

ROS

A Scalable Operating System For Parallel Applications On Many-core Architectures

Design □ GOAL: Explicitly support parallel applications while improving kernel scalability □ Many-core Process (MCP) □ No longer a single thread in a virtual processor □ Multiple cores 'owned' by a single process □ All cores gang scheduled □ Information exposed up, requests sent down □ Asymmetric Use of Cores □ Low-Latency vs. Coarse-Grained Cores □ Asynchronous Remote Calls (ARCs) □ Kernel control path on a limited number of cores Resource Provisioning Provisions setup before allocation takes place Increases isolation between processes Enables predictable application performance □ Allows the system to utilize unused resources **Resource Provisioning** • ROS of Information to Application POSIX System Calls

• Vserver Exokernel Solaris Zones

Amount o Exposed

 User Mode Linux 	Fully Virtualized VMs with performance enhancements
 Java VM 	Fully Virtualized VMs
Apache VHost	(Qemu, KVM, VMWare)
 Java VM Apache VHost 	Fully Virtualized VMs (Qemu, KVM, VMWa

Similarities to a real machine

Resources **provisioned** to MCPs based on future needs Resources **allocated** to MCPs based on immediate needs Processes scheduled based on meeting resource guarantees (QoS)

□ Resource guarantees enforced either in hardware or in software



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Many-Core Process

Traditional 1:1 Process





More scalable than traditional process models

- □ No mapping of user-level threads to kernel threads (the kernel is completely event-based)
- □ No per-core run queues

□ Provides richer set of resource guarantees to processes

Expose more information about system resource utilization

- MCPs make explicit requests for those resources
- □ All cores granted to an MCP are gang scheduled



Current Implementation











Asymmetric Use of Cores

□ Coarse-Grained Cores

- □ Used for parallel computations requiring predictable performance
- □ Time-sliced at coarse-granularity
- □ Granted to apps running as MCPs Low-Latency Cores
 - □ Handle time-critical events out of band
 - □ Always runnable, not gang-scheduled
 - Time-sliced at fine-granularity

Examples: UI events, TCP ACKs, etc. □ Asynchronous Remote Calls (ARCs)

- □ System calls serviced asynchronously on Low Latency Cores
- □ Increase per core cache locality
- Decrease cross core lock contention □ Limit kernel interference with apps
- Small set of cores control the system Manages what processes run where
- □ No need for per core run queues

Preliminary Results