

Corey: An Operating System for Many Cores

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What this talk is about

- **New OS interfaces** that help applications scale with the number of cores.
- Target applications: Web servers, MapReduce, mail servers, ...

Many applications spend time in the kernel

- Serving static web pages
 - Directory lookups and TCP processing
- Even applications implemented with multicore MapReduce spend time in the kernel
 - 30% of execution time spent growing address space on 16 cores
- Fraction of time in OS increases with the number of cores
 - OS becomes a bottleneck

The bottleneck is shared OS data structures

- Contention on shared data structures is costly:
 - serialization
 - moving data between caches
- Why does the OS need shared data structures?
 - OS semantics requires it
 - Simplifies resource management

Current practice for scaling the OS

- Redesign and reimplement kernel subsystems
 - Fine grained locking, RCU, etc.
- Lots of work: continuous redesign to increase concurrency
 - Linux changes: page cache, scheduler, RCU, memory management, ...
- Existing interfaces constrain designers
 - Even a small amount of shared kernel data limits performance with many cores

Our solution: change OS interface

- Applications don't always need to share all the data structures that existing interfaces share
- Allow applications to control how cores share kernel data structures
 - Avoid contention over kernel data structures
- We propose three interface changes
 - shares, address ranges, kernel cores
- Implemented in Corey OS
 - Partially implemented in Linux

New OS interfaces

- **Shares** control the kernel data used to resolve application references.
- **Address ranges** control page tables and the kernel data used to manage them.
- **Kernel cores** allow applications to dedicate cores to running particular kernel functions.
- Improve scalability of some applications by avoiding kernel bottlenecks

Idea #1: Shares

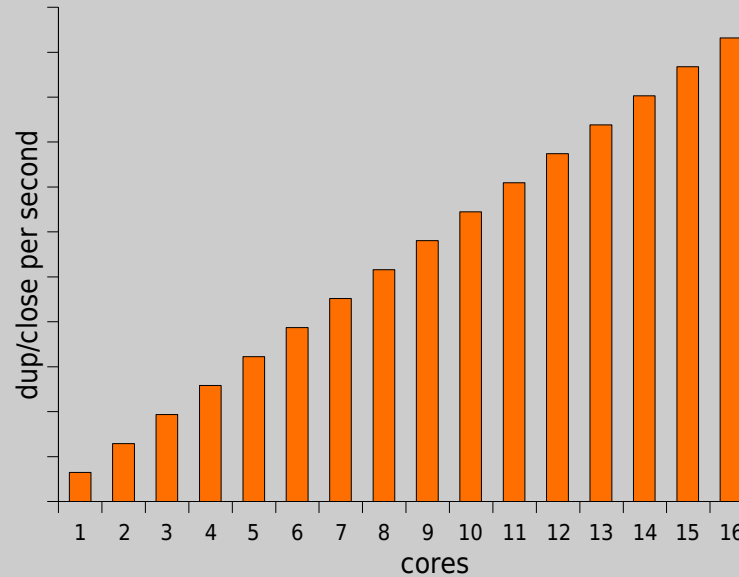
Object naming in an OS

- Kernel must map an application-visible reference into address of kernel object
 - Typically via per-process or global tables
 - Cores contend for shared data

Motivating example: file descriptors

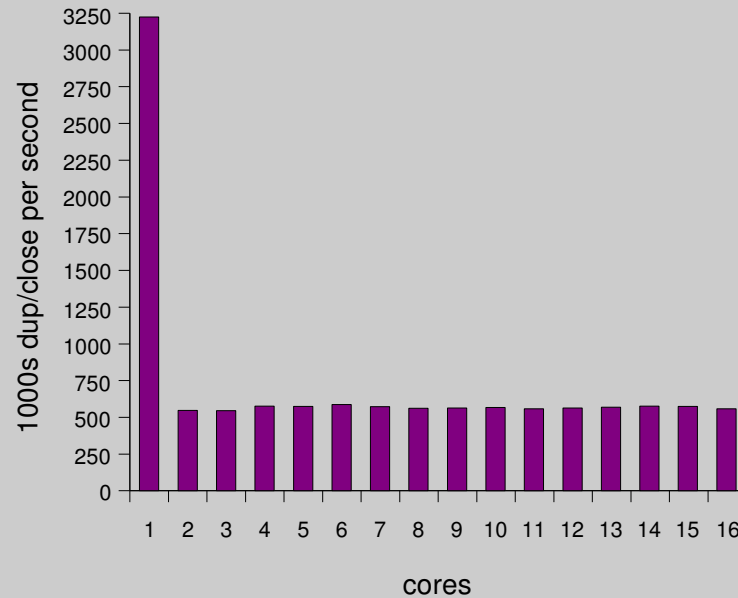
- Shared kernel data structure: file descriptor table
- Measure the cost of using FD table
 - Threads dup-and-close a per-thread FD
 - 16 core AMD Opteron running a Linux 2.6.27

Ideal FD performance graph



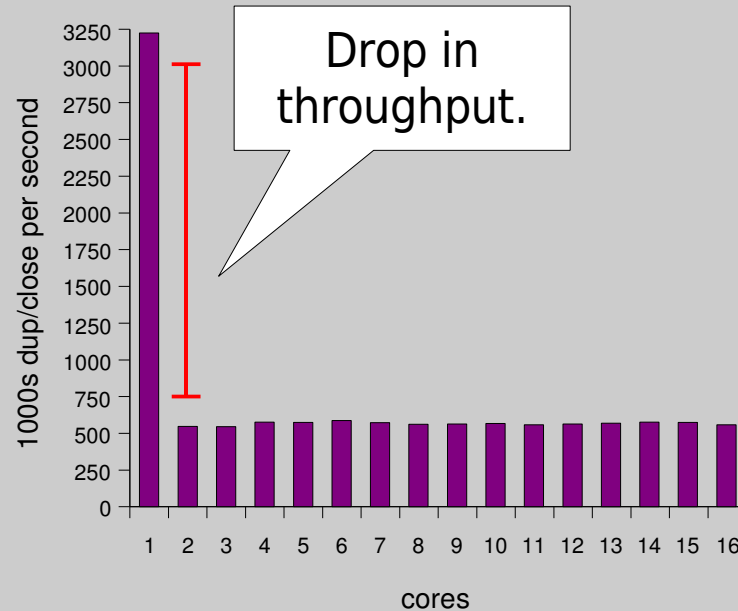
- Expect throughput to scale linearly

Actual FD performance



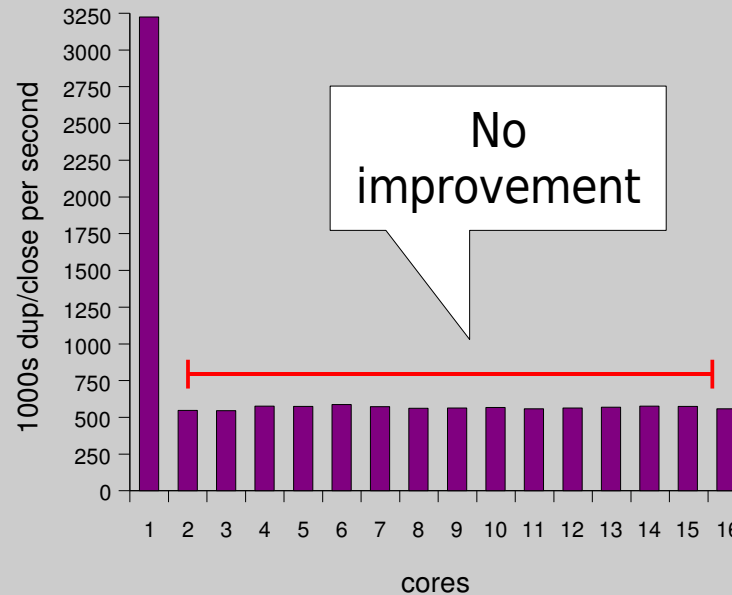
- Notice two things:

Actual FD performance



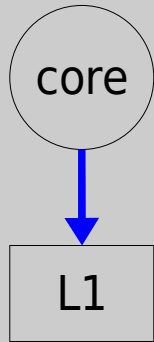
- Notice two things:
 - Drop in throughput.
 - No improvement in throughput.

Actual FD performance



- Notice two things:
 - Drop in throughput.
 - No improvement in throughput.

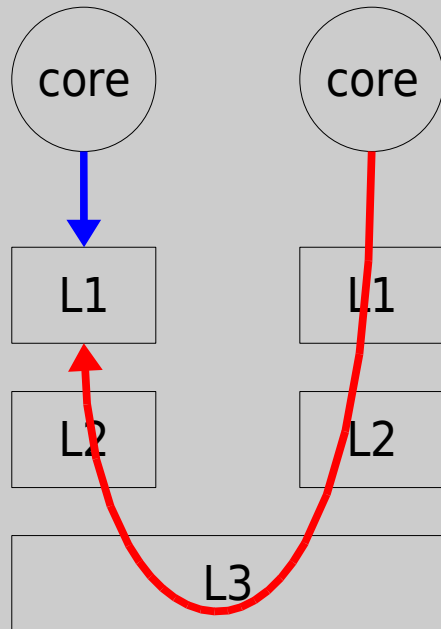
Why throughput drops?



```
fd_alloc(void) {  
    lock(fd_table);  
    fd = get_free_fd();  
    set_fd_used(fd);  
    fix_smallest_fd();  
    unlock(fd_table);  
}
```

- Load `fd_table` data from L1 in 3 cycles.

Why throughput drops?



```
fd_alloc(void) {  
    lock(fd_table);  
    fd = get_free_fd();  
    set_fd_used(fd);  
    fix_smallest_fd();  
    unlock(fd_table);  
}
```

- Load `fd_table` data from L1 in 3 cycles.
- Now it takes 121 cycles!

Why no improvement?

```
fd_alloc(void) {  
    lock(fd_table);  
    fd = get_free_fd();  
    set_fd_used(fd);  
    fix_smallest_fd()  
    unlock(fd_table);  
}
```

- Shared FD table is a bottleneck
 - A lock serializes updates to fd_table

Can the performance be better?

- For some applications the OS shares kernel data structures unnecessarily
 - Should be able to improve performance
- Challenge: how should the OS figure out when to share and when not to?
 - More difficult is application has a mixture

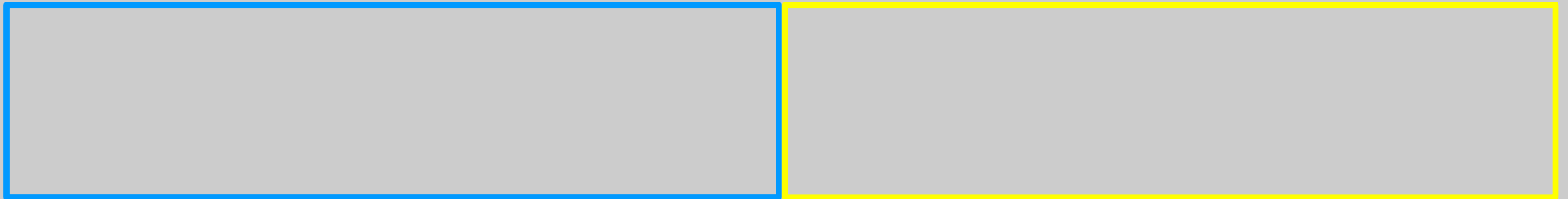
Our solution: shares

- **Shares** allow applications to control how cores share the kernel data structures used to do lookups
- Applications specify when they need sharing, for example:
 - shared FDs allocated in shared table
 - private FDs allocated in private table
- Core kernel uses shares for all lookup tables

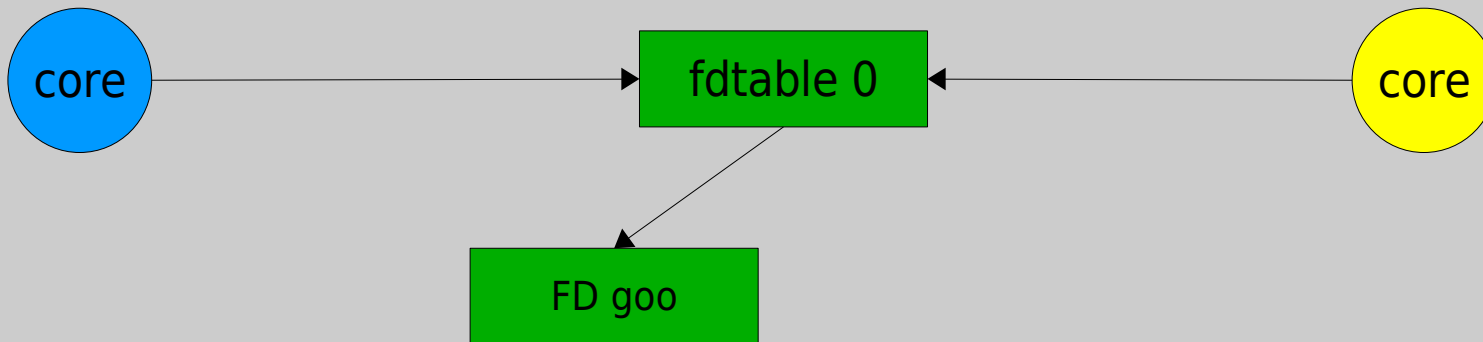
Adding shares to Linux

- With minimal changes can add a share-like interface for FDs.
- FD system calls (`sys_open`, `sys_dup`, ...) take an optional `shareid/fdtableid` argument.

Linux FD share example

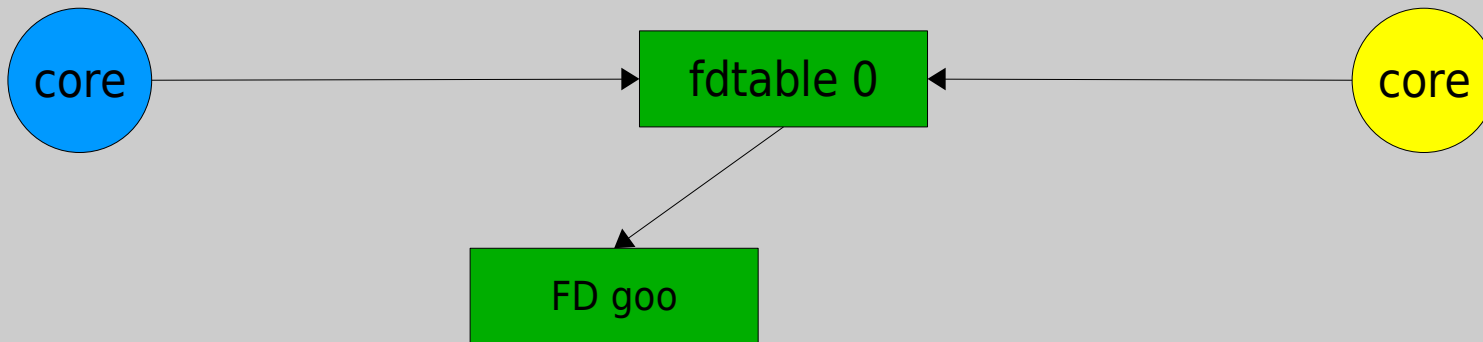


Linux FD share example



```
fd2 = open("goo");
```

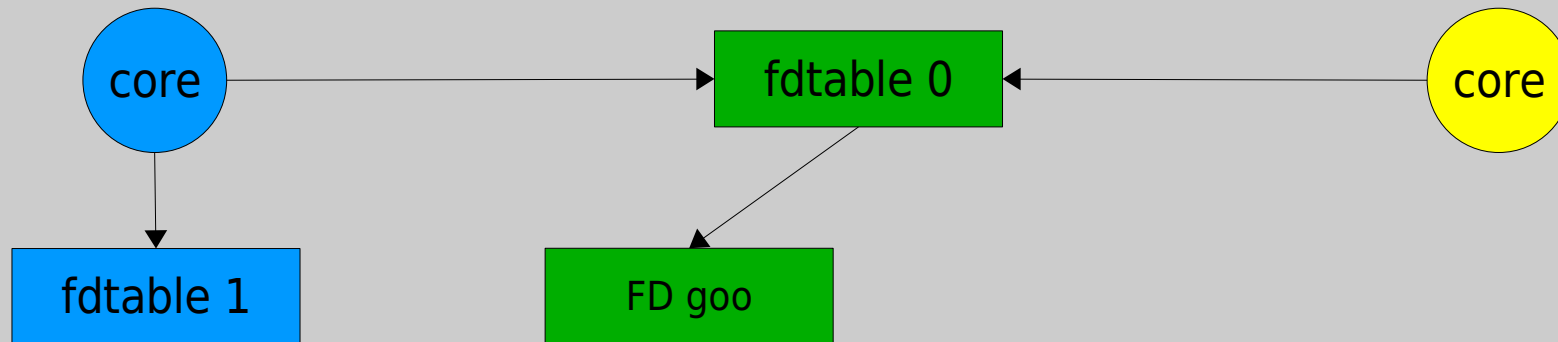
Linux FD share example



```
fd2 = open("goo");
```

```
write(fd2, buf, 128);
```

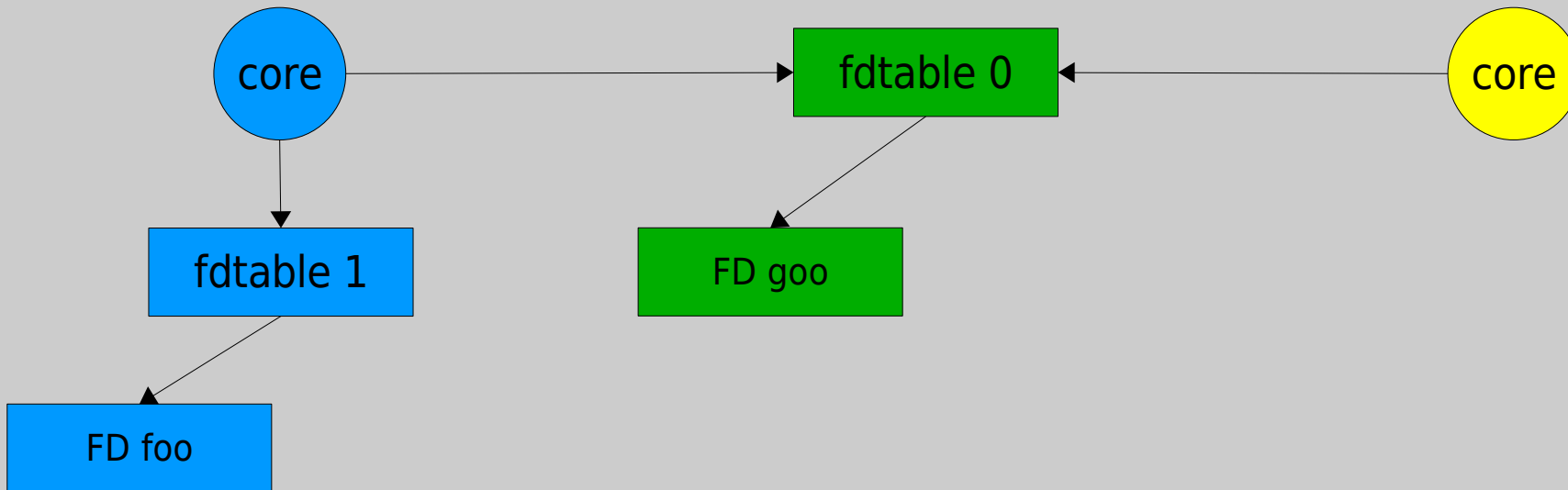
Linux FD share example



```
fd2 = open("goo");  
fdtable1 = share_alloc();
```

```
write(fd2, buf, 128);
```

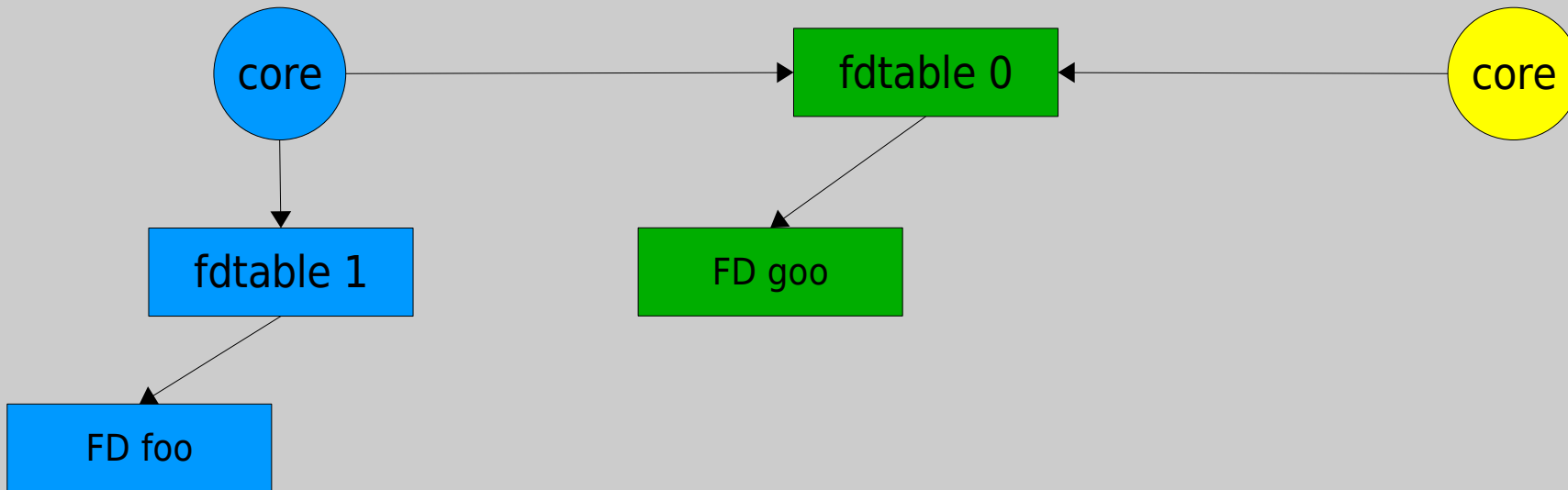

Linux FD share example



```
fd2 = open("goo");  
fdtable1 = share_alloc();  
fd0 = open("foo", share1);
```

```
write(fd2, buf, 128);
```

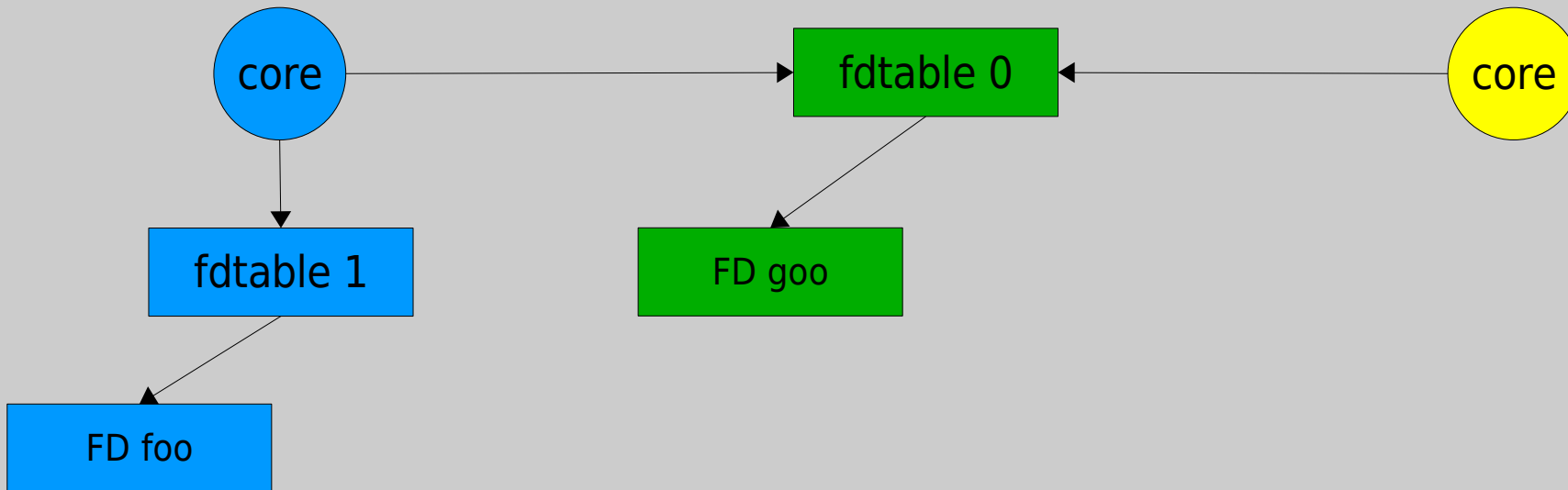
Linux FD share example



```
fd2 = open("goo");  
fdtable1 = share_alloc();  
fd0 = open("foo", share1);  
write(fd0, buf, 128, share1);
```

```
write(fd2, buf, 128);
```

Linux FD share example

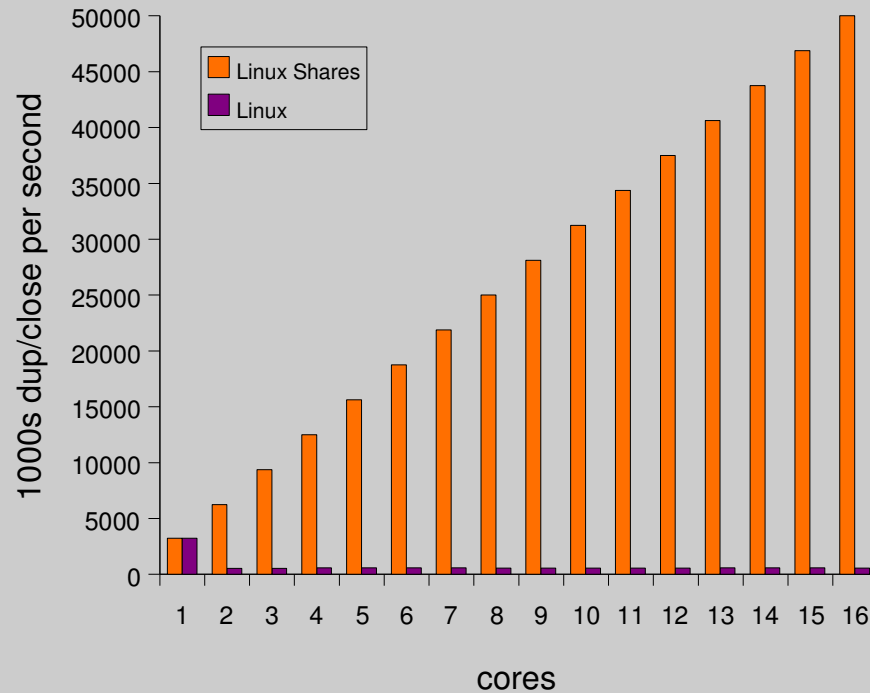


```
fd2 = open("goo");  
fdtable1 = share_alloc();  
fd0 = open("foo", share1);  
write(fd0, buf, 128, share1);
```

```
write(fd2, buf, 128);
```

- Cores manipulate FDs without contending for kernel data structures

Performance is now ideal



- Avoid contention on shared FD table:
 - No drop in throughput (no L1 misses)
 - Scales linearly (no serialization)

Benefit of shares

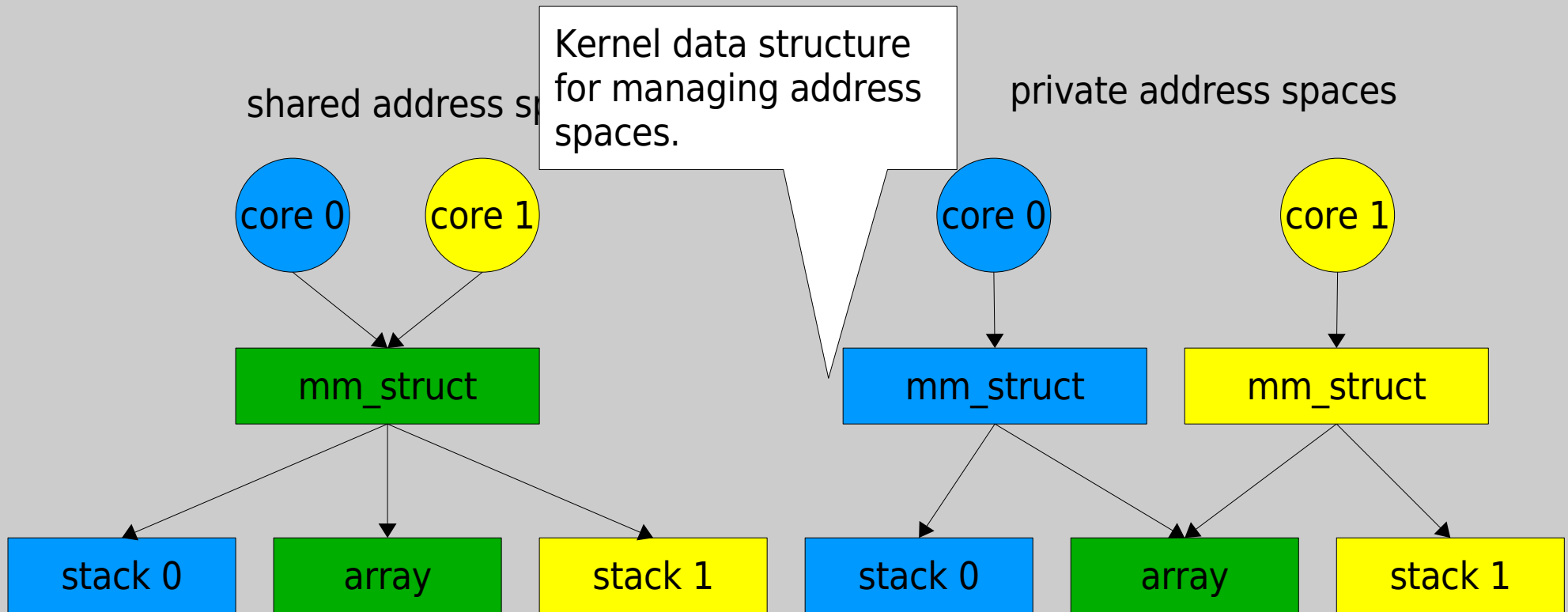
- Able to avoid unnecessary contention on kernel data structures
 - For example when application threads do not share FDs
- Applications can control how cores share internal kernel data structures
- Few kernel and application modifications to get scalability

Idea #2: Address ranges

Two options for multiprocessor shared-memory application

- Shared address space
 - Implemented with multiple threads
- Private address spaces
 - Implemented with multiple processes
 - Share memory with `mmap(MAP_SHARED)`

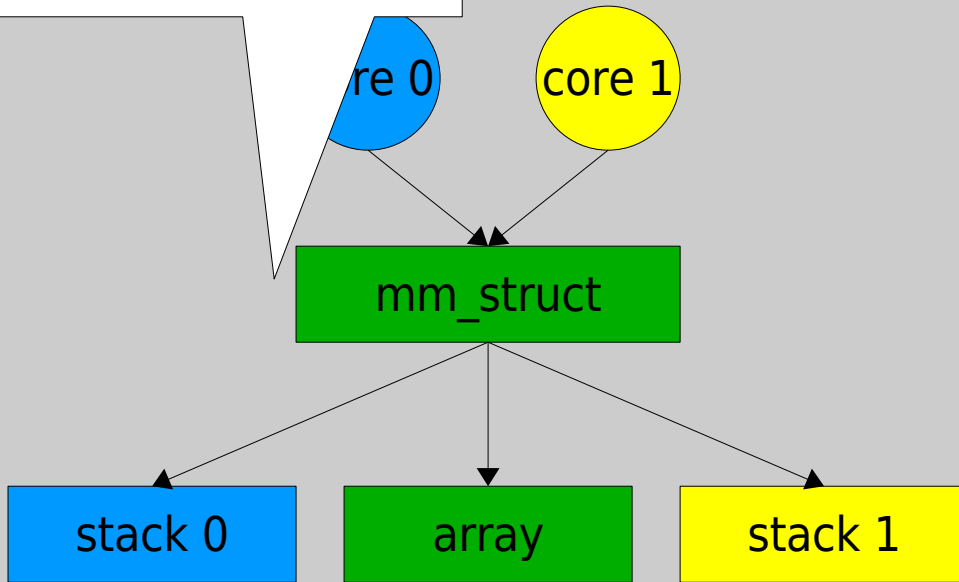
Cost of two options



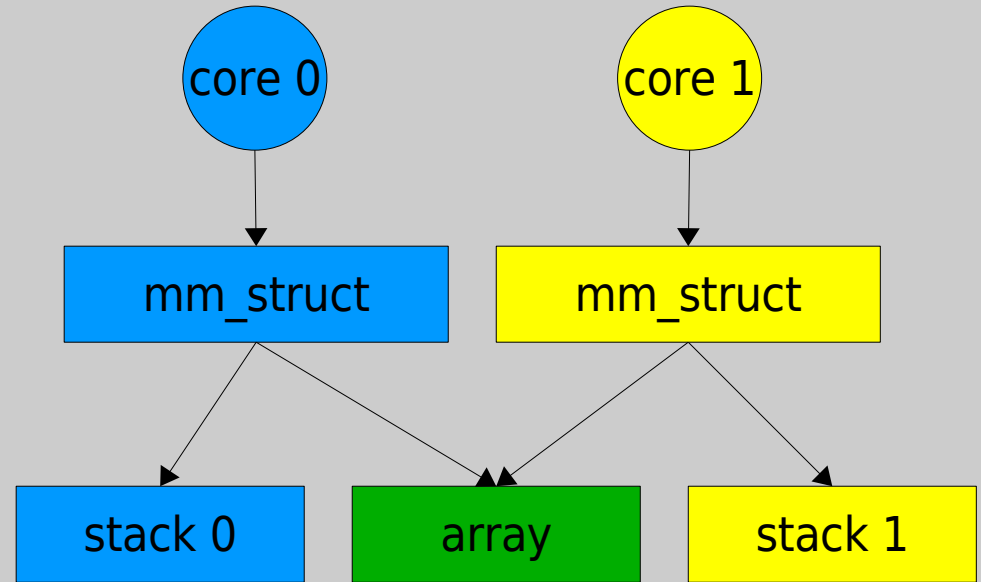
Cost of two options

Contend on mm_struct, even for private mappings...

address space



private address spaces

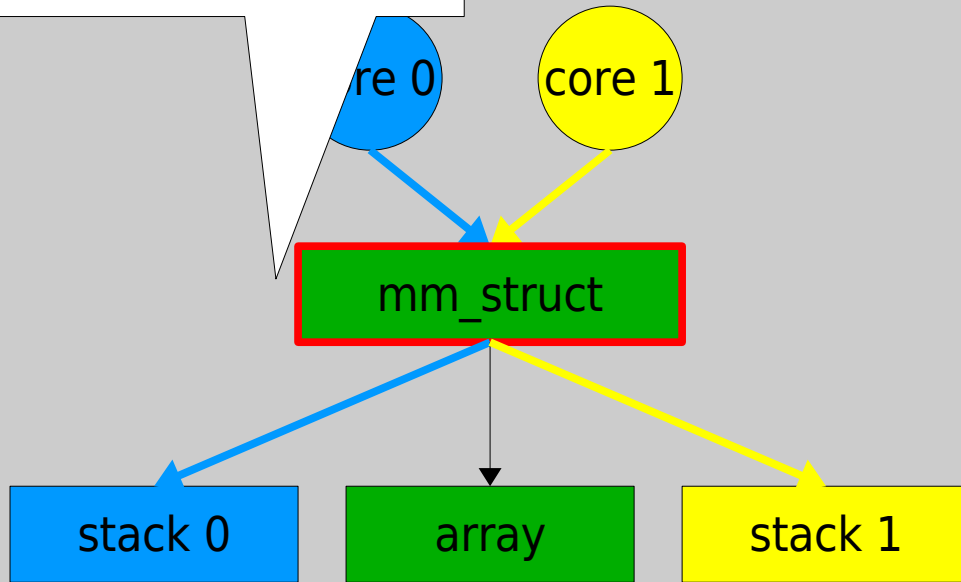


- Contend on mm_struct: locks, counters, lists...

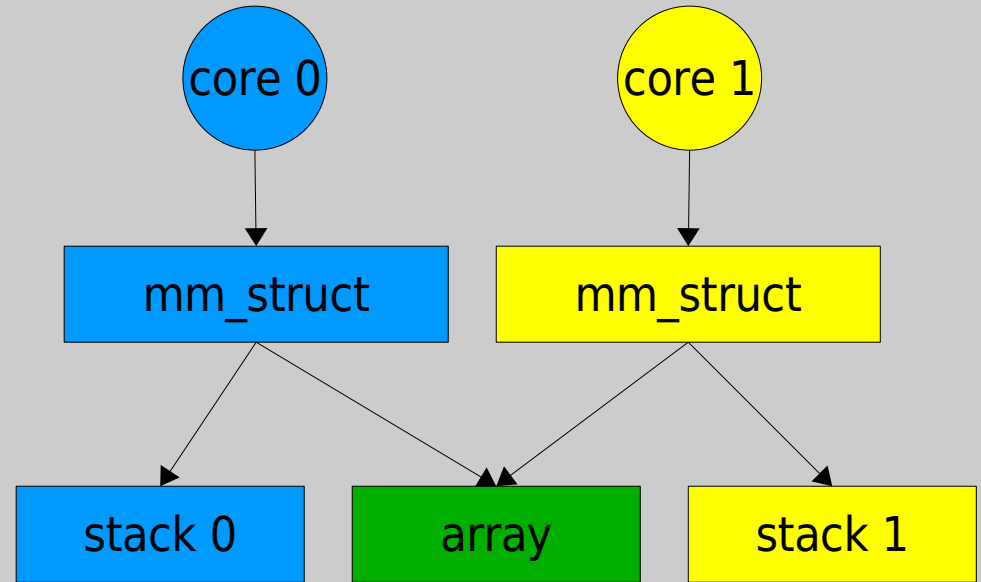
Cost of two options

...for example when both cores go to grow their stacks.

address space



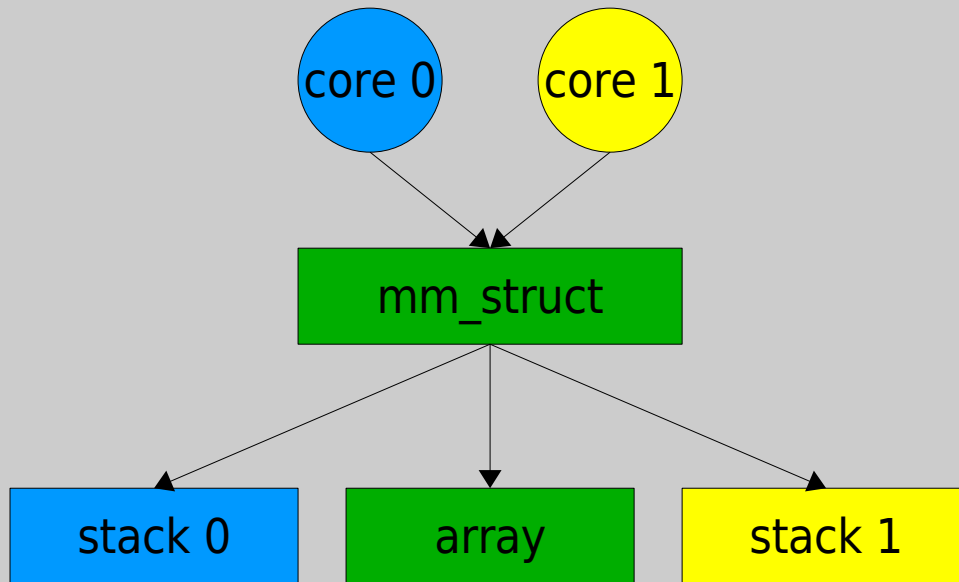
private address spaces



- Contend on mm_struct: locks, counters, lists...

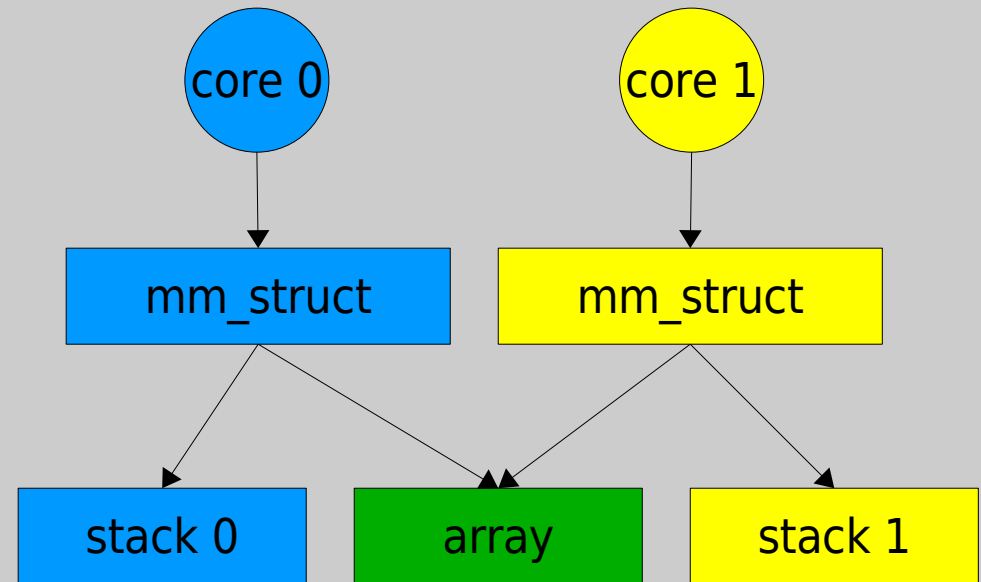
Cost of two options

shared address space



- Contend on mm_struct:
locks, counters, lists...

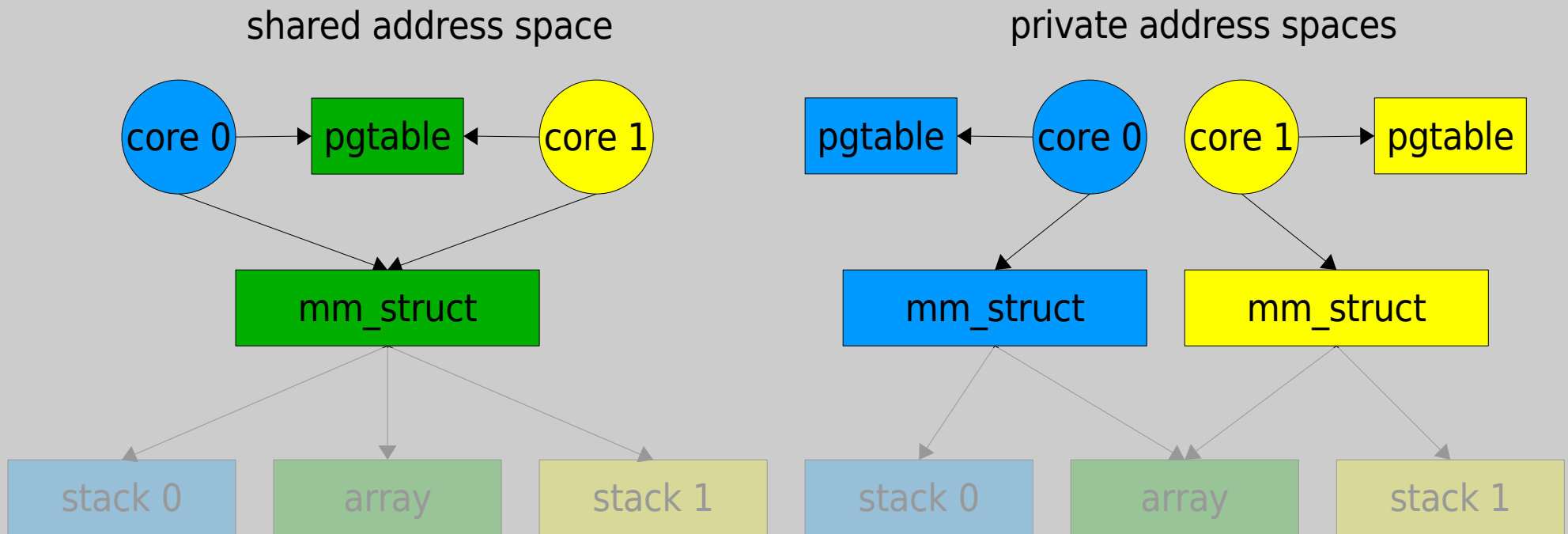
private address spaces



- No contention on mm_struct

More costs: soft page faults

- Linux lazily instantiates page tables



- Contend on `mm_struct`: locks, counters, lists...

- No contention on `mm_struct`

More costs: soft page faults

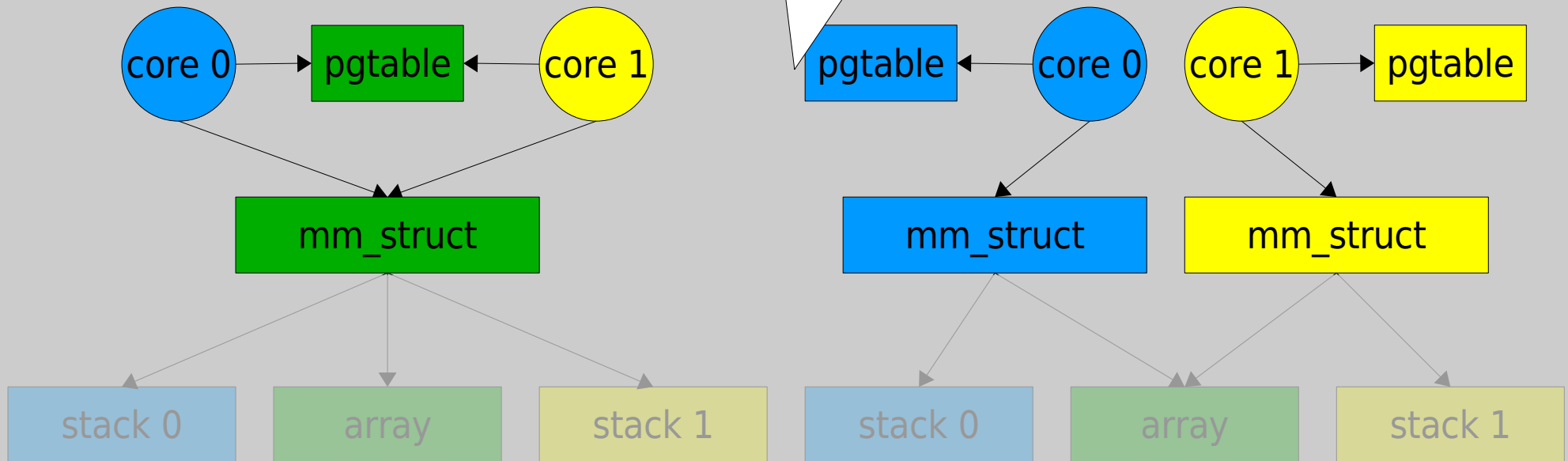
- Linux lazily i

Hardware page table associated with the mm_struct of the same color.

tables

shared address space

private address spaces



- Contend on mm_struct: locks, counters, lists...

- No contention on mm_struct

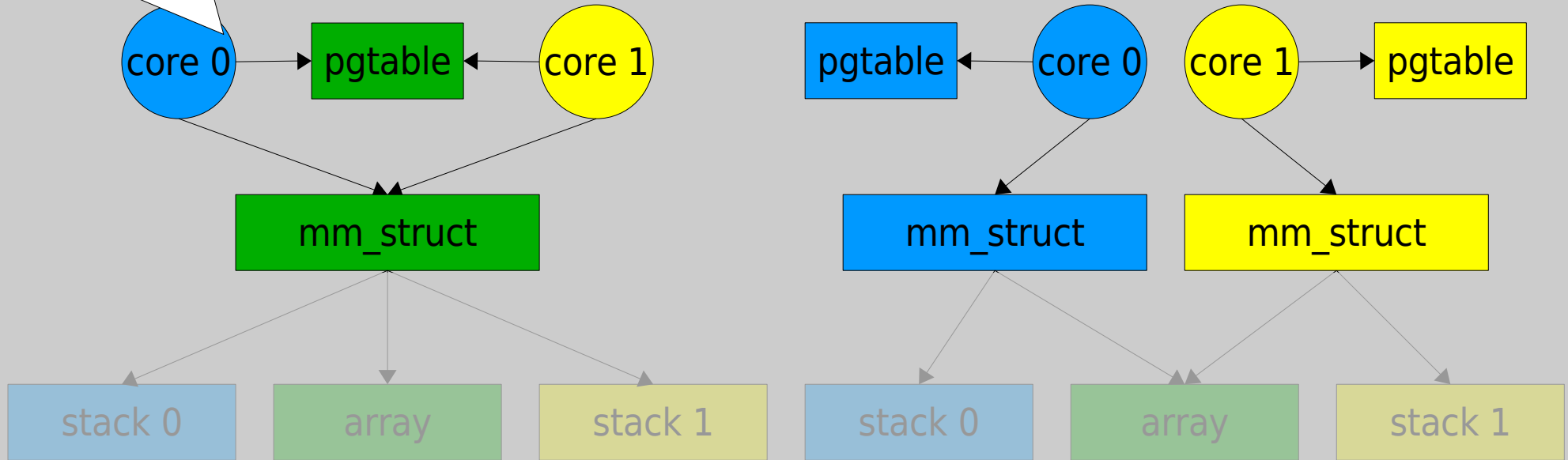
More costs: soft page faults

When an application allocates memory the OS doesn't actually fill in the PTEs.

Instantiates page tables

space

private address spaces



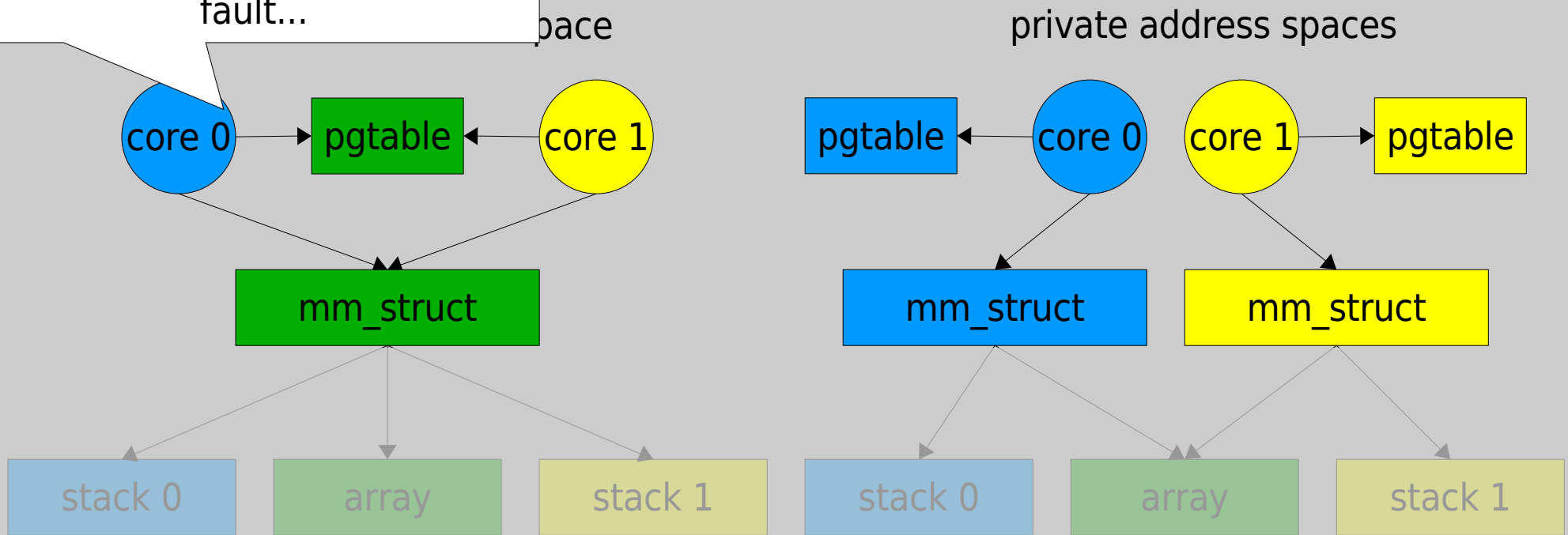
- Contend on `mm_struct`: locks, counters, lists...

- No contention on `mm_struct`

More costs: soft page faults

The first time a page is touched the core will signal a memory fault...

Instantiates page tables



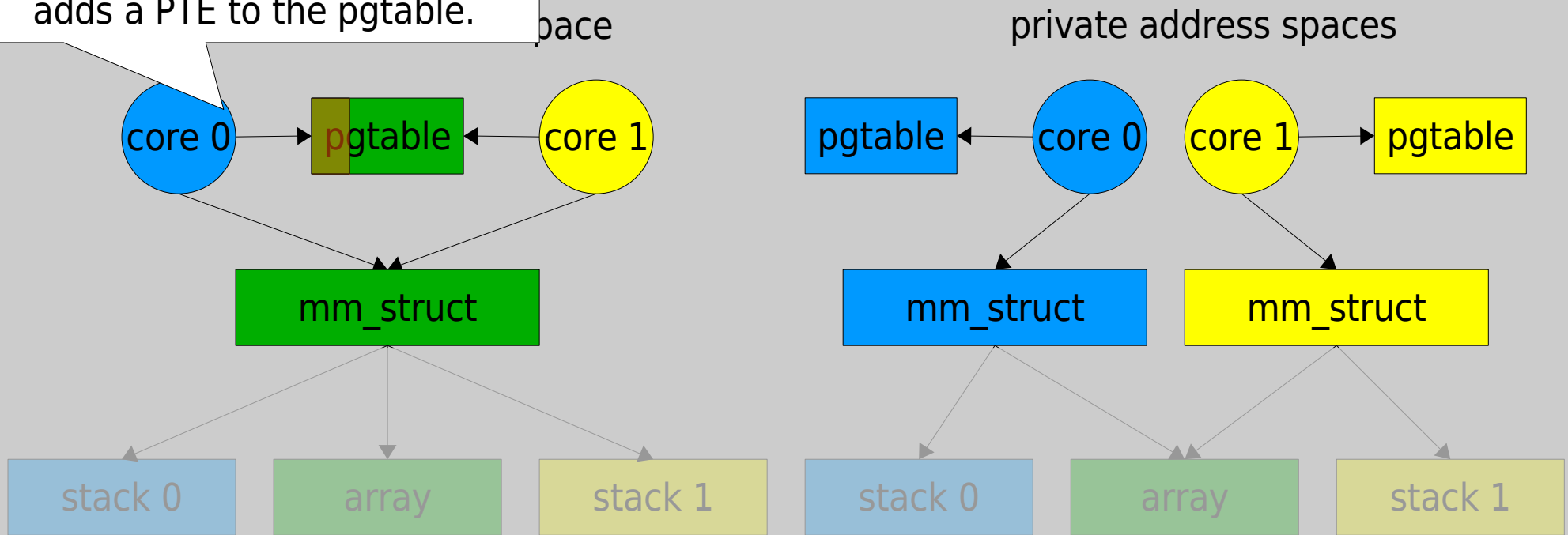
- Contend on `mm_struct`: locks, counters, lists...

- No contention on `mm_struct`

More costs: soft page faults

...and the OS allocates a physical page and adds and adds a PTE to the pgtable.

Instantiates page tables



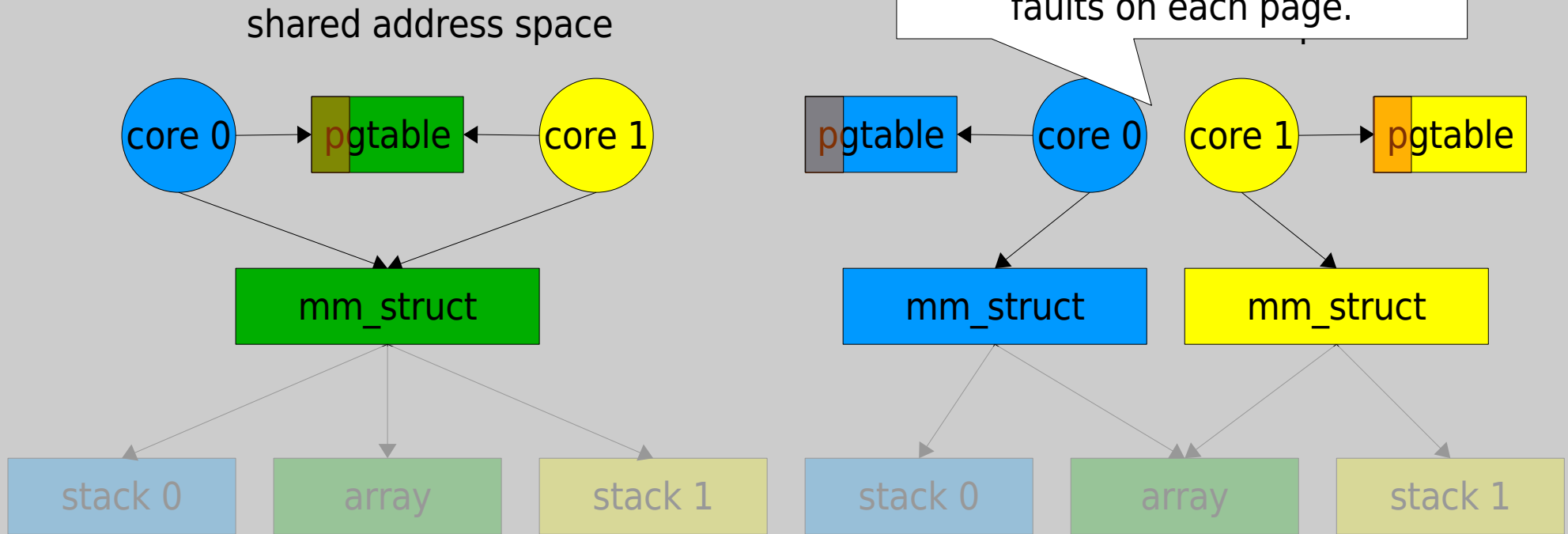
- Contend on mm_struct: locks, counters, lists...
- One soft page fault per page

- No contention on mm_struct

More costs: soft page faults

- Linux lazily instantiates pa

Each mm_struct has a different pgtable, so each core soft page faults on each page.



- Contend on mm_struct: locks, counters, lists...
- One page fault per page

- No contention on mm_struct
- Each core soft page faults on each page

The problem

- Neither option accurately represents how the application is using kernel data structures:
 - shared address spaces – the `mm_struct` is global
 - contention
 - unnecessary for private memory
 - private address spaces – the `mm_struct` is private
 - extra soft page faults, because no PTE sharing

Our solution: address ranges

- **Address ranges** provide benefits of both shared and private address spaces:
 - avoid contention for private memory
 - share PTEs for shared memory

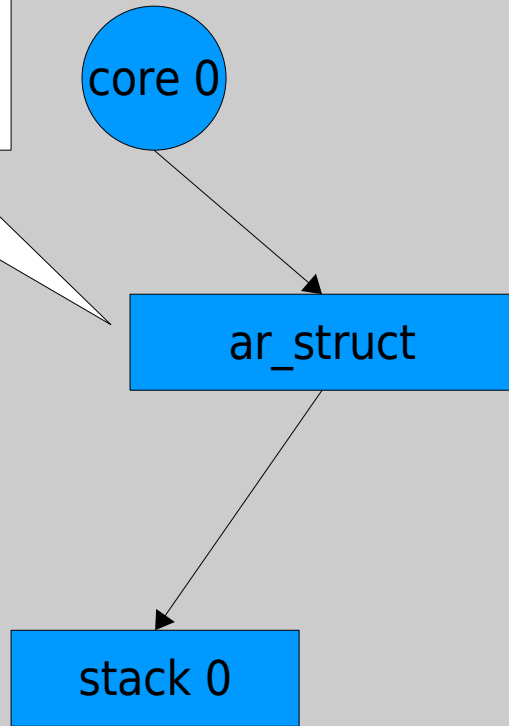
Address ranges: avoid contention

Cores have a private
"root" address
range

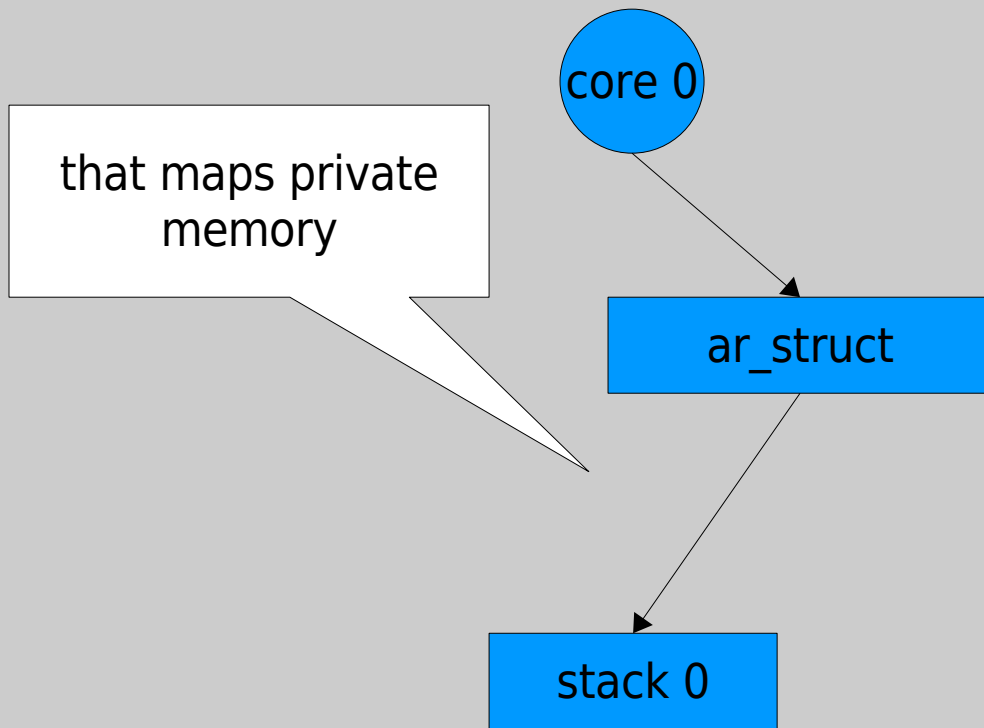
core 0

ar_struct

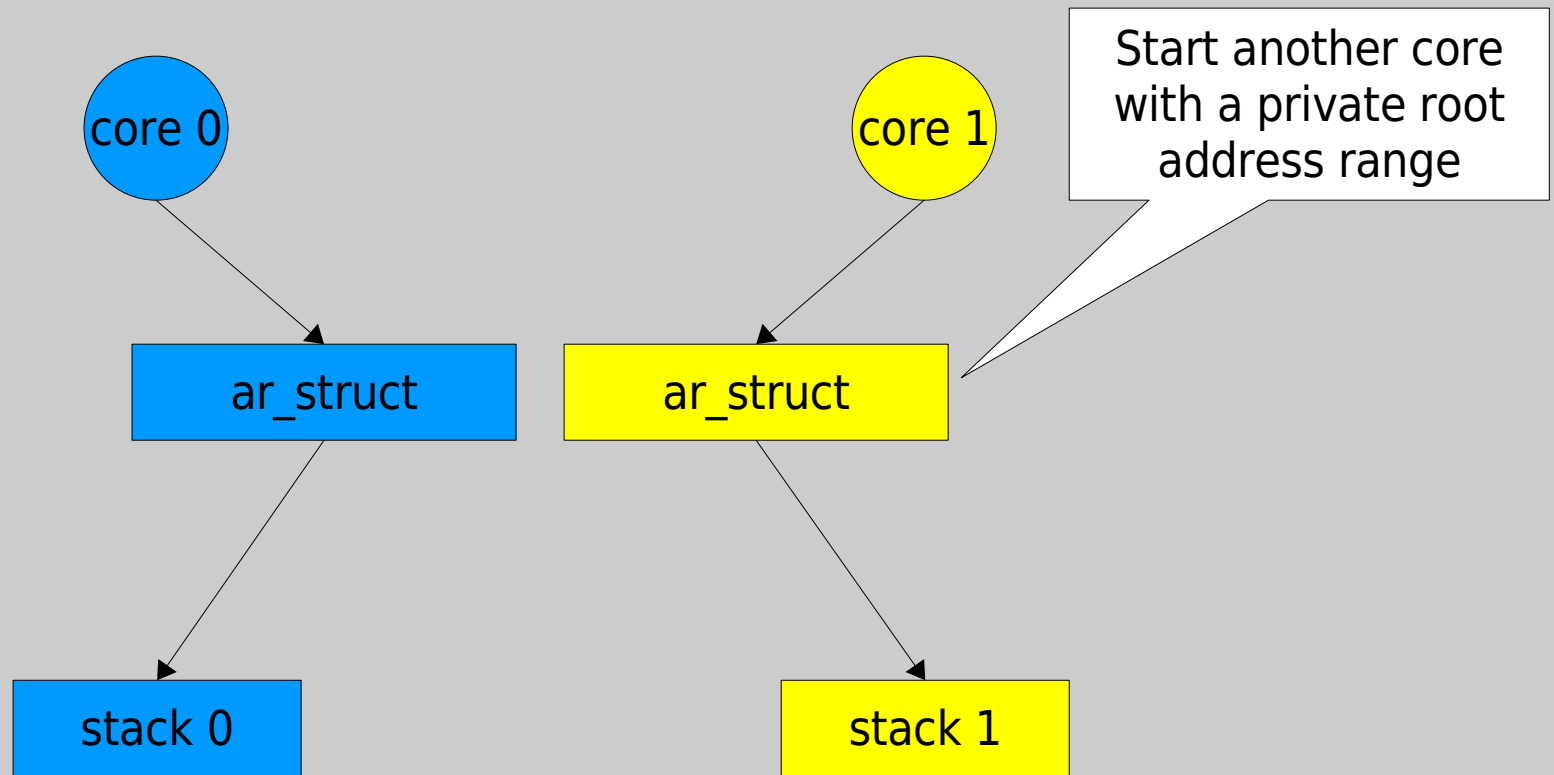
stack 0



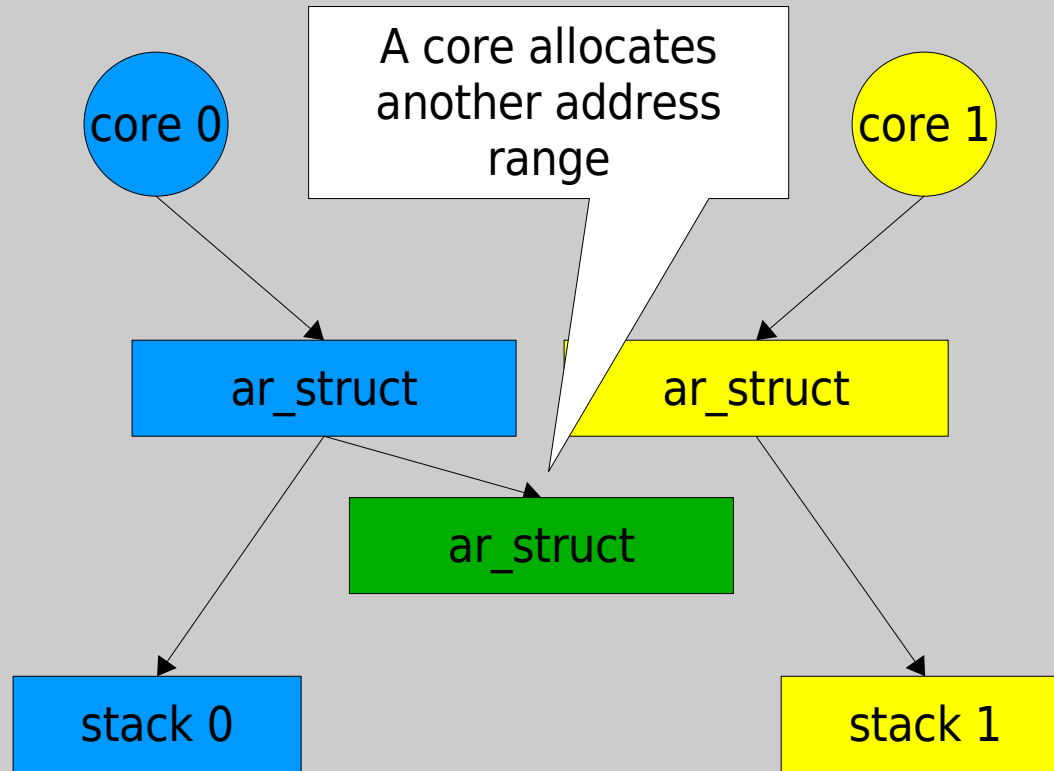
Address ranges: avoid contention



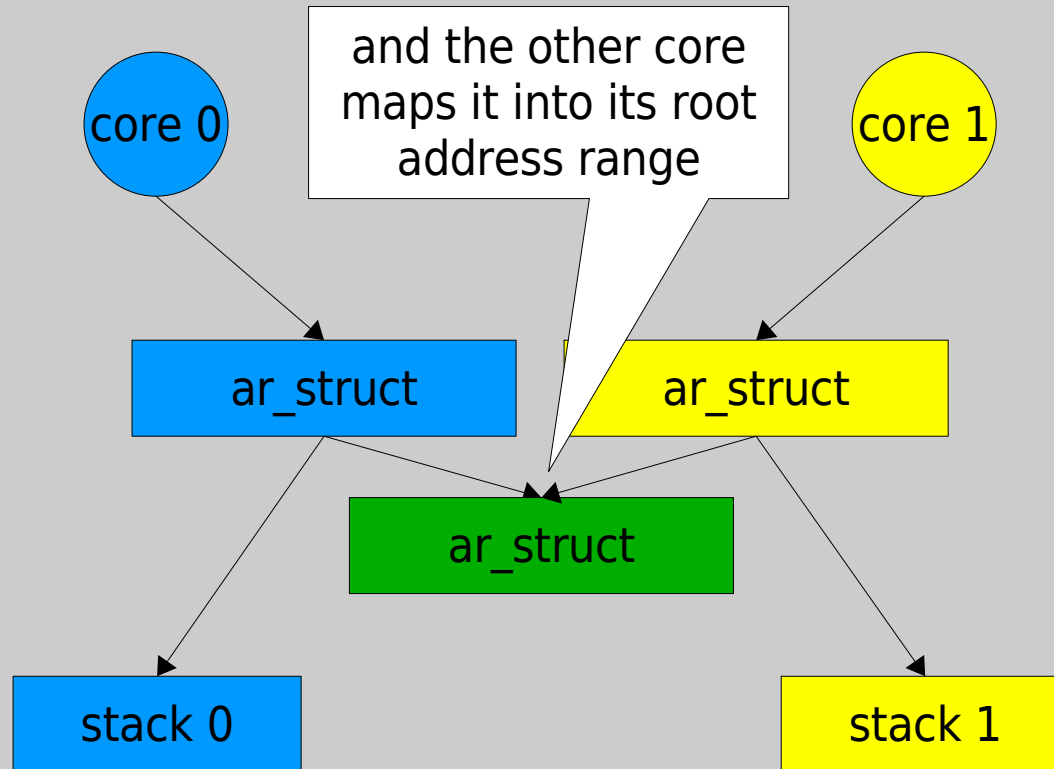
Address ranges: avoid contention



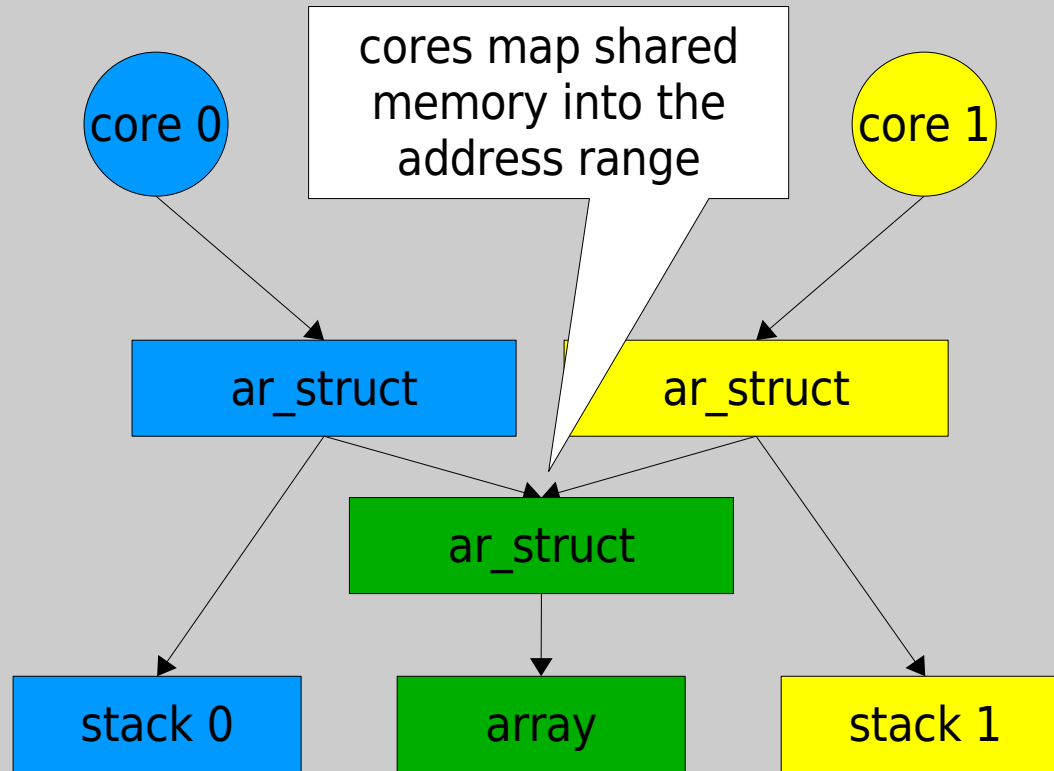
Address ranges: avoid contention



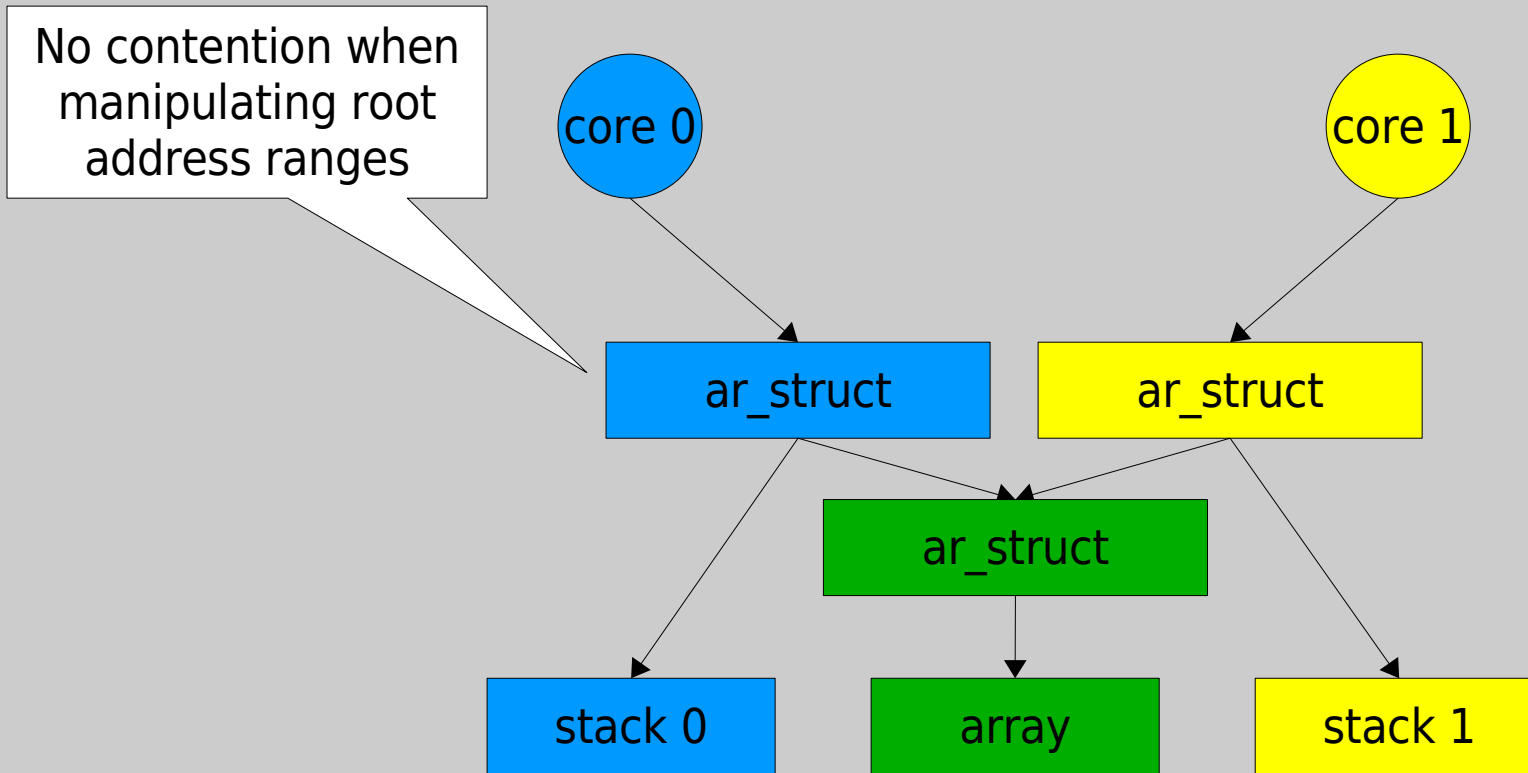
Address ranges: avoid contention



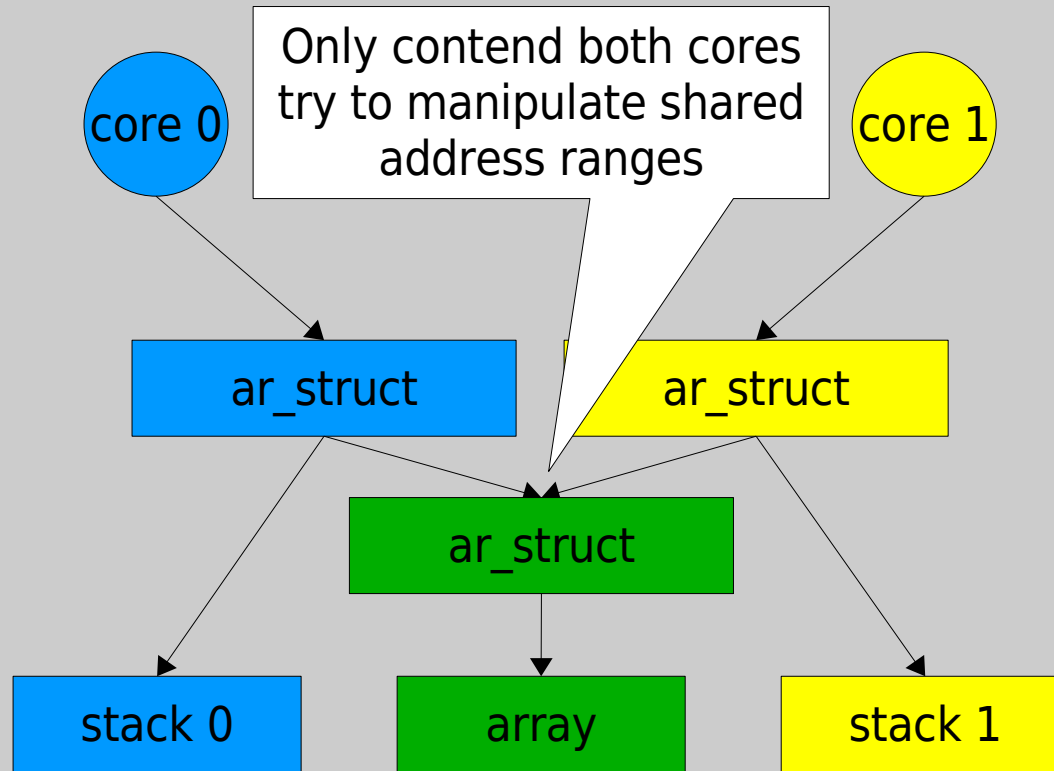
Address ranges: avoid contention



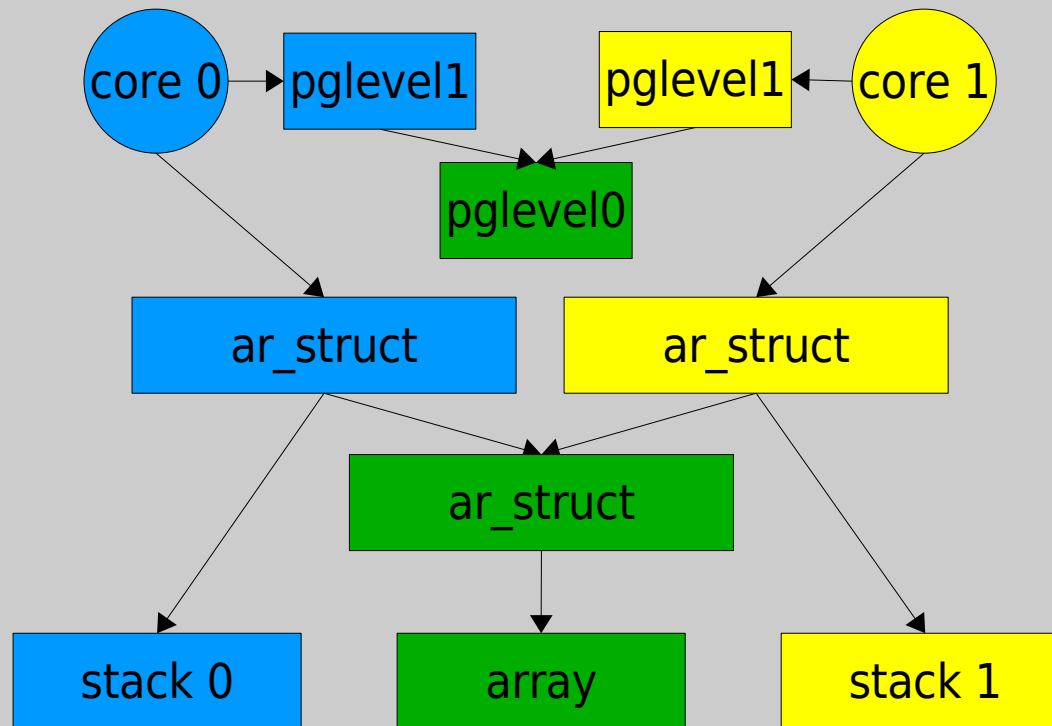
Address ranges: avoid contention



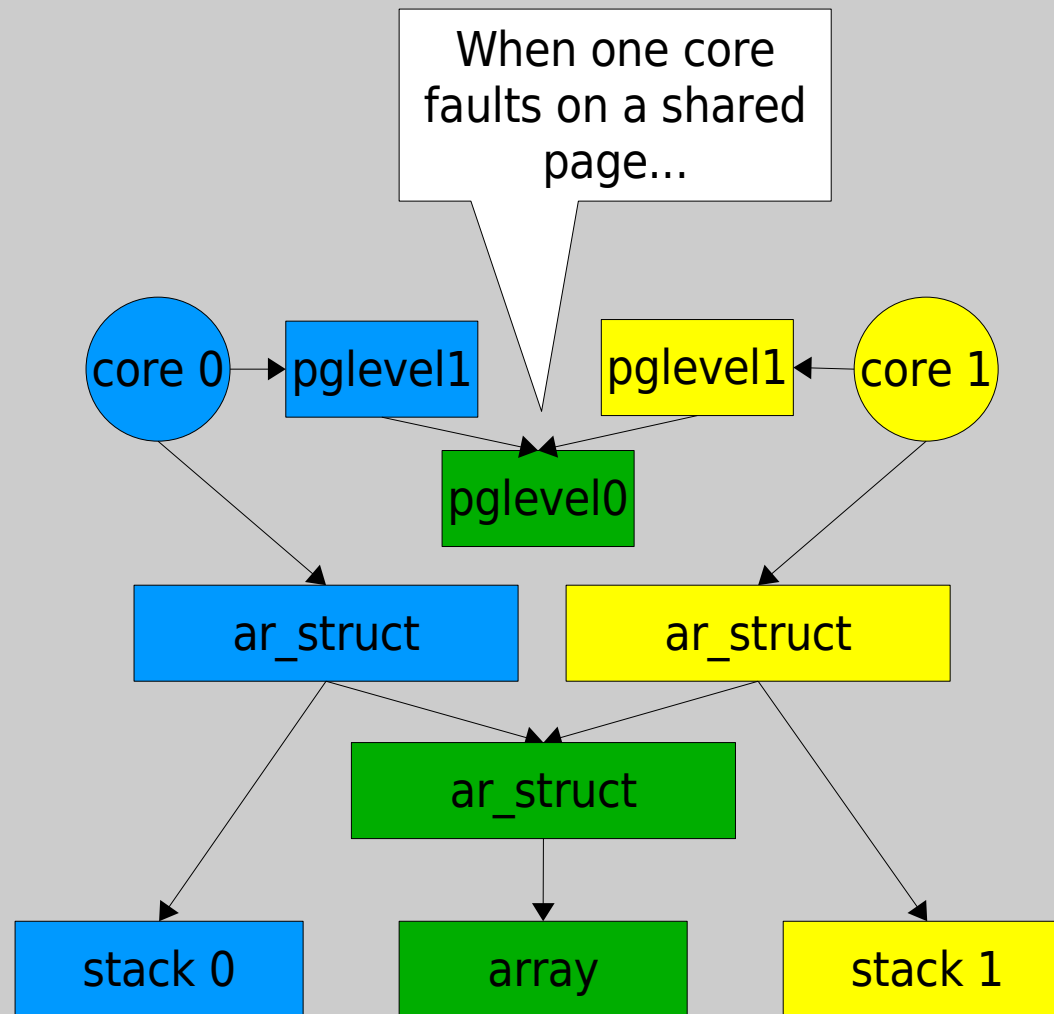
Address ranges: avoid contention



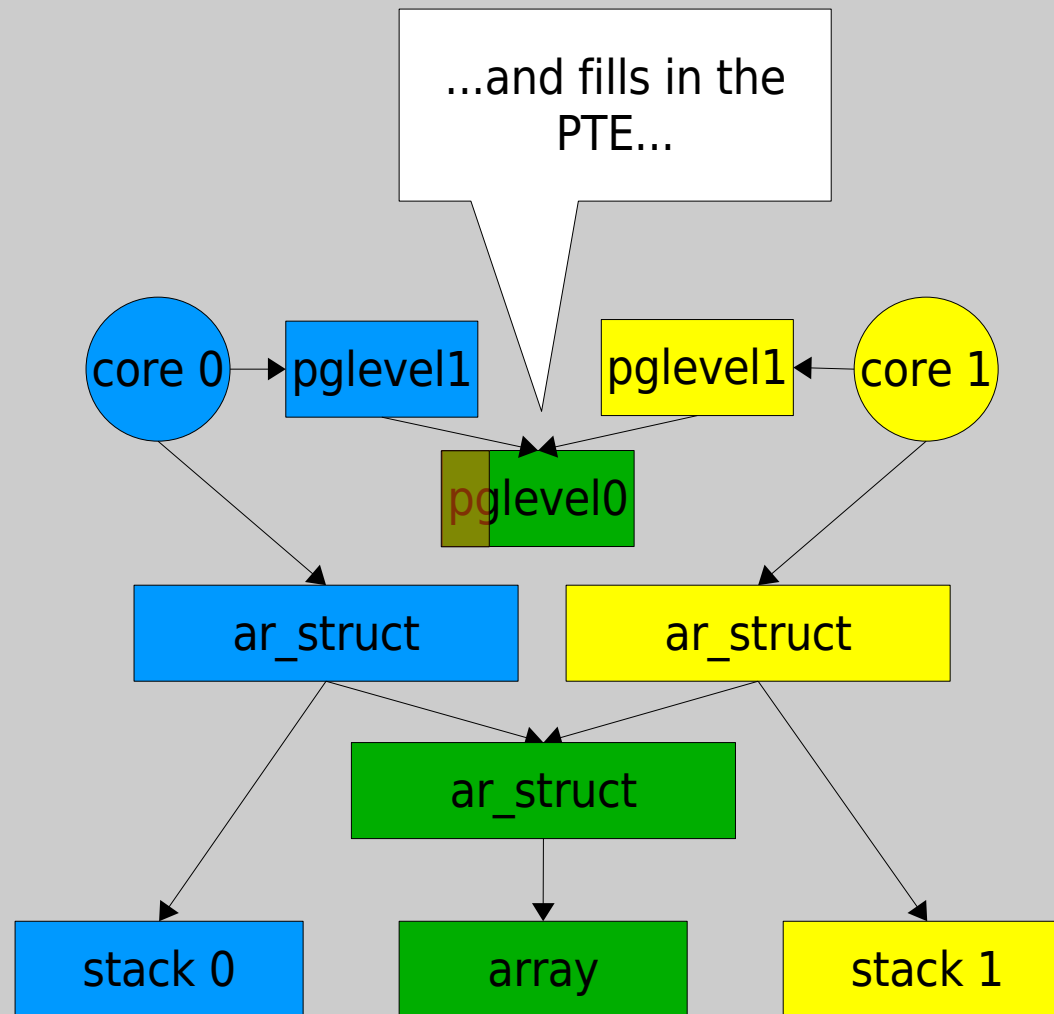
Address ranges: share PTEs



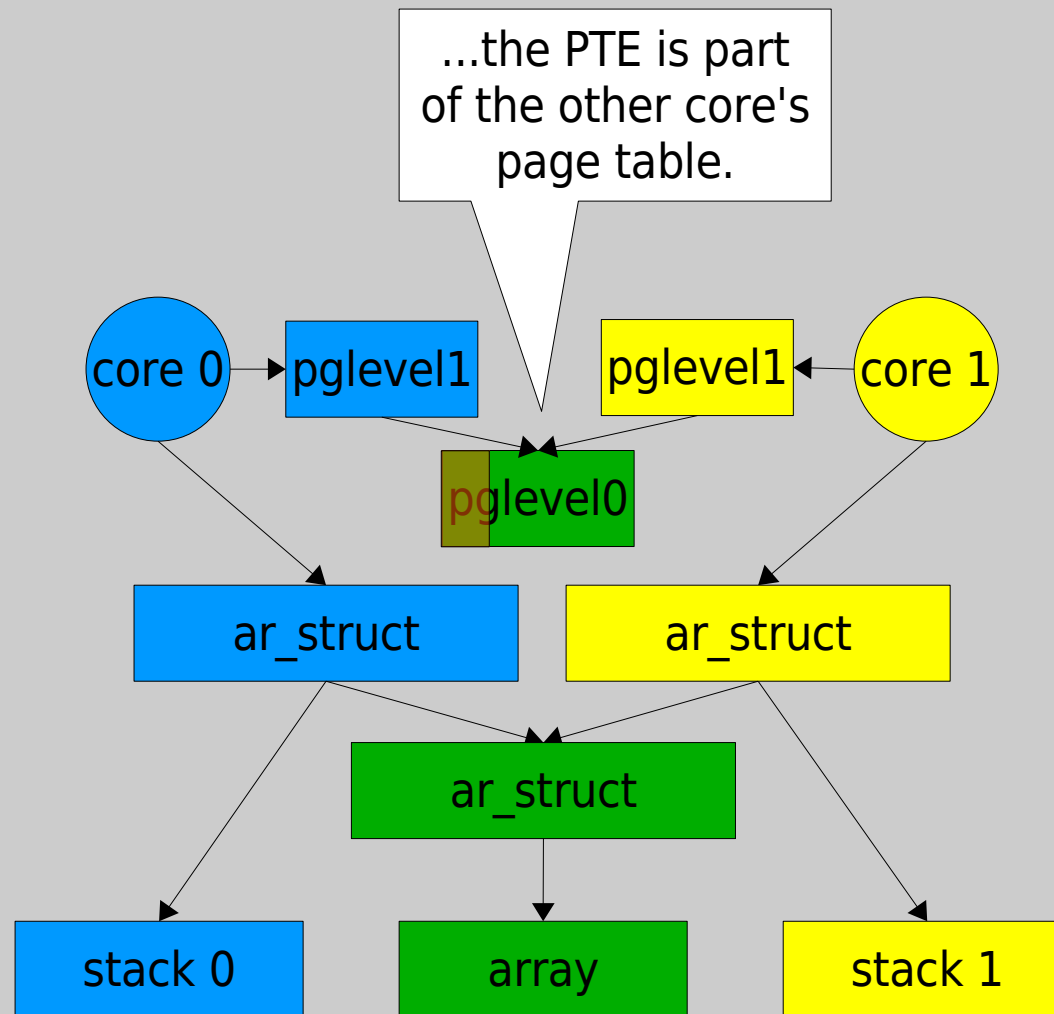
Address ranges: share PTEs



Address ranges: share PTEs



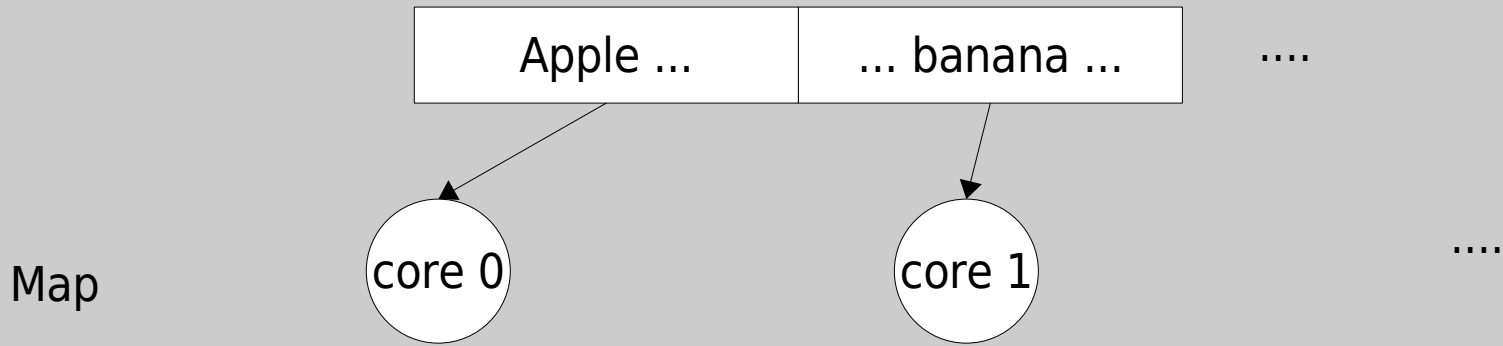
Address ranges: share PTEs



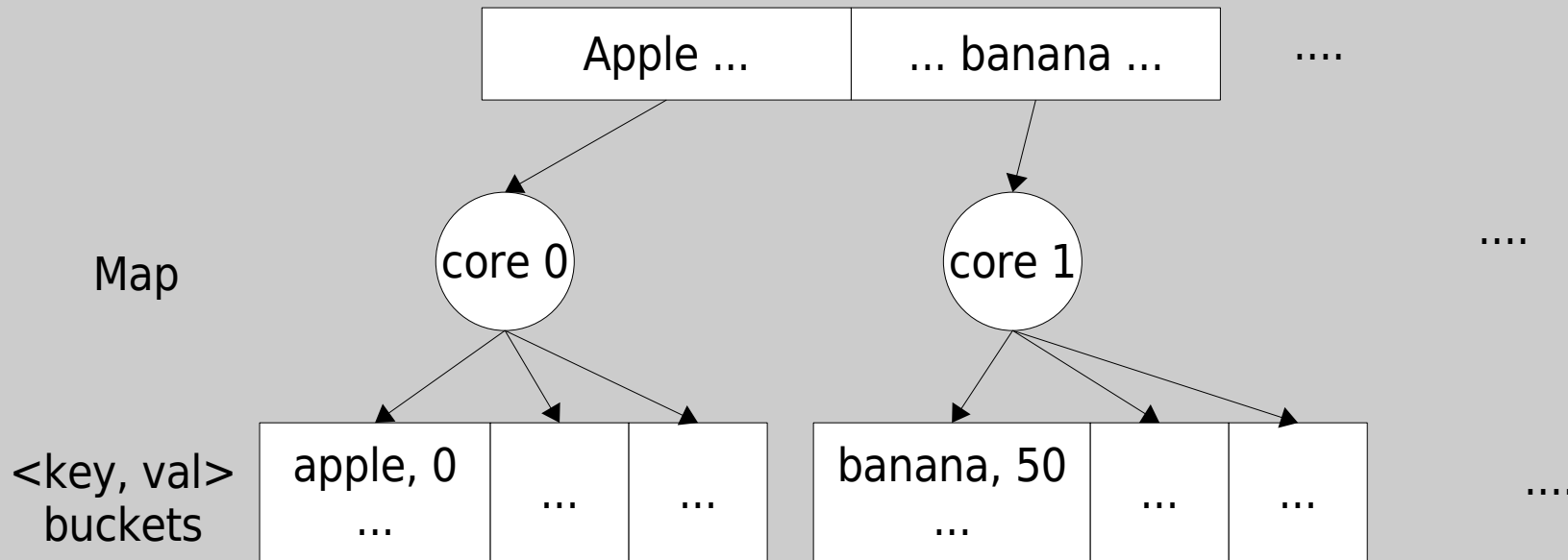
Address ranges good for complex memory sharing patterns

- Typical applications have more complex memory sharing patterns
 - Not just global or private
 - Example: MapReduce library designed for multicore

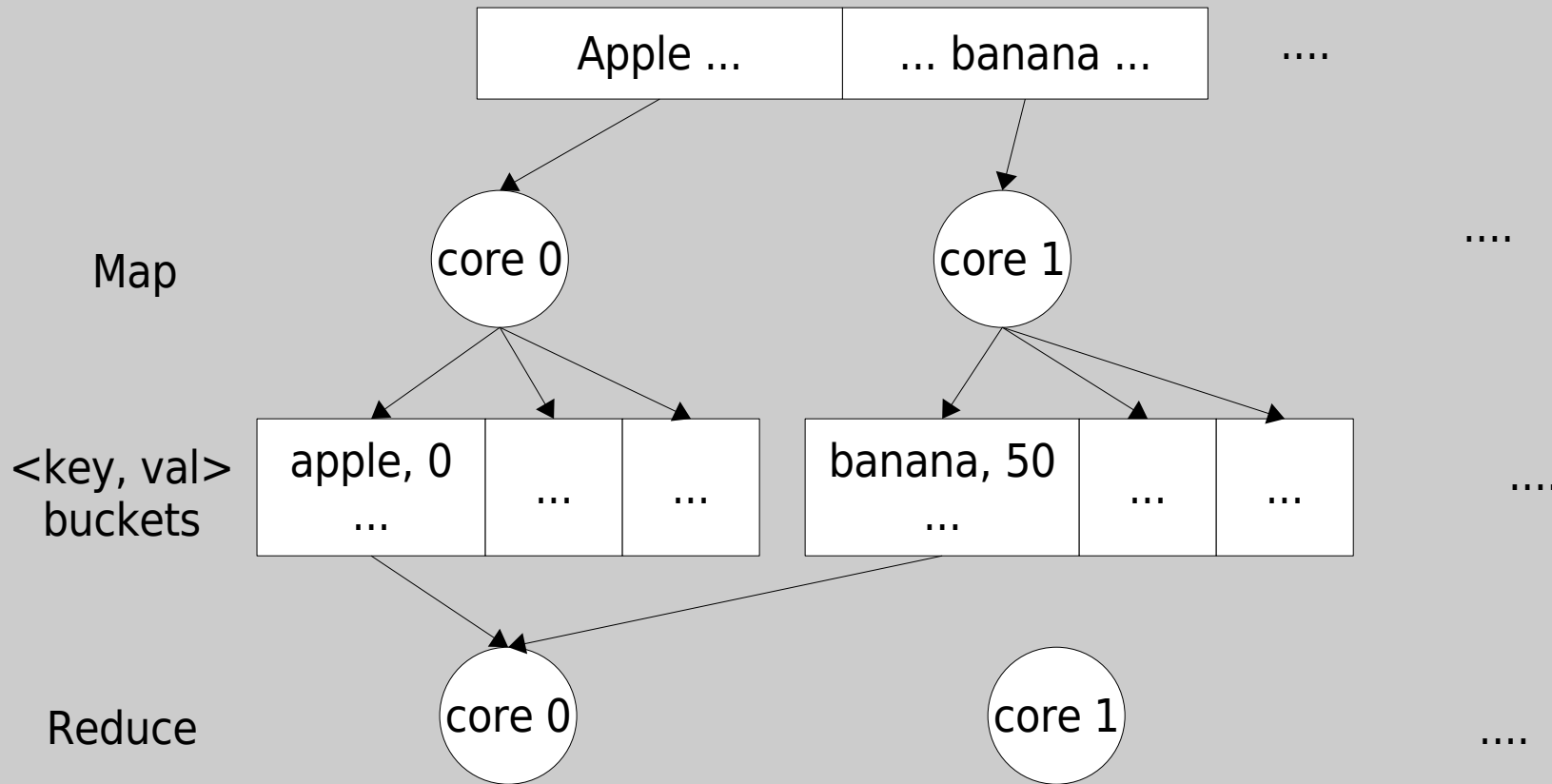
Inverted index with MapReduce



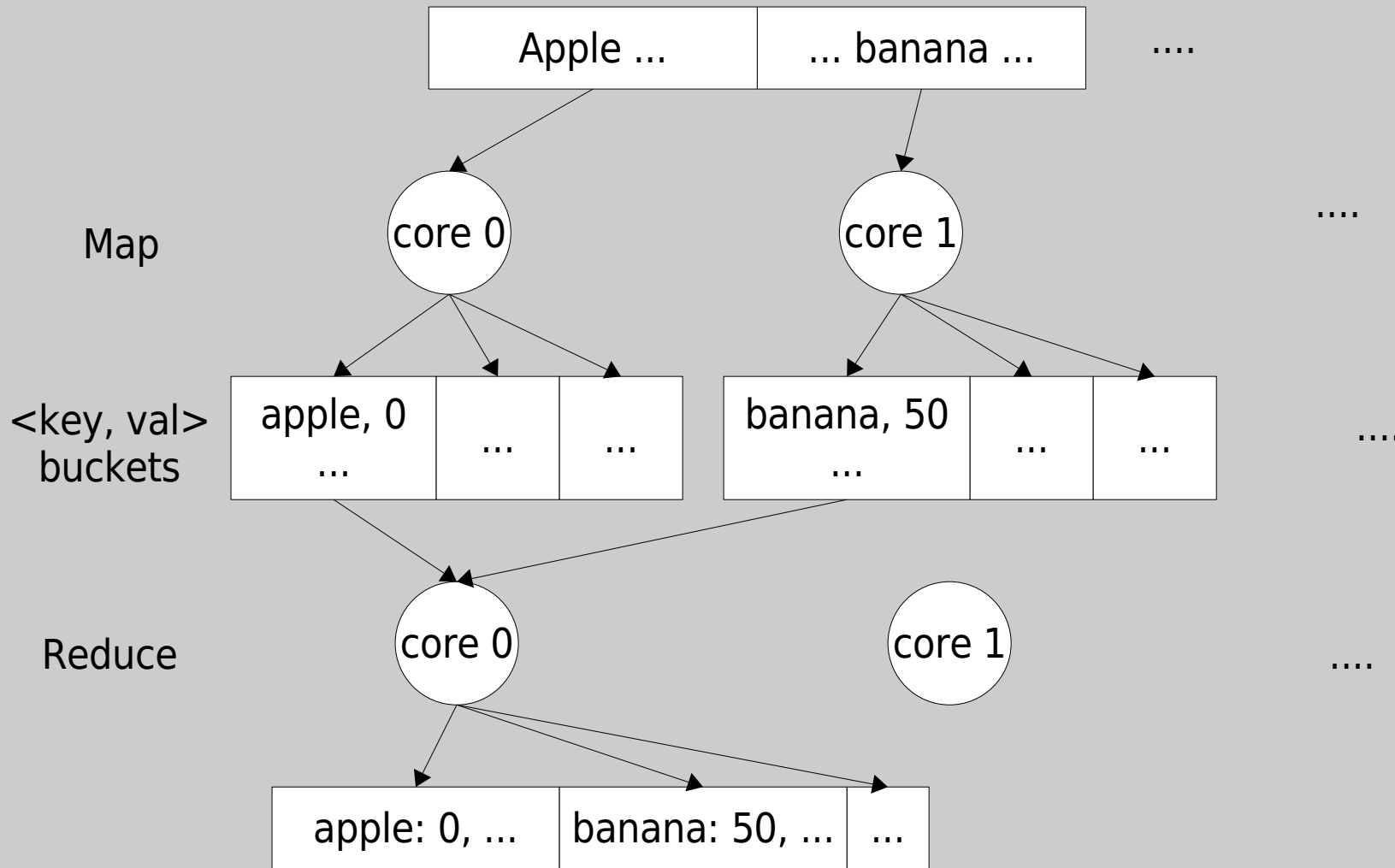
Inverted index with MapReduce



Inverted index with MapReduce



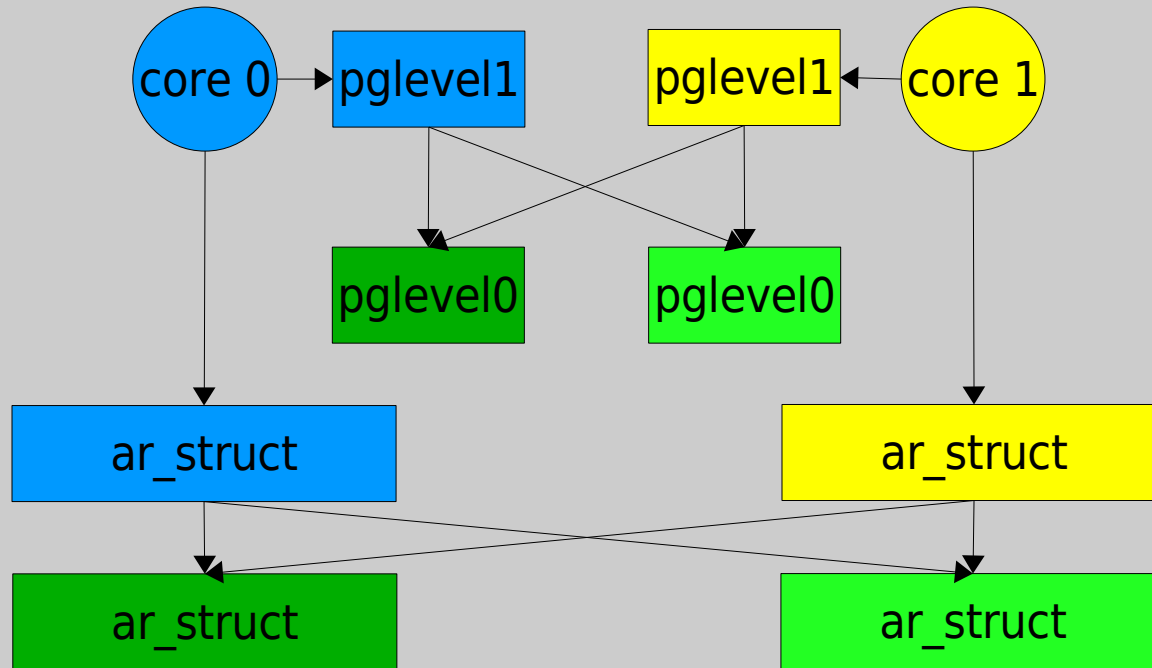
Inverted index with MapReduce



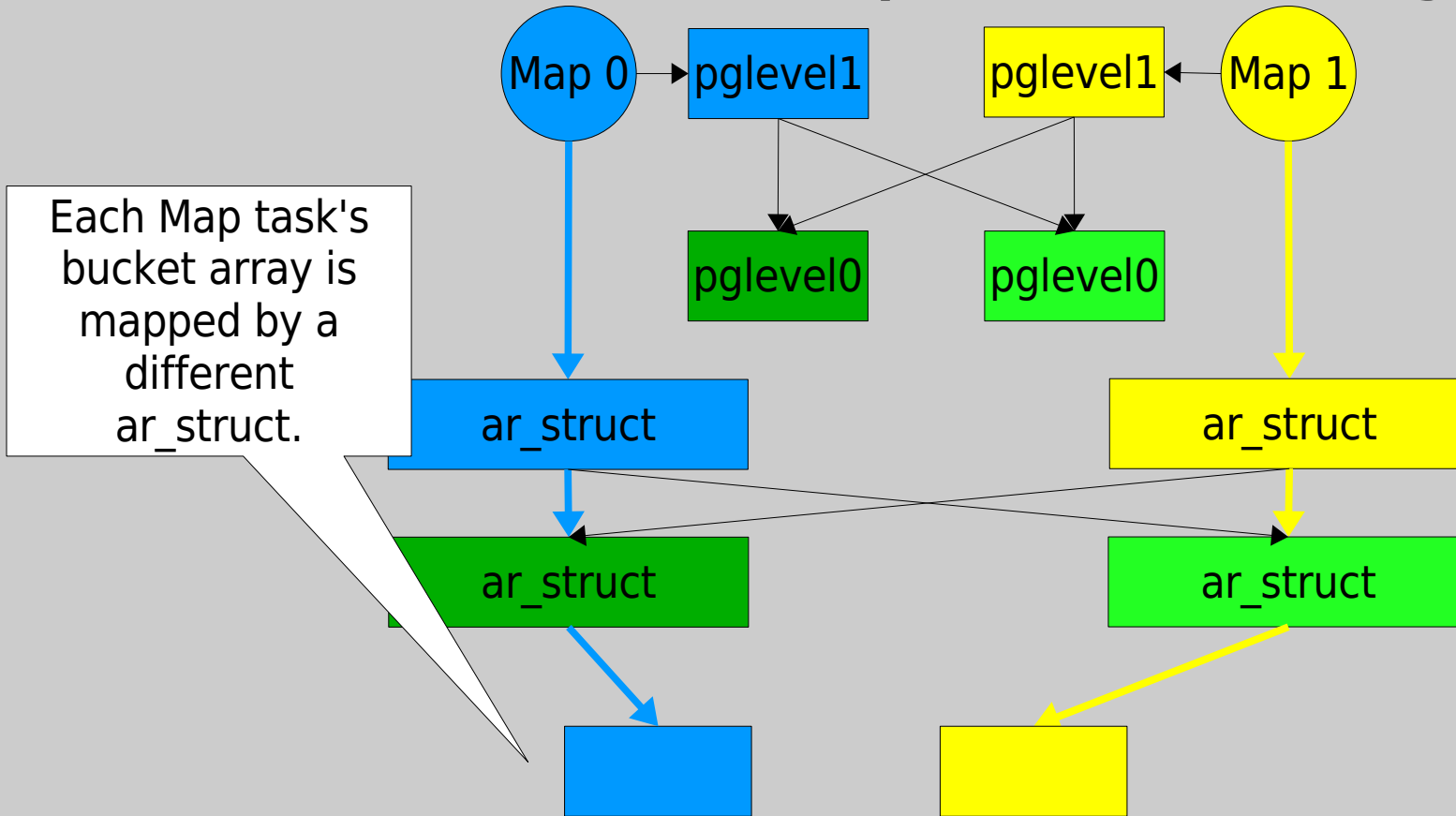
MapReduce sharing goals for kernel data structures

- No contention when growing the address space during Map
 - No contention in the mm_struct/ar_struct
- Share PTEs between Map and Reduce

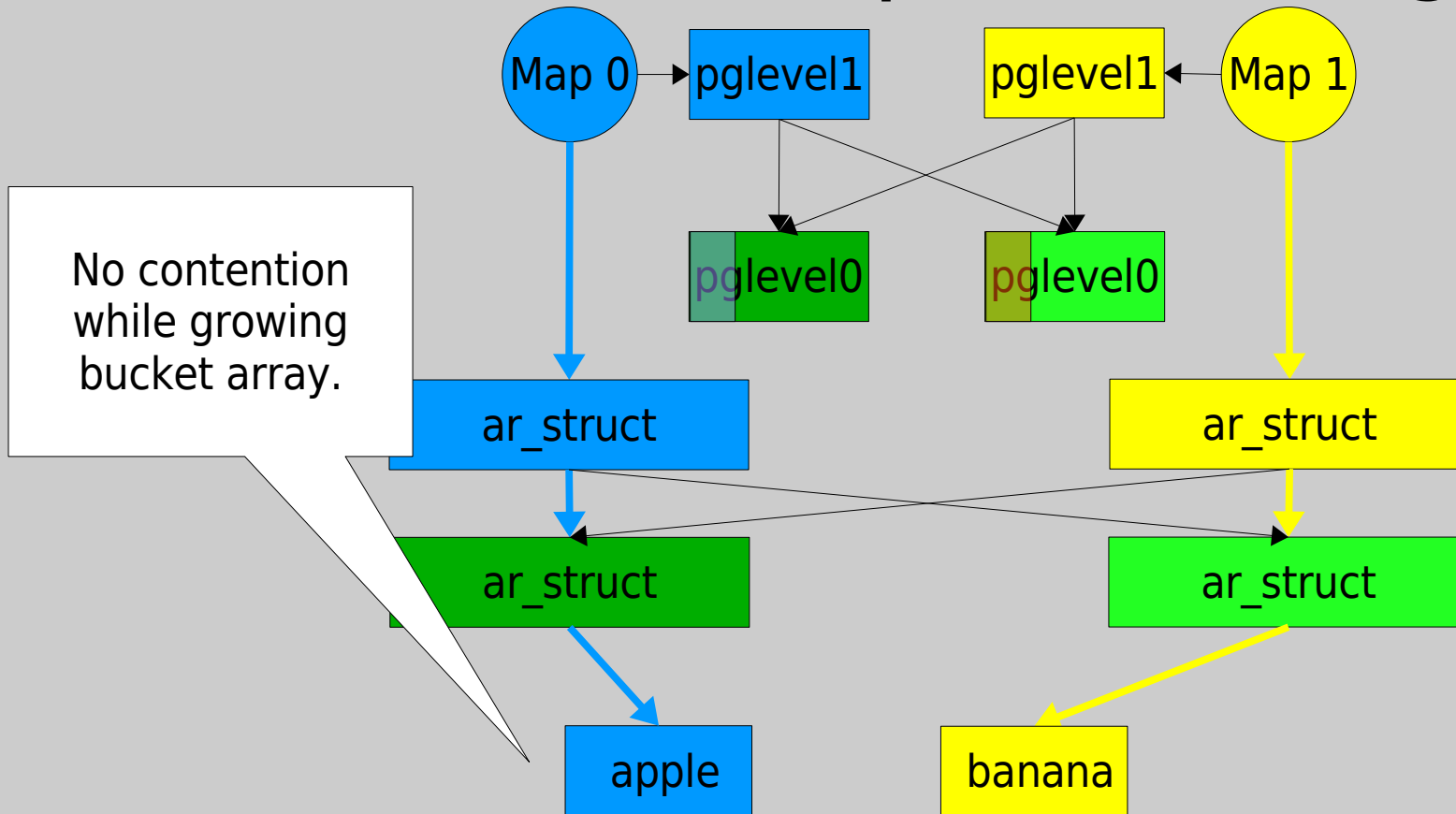
Address ranges meet the goals



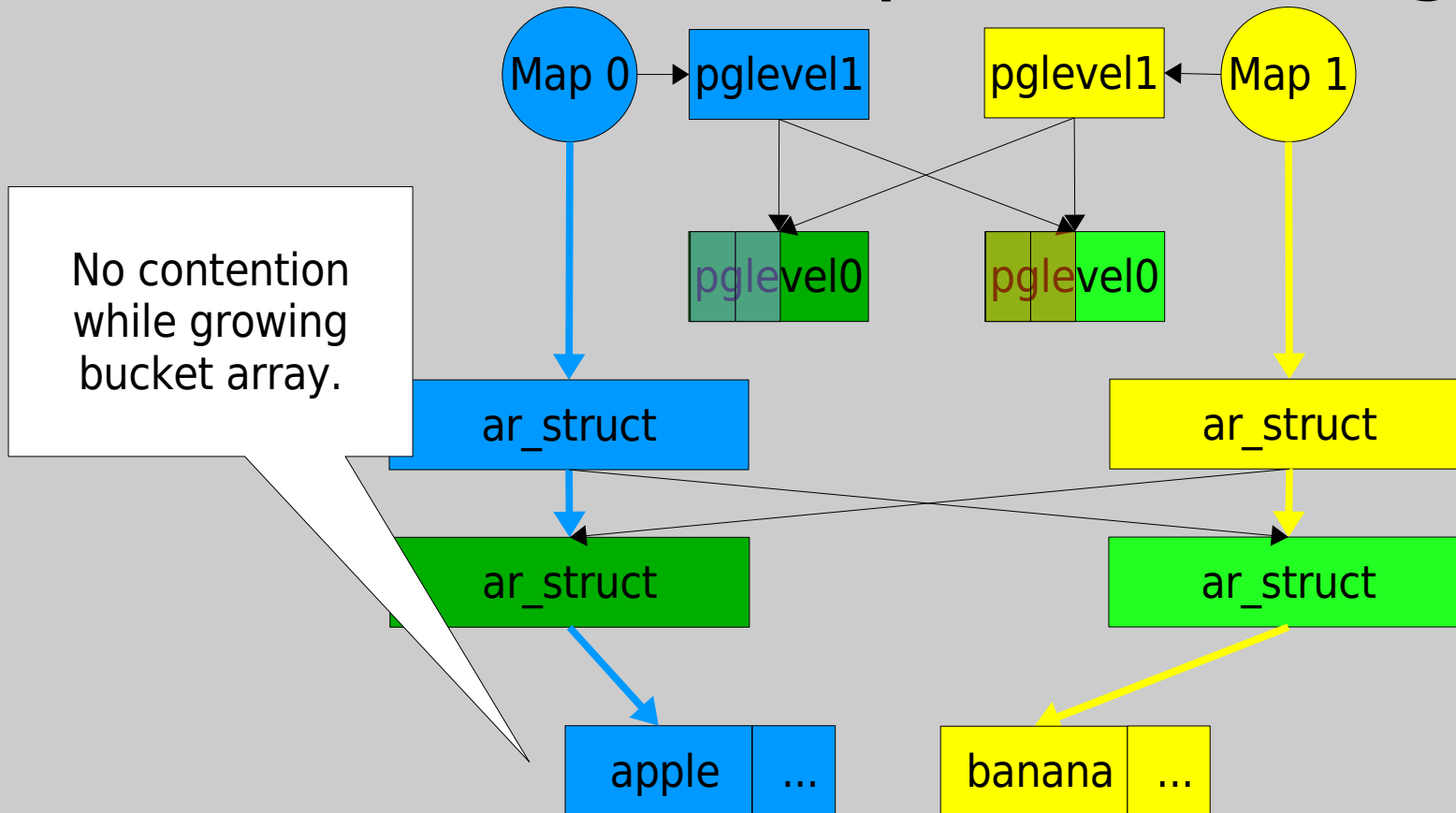
Avoids contention when growing the address space during Map



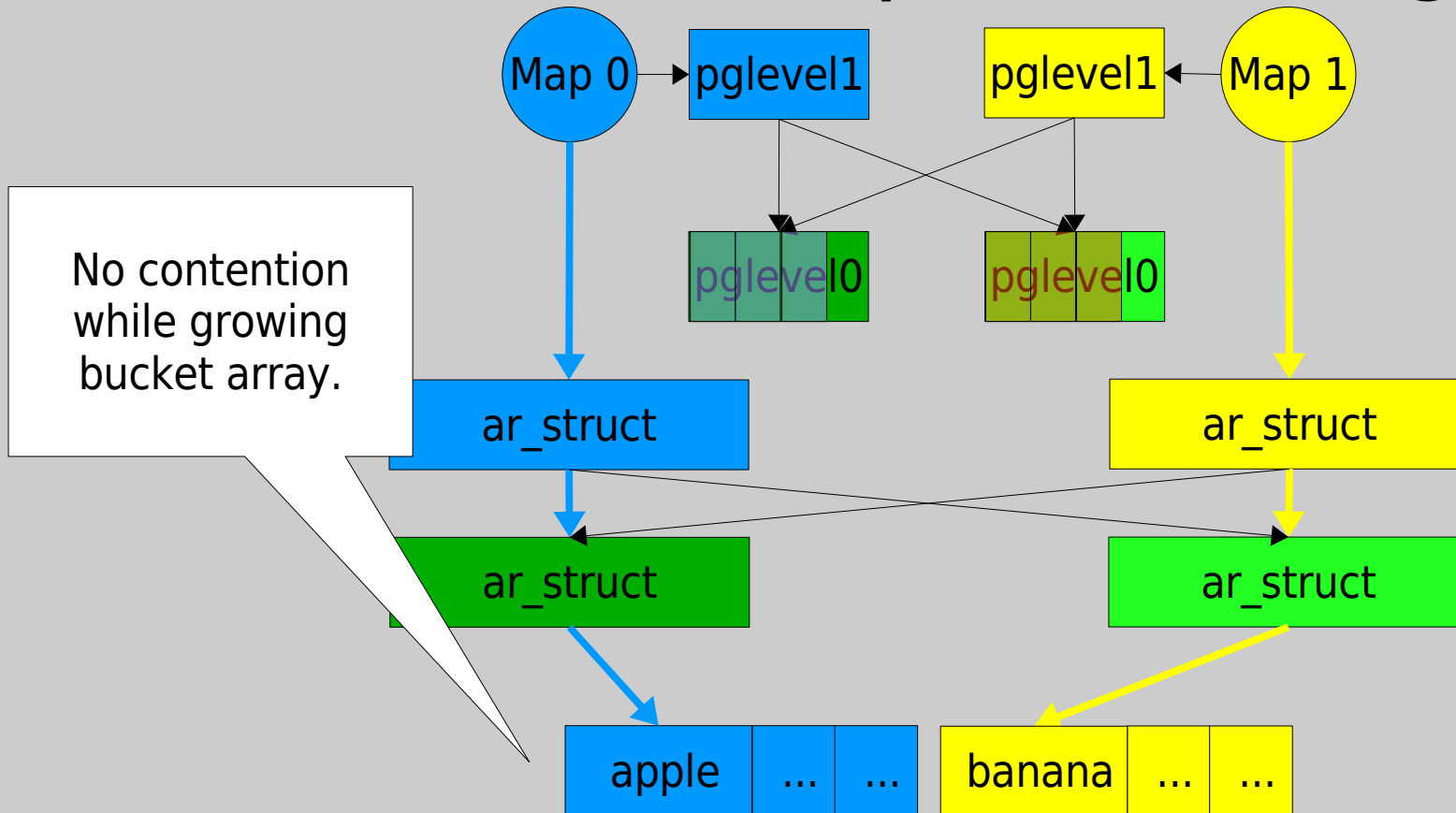
Avoids contention when growing the address space during Map



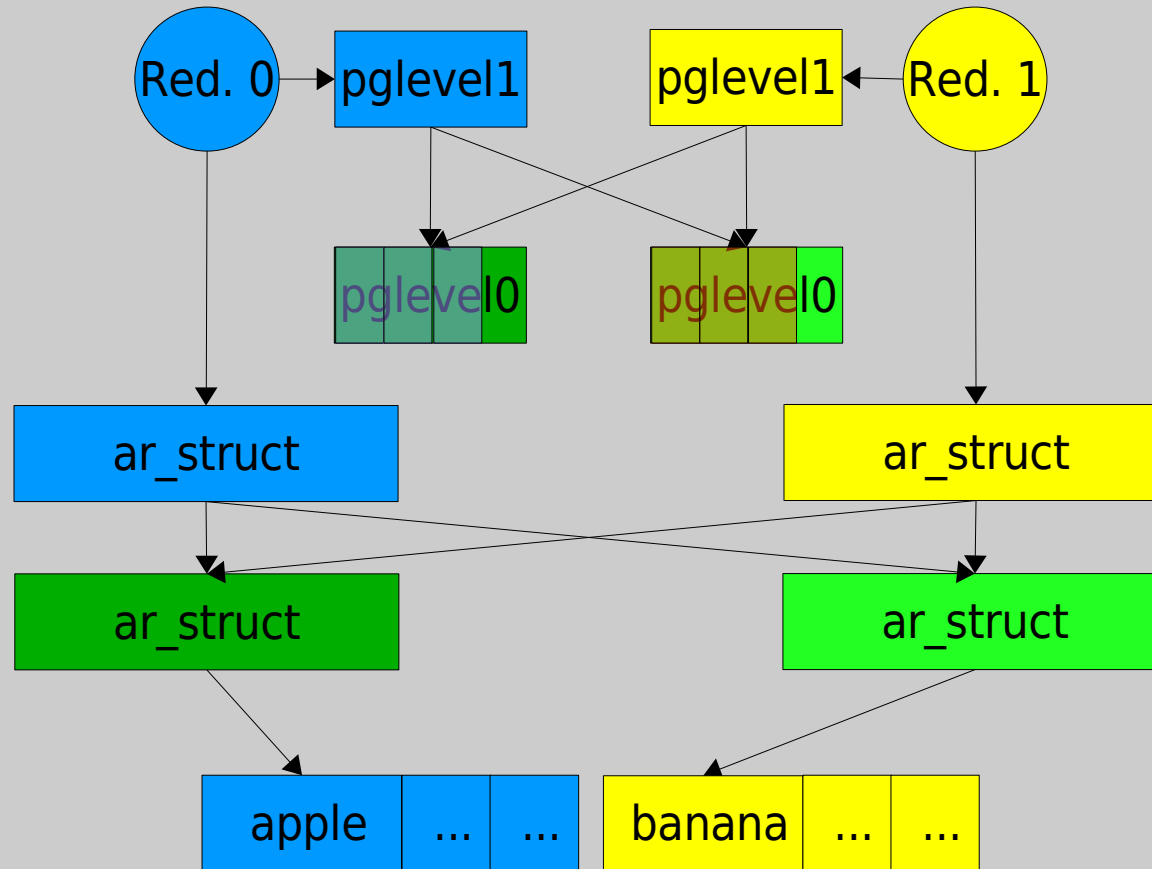
Avoids contention when growing the address space during Map



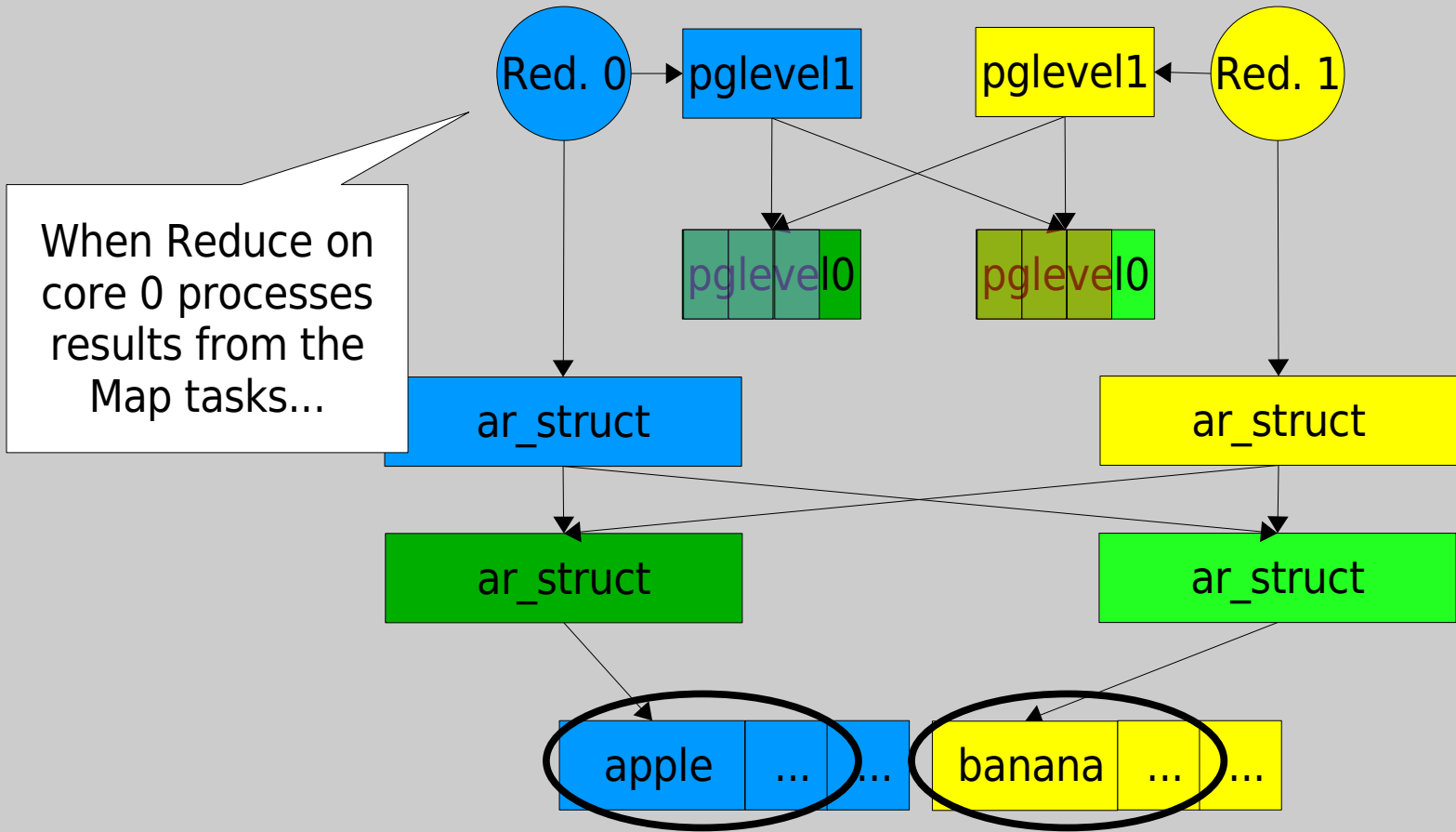
Avoids contention when growing the address space during Map



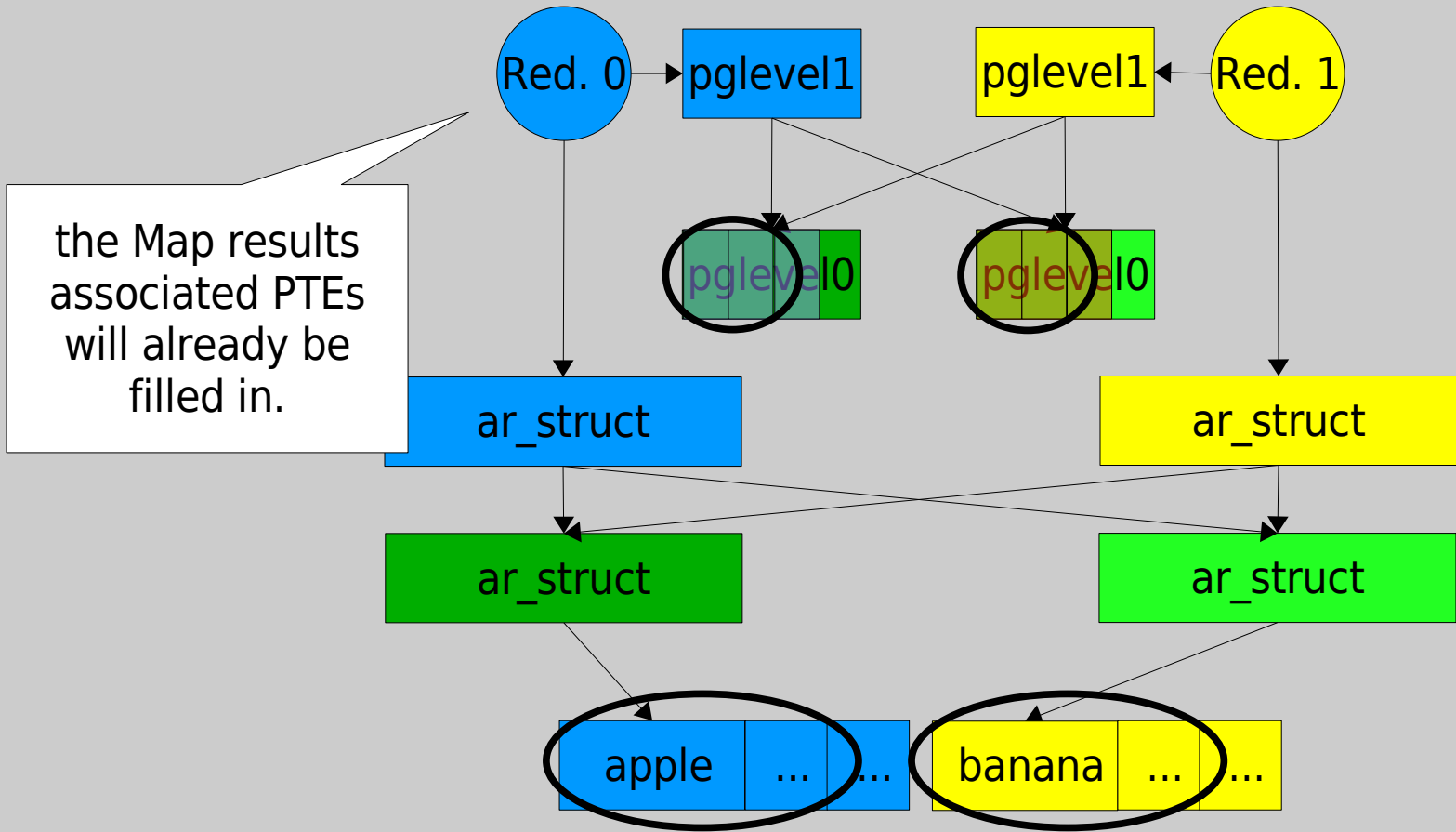
During Reduce PTEs are shared



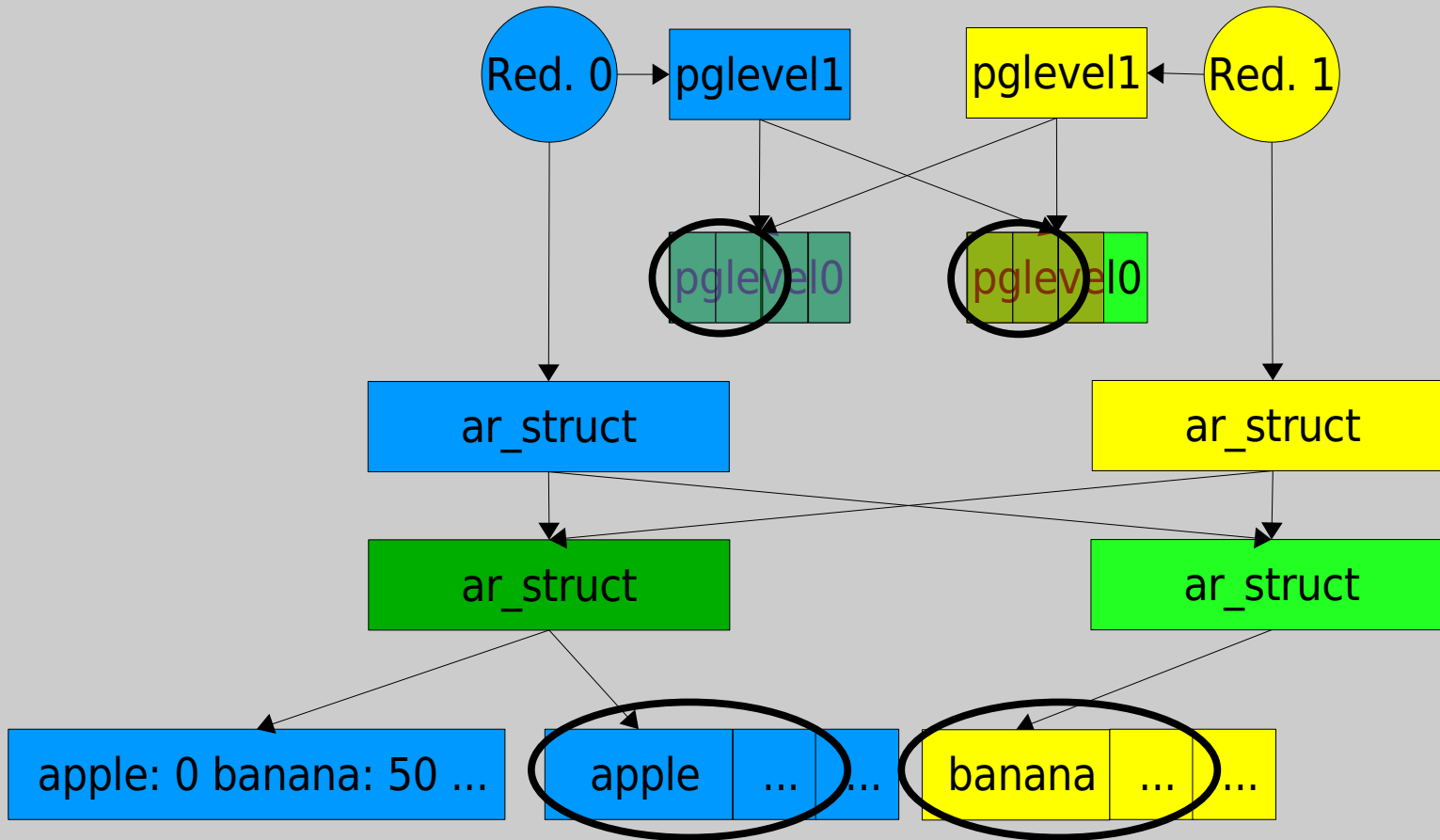
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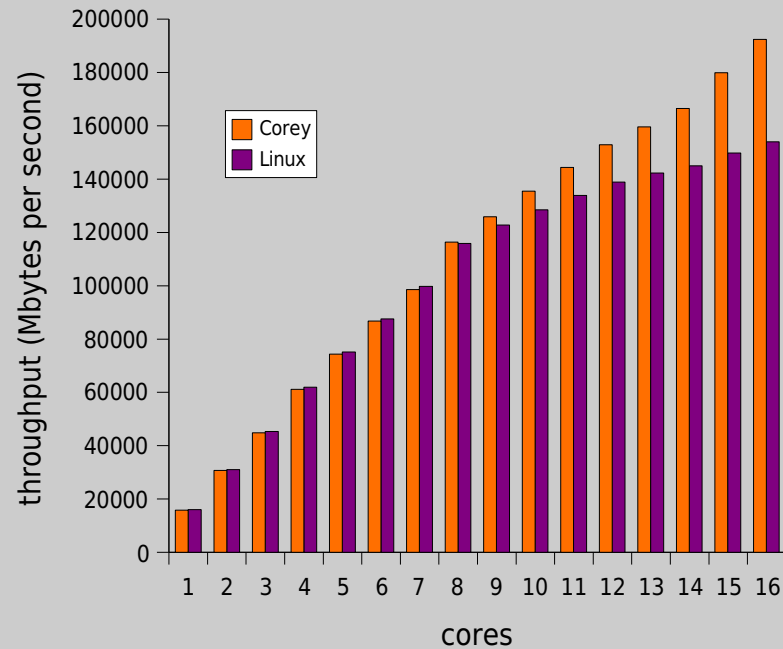
Address ranges in Corey

- Corey is a small experimental OS
- Low-level kernel interface for mapping memory and address ranges
- MapReduce uses Corey's user-level malloc

MapReduce application

- Word inverted index
- Measured the time to build the index of a 1Gbyte file
- For Linux, shared address space is faster than private address spaces
 - Fewer soft page faults

MapReduce reverse index results



- For Linux cores contend on mm_struct
 - Linux page fault handler is faster than Corey's
- With address ranges there is no contention

Benefit of address ranges

- Able to avoid contention, but able to share what is necessary
- Applications control how cores share internal OS data structures
- Few application modifications to improve scalability

Related work

- Research on NUMA operating systems.
 - K42 and Tornado: clustered objects
 - Disco and Cellular Disco on Flash: “distributed kernel”
- Research on multicore:
 - Linux performance studies
 - McRT
 - Barrelfish
 - Thread clustering, constructive caching
- KeyKOS segments

Future work

- Finish Linux interface changes
 - Other interface changes
 - Bigger workloads
 - How much does OS interface need to change?
- Use caches better
 - Reduce cost of manipulating shared data
 - Large aggregate cache, small per-core caches
 - Kernel cores help

Summary

- New OS interfaces that help applications scale with the number of cores
- Allow applications to control how cores share kernel data structures
 - Avoid contention from unnecessary sharing
 - Share state when its beneficial

