## libtcr

Making the most of your cores Philipp Reisner
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## We got cores We will get more!

Non-uniform memory access

## Cache coherency is expensive, ... will get more expensive!

## Server programs,

## Server programs, <br> Multi process - ... threaded - state machines

Server programs,
Multi process - ... threaded - state machines
complexity,
low - low - hard

Server programs,
Multi process - ... threaded - state machines
performance on UP,
low - better - best

## Server programs,

Multi process - ... threaded - state machines throughput scales with cores, yes - yes - no

The winner is...

| complexity | + | + | - |
| :--- | :---: | :---: | :---: |
| uni processor | - | - | + |
| scales cores | + | + | - |
| cache locality | - | - | + |
|  | multi proces | multi threaded | state machine |

A combination
program's state $=$ what to do next
state machine = store state explicitly
threading = state implicitly on the stack

## Switching stack = one assignment

libtrc is ...
...scheduling (stack switching) in user space on multiple kernel threads in parallel
$\mathrm{N}: \mathrm{M}$ threading

Pipelining...

## ... with a thread per stage, is worst case for cache coherency

## Process data on one CPU, read, process and write

Features,

Features, threads, mutexes, wait queues...

## Features,

## wait_fd, rearm_fd - 2 priorities

Features, tc_signal

## Features, parallel for, parallel statement macro

## Event sources, FDs $=$ FDs \& timers, Unix signals, AIO

## Internally, epoll

## Internally, epoll and a pthread per core

## Requires, Linux 2.6.25

Area to improve, combination of cpu intense and
IO multiplexing workloads

Drawbacks, Debugging aids

## Need more information?

## http://oss.linbit.com/libtcr http://git.drbd.org/libtcr.git

