Kernel Report

v5.2 ~ v.5.3

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5-2











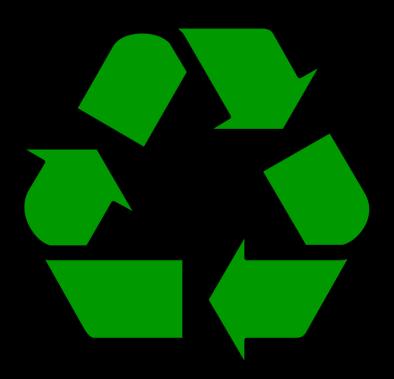








Background PID reuse









File Descriptor! open(2) ~ close(2)

Background pidfd_send_signal(2)

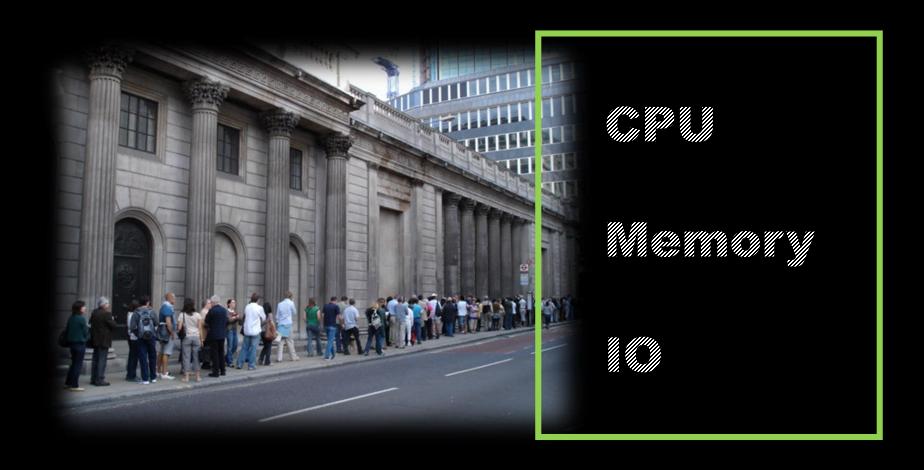
A system call newly added in v5.1



```
clone(..., CLONE_PIDFD, ..., &pidfd);
pidfd_send_signal(pidfd);
close(pidfd);
```















Background PS

Pressure Stall Information

























```
fds.fd = open("/proc/pressure/memory", flags);
write(fds.fd, "some 150000 1000000", len);
poll(&fds, 1, -1);
```



Background 10 scheduler



Background BFQ

Budget Fair Queueing

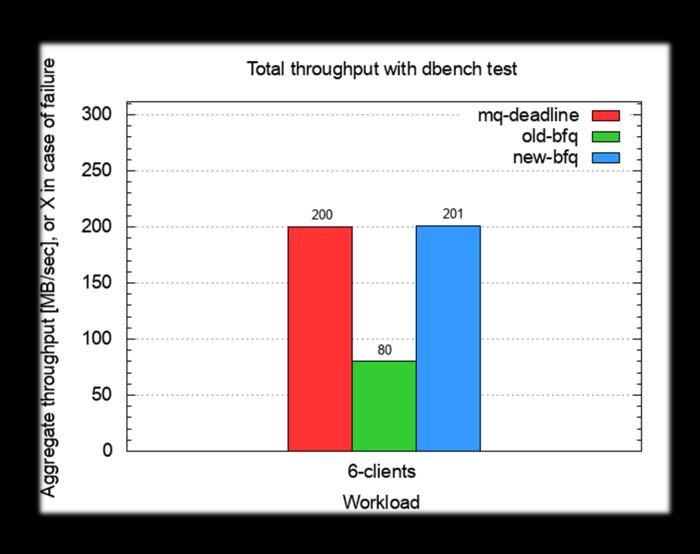


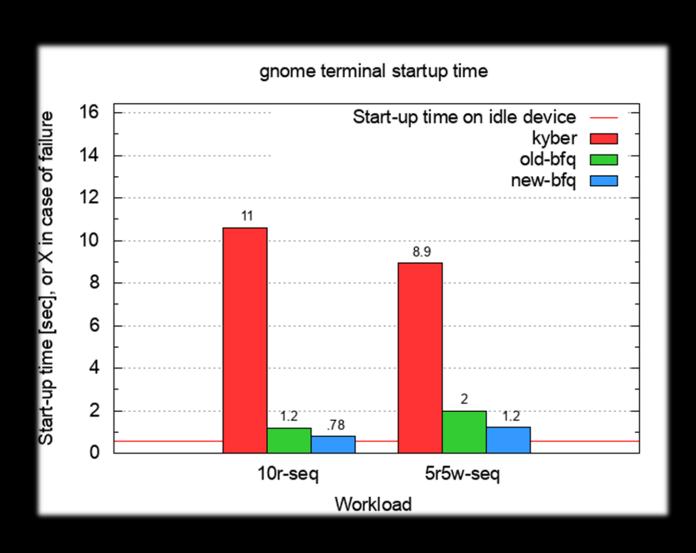
Background BFQ

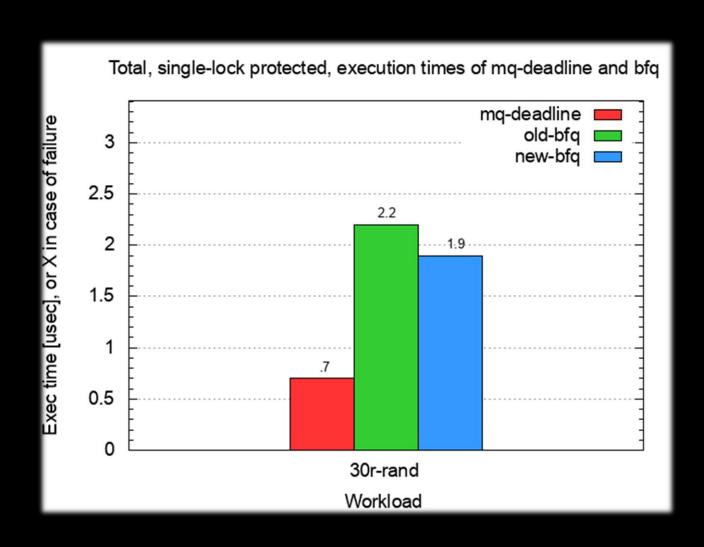
Budget Fair Queueing











Tune service injection

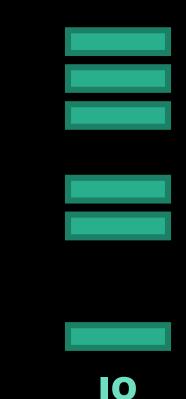
Increase idling for weight-raised queues

Not merge queues on flash with queueing

Tune service injection

Increase idling for weight-raised queues

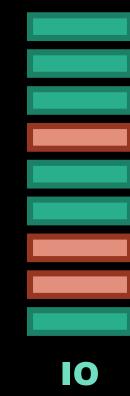
Not merge queues on flash with queueing



Tune service injection

Increase idling for weight-raised queues

Not merge queues on flash with queueing



Tune service injection

Increase idling for weight-raised queues

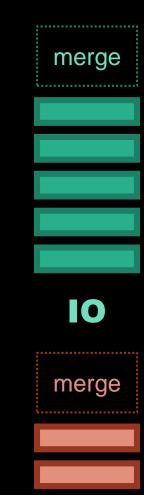
Not merge queues on flash with queueing



Tune service injection

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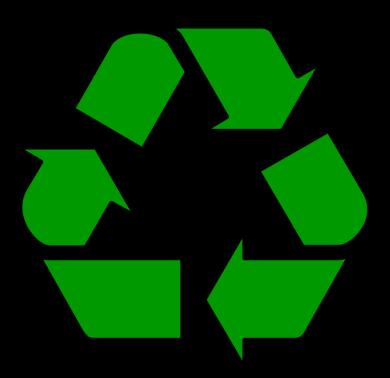
Tune service injection

Increase idling for weight-raised queues

Not merge queues on flash with queueing

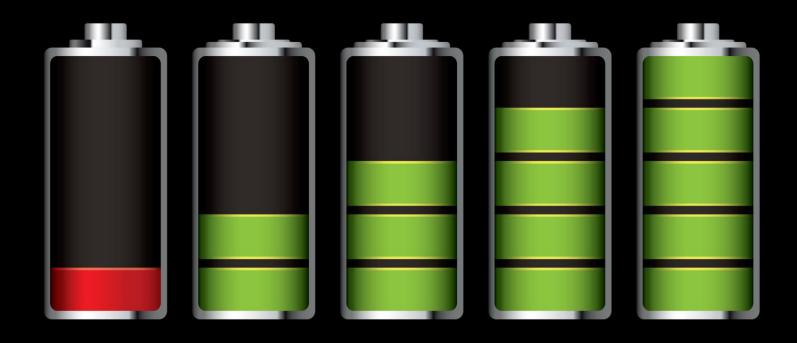


+ pidfd_open(2)

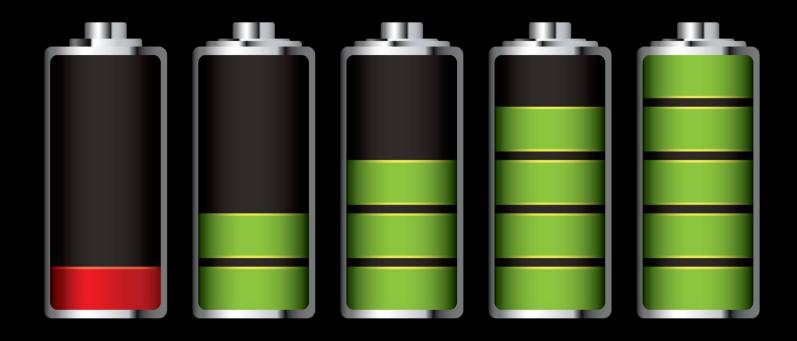


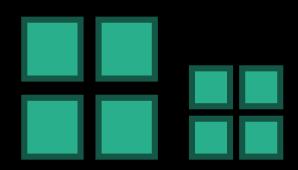
+ pidfd_open(2)

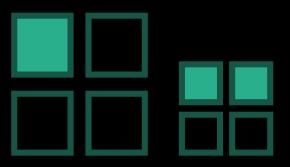
```
pidfd = pidfd_open(pid);
check_if_pidfd_is_right_one(pidfd);
pidfd_send_signal(pidfd);
close(pidfd);
```

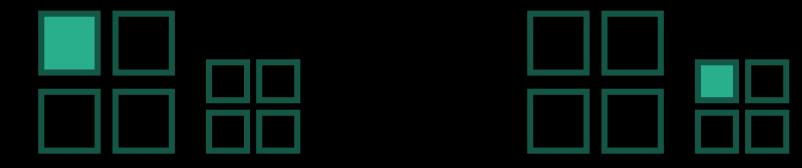


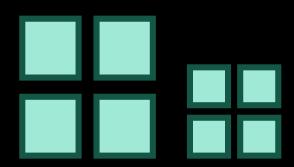
Energy Aware Scheduling

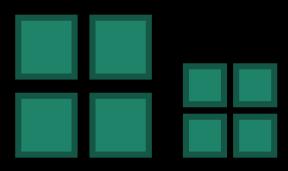




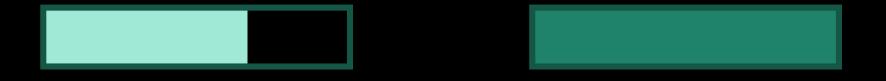


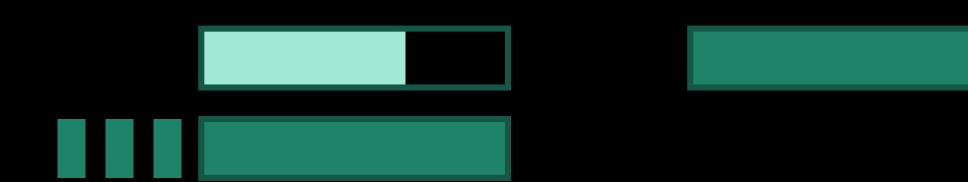




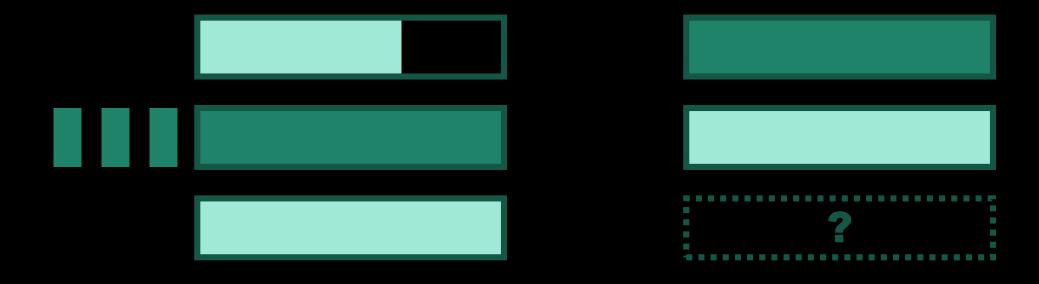


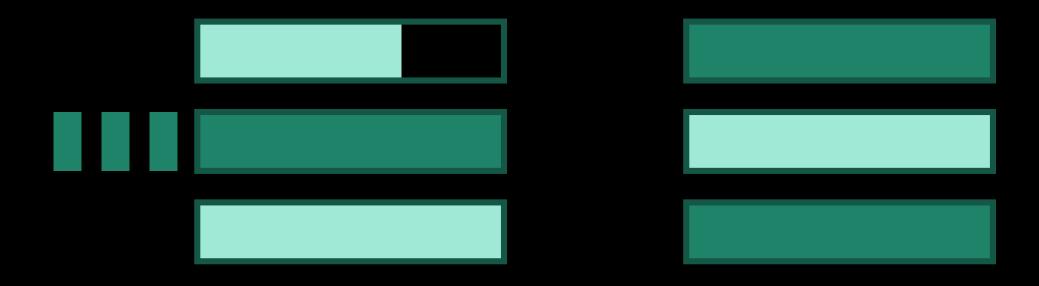


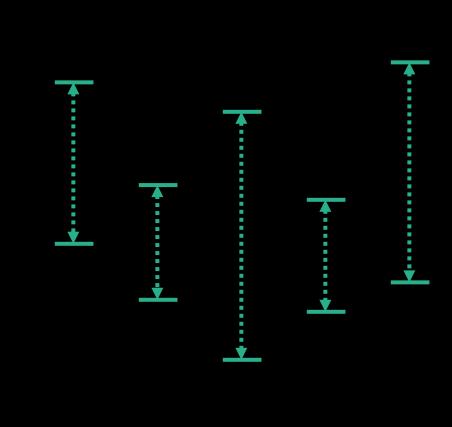


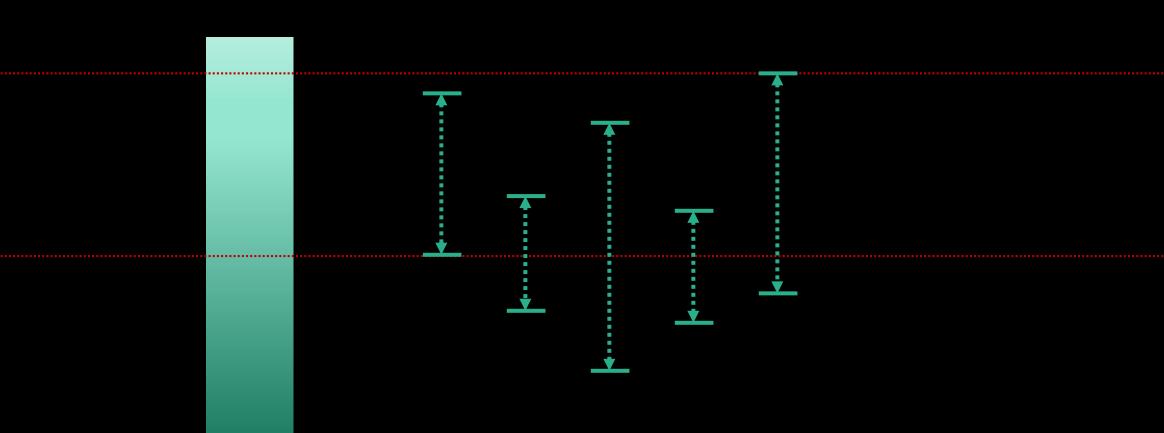


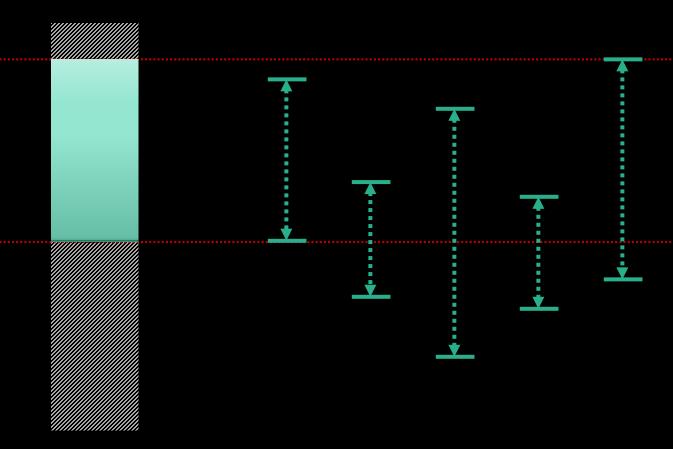








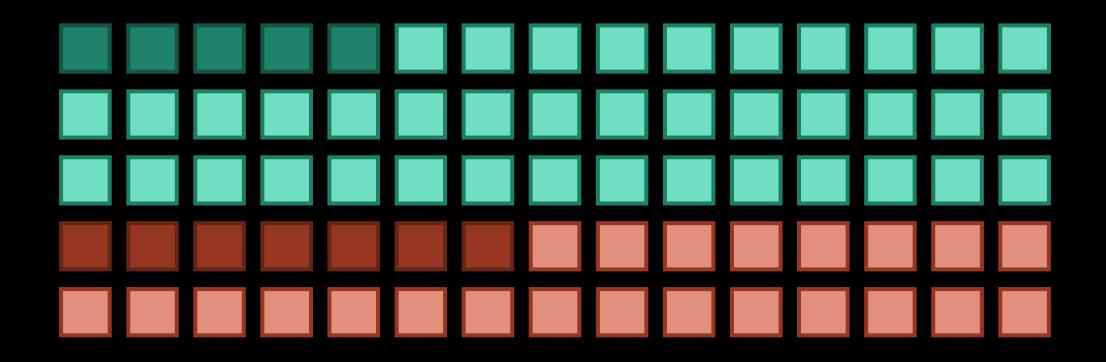




- 1. A system call, sched_setattr()
- 2. Two cgroup knobs, util.{min, max}
- 3. Two sysctl knobs, sched_uclamp_util_{min, max}



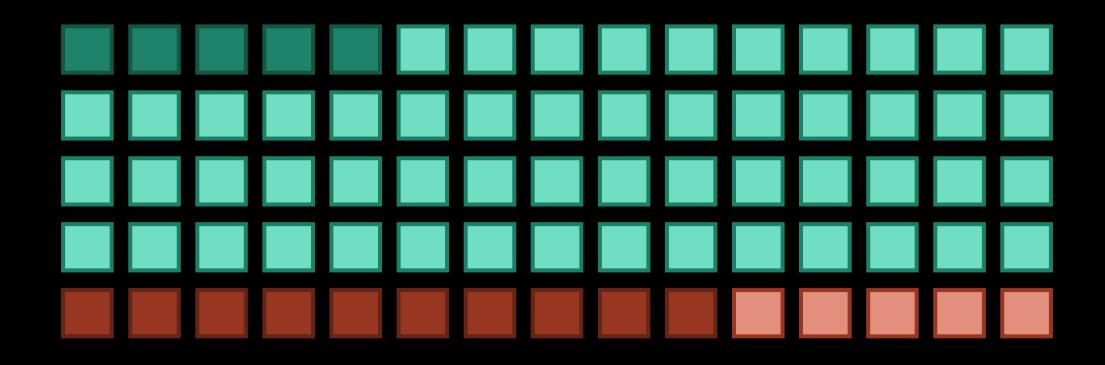
Background LRU



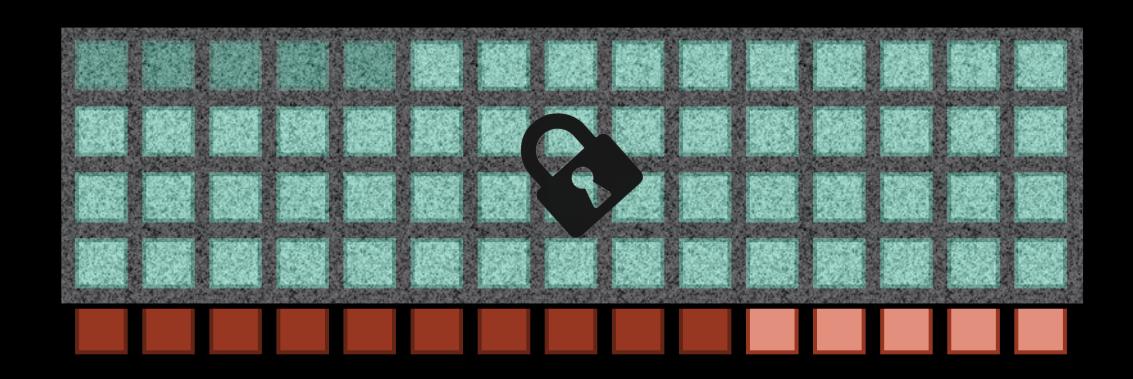
Background Heuristic on LRU



Background Heuristic on LRU

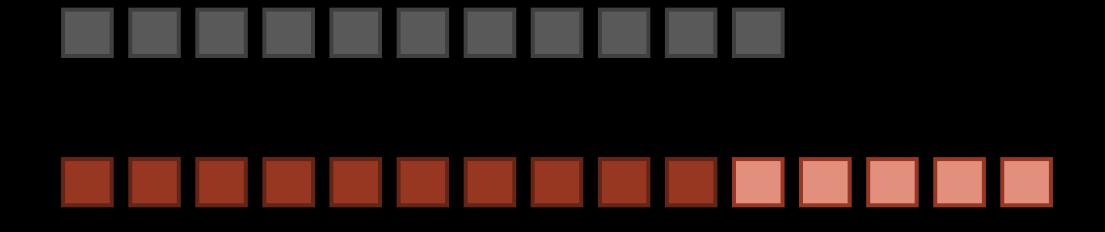


Background Heuristic on LRU

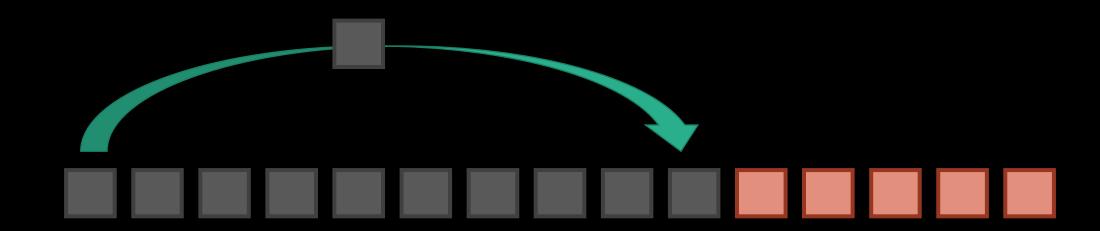


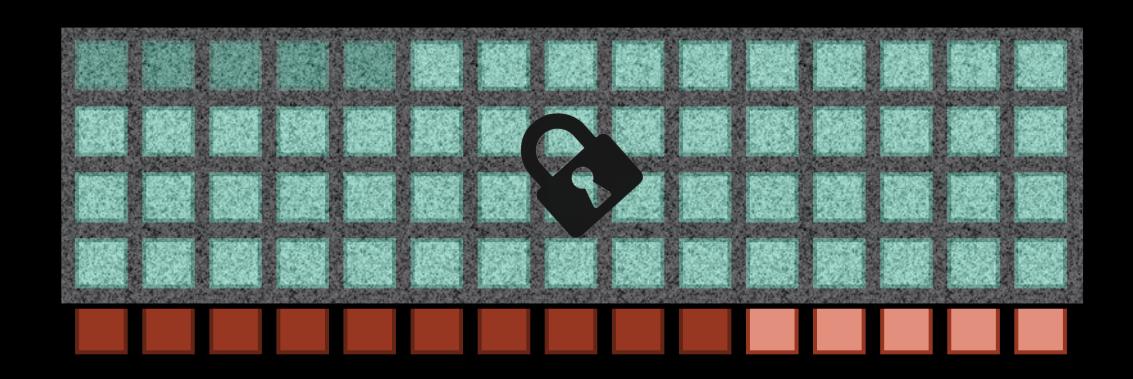
Background Re-fault

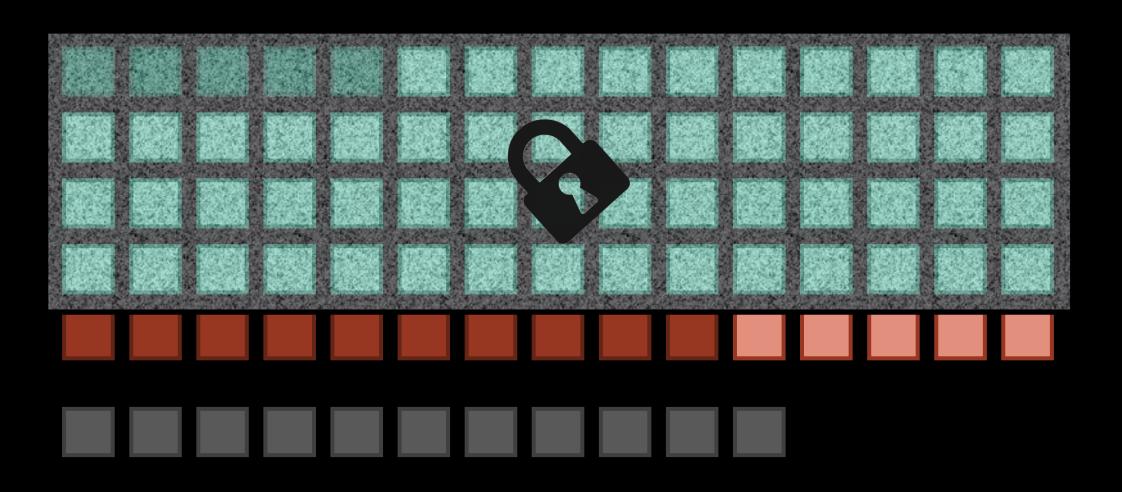
Background Re-fault

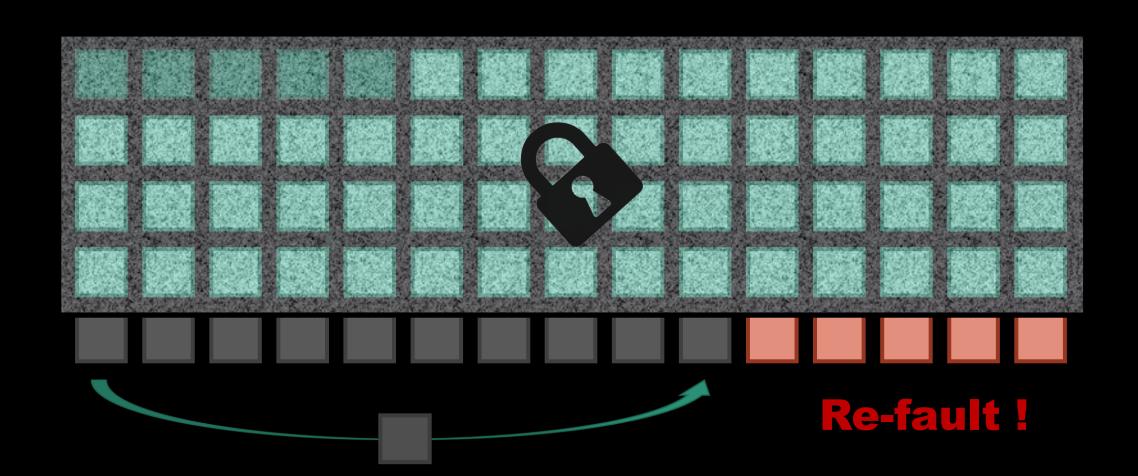


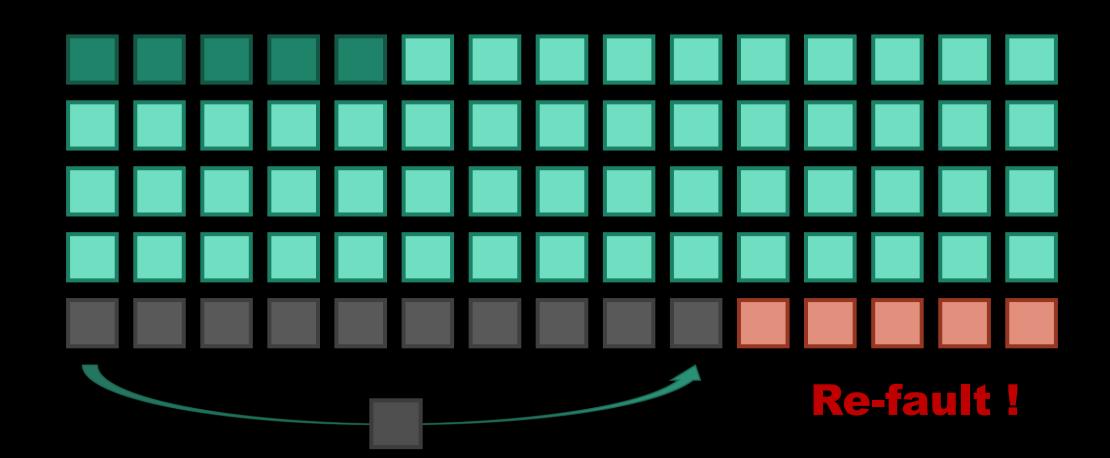
Background Re-fault

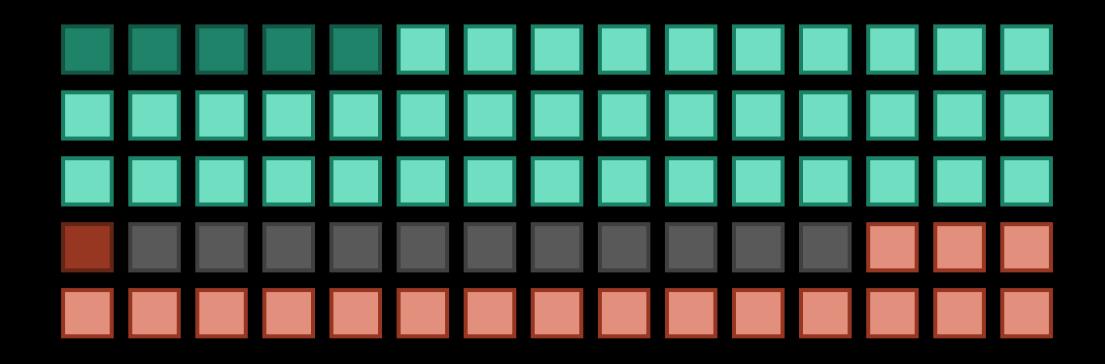


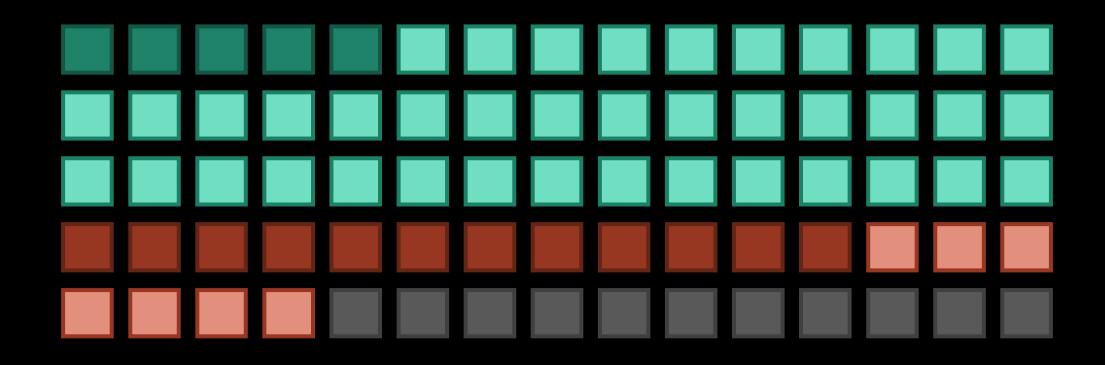












Q & A