# [MemOS/Challenges: 1<sup>st</sup> week] Introduction & Overview

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#### Contents

GiantVM overview

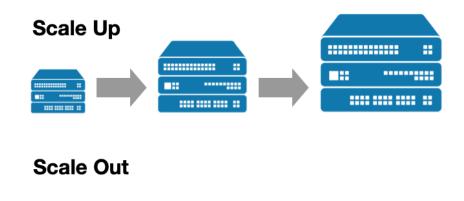
What to run on GiantVM? (NUMA-aware programming)

How to fix GiantVM (and others)? (On-going issues)

### **GiantVM Overview**

#### **Motivation**

- The era of 'big data': explosive growth of data to be processed
  - Paradigm shift: scale-up → scale-out
  - Mapreduce, Spark, ...
- The limit of scale-out model
  - Complicated programming model
  - Runtime overheads
- Dilemma 🕾
  - Scale-out: complicated programming
  - Scale-up: huge HW cost

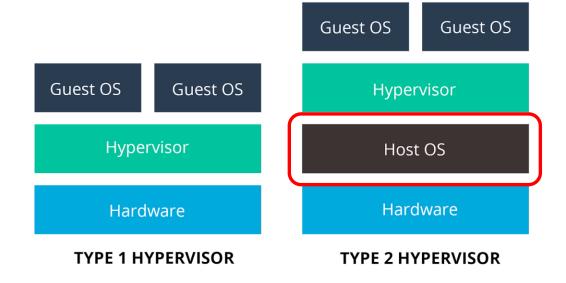


#### Motivation (Cont'd)

- Single System Image (SSI)
  - Running single OS on a cluster
  - Huge engineering costs for compatibility (POSIX, etc.)
  - Porting close-source device drivers is not possible

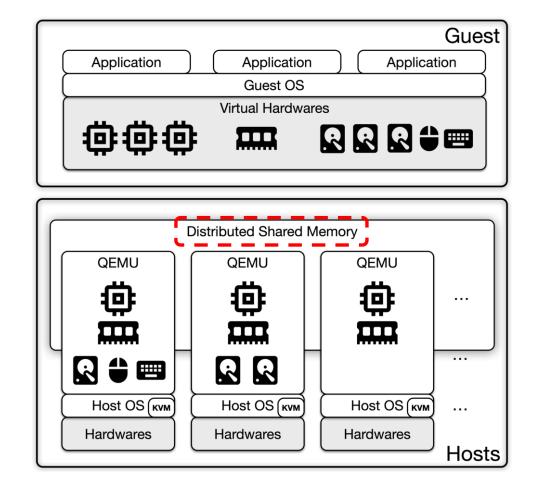
#### Many-to-one (multi-node) virtualization

- Combination of virtualization & SSI
- Efficient resource management through HW abstraction
- (Full virtualization) No need for OS modification
- Open-source, type-2 hypervisor
  - Based on QEMU/KVM
  - Using the existing OS as a hypervisor, with no need for scratch building



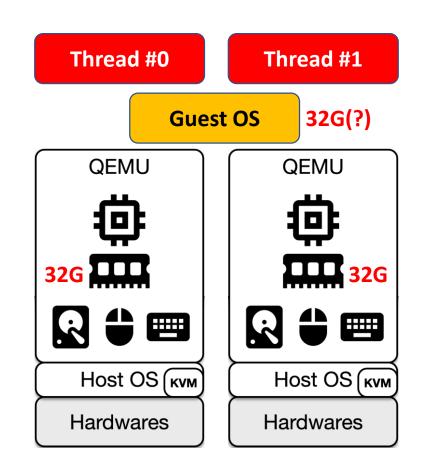
#### **GiantVM: Overview**

- Open-source distributed hypervisor
  - "GiantVM: a type-II hypervisor implementing many-to-one virtualization", VEE '20
- Many-to-one virtualization
  - Similar to ScaleMP/TidalScale (commercial)
- (Tentative) base platform for MemOS
- Type-2 hypervisor (QEMU/KVM)
  - QEMU: Remote vCPU, I/O
  - KVM: Distributed Shared Memory (DSM)

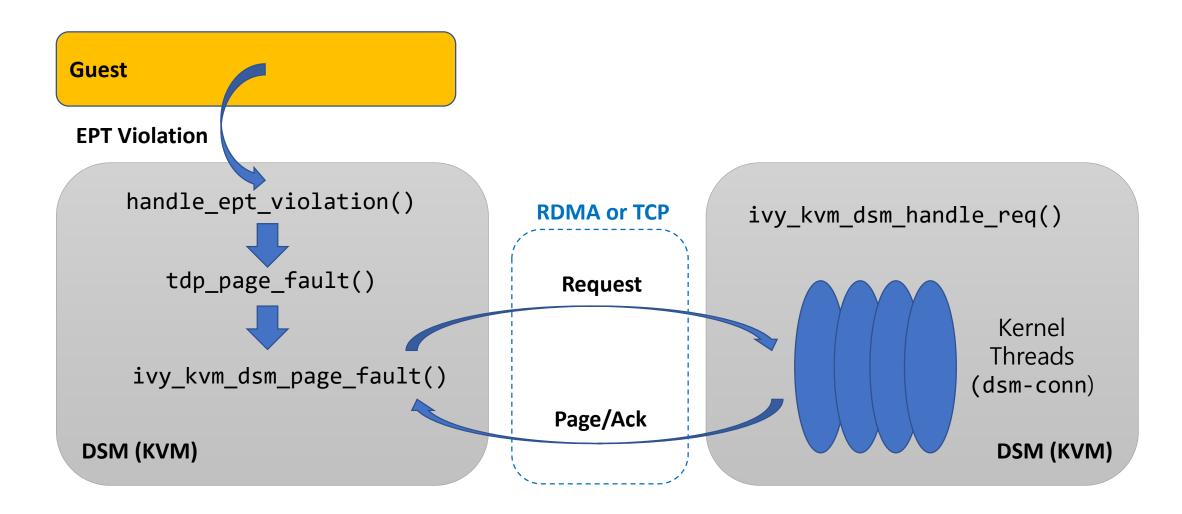


#### **DSM** in GiantVM

- Implemented in KVM
- Based on Ivy DSM
  - "Memory Coherence in Shared Virtual Memory Systems" (PODC '86)
- Memory size seen by the Guest OS
  - The memory size exported by one local QEMU instance
  - With DSM, each local QEMU instance sees its own memory & coordinates with each other



#### **Basic Mechanism of DSM**



#### Page Fault Handling

Sequences

```
tdp_page_fault()
        kvm_dsm_vcpu_acquire_page()
                 kvm_dsm_acquire_page()
                       kvm_dsm_page_fault()
                                 ivy_kvm_dsm_page_fault()
```

#### ivy\_kvm\_dsm\_page\_fault()

```
ivy kvm dsm page fault()
   if (write) {
                               /* self */
      if (dsm is owner) {
         kvm dsm invalidate();
      else {
         owner = dsm get prob owner();
         if (initialized && dsm_id == 0) {
            dsm set prob owner(dsm id);
            dsm change state(OWNER | MODIFIED);
            dsm add to copyset(dsm id);
            goto out;
         kvm dsm fetch(owner, &req, &resp);
         kvm dsm invalidate(&resp.inv copyset, owner);
      dsm clear copyset();
      dsm add to copyset(dsm id);
      if (!dsm is owner)
         kvm write guest page();
      dsm set prob owner(dsm id);
      dsm change state(OWNER MODIFIED);
```

```
else { /* read */
     owner = dsm_get_prob_owner();
     if (initialized && dsm_id == 0) {
         dsm set prob owner(dsm id);
         dsm change state(OWNER | SHARED);
         dsm add to copyset(dsm id);
         goto out;
      kvm dsm fetch(owner, &req, &resp);
     memcpy(dsm get copyset(), &resp.inv copyset);
     dsm add to_copyset(dsm_id);
      kvm write guest page();
      dsm set prob owner(dsm id);
                                           /* different
from orig. Ivy */
     dsm change state(OWNER | SHARED);
out:
  return;
```

#### Request Handling

Sequences

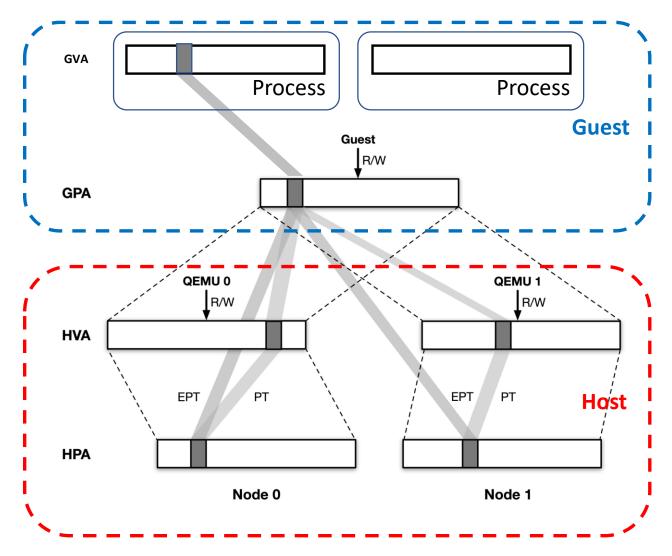
```
kvm_dsm_init()
Kernel Thread: kvm-dsm/%d
             kvm_dsm_threadfn()
            Kernel Thread: dsm-conn/%d:%d
                           kvm_dsm_handle_req()
                                        ivy_kvm_dsm_handle_req()
```

#### ivy\_kvm\_dsm\_handle\_req()

```
ivy kvm dsm handle req()
  while (1) {
     len = network.ops.receive(conn_sock, &req); /* receive a request message */
      switch (req.req type) {
      case DSM_REQ_INVALIDATE:
         ret = dsm_handle_invalidate_req();
         break;
     case DSM REQ WRITE:
         ret = dsm handle write req();
         break;
      case DSM REQ READ:
         ret = dsm_handle_read_req();
         break;
  return;
```

#### Address Spaces in GiantVM

- gva
  - Guest virtual address
  - Assigned per process in GVM
- gfn
  - Guest frame number (GPA)
  - System-wide unique
- vfn
  - Virtual frame number (HVA)
  - Node-wide unique
- hfn
  - **HW** frame number (HPA)

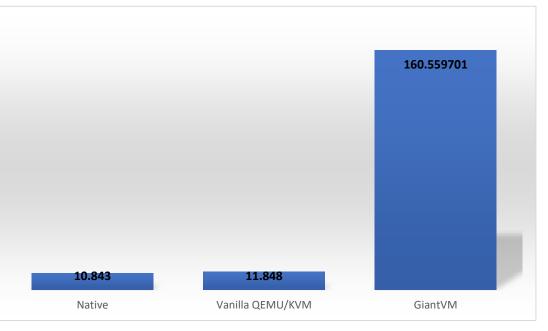


#### Performance Issues in GiantVM

- Serious performance degradation with multi-thread parallel workloads ☺
  - Especially when multiple threads concurrently access shared memory
- Reason for overheads?
  - Guest kernel
  - Host kernel (DSM in KVM)

Components	Description	Samples	
Router	Interrupt & I/O router	1.06%	
QEMU	QEMU except Router	0.97%	
GuestOS	Guest OS (non-root mode)	35.44%	
DSM	DSM page fault handler	43.75%	Γ
Others	Kernel part except DSM	18.89%	

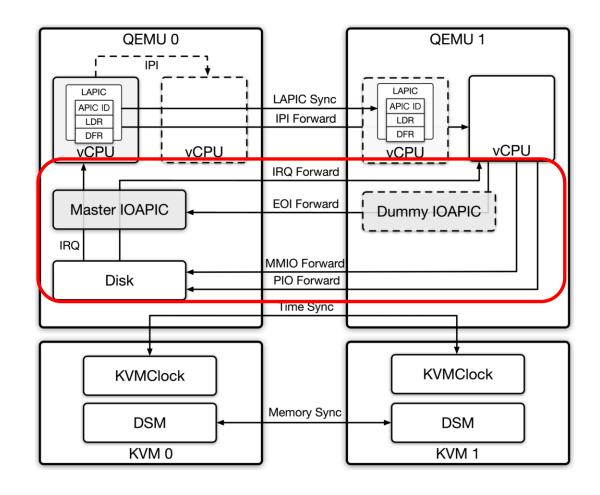
- 24 threads, memcpy() 4GB per thread
- Exec. Time (lower is better)



(Source: GiantVM, VEE '20)

#### I/O in GiantVM

- Only the I/O devices in a master QEMU(QEMU0) are visible
  - All PIO/MMIO are accessed through the master
  - Causes bottleneck



### What to run on GiantVM?

NUMA-aware programming

#### **NUMA (Non-Uniform Memory Access)**

 NUMA • UMA Processor Processor Processor Processor Cache Cache Cache Cache Processor Processor Processor Processor Cache Cache Cache Cache Memory Memory

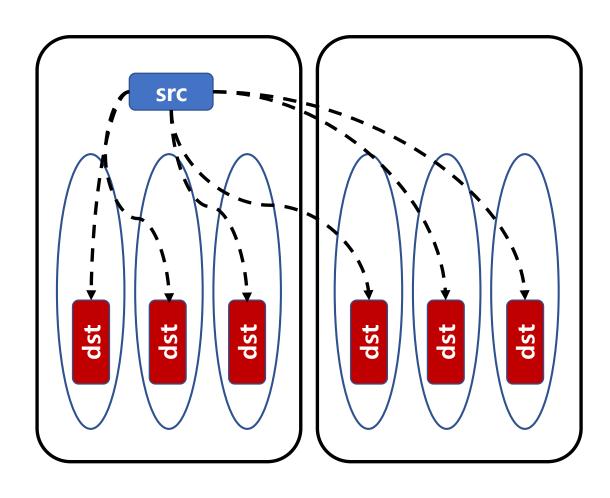
#### **NUMA-aware Programming**

- 1. Processor Affinity
  - Thread migration to another NUMA node
    - Need to fetch the data from the previous node (overheads)
  - Pinning a thread to a specific core, or limiting the migration to intranode cores

- 2. Data Placement with Explicit Memory Allocation Directives
  - Example) libnuma library in Linux
  - Users explicitly designate a NUMA node for memory allocation
    - numa\_alloc\_onnode()

#### Example: memcpy() microbench

- In-house multithread memcpy() microbenchmark
- Per-thread src -> dst memcpy
- One source in primary node is shared by all worker threads
- All src/dst memory are allocated with numa\_alloc\_onnode()
- Each thread is pinned to its corresponding vCPU



# How to fix GiantVM (and others)?

On-going issues

#### On-going Issues with GiantVM

- TCP support
  - The default inter-node networking mechanism is RDMA
  - TCP is supported, but unstable in both performance & stability
- Guest memory size
  - 1 + 1 = 1, 1 + 1 + 1 = 1, 1 + 1 + 1 + 1 = 1, ...
  - Requires a major overhaul of the current DSM
- I/O bottleneck
  - Previously stated
- AMD CPU support
  - Currently, only Intel CPUs are supported

# On-going Issues with GiantVM (Cont'd)

- DSM performance
  - Remember, the InfiniBand is slower than UPI. Deal with it.
  - But, it's toooooo slow! ⊗

#### 1. Page prefetching

- Fetching multiple pages at a time from a remote node
- Would be beneficial, at least for sequential accesss

#### 2. Asynchronous page fault

- Currently, all DSM page faults are handled synchronously
- Asynchronous handling allows vCPUs to do other tasks instead of blocking

## On-going Issues with GiantVM (Cont'd)

- 3. Guest page cache optimization
  - A major cause of filesystem overheads
  - Page caches are shared by multiple nodes through the slow DSM
- 4. What else?

#### On-going Issues with Workloads

- Workloads tested so far
  - In-house memcpy() microbench (previously stated)
  - Some HPC workloads (based on floating-point matrix multiplication)
  - Parallel benchmark (PARSEC, NPB)
  - Manycore OS benchmark (MOSBENCH, vbench)
- Target workload
  - (Tentatively) HPC applications (SpMV, etc.)
  - Not decided yet
- Once the target workload is decided, some optimization should be done
  - Adding NUMA-awareness, etc.

### Thank you!