libtcr

Making the most of your cores
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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,

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Multi process - ... threaded - state machines

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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	+	+	<u> </u>
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 ...

in user space on multiple kernel threads in parallel

N: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