

Ensō Operating System

### The Kernel

Scheduler: Round-Robin, Priority Queues, Tree Flavours

Scheduler Actors: Features, Timers, Async I/O

Streams Backends: Zero-copy, Message Passing

Linear Backends: Async I/O Disk Streams, Network Streams

Indexed Backends: Timers, Actors

Backpressured Message Bus/Buffers: Arc/Vec prealloc

Class: Low Latency, Real Time

### Respect Kernels History

Richard Rashid. Mach 3. NUMA, Bus Oriented Components
Dave Cutler. Windows NT. True Async I/O on IoCompletionPort
BeOS. Travis Geiselbrecht. SMP Scaling of OS services
Microkernels: RT, Tiny codebases eCos/TRON, QNX, VxWorks
Unikernels: Erlang, Mirage, HaLVM

#### FOUNDATION

# Stream/List duality

```
pub enum List<Message> {
          Nil,
          Cons(Message, std::marker::PhantomData<List<Message>>) }
pub struct Stream<Message> {
    head: Message,
      tail: Box<Stream<Message>> }
 pub trait Stream<Message> {
       fn head(&mut self) -> Message;
       fn tail(&mut self) -> Stream<Message>; }
```

## Zero-copy and Message Passing

```
pub trait Future<Message,Error> {
      fn poll(&mut self) -> Result<Message,Error>;
      fn tail(&mut self) -> Future<Message,Error>; }
pub trait Process<Protocol, State, Error> {
      fn state(&mut self) -> State;
      fn send(&mut self, Protocol) -> Result<State, Error>; }
pub trait Discipline<Stream<Message>> {
      fn select(&mut self, u64) -> Stream<Message>; }
```

#### ORDERS

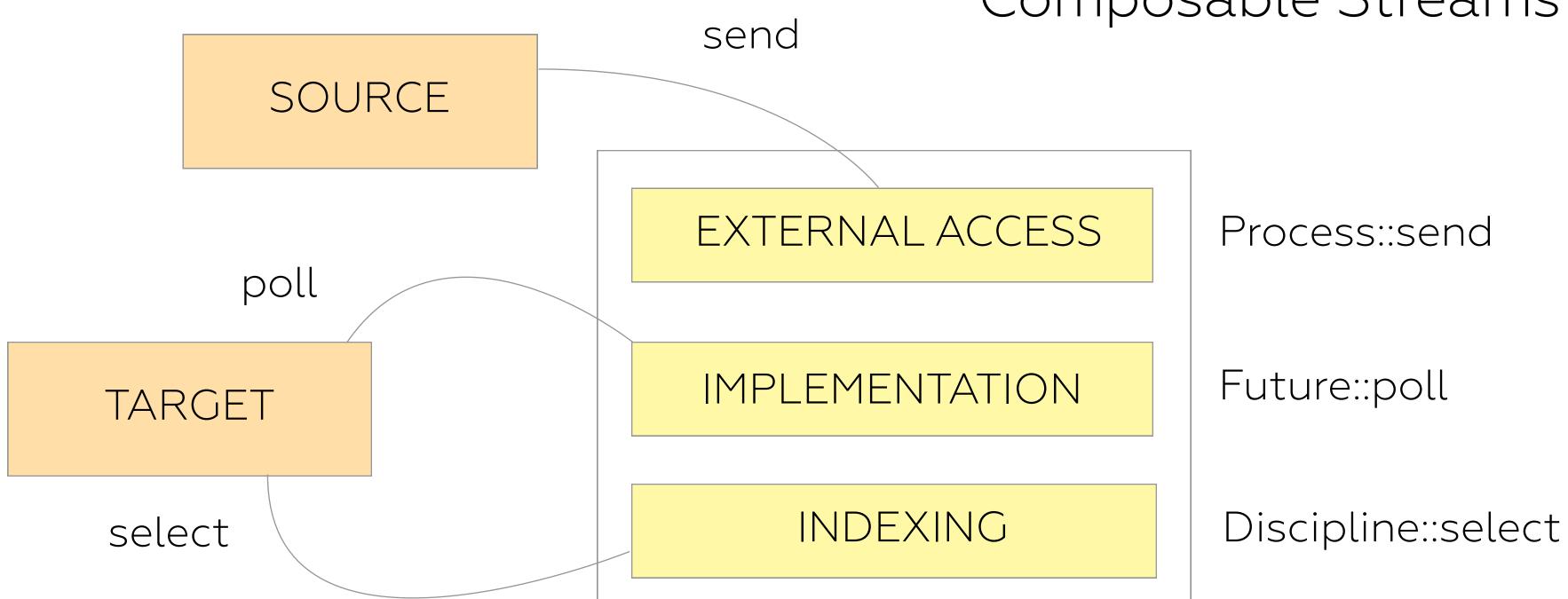
# Order Processing Protocol

```
pub struct OrderState {
    state: OrderStatus,
        id: ID,
        price: Price,
        size: Size,
        side: Side, }
pub enum OrderProtocol {
        Request, Execute, Reject,
        UnsolicitedCancel,
        Cancel,
        Ack, Replace, }

Ack, Replace, }
```

type OrderProcess = Process<OrderProtocol, OrderState, Error>;

# Composable Streams



SCHED

### Polymorphic Disciplines

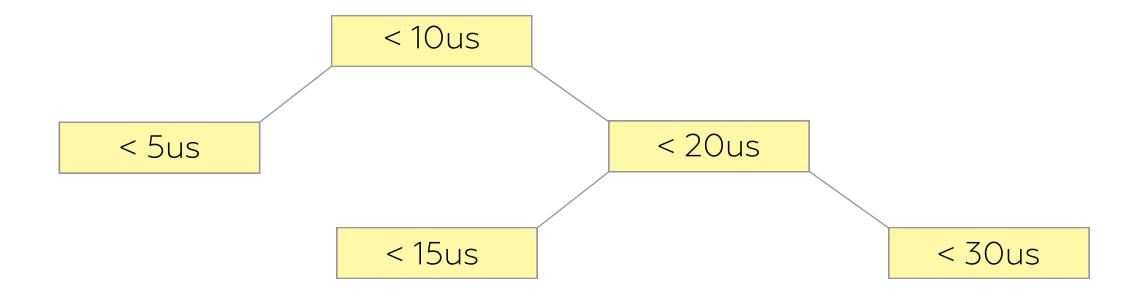
DISK

Discipline::select

Circular Buffers

TIMERS

Discipline::select



Linear: MQ, EXT, DISK, NET

Trees: TIMERS

Priority Queues: TASKS, IRQ

Node Components

CPU # 1..3

SPU #1

MQ

TIMERS

IRQ

schedulers

TASKS

EXT

system streams

app streams

DISK

NET

#### REACTOR

Discipline::select

Core Context

TOKIO

REVENT

NANOMSG

RX/RUST

TASKS

Single Task Tree per Core

Scheduler::select

### Reactor Requested Features

- 1. Reactor Core Context
- 2. Task Context
- 3. Scheduleable Entities
- 4. Task List
- 5. Task Selection by Priority
- 6. API: spawn/select/poll
- 7. Inspirational Libraries: Rx, Nanomsg, Tokio

Vec, VecDeque, Link, Turbine, Pipes

Queue Types

SPSC/LINK

MPSC/SUB

SPMC/PUB

(rx,tx) CHANNEL

Discipline::select

Non-schedulable Array Store

### Queues Requested Features

- 1. Three Basic Drivers: SPSC, MPSC, SPSC
- 2. Different Backends: Vec, VecDeque, Link, Turbine, Pipes
- 3. Queue Properties
- 4. Queue with Priorities
- 5. API: create/pub/sub/link
- 6. Inspirational Libraries: Turbine, Rust Queues, Pipes

#### TIMERS

Discipline::select

TIMER

(interval, task\_id)

TOKIO

RX/RUST

Dedicated Core or Interrupt Queue

Scheduler::select

### Timers Requested Features

- 1. Timers Core Context
- 2. Timer Types: Oneshot Scalable Timers, Fixed List of Interval Timers
- 3. API: create/select/poll
- 4. Inspirational Libraries: Tokio, Rx

### NET I/O

#### MIO compatible polling loop based on Readiness Queue

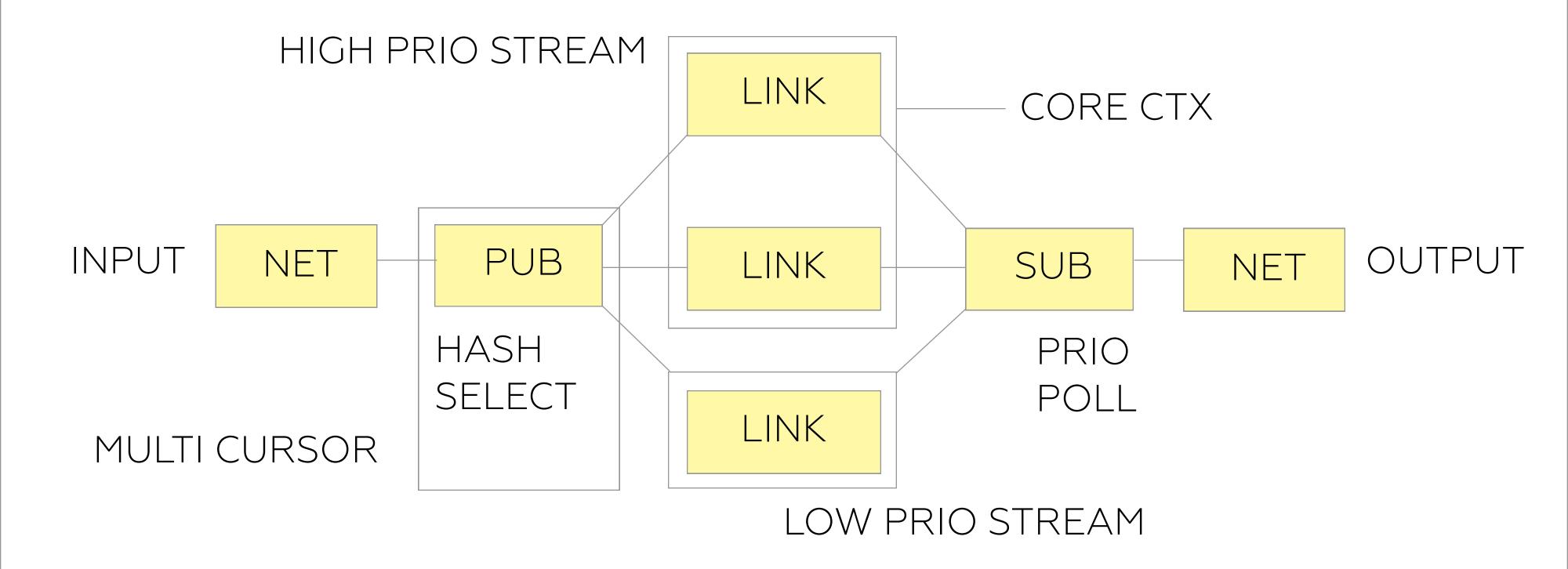
READINESS NODES POLL SERVER SELECTOR OS: EPOLL WAIT CONN #1 **EVENTS EVENT** TOKEN READY CONN #2

## Network I/O Features

- 1. MIO compatible API
- 2. Evented Polling on Linux, BSD, XSOCK
- 3. Connection State
- 4. API: create/select/poll
- 5. Close to FFI API
- 6. Client and Server Samples

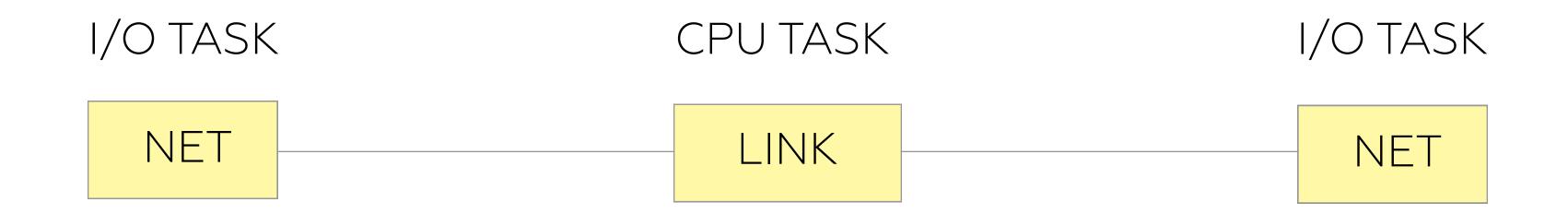
#### LOAD BALANCING CASE

Load Balancing of Priority Streams per Core Buckets



#### FAST DELIVERY CASE

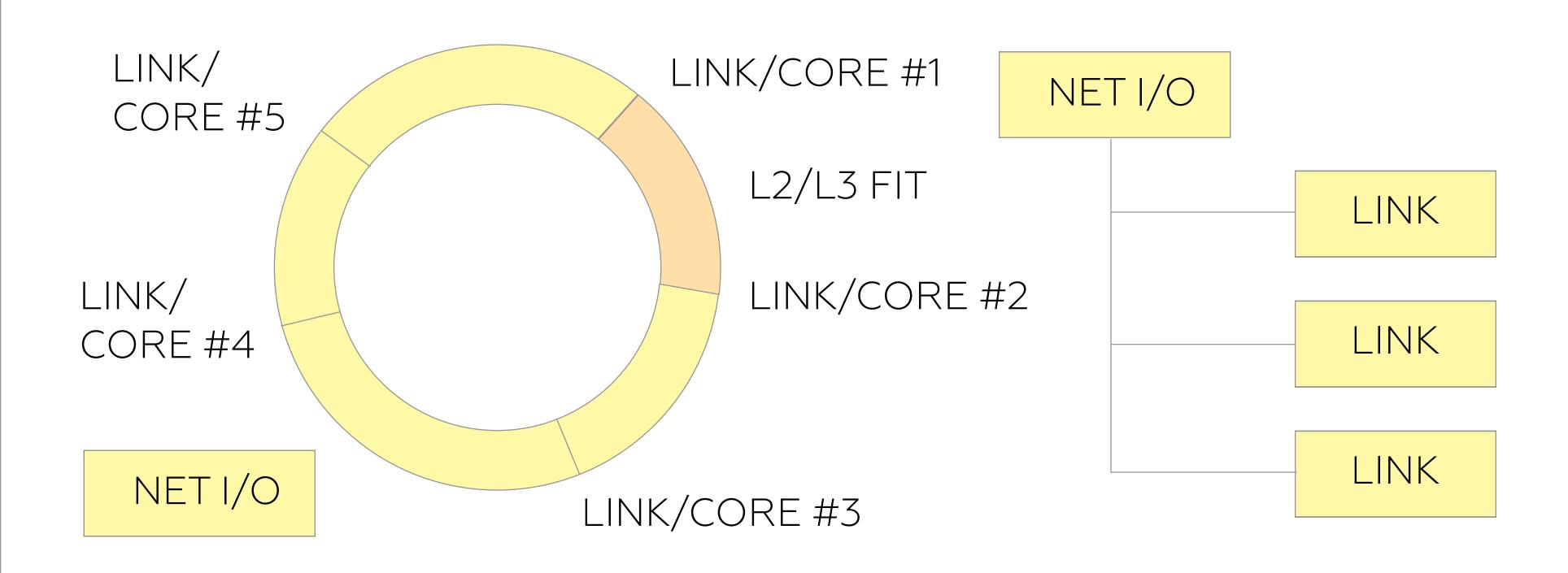
Single Threaded Task Configuration to be compared as reference



You can use inplace message modifying and reduce copies to unpack and pack.

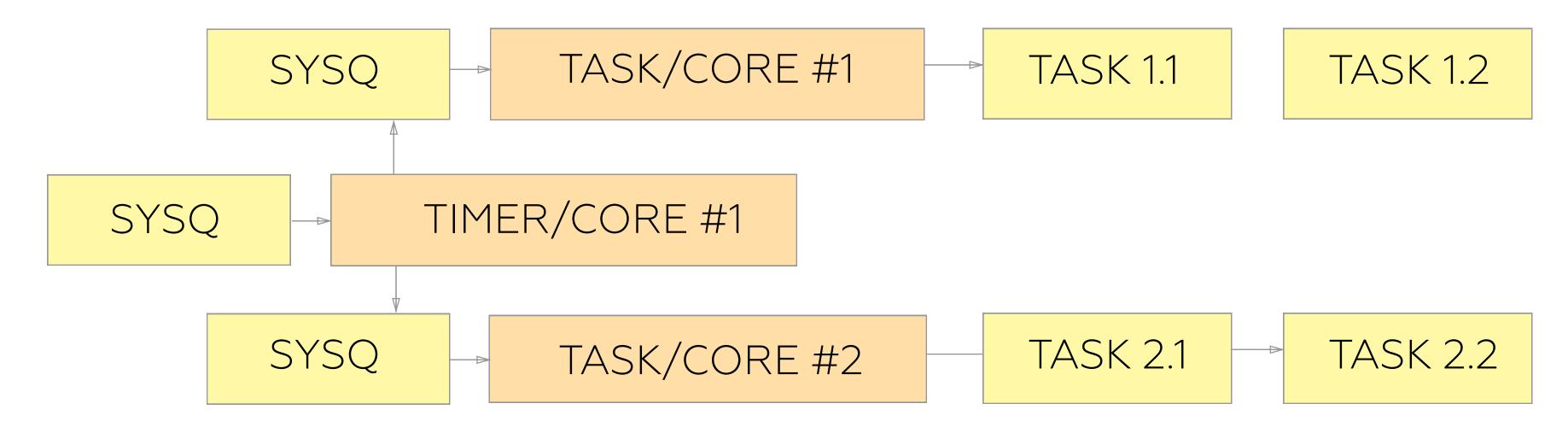
#### PUBLISHER CASE

Multicursor Implementation of PUB for InterCore Queue Migrations and Cache Locality



INTERCORE QUEUES

Scheduler Reactors can communicate throught InterCore transport when needed.



Network Polling also could be seen as InterCore single sourced Queue for Task Delivery.