Multiprocessor OS

COMP9242 – Advanced Operating Systems

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T2/2020 Week 10

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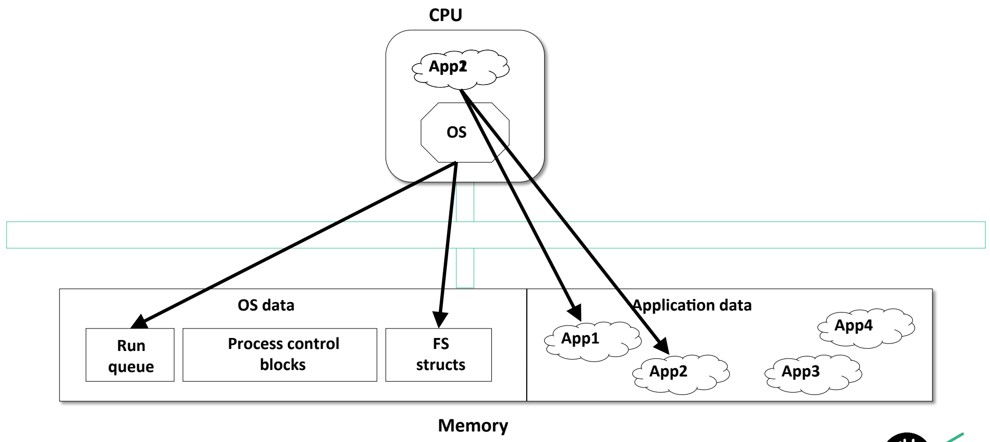
Overview

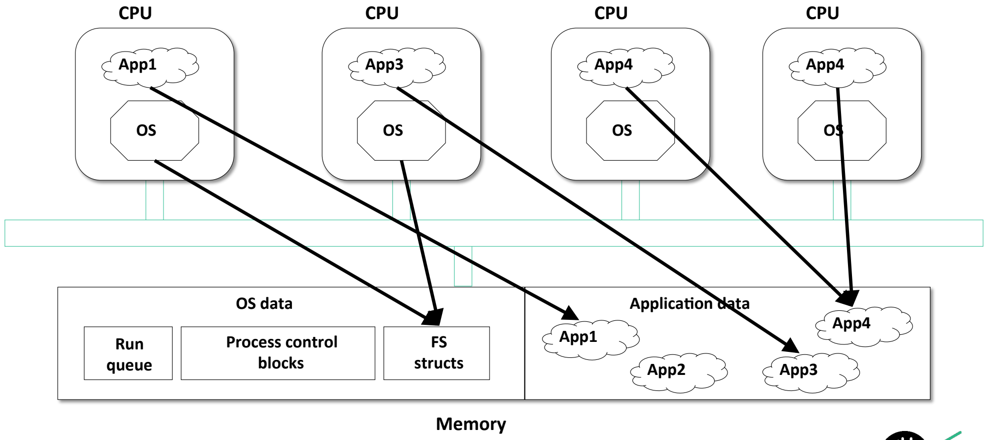
- Multiprocessor OS (Background and Review)
  - How does it work? (Background)
  - Scalability (Review)
- Multiprocessor Hardware
  - Contemporary systems (Intel, AMD, ARM, Oracle/Sun)
  - Experimental and Future systems (Intel, MS, Polaris)
- OS Design for Multiprocessors
  - Guidelines
  - Design approaches
    - Divide and Conquer (Disco, Tesselation)
    - Reduce Sharing (K42, Corey, Linux, FlexSC, scalable commutativity)
    - No Sharing (Barrelfish, fos)

Multiprocessor OS

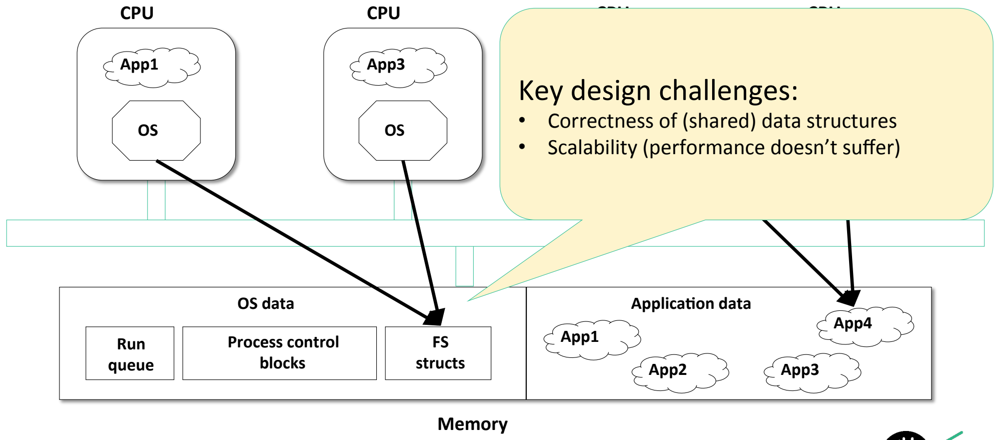
Uniprocessor OS



Multiprocessor OS



Multiprocessor OS

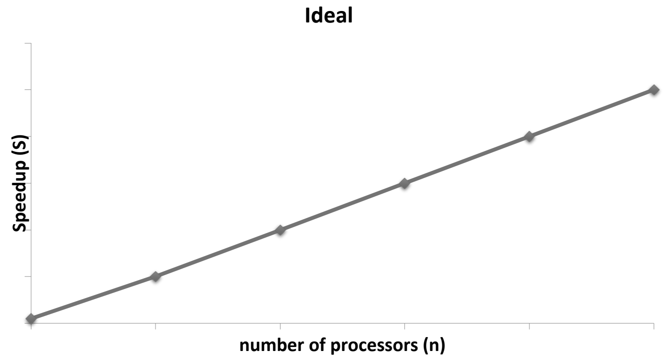


Correctness of Shared Data

- Concurrency control
  - Locks
  - Semaphores
  - Transactions
  - Lock-free data structures
- We know how to do this:
  - In the application
  - In the OS

Scalability

Speedup as more processors added

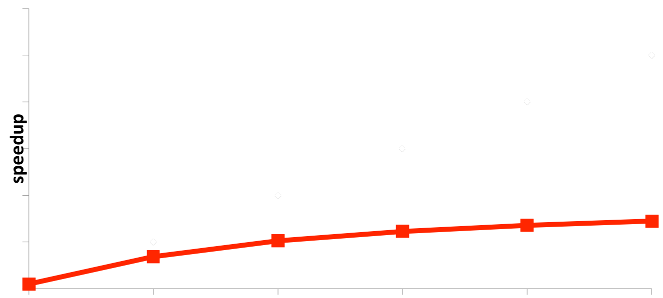


$$S(N) = \frac{T_1}{T_N}$$

Scalability

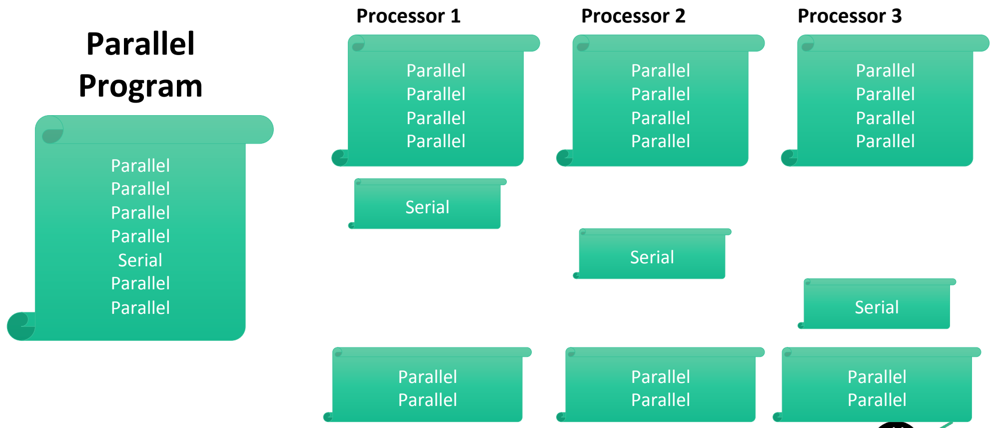
Speedup as more processors added

Reality



$$S(N) = \frac{T_1}{T_N}$$

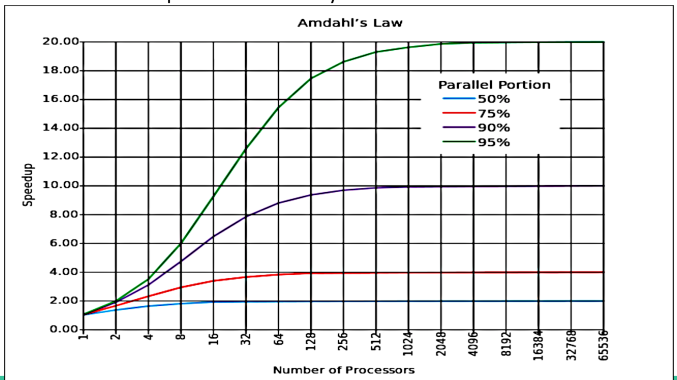
Scalability and Serialisation



Scalability and Serialisation

Remember Amdahl's law

- Serial (non-parallel) portion: when application not running on all cores
- Serialisation prevents scalability



$$T_1 = 1 = (1-P) + P$$

$$T_N = (1-P) + \frac{P}{N}$$

$$S(N) = \frac{T_1}{T_N} = \frac{1}{(1-P) + \frac{P}{N}}$$

$$S(\infty) \rightarrow \frac{1}{(1-P)}$$

From http://en.wikipedia.org/wiki/File:AmdahlsLaw.svg

Serialisation

Where does serialisation show up?

- Application (e.g. access shared app data)
- OS (e.g. performing syscall for app) How much time is spent in OS?

Sources of Serialisation

Locking (explicit serialisation)

- Waiting for a lock ➔ stalls self
- Lock implementation:
  - Atomic operations lock bus ➔ stalls everyone waiting for memory
  - Cache coherence traffic loads bus ➔ stalls others waiting for memory

Memory access (implicit)

- Relatively high latency to memory ➔ stalls self

Cache (implicit)

- Processor stalled while cache line is fetched or invalidated
- Affected by latency of interconnect
- Performance depends on data size (cache lines) and contention (number of cores)

More Cache-related Serialisation

False sharing
- Unrelated data structs share the same cache line
- Accessed from different processors

➔ Cache coherence traffic and delay

Cache line bouncing
- Shared R/W on many processors
- E.g: bouncing due to locks: each processor spinning on a lock brings it into its own cache

➔ Cache coherence traffic and delay

Cache misses
- Potentially direct memory access ➔ stalls self
- When does cache miss occur?
  - Application accesses data for the first time, Application runs on new core
  - Cached memory has been evicted
    - Cache footprint too big, another app ran, OS ran

Multiprocessor Hardware

Multi-What?

- Terminology:
  - core, die (chip), package (module, processor, CPU)
- Multiprocessor, SMP
  - >1 separate processors, connected by off-processor interconnect
- Multithread, SMT
  - >1 hardware threads in a single processing core
- Multicore, CMP
  - >1 processing cores in a single die, connected by on-die interconnect
- Multicore + Multiprocessor
  - >1 multicore dies in a package (multi-chip module), on-processor interconnect
  - >1 multicore processors, off-processor interconnect
- Manycore
  - Lots (>100) of cores

Interesting Properties of Multiprocessors

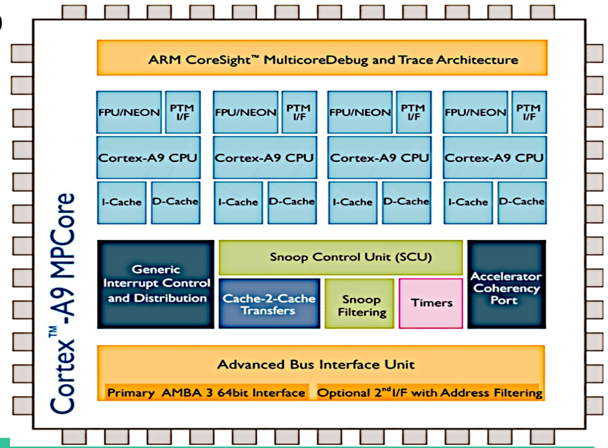
- Scale and Structure
  - How many cores and processors are there
  - What kinds of cores and processors are there
  - How are they organised (access to IO, etc.)
- Interconnect
  - How are the cores and processors connected
- Memory Locality and Caches
  - Where is the memory
  - What is the cache architecture
- Interprocessor Communication
  - How do cores and processors send messages to each other

Contemporary Multiprocessor Hardware

- Intel:
  - Nehalem, Westmere: 10 core, QPI
  - Sandy Bridge, Ivy Bridge: 5 core, ring bus, integrated GPU, L3, IO
  - Haswell (Broadwell): 18+ core, ring bus, transactional memory, slices (EP)
  - Skylake (SP): mesh architecture
- AMD:
  - K10 (Opteron: Barcelona, Magny Cours): 12 core, Hypertransport
  - Bulldozer, Piledriver, Steamroller (Opteron, FX)
    - 16 core, Clustered Multithread: module with 2 integer cores
  - Zen: on die NUMA: CPU Complex (CCX) (4 core, private L3)
  - Zen 2: chiplets (2xCCX) chiplets, IO die (incl mem controller)
- Oracle (Sun) UltraSparc T1,T2,T3,T4,T5 (Niagara), M5,M7
  - T5: 16 cores, 8 threads/core (2 simultaneous), crossbar, 8 sockets,
  - M8: 32 core, 8 threads, on chip network, 8 sockets, 5GHz
- ARM Cortex A9, A15 MPCore, big.LITTLE, DynamIQ
  - 4 -8 cores, big.LITTLE: A7 + A15, dynamIQ: A75 + A55

Scale and Structure

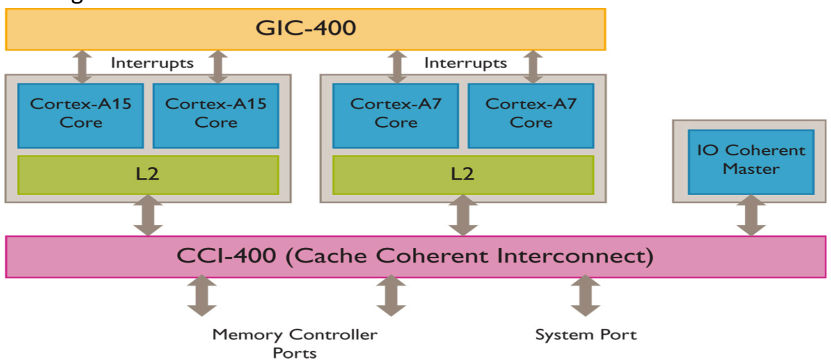
- ARM Cortex A9



From http://www.arm.com/images/Cortex-A9-MP-core_Big.gif

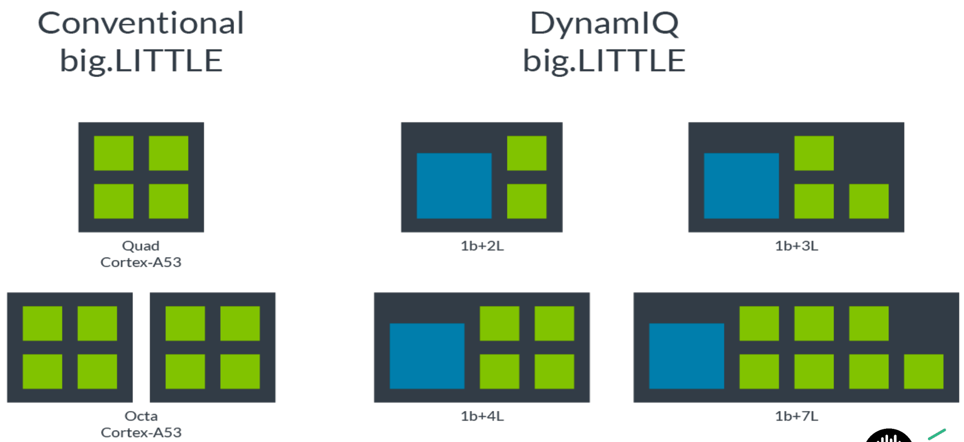
Scale and Structure

- ARM big.LITTLE



From http://www.arm.com/images/Fig_1_Cortex-A15_CCI_Cortex-A7_System.jpg

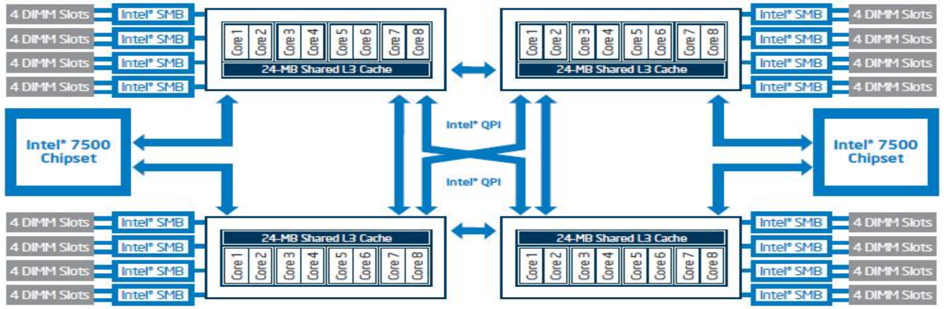
Scale and Structure



From https://developer.arm.com/-/media/developer/Other%20Images/dynamiq-improvements-over-big-little.png

Scale and Structure

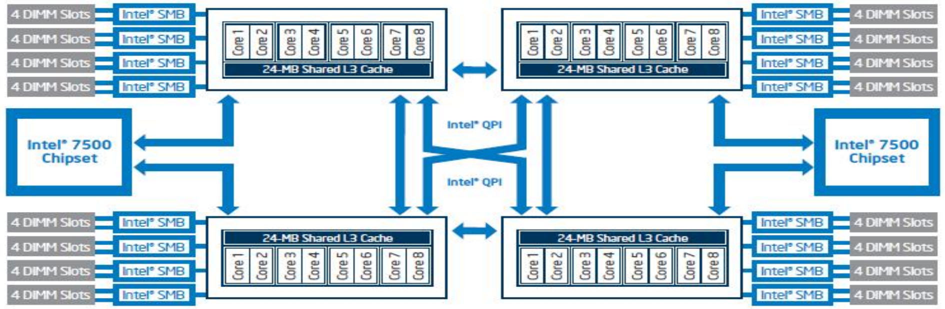
- Intel Nehalem



From www.dawnofthered.net/wp-content/uploads/2011/02/Nehalem-EX-architecture-detailed.jpg

Memory Locality and Caches

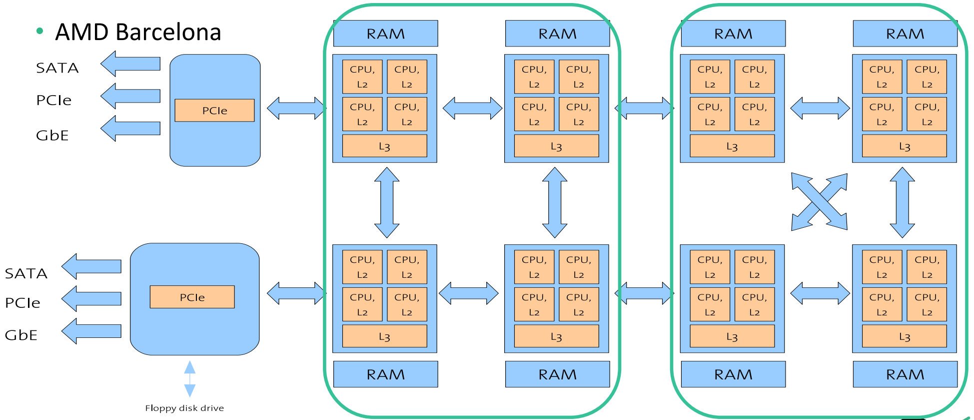
- NUMA (Non-Uniform Memory Access)



From www.dawnofthered.net/wp-content/uploads/2011/02/Nehalem-EX-architecture-detailed.jpg

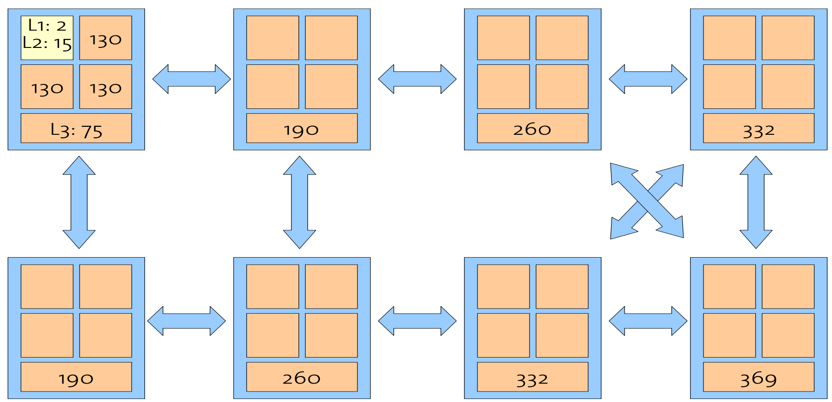
Interconnect

- AMD Barcelona



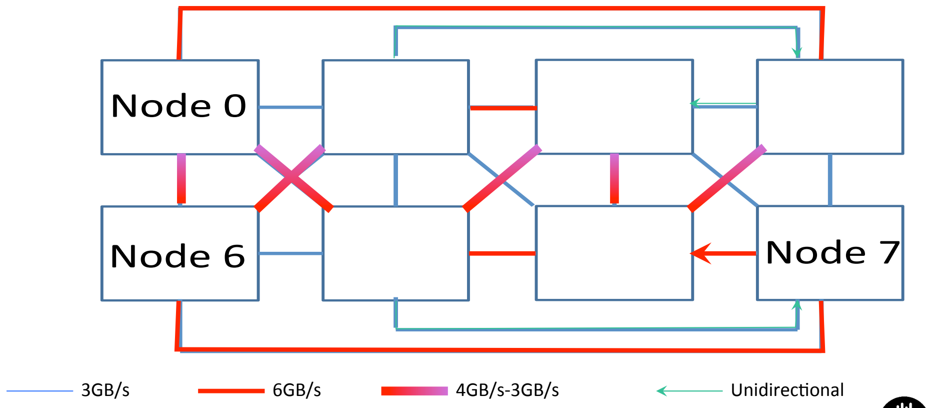
From www.sigops.org/sosp/sosp09/slides/baumann-slides-sosp09.pdf

Interconnect (Latency)



From www.systems.ethz.ch/education/past-courses/fall-2010/aos/lectures/wk10-multicore.pdf

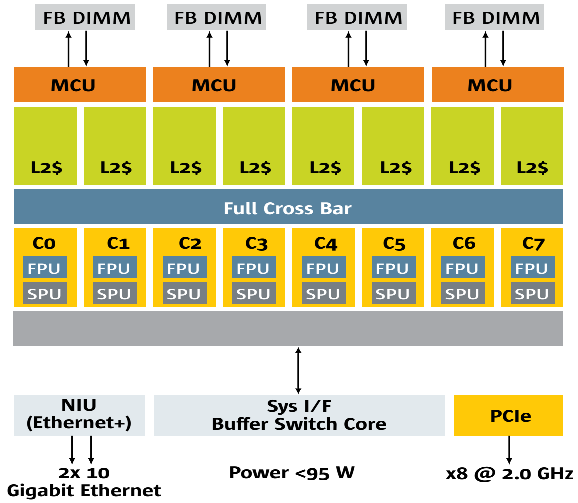
Interconnect (Bandwidth)



From https://www.usenix.org/conference/atc15/technical-session/presentation/lepers

Interconnect

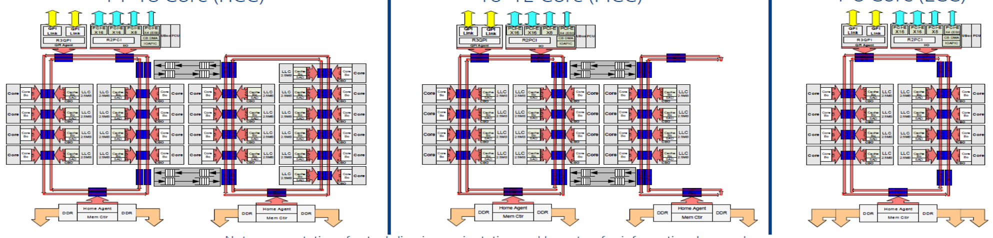
- Oracle Sparc T2



From Sun/Oracle

Interconnect

Haswell EP Die Configurations



Not representative of actual die-sizes, orientation and layouts – for informational use only.

Chop	Columns	Home Agents	Cores	Power (W)	Transitors (B)	Die Area (mm²)
HCC	4	2	14-18	110-145	5.69	662
MCC	3	2	6-12	65-160	3.84	492
LCC	2	1	4-8	55-140	2.60	354

intel | 12

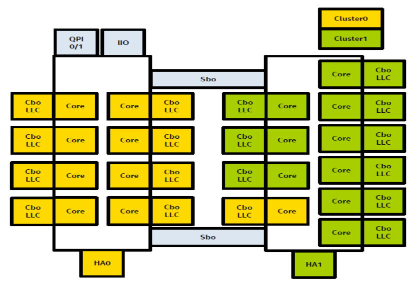
From http://www.anandtech.com/show/8423/intel-xeon-e5-version-3-up-to-18-haswell-ep-cores-/4

Interconnect/Structure/Memory

Cluster on Die (COD) Mode

- Supported on 1S & 2S SKUs with 2 Home Agents (10+ cores)
- In memory directory bits & directory cache used on 2S to reduce coherence traffic and cache-to-cache transfer latencies
- Targeted at NUMA optimized workloads where latency is more important than sharing across Caching Agents
  - Reduces average LLC hit and local memory latencies
  - HA sees most requests from reduced set of threads potentially offering higher effective memory bandwidth
- OS/VMM own NUMA and process affinity decisions

COD Mode for 18C E5-2600 v3



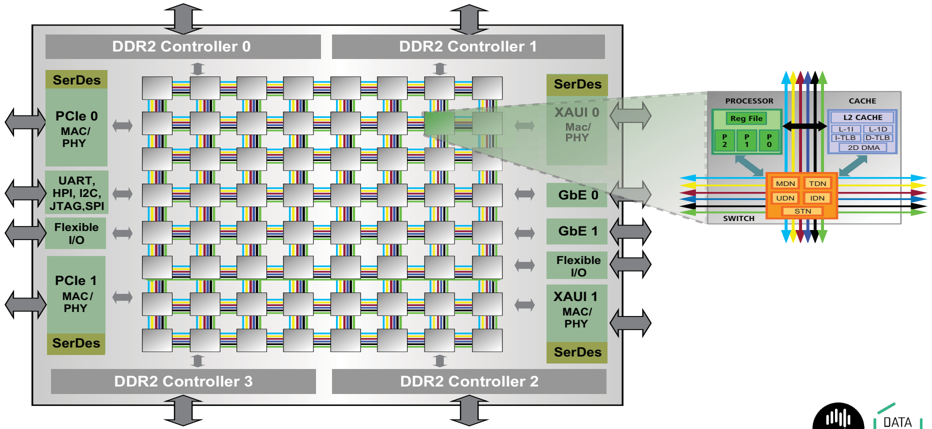
From http://www.anandtech.com/show/8423/intel-xeon-e5-version-3-up-to-18-haswell-ep-cores-/4

Experimental/Future/Non-mainstream Multiprocessor Hardware

- Microsoft Beehive
  - Ring bus, no cache coherence
- Tilera (now Mellanox) Tile64, Tile-Gx
  - 100 cores, mesh network
- Intel Polaris
  - 80 cores, mesh network
- Intel SCC
  - 48 cores, mesh network, no cache coherency
- Intel MIC (Multi Integrated Core)
  - Knight's Corner/Landing - Xeon Phi
  - 60+ cores, ring bus/mesh

Scale and Structure

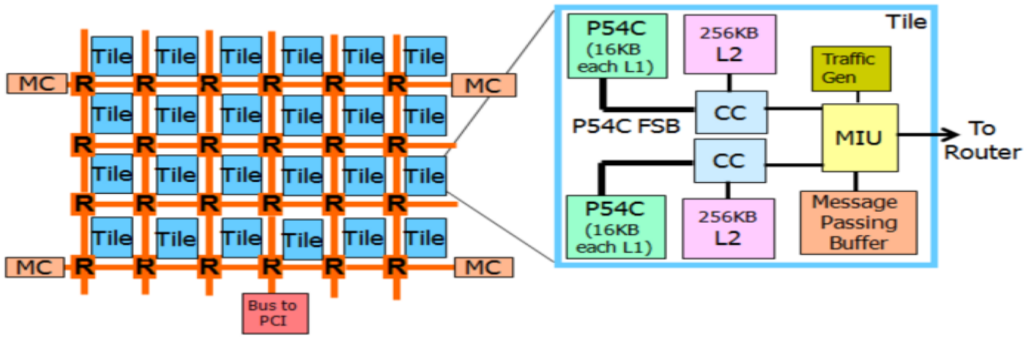
- **Tilera Tile64 (newest: Mellanox TILE-Gx)**, Intel Polaris



From www.tilera.com/products/processors/TILE64

Cache and Memory and IPC

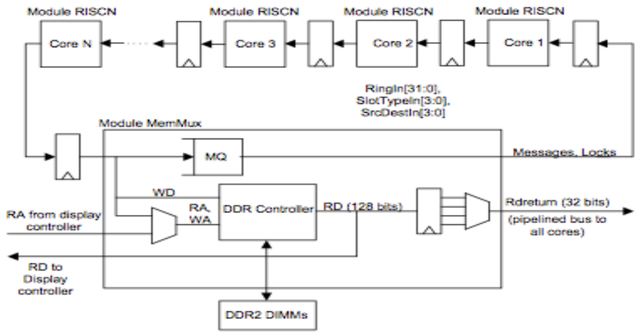
- Intel SCC



From techresearch.intel.com/spaw2/uploads/files/SCC_Platform_Overview.pdf

Interprocessor Communication

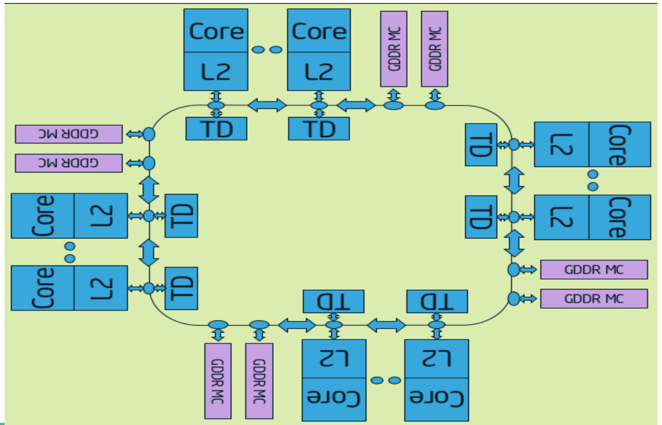
- Beehive



From projects.csail.mit.edu/beehive/BeehiveV5.pdf

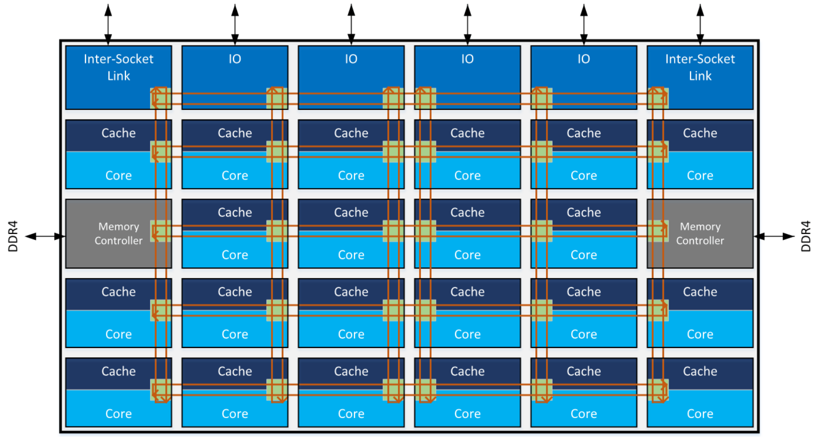
Interconnect

- Intel MIC (Multi Integrated Core) (Knight’s Corner/Landing - Xeon Phi)



From http://semiaccurate.com/2012/08/28/intel-details-knights-corner-architecture-at-long-last/

Skylake SP



From https://itpeernetwork.intel.com/intel-mesh-architecture-data-center/

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
    - 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

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)
  - Sometimes it's the only option
- Tradeoff: parallelism vs synchronisation
  - Synchronisation introduces serialisation
  - Make concurrent threads independent: reduce crit sections & cache misses
- 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!

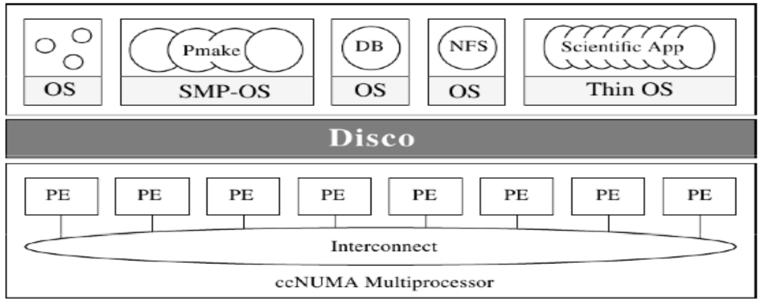
Divide and Conquer

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)

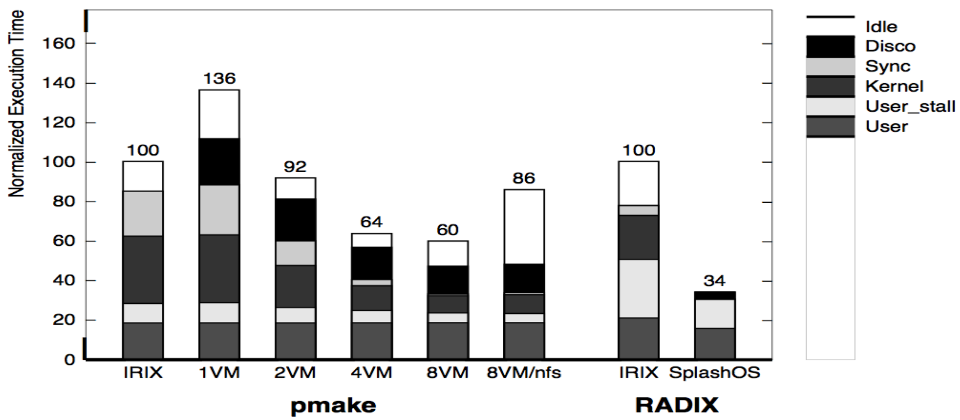
Running commodity OSes on scalable multiprocessors [Bugnion et al., 1997]
http://www-flash.stanford.edu/Disco/

Disco Architecture



[Bugnion et al., 1997]

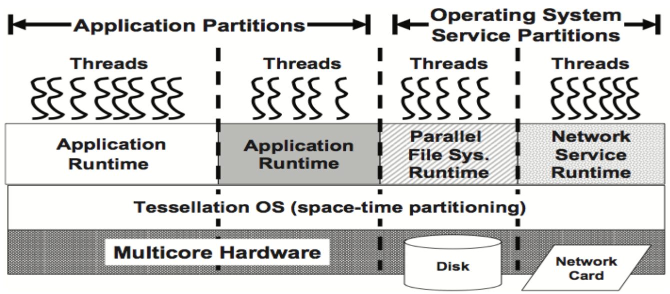
Disco Performance



Space-Time Partitioning

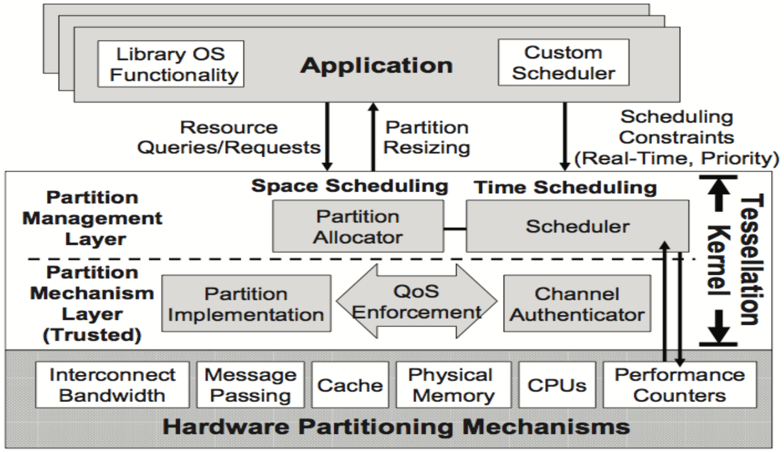
Tessellation
- Space-Time partitioning
- 2-level scheduling

- 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



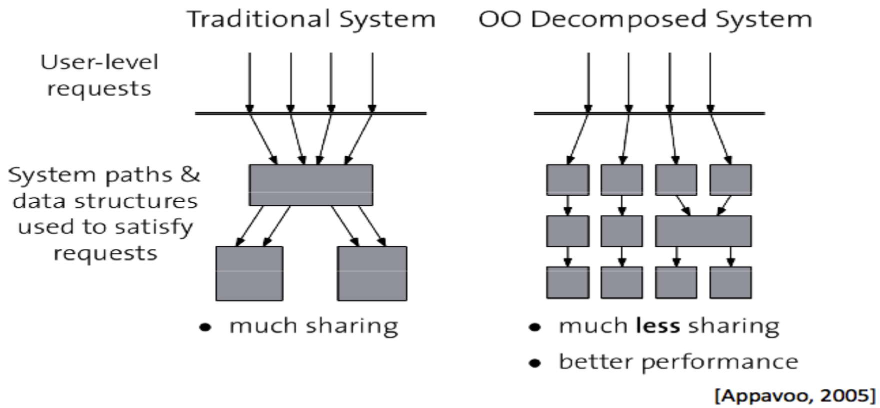
Reduce Sharing

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

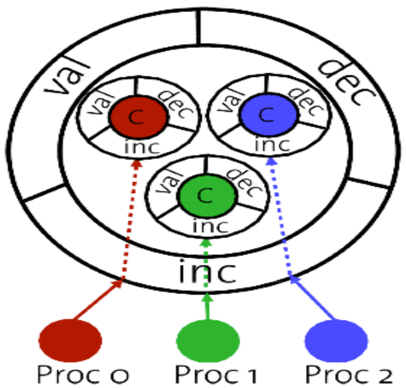
Clustered Objects, Ph.D. thesis [Appavoo, 2005]
http://www.research.ibm.com/K42/

K42: Fine-grained objects

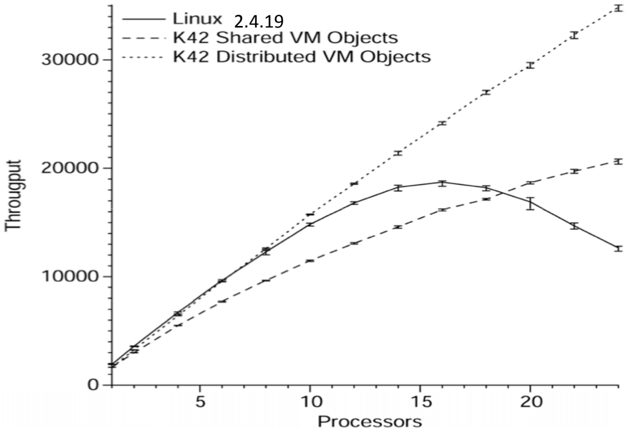


K42: Clustered objects

- Globally valid object reference
- Resolves to
  - Processor local representative
- Sharing, locking strategy local to each object
- Transparency
  - Eases complexity
  - Controlled introduction of locality
- Shared counter:
  - *inc*, *dec*: local access
  - *val*: communication
- Fast path:
  - Access mostly local structures



K42 Performance



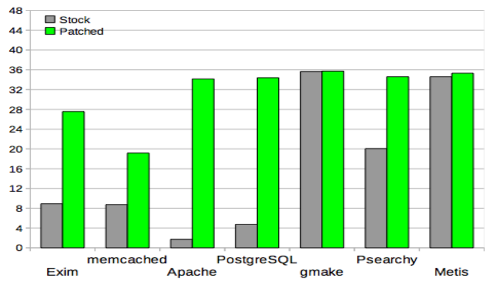
Corey

- 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

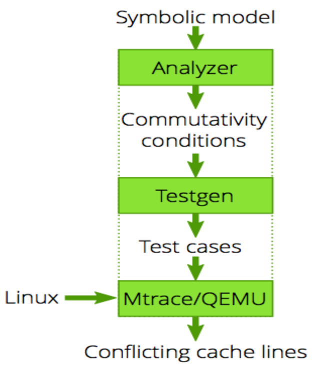
- Context
  - 2013, previous multicore projects at MIT
- Goals
  - How to know if a system is really scalable?
- Workload-based evaluation
  - Run workload, plot scalability, fix problems
  - Did we miss any non-scalable workload?
  - Did we find all bottlenecks?
- Is there something fundamental that makes a system non-scalable?
  - The interface might be a fundamental bottleneck

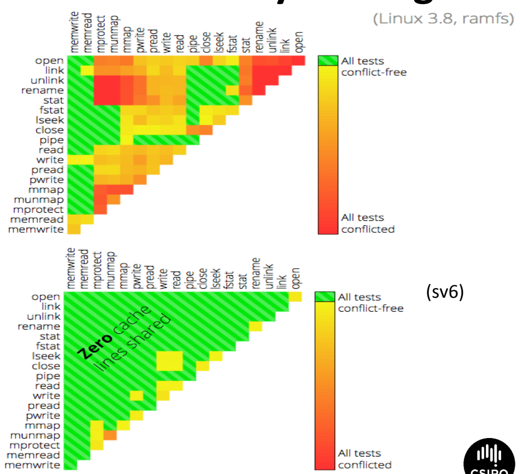
The Scalable Commutativity Rule: Designing Scalable Software for Multicore Processors [Clements et al., 2013]

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

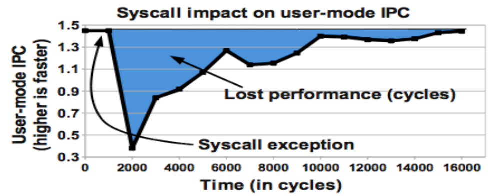
Commuter: An Automated Scalability Testing Tool





FlexSC

- Context:
  - 2010, commodity multicores
  - U Toronto
- Goal:
  - Reduce context switch overhead of system calls
- Syscall context switch:
  - Usual mode switch overhead
  - But: cache and TLB pollution!

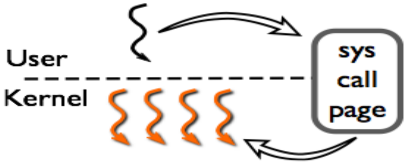


Syscall	Instructions	Cycles	IPC	i-cache	d-cache	L2	L3	d-TLB
stat	4972	13585	0.37	32	186	660	2559	21
pread	3739	12300	0.30	32	294	679	2160	20
pwrite	5689	31285	0.18	50	373	985	3160	44
open+close	6631	19162	0.34	47	240	900	3534	28
mmap+munmap	8977	19079	0.47	41	233	869	3913	7
open+write+close	9921	32815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

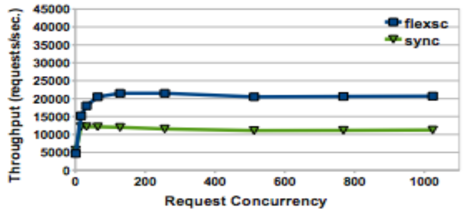
FlexSC: Flexible System Call Scheduling with Exception-Less System Calls [Soares and Stumm., 2010]

FlexSC

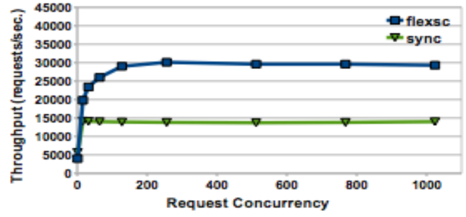
- Asynchronous system calls
  - Batch system calls
  - Run them on dedicated cores
- FlexSC-Threads
  - M on N
  - M >> N



FlexSC Results

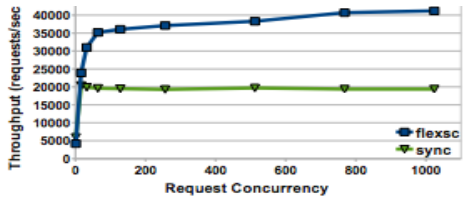


(a) 1 Core



(b) 2 Cores

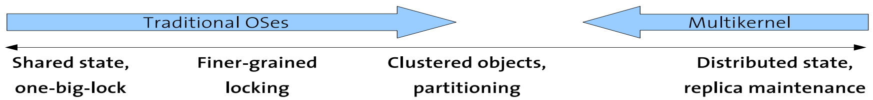
Apache
FlexSC: batching,
sys call core redirect



(c) 4 Cores

No sharing

- Multikernel
  - Barrelfish
  - fos: factored operating system



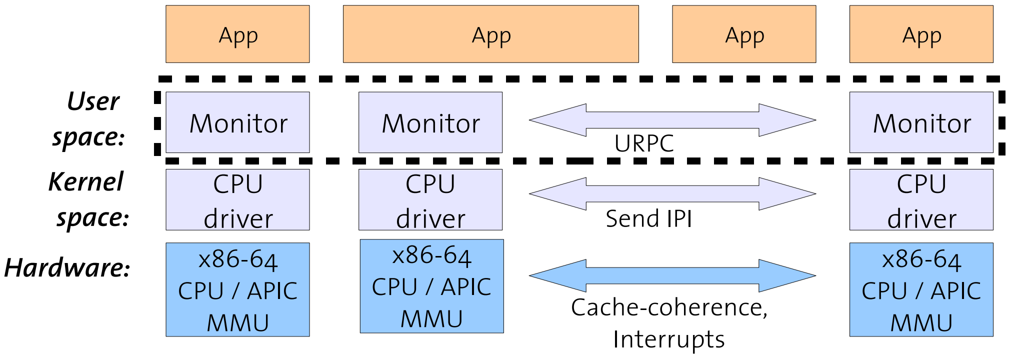
The Multikernel: A new OS architecture for scalable multicore systems [Baumann et al., 2009]
http://www.barrelfish.org/

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

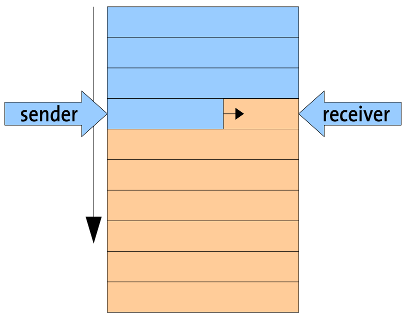


Barrelfish: Replication

- 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

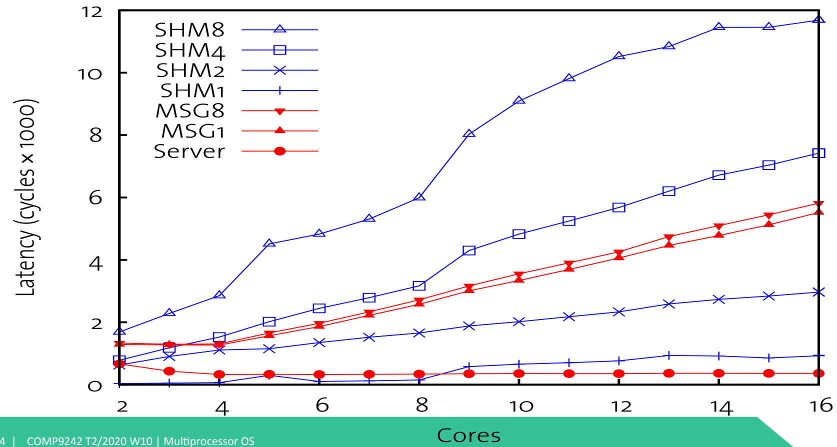
Barrelfish: Communication

- 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.



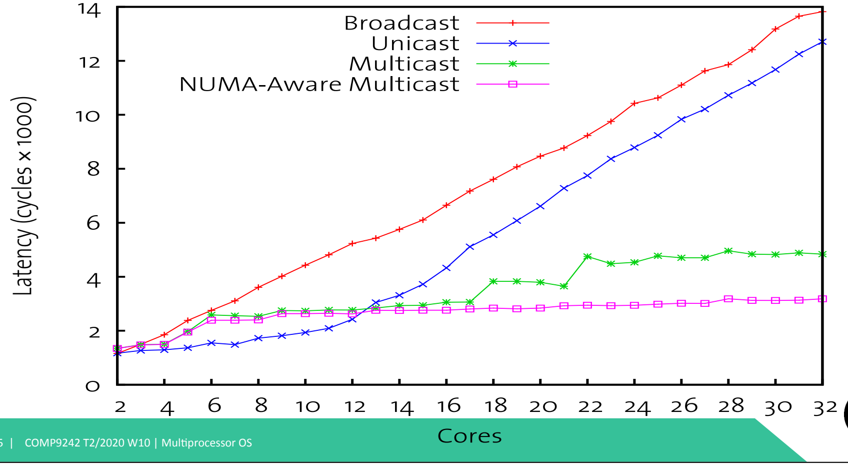
Barrelfish: Results

- Message passing vs caching



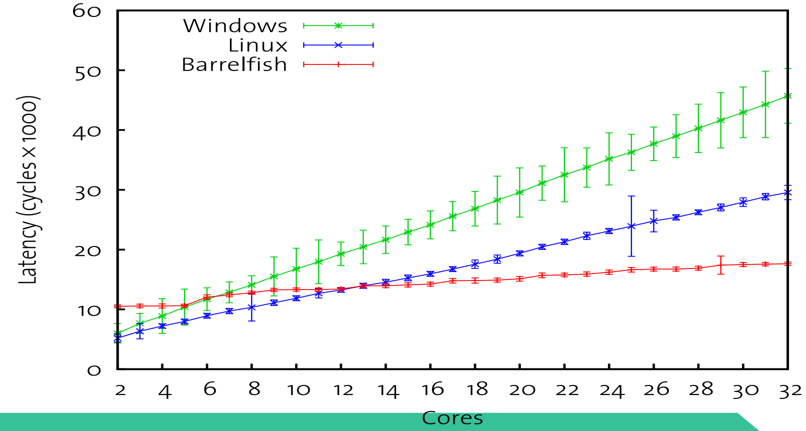
Barrelfish: Results

- Broadcast vs Multicast



Barrelfish: Results

- TLB shootdown



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)