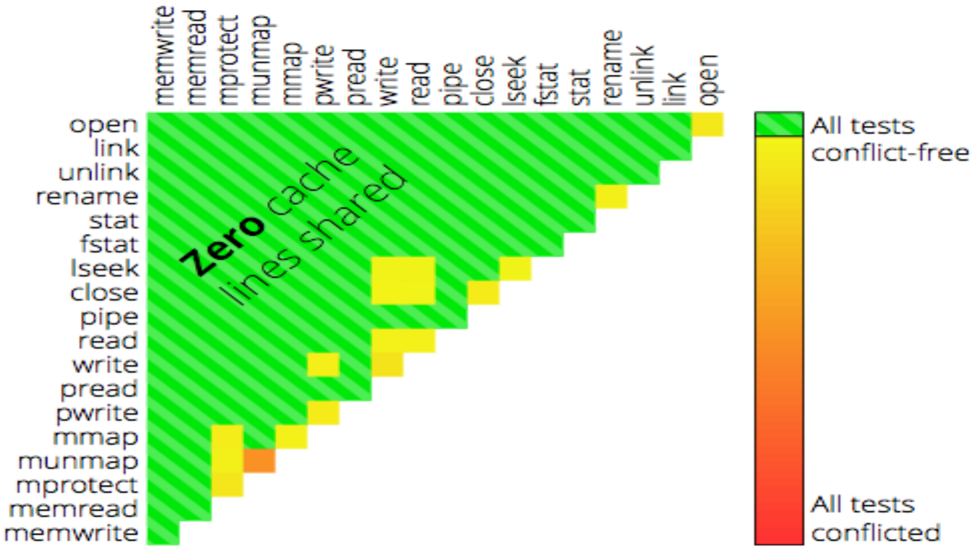
- Design: design guideline for scalable interfaces
- Implementation: clear target
- Test: workload-independent testing

Commuter: An Automated Scalability Testing Tool



(Linux 3.8, ramfs)





(sv6)

FlexSC

Context:

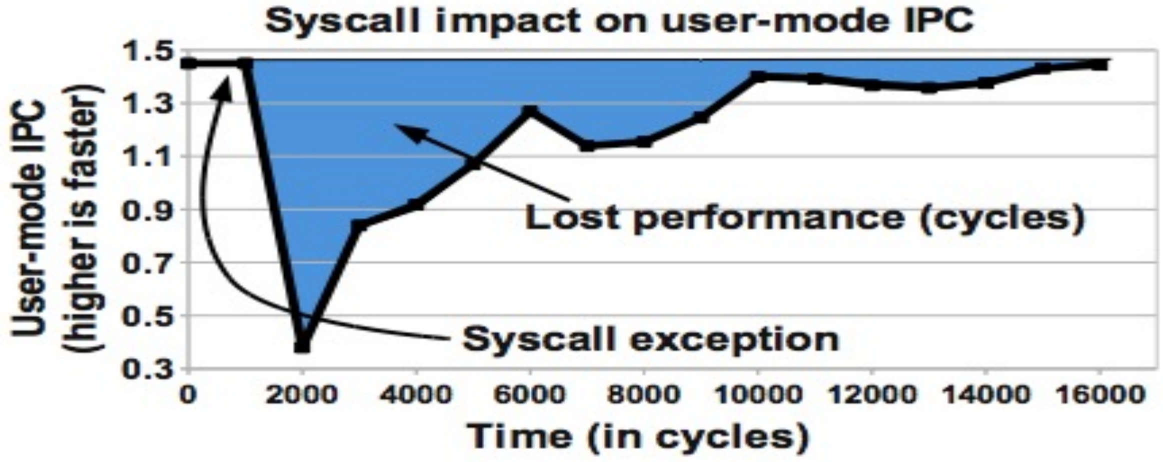
- 2010, commodity multicores
- U Toronto

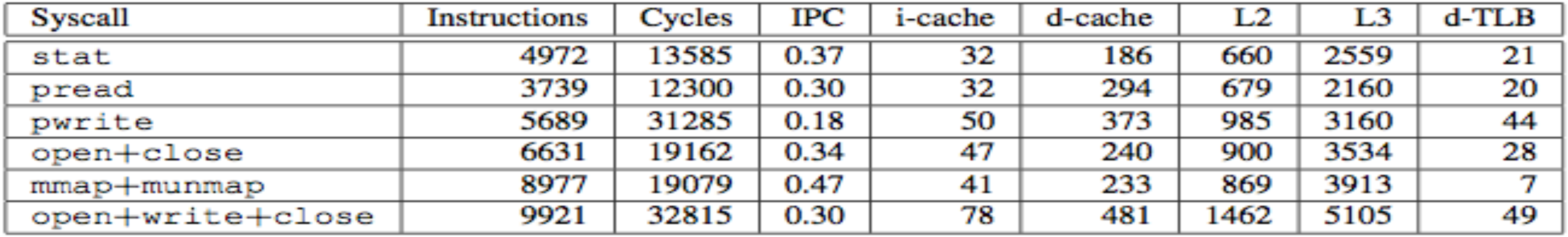
Goal:

- Reduce context switch overhead of system

Syscall context switch:

- Usual mode switch overhead
- But: cache and TLB pollution!





Syscall	Instructions	Cycles	IPC	i-cache	d-cache	L2	L3	d-TLB
stat	4972	13585	0.37	32	186	660	2559	21
pread	3739	12300	0.30	32	294	679	2160	20
pwrite	5689	31285	0.18	50	373	985	3160	44
open+close	6631	19162	0.34	47	240	900	3534	28
mmap+munmap	8977	19079	0.47	41	233	869	3913	7
open+write+close	9921	32815	0.30	78	481	1462	5105	49

FlexSC: Flexible System Call Scheduling with Exception-Less System Calls
[Soares and Stumm., 2010]

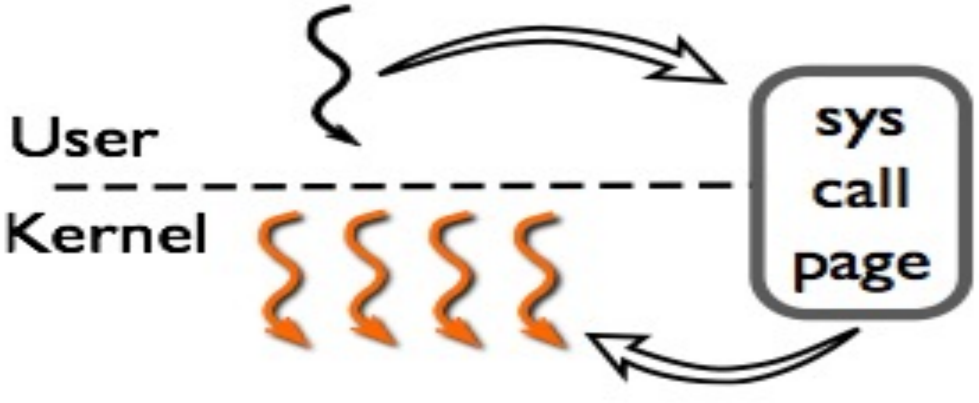
FlexSC

Asynchronous system calls

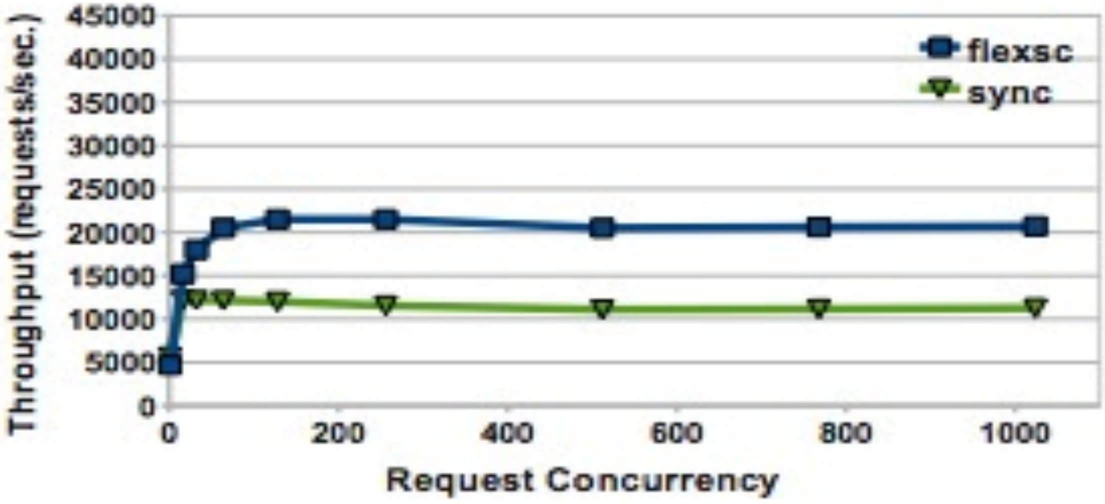
- Batch system calls
- Run them on dedicated cores

FlexSC-Threads

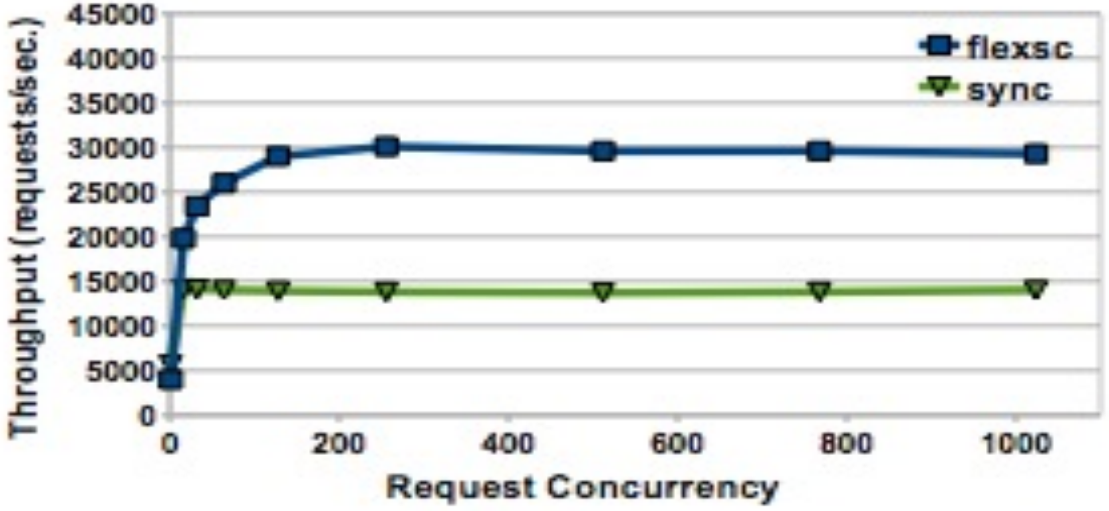
- M on N
- M >> N



FlexSC Results

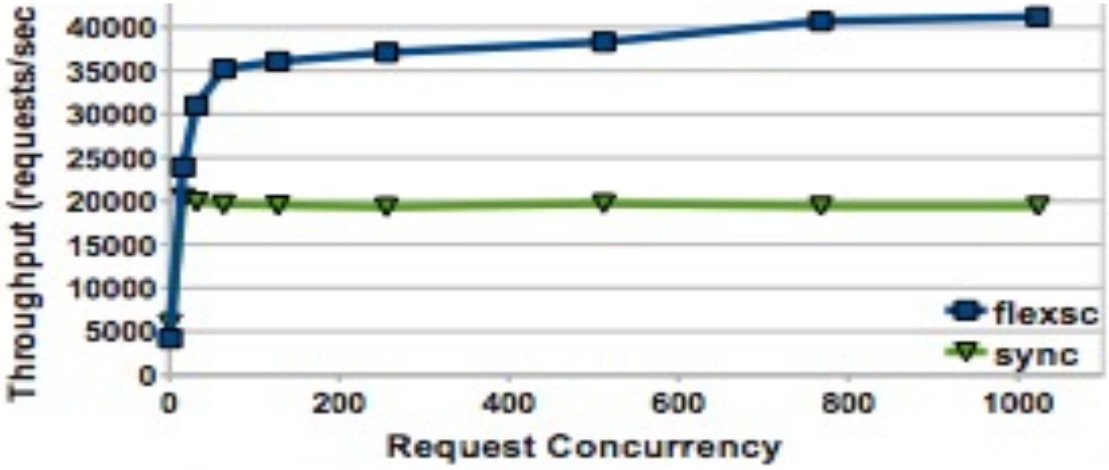


(a) 1 Core



(b) 2 Cores

Apache
FlexSC: batching,
sys call core redirect

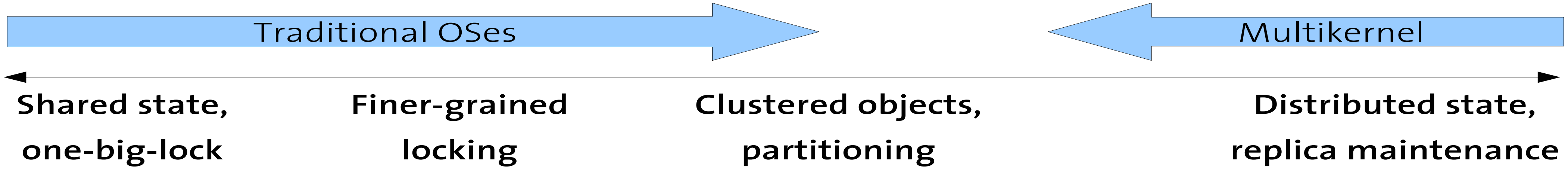


(c) 4 Cores

No sharing

Multikernel

- Barrelfish
- fos: factored operating system


Traditional OSes
Multikernel
Shared state, one-big-lock
Finer-grained locking
Clustered objects, partitioning
Distributed state, replica maintenance

The Multikernel: A new OS architecture for scalable multicore systems [Baumann et al., 2009]
http://www.barrelfish.org/

Barrelfish

Context:

- 2007 large multicore machines appearing
- 100s of cores on the horizon
- NUMA (cc and non-cc)
- ETH Zurich and Microsoft

Goals:

- Scale to many cores
- Support and manage heterogeneous hardware

Approach:

- Structure OS as *distributed system*

Design principles:

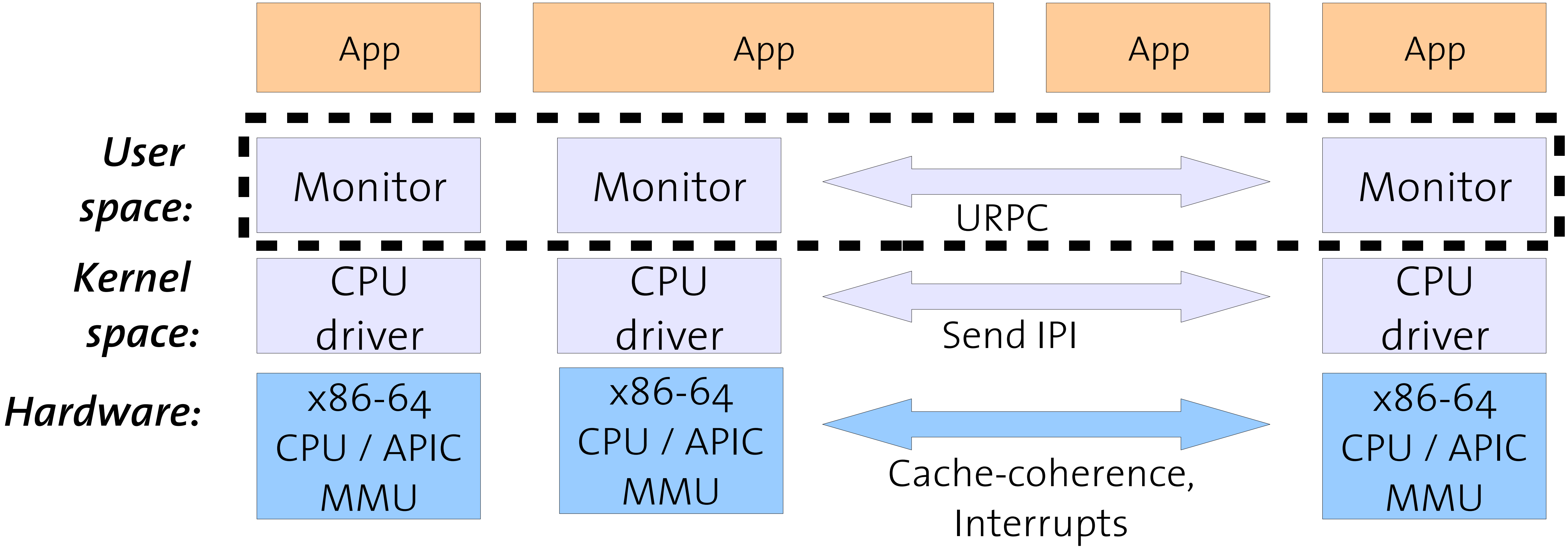
- Interprocessor communication is explicit
- OS structure hardware neutral
- State is replicated

Microkernel

- Similar to seL4: capabilities

The Multikernel: A new OS architecture for scalable multicore systems
[Baumann et al., 2009]   http://www.barrelfish.org/

Barrelfish


App
App
App
App
User space:
Monitor
Monitor
URPC
Monitor
Kernel space:
CPU driver
CPU driver
Send IPI
CPU driver
Hardware:
x86-64 CPU / APIC MMU
x86-64 CPU / APIC MMU
Cache-coherence, Interrupts
x86-64 CPU / APIC MMU

Barrelfish: Replication

Kernel + Monitor:

- Only memory shared for message channels

Monitor:

- Collectively coordinate system-wide state

System-wide state:

- Memory allocation tables
- Address space mappings
- Capability lists

What state is replicated in Barrelfish

- Capability lists

Consistency and Coordination

- Retype: two-phase commit to globally execute operation in order
- Page (re/un)mapping: one-phase commit to synchronise TLBs

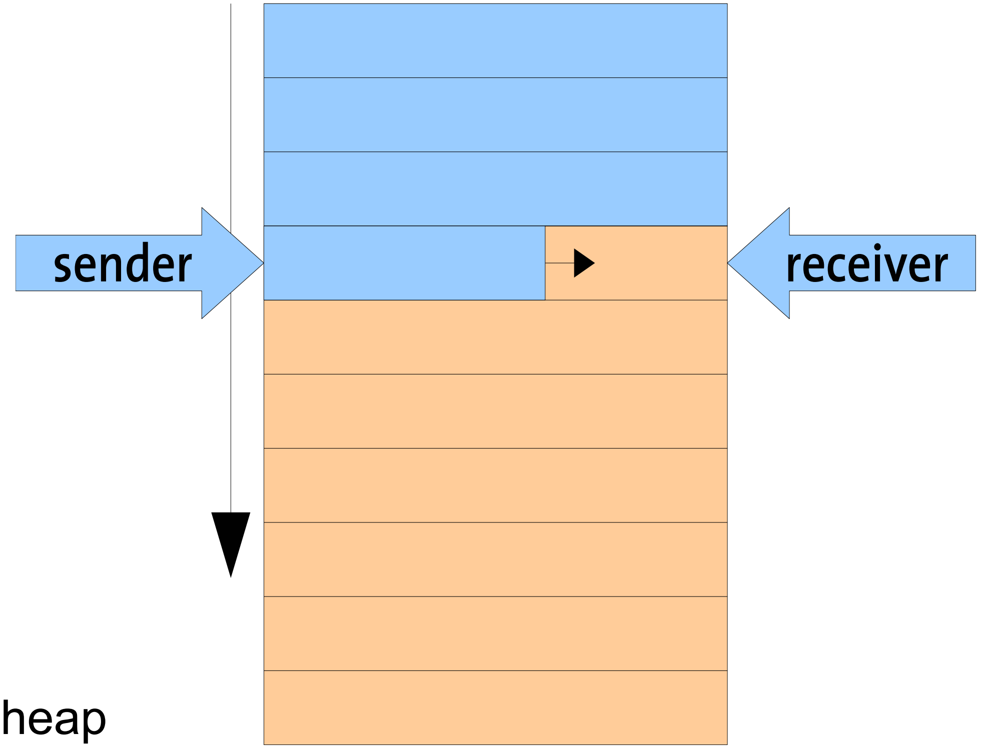
Barrelfish: Communication

Different mechanisms:

- Intra-core
  - Kernel endpoints
- Inter-core
  - URPC

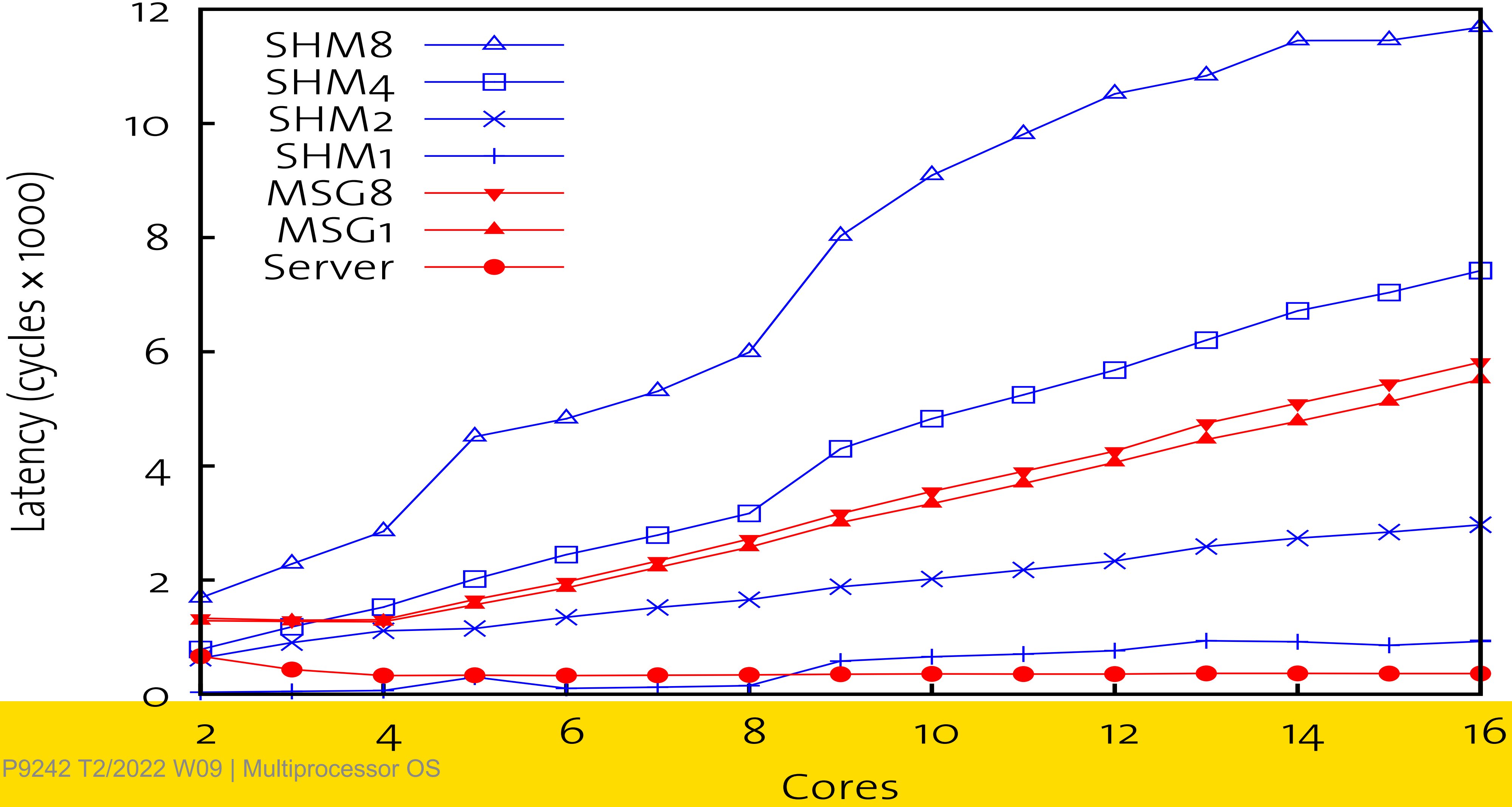
URPC

- Uses cache coherence + polling
- Shared bufffer
  - Sender writes a cache line
  - Receiver polls on cache line
  - (last word so no part message)
- Polling?
  - Cache only changes when sender writes, so poll is cheap
  - Switch to block and IPI if wait is too long.



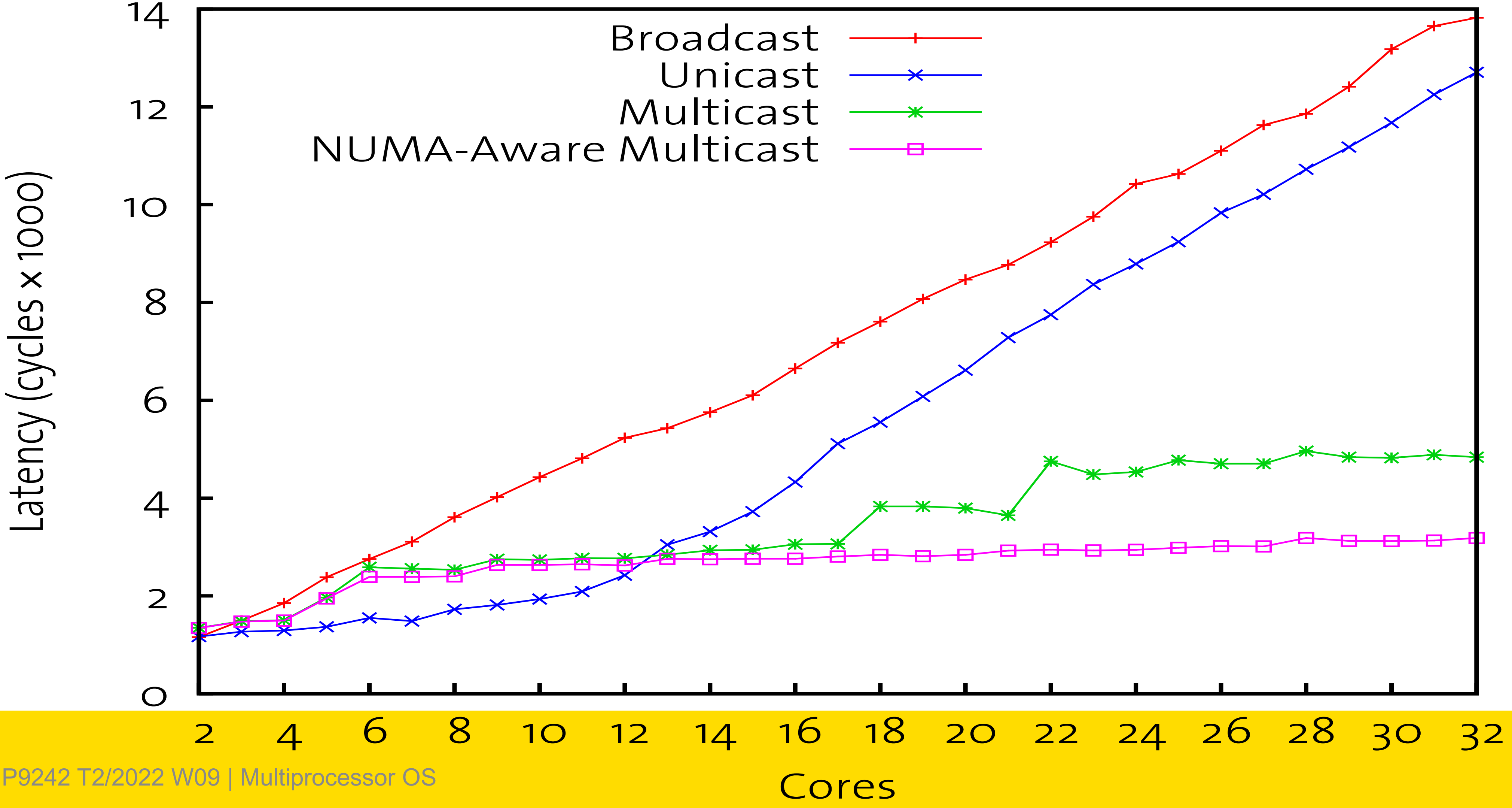
Barrelfish: Results

Message passing vs caching



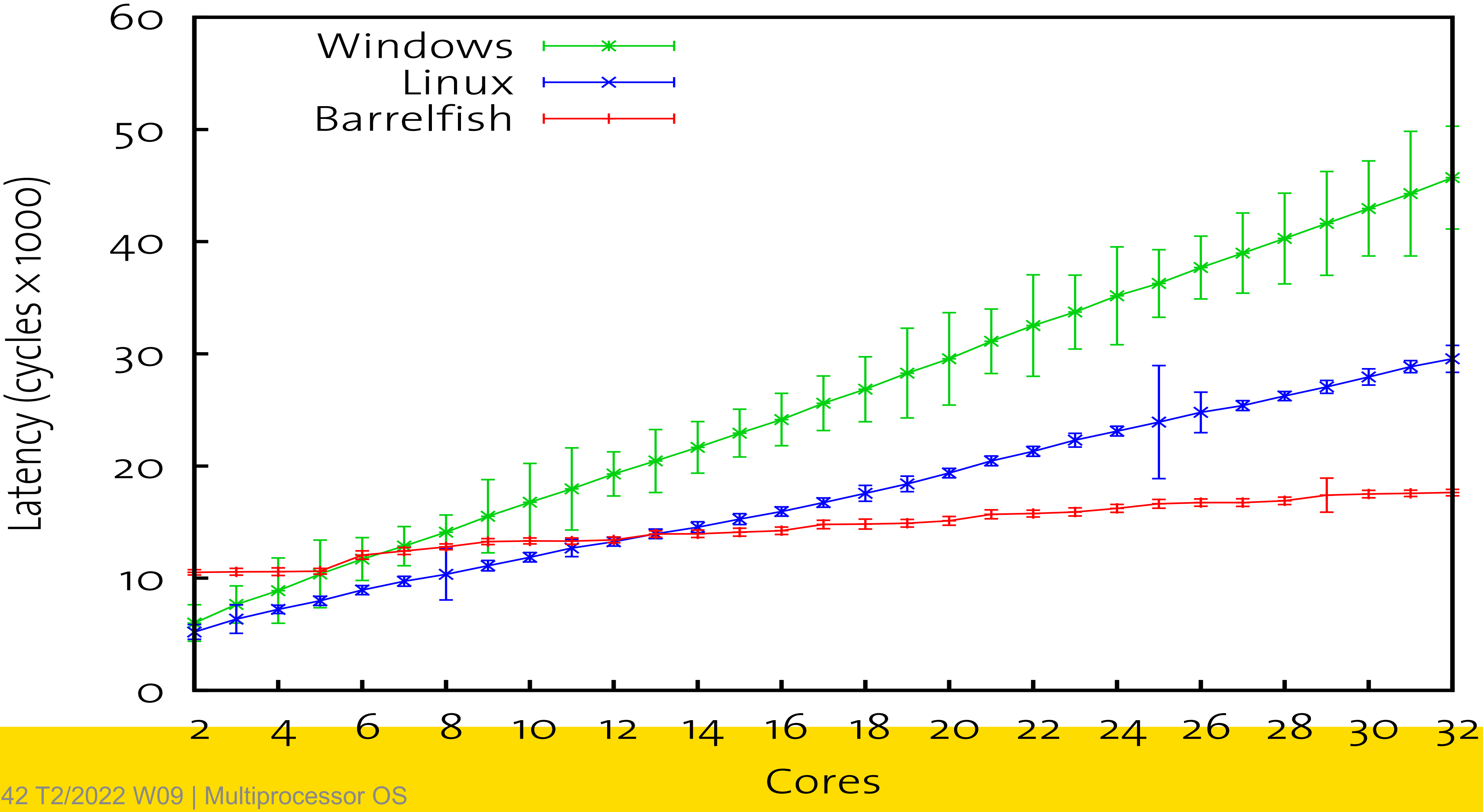
Barrelfish: Results

Broadcast vs Multicast

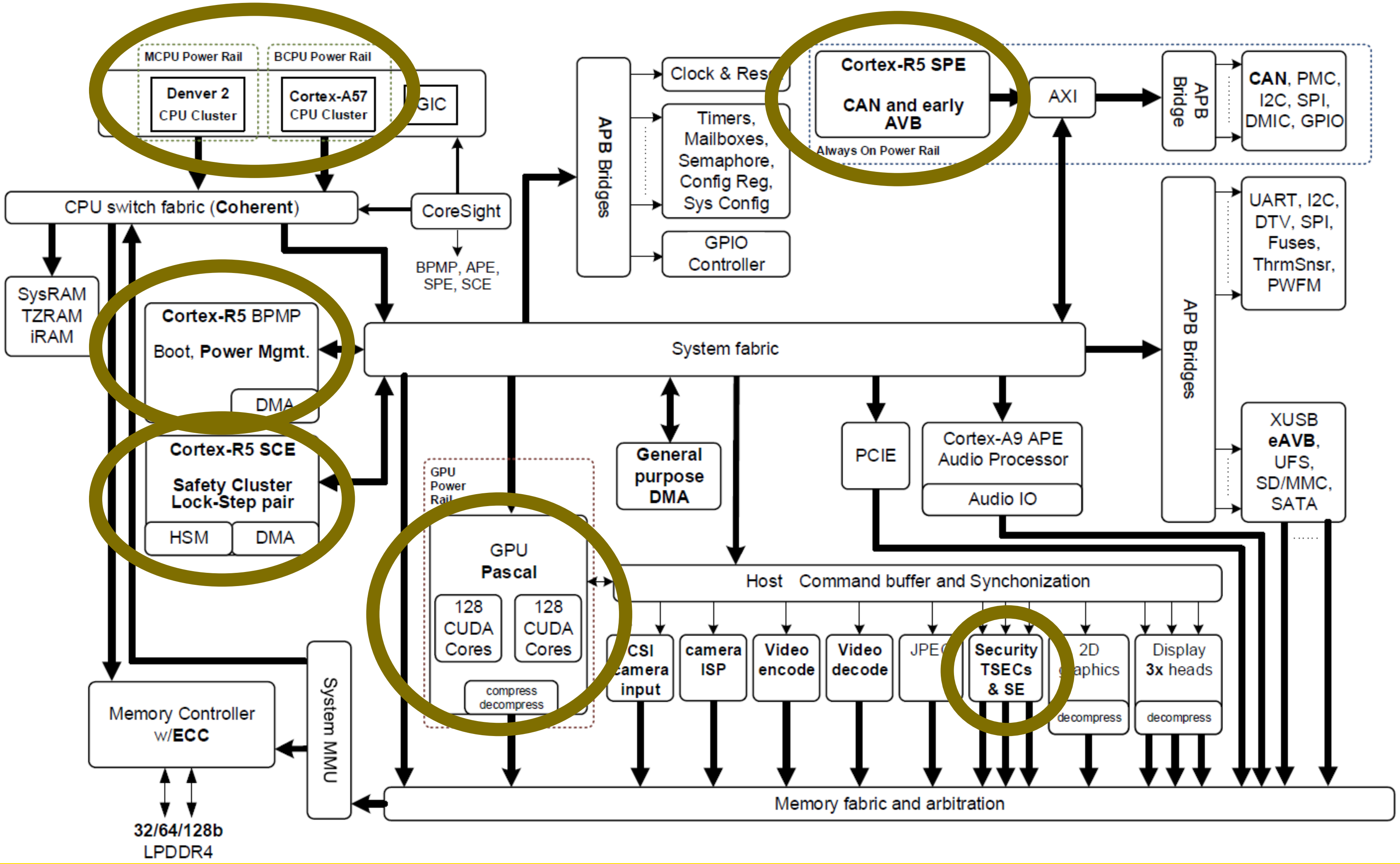


Barrelfish: Results

TLB shootdown



Dealing with Heterogeneity



mmapx

Context

- 2020: highly heterogeneous SoC
- ETH Zurich

Goals

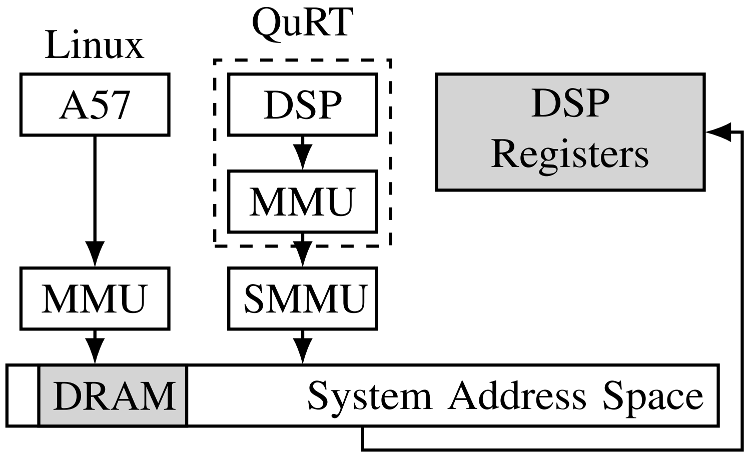
- Manage memory access of all processors
- Manage different sets of physical memory

Approach

- Model all address spaces and their relations
- Explicit access control for memory mappings

mmapx: uniform memory protection in a heterogeneous world [Achermann et al, 2021]
https://people.inf.ethz.ch/troscoe/pubs/achermann-hotos-2021.pdf
Secure Memory Management on Modern Hardware [Achermann et al, 2020] https://arxiv.org/abs/2009.02737

mmapx: problem - memory mapping confusion



QualPWN

- over-the-air compromise of DSP
- DSP asks Linux driver to map all of physical memory for it through SMMU

How it normally works:

- Linux driver -> DSP: use this address for DMA
- DSP -> Linux driver: give me SMMU mappings for DMA

Exploit

- DSP -> Linux driver: asks for malicious SMMU mappings

Problem

- Trust driver(s) to filter out bad mappings…

mmapx: policy and mechanism

Policy

- What address spaces exist?
- How can they be mapped into each other?
- Decoding net: formal structure representing allowable mappings

Mechanism

- Reference monitor: ensure that all mappings are allowed by policy
- Translation hardware (MMU, IOMMU, etc.)
- OS kernel
  - All AS mapping goes through kernel reference monitor
  - Configures translation hardware
  - Only performs configurations that are allowed by policy

Implementation

- Barrelfish: policy database -> capabilities (representing different AS types, with map and grant rights)
- Linux (conceptual): `mmapx(src_as_fd, offset, dest_as_fd, offset, length)`. ASes represented by files (/dev/as/…), FDs are capabilities to ASes.

Summary

Summary

Trends in multicore

- Scale (100+ cores)
- NUMA
- No cache coherence
- Distributed system
- Heterogeneity

OS design guidelines

- Avoid shared data
- Explicit communication
- Locality

Approaches to multicore OS

- Partition the machine (Disco, Tessellation)
- Reduce sharing (K42, Corey, Linux, FlexSC, scalable commutativity)
- No sharing (Barrelfish, fos)
- Dealing with heterogeneity (mmapx)