Operating System Design

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Paper: The Linux Scheduler: a Decade of Wasted Cores

This paper is about the linux os scheduler bugs, which there is a state that even though there are several ready threads in runqueues, some cores are idle, and the other cores are overloaded. To catch and fix this bug, the author developed two tools and found four circumstance of bugs, and how to fix it. Also, this paper shows how the performance change after fixing bugs at each circumstance. As the technology like multicore processing or NUMA architecture appears, the more scheduler bugs will appear and I thought there would be more challenge about scheduling bugs

like this paper.