Bachelorarbeit im Studiengang Medieninformatik

Efficient Synchronization of Linux Memory Regions over a Network (Presentation Notes)

vorgelegt von **Felicitas Pojtinger**

an der **Hochschule der Medien Stuttgart**

am **03.08.2023**

zur Erlangung des akademischen Grades eines **Bachelor of Science**

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Bachelor's Thesis

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Course of Study: **Media Informatics**

Date: **2023-08-29**

Academic Degree: **Bachelor of Science**

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List of Acronyms

API Application Programming Interface

I/O Input/Output

OS Operating System

CPU Central Processing Unit

RAM Random Access Memory

SSD Solid State Drive

HDD Hard Disk Drive

CXL Compute Express Link

VFS Virtual File System

UUID Universally Unique Identifier

CRC32 Cyclic Redundancy Check 32-Bit

LRU Least Recently Used

WAN Wide Area Network

LAN Local Area Network

TCP Transmission Control Protocol

UDP User Datagram Protocol

P2P Peer-To-Peer

NATs Network Address Translators

IPC Inter-Process Communication

RTT Round-Trip Time

SRP SCSI RDMA Protocol

GNU GNU's Not Unix

UNIX UNIX Family of Operating Systems

macOS Apple Macintosh Operating System

FreeBSD Free Berkeley Software Distribution

NBD Network Block Device

S3fs S3 File System

NVMe Non-Volatile Memory Express

LTFS Linear Tape File System

LTO Linear Tape-Open

EXT4 Fourth Extended Filesystem

Btrfs B-Tree File System

LTFS Linear Tape File System

ELF Executable and Linkable Format

C C Programming Language

Rust Rust Programming Language

Go Go Programming Language

C++ C++ Programming Language

ARM ARM RISC Computer Processor Architecture

x86 x86 CISC Computer Processor Architecture

RISC-V RISC-V RISC Computer Processor Architecture

LPDDR5 Low-Power Double Data Rate 5

HTTP Hypertext Transfer Protocol

HTTPS HTTP Secure

HTTP/2 HTTP Version 2

QUIC Quick UDP Internet Connections

WebRTC Web Real-Time Communication

Wasm WebAssembly

WASI WebAssembly System Interface

IETF Internet Engineering Task Force

OIDC OpenID Connect

AWS Amazon Web Services

CNCF Cloud Native Computing Foundation

S3 Simple Storage Service

TLS Transport Layer Security

mTLS Mutual TLS

SSH Secure Shell

DoS Denial of Service

JSON JavaScript Object Notation

JSONL JSON Lines

SQL Structured Query Language

NoSQL Not Only SQL

Protobuf Protocol Buffers

IDL Interface Definition Language

DSL Domain-Specific Language

KV Key-Value

Syscalls System Calls

VM Virtual Machine

RPC Remote Procedure Call

REST Representational State Transfer

FUSE File Systems in Userspace

- Introduction
  - Title slide
  - ToC
  - About me
  - Abstract/introduction
- Methods
  - Pull-based synchronization with `userfaultfd`/Userfaults in Go with `userfaultfd`
    - Technology section: Memory organization & hierarchy
    - Technology section: Page faults
  - Push-based synchronization with `mmap` and hashing/file-based synchronization, discussion
    - Technology section: ‘mmap“
    - Technology section: Delta synchronization

  - Push-based synchronization with FUSE/FUSE implementation in Go, discussion
    - Technology section: FUSE
  - Mounts with NBD/NBD with go-nbd
    - Technology section: NBD
  - Push-Pull Synchronization with Mounts/managed mounts with r3map
    - Technology section: RTT, LAN and WAN
  - Pull-Based Synchronization with Migrations/Live migration
    - Technology section: Pre- and post-copy VM migration, workload analysis

- Optimizations
  - Pluggable Encryption, Authentication and Transport
  - Concurrent Backends
  - Remote Stores as Backends
  - Concurrrent RPC frameworks (dudirekta) and connection pooling (gRPC)

- Discussion and Results
  - Testing Environment
  - Access methods (userfaults vs. direct vs. managed mounts): Latency & Throughput, discussion
  - Initialization: Polling vs. udev
  - Chunking methods: Local vs. remote
  - RPC frameworks; discussion
  - Backends: Latency & throughput; discussion
  - General limitations of the r3map library (deadlocks etc.)

- Implemented Use Cases
  - Using mounts for remote swap with `ram-dl`
  - Mapping tape into memory with tapisk

- Future Use Cases
  - Improving cloud storage clients
  - Universal database, media and asset streaming
  - Universal app state mounts and migrations

- Conclusion
- Thanks