## Honey, I Shrunk the Guests

Page Access Tracking using a Minimal Virtualisation Layer

30.03.2025

<u>Dustin Tien Nguyen</u><sup>1</sup>, Sebastian Rußer<sup>1</sup>, Maximilian Ott<sup>1</sup>, Rüdiger Kapitza<sup>1</sup>, Wolfgang Schröder-Preikschat<sup>1</sup>, Jörg Nolte<sup>2</sup>

- <sup>1</sup> Friedrich-Alexander-Universität Erlangen-Nürnberg
- <sup>2</sup> Brandenburgische Technische Universität Cottbus-Senftenberg







# Plenty of memory, hardly any knowledge

### Many memory technologies

- HBM
- DRAM
- Persistent Memory
- CXL-attached memory
- NUMA

#### **Different characteristics**

- Capacity
- Latency
- Bandwidth
- Persistence
- Cost

# Plenty of memory, hardly any knowledge

### Many memory technologies

- HBM
- DRAM
- Persistent Memory
- CXL-attached memory
- NUMA

#### How can we efficiently utilise memory?

- "Expert interfaces" are difficult (PMDK, libnuma)
- Language support does not expand to legacy programs (NV-Heaps)

#### **Different characteristics**

- Capacity
- Latency
- Bandwidth
- Persistence
- Cost

# Plenty of memory, hardly any knowledge

### Many memory technologies

- HBM
- DRAM
- Persistent Memory
- CXL-attached memory
- NUMA

### Different characteristics

- Capacity
- Latency
- Bandwidth
- Persistence
- Cost

### How can we efficiently utilise memory?

- "Expert interfaces" are difficult (PMDK, libnuma)
- Language support does not expand to legacy programs (NV-Heaps)
  - → Operating system support for transparent memory placement

### Problems we want to tackle

- Fast-tier memory is rare
  - $\rightarrow$  it must be distributed efficiently
- Process workloads shift over time
  - in intensity
  - in locality
- Memory placement decisions should be adaptable



→ Detailed runtime information on memory utilisation is necessary

#### **Conventional approaches**

- Instrumentalisation
  - $\rightarrow$  expensive, very accurate

#### **Conventional approaches**

- Instrumentalisation
  - → expensive, very accurate
- Page table scanning/manipulation
  - → expensive, coarse granularity

#### **Conventional approaches**

- Instrumentalisation
  - → expensive, very accurate
- Page table scanning/manipulation
  - $\rightarrow$  expensive, coarse granularity
- Sampling (PEBS)
  - → low overhead, acceptable accuracy

#### **Conventional approaches**

- Instrumentalisation
  - → expensive, very accurate
- Page table scanning/manipulation
  - $\rightarrow$  expensive, coarse granularity
- Sampling (PEBS)
  - ightarrow low overhead, acceptable accuracy

### Page Modification Logging (PML)

- Virtualisation extension for VM checkpointing, VM migration
- Hardware-based logging of write accesses
- Only works within virtualisation

#### **Conventional approaches**

- Instrumentalisation
  - $\rightarrow$  expensive, very accurate
- Page table scanning/manipulation
  - ightarrow expensive, coarse granularity
- Sampling (PEBS)
  - → low overhead, acceptable accuracy

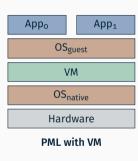
### Page Modification Logging (PML)

- Virtualisation extension for VM checkpointing, VM migration
- Hardware-based logging of write accesses
- Only works within virtualisation

→ Is virtualisation viable for gathering memory access statistics?

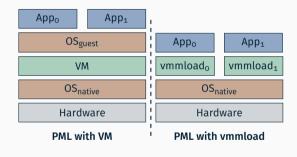
## vmmload: A minimal virtualisation layer

- Guest OS introduces overhead
- Processes should communicate with the host OS
- Processes should communicate with other processes



## vmmload: A minimal virtualisation layer

- Guest OS introduces overhead
- Processes should communicate with the host OS
- Processes should communicate with other processes
- ightarrow vmmload as minimal hypervisor



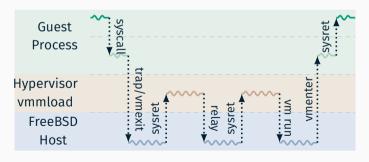
## **Relaying of System Calls**

#### Requirements

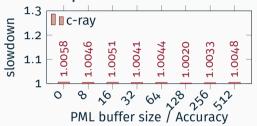
- Isolate hypervisor from guest
- Interface with host OS

#### **Implications**

- Emulate system calls that manipulate the issuers process' state
- Translation of memory addresses

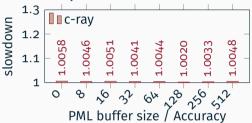


#### **CPU-bound processes**



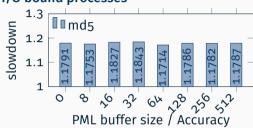
- CPU-bound processes are hardly affected
- Delay incurred by greater PML buffer size is low

#### **CPU-bound processes**



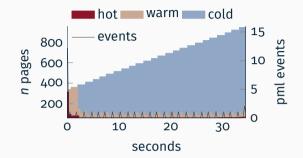
- CPU-bound processes are hardly affected
- Delay incurred by greater PML buffer size is low

#### I/O bound processes



- Highly interactive processes
- System call overhead introduces great slowdown

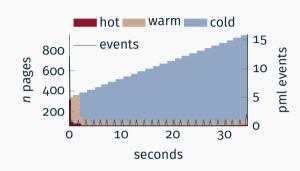
## Access Patterns for *c-ray*

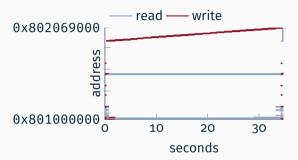


#### **Temperature**

- Identify total number of pages
- Identify frequently accessed pages
- Frequency of PML events

# Access Patterns for c-ray





#### Temperature

- Identify total number of pages
- Identify frequently accessed pages
- Frequency of PML events

#### Distribution

- Distinguish between *read/write*
- Alteration of working set
- Sparsity/density of accesses

Honey, I Shrunk the Guests

### **Summary**

#### We have

- shown that vmmload can collect memory access statistics
- achieved statistics over read/write accesses
  - → Source code is freely available

#### Next, we plan to

- Reduce system call overhead to  $\frac{1}{4}$  with kernel integration
- Derive memory placement/migration decisions

### **Summary**

#### We have

- shown that vmmload can collect memory access statistics
- achieved statistics over read/write accesses

#### Next, we plan to

- Reduce system call overhead to  $\frac{1}{4}$  with kernel integration
- Derive memory placement/migration decisions
- → Source code is freely available

→ Thank you for your attention