

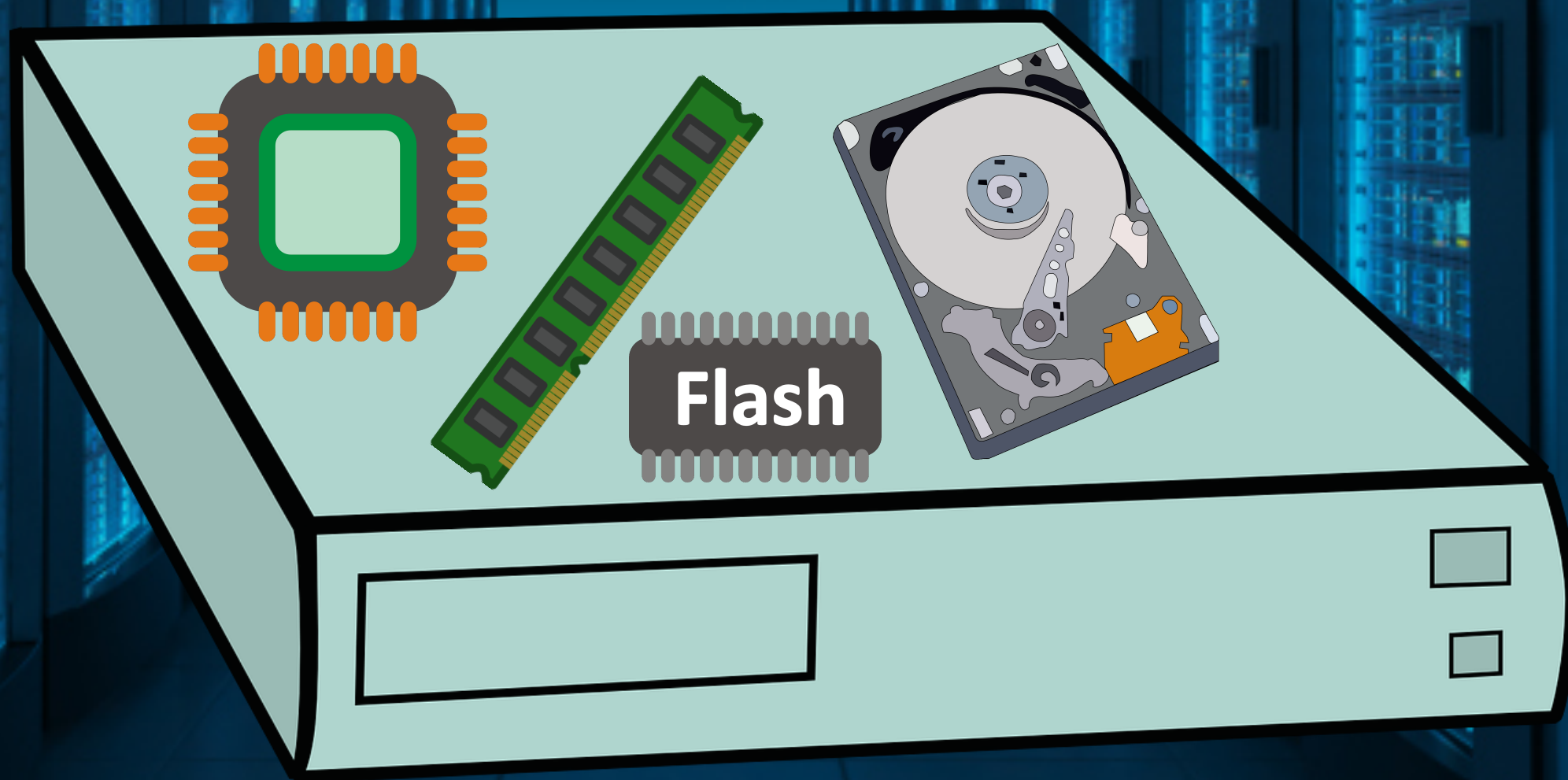
Disaggregated Operating System

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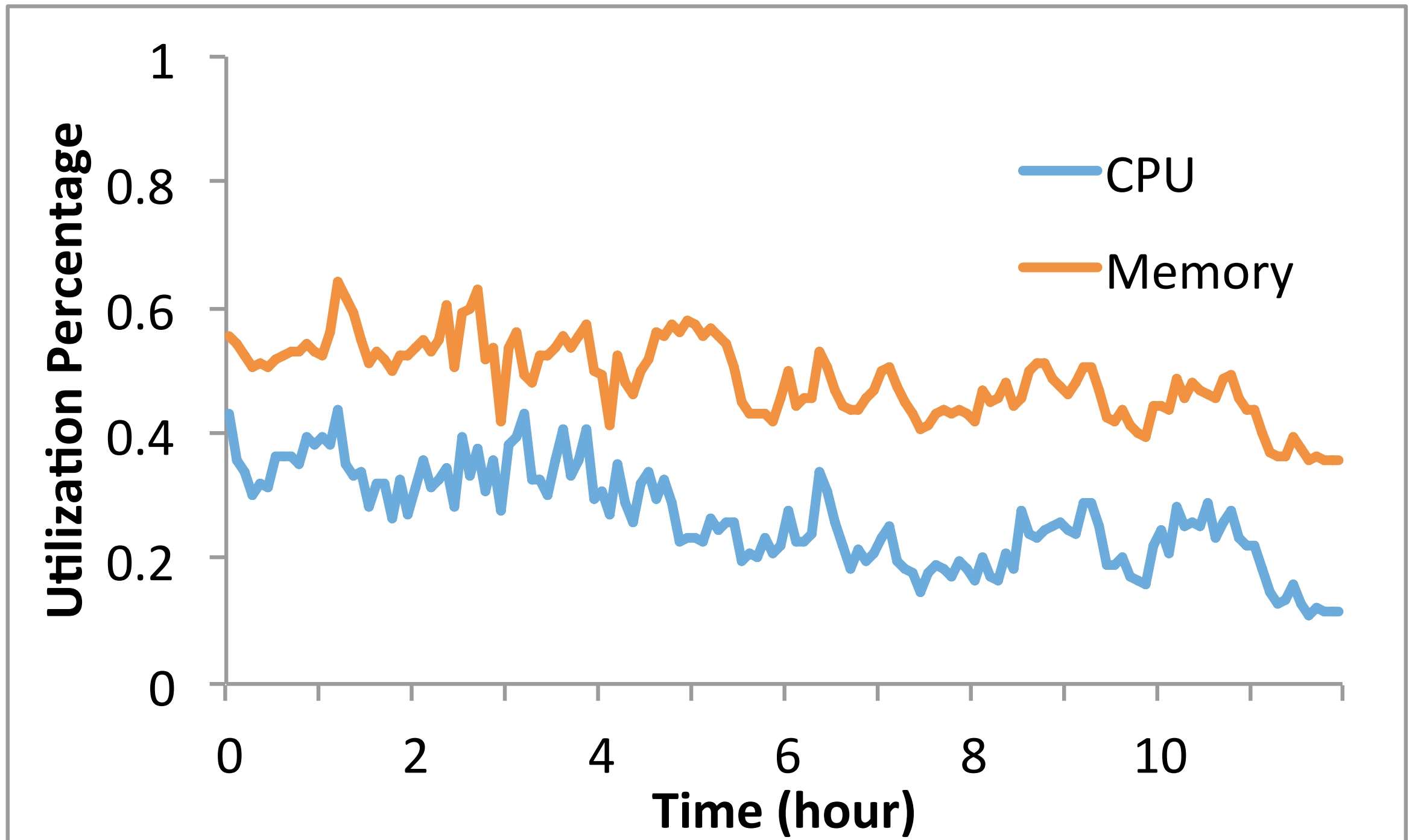




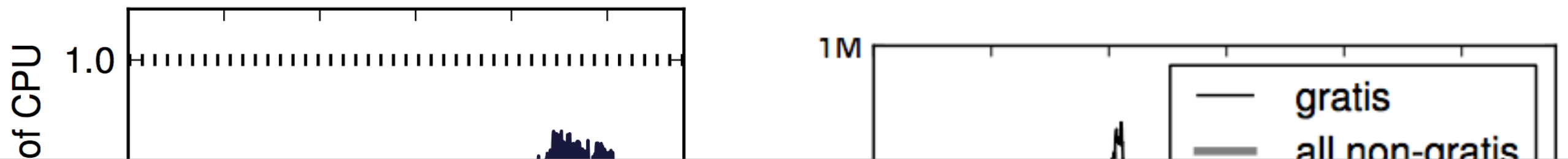
Monolithic Server

- Resource utilization
- Failure
- Flexibility

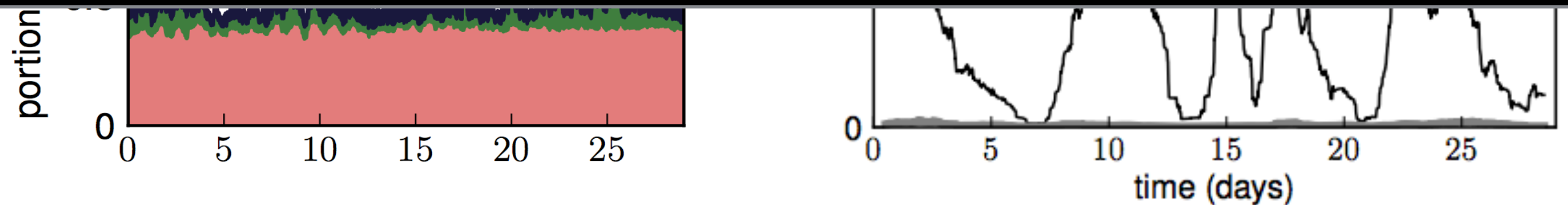
Alibaba Cluster Resource Utilization



Google Cluster Resource Utilization



Resource can't be efficiently utilized



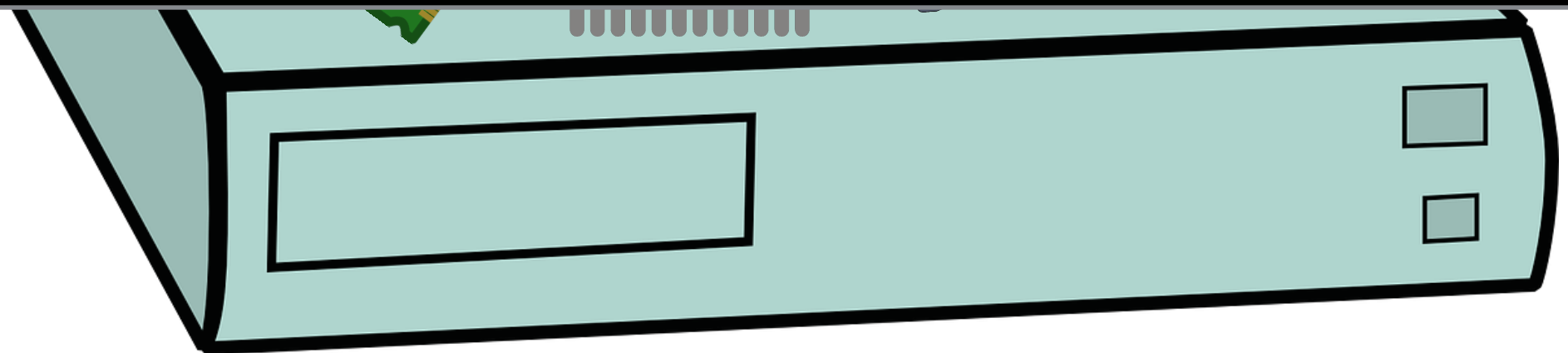


No fine-grained failure handling



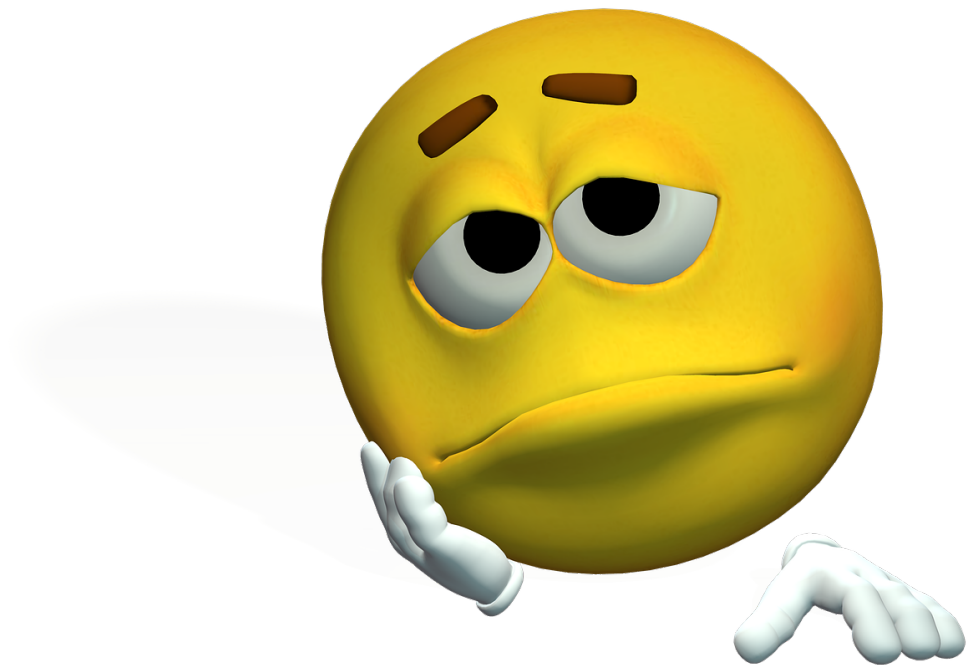


Difficult to incorporate new hardware



Monolithic Server

- Resource utilization
- Failure
- Flexibility
- Memory capacity wall



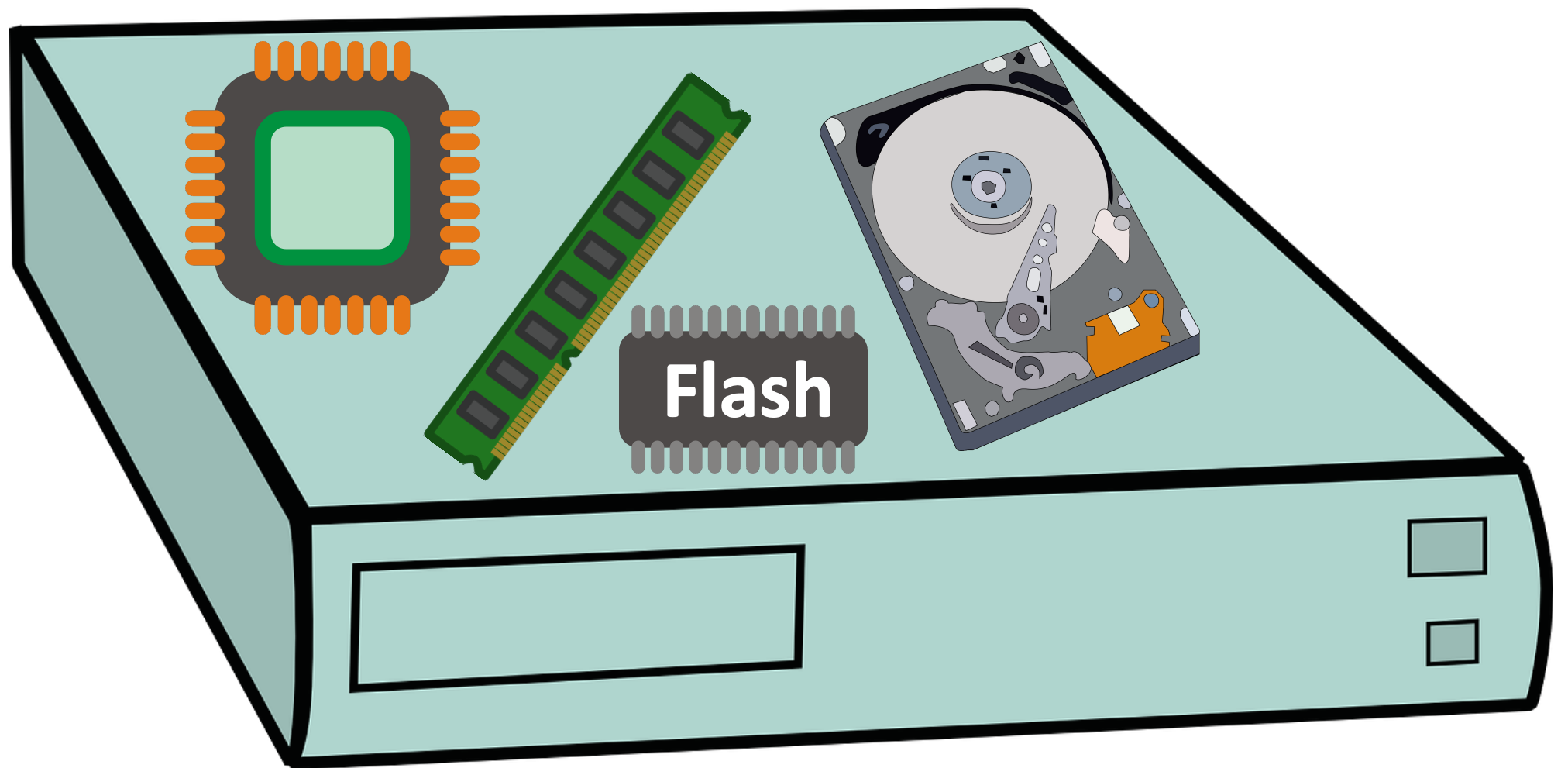
When was the last time
you did something for the first time?

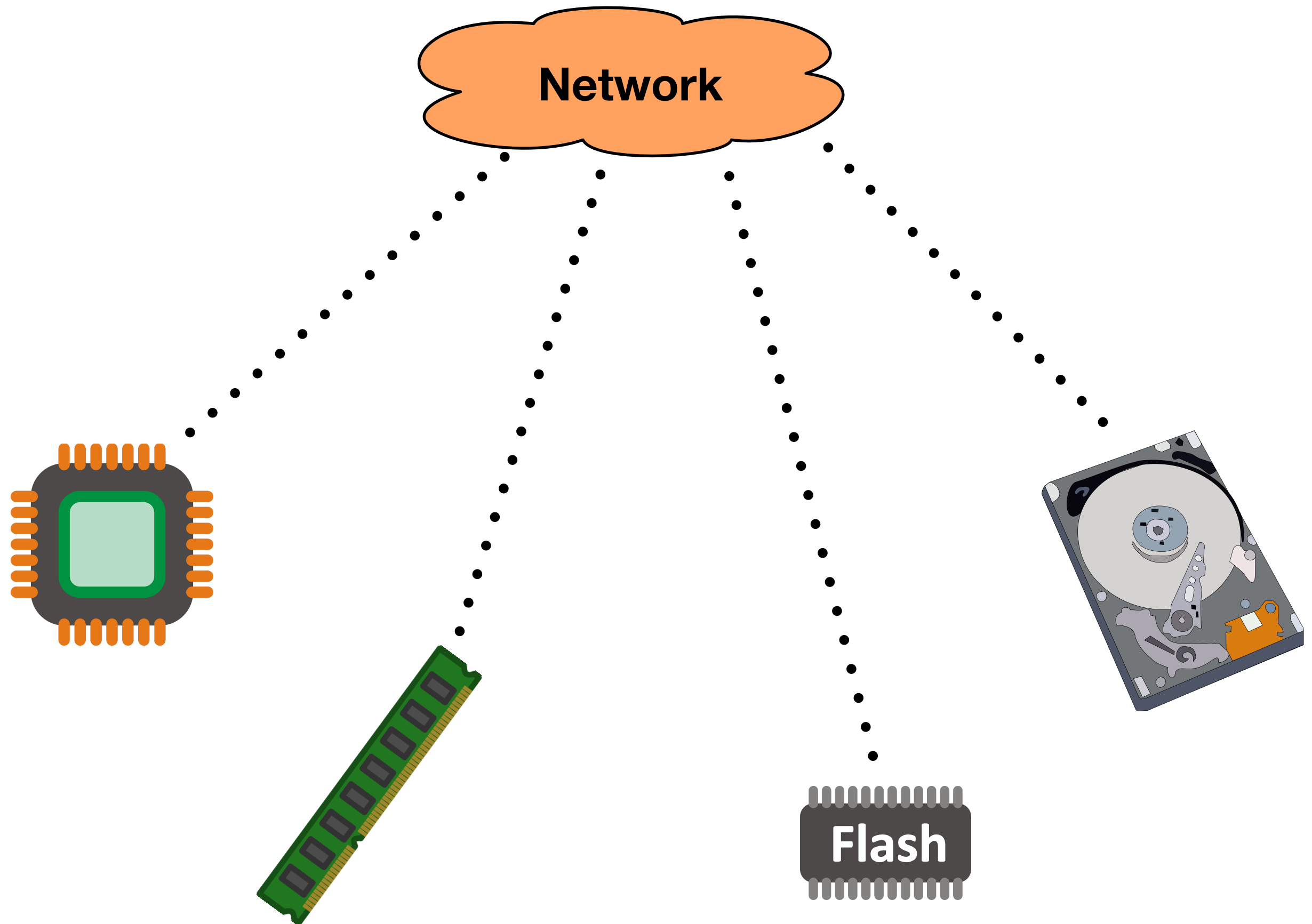


TIME FOR CHANGE

Resource Disaggregation:

**Breaking monolithic
servers into network-
attached, independent
hardware components**





Gen-Z Consortium Formed: Developing a New Memory Interconnect

by Ian Cutler

Posted in SoC

HP Enterprise a single-mer of addressin

DEAN TAKAHASHI @DEANTAK



Above: HPE's new Memory-Driven
Image Credit: HPE

dRedBox.eu demonstrates its progress in materializing its vision towards fully disaggregated datacenters and cloud.



Oct 2nd 2017

Why Now?

- Faster network

Data Center ► **Networks**

Mellanox: We're gonna make InfiniBand great again - **200Gbps** great

So great, offload as much as possible from CPUs,

ConnectX®-6 Single/Dual-Port Adapter Supporting 200Gb/s Ethernet

 [Contact Sales for Availability](#)

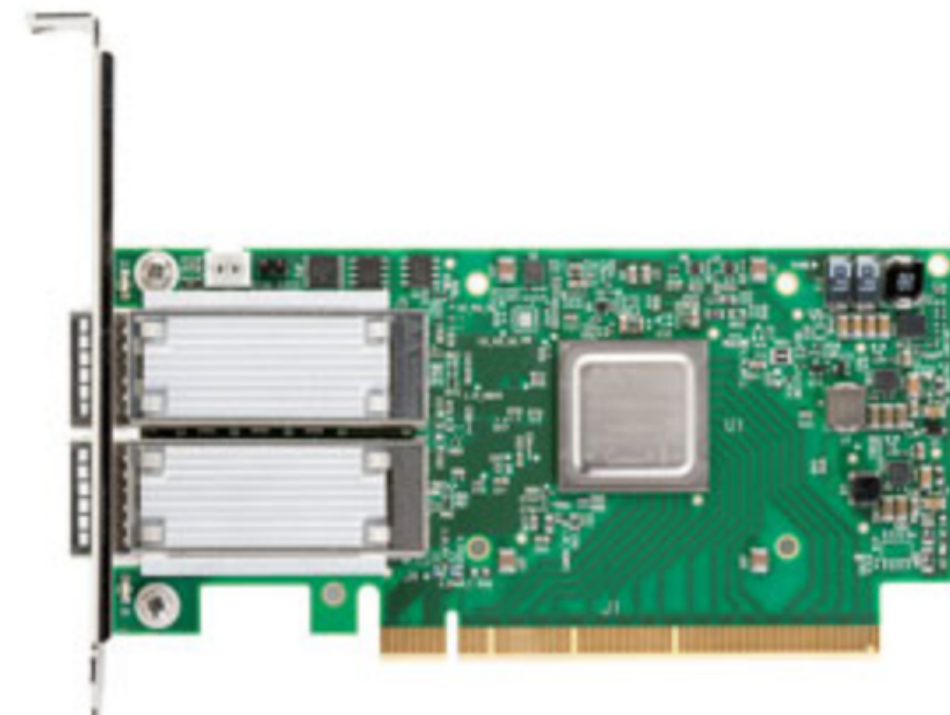
Intelligent ConnectX-6 adapter cards, the newest additions to the Mellanox Smart Interconnect suite and supporting Co-Design and In-Network Compute, introduce new acceleration engines for maximizing Cloud, Web 2.0, Big Data, Storage and Machine Learning applications.

ConnectX-6 EN supports two ports of 200Gb/s Ethernet connectivity, sub-600 nanosecond latency, and 200 million messages per second, providing the highest performance and most flexible solution for the most demanding applications and markets.

ConnectX-6 offers Mellanox Accelerated Switching And Packet Processing (ASAP2) Direct technology to offload the vSwitch/vRouter by handling the data plane in the NIC hardware while maintaining the control plane unmodified. As a result, significantly higher

90ns and aggregate capacity is 16Tbps.

ConnectX®-6



Why Now?

- Faster network
- More powerful hardware controller
- Dynamic application resource requirement
- Quickly changing, heterogeneous hardware

Resource Disaggregation

- Better resource utilization
- Fine-grained failure
- Heterogeneity
- Embracing hardware innovations

Using Existing Kernels?

- Monolithic/micro kernel: built for single monolithic server
- Multikernel: (vertically) replicated kernel across cores
- Distributed OS [*Sprite*, *V*, *MOSIX*, *Charlotte*]:
manages distributed monolithic servers
Amoeba: manages resource pool, but not in modern days

**When hardware
is disaggregated,
the OS should be
also!**

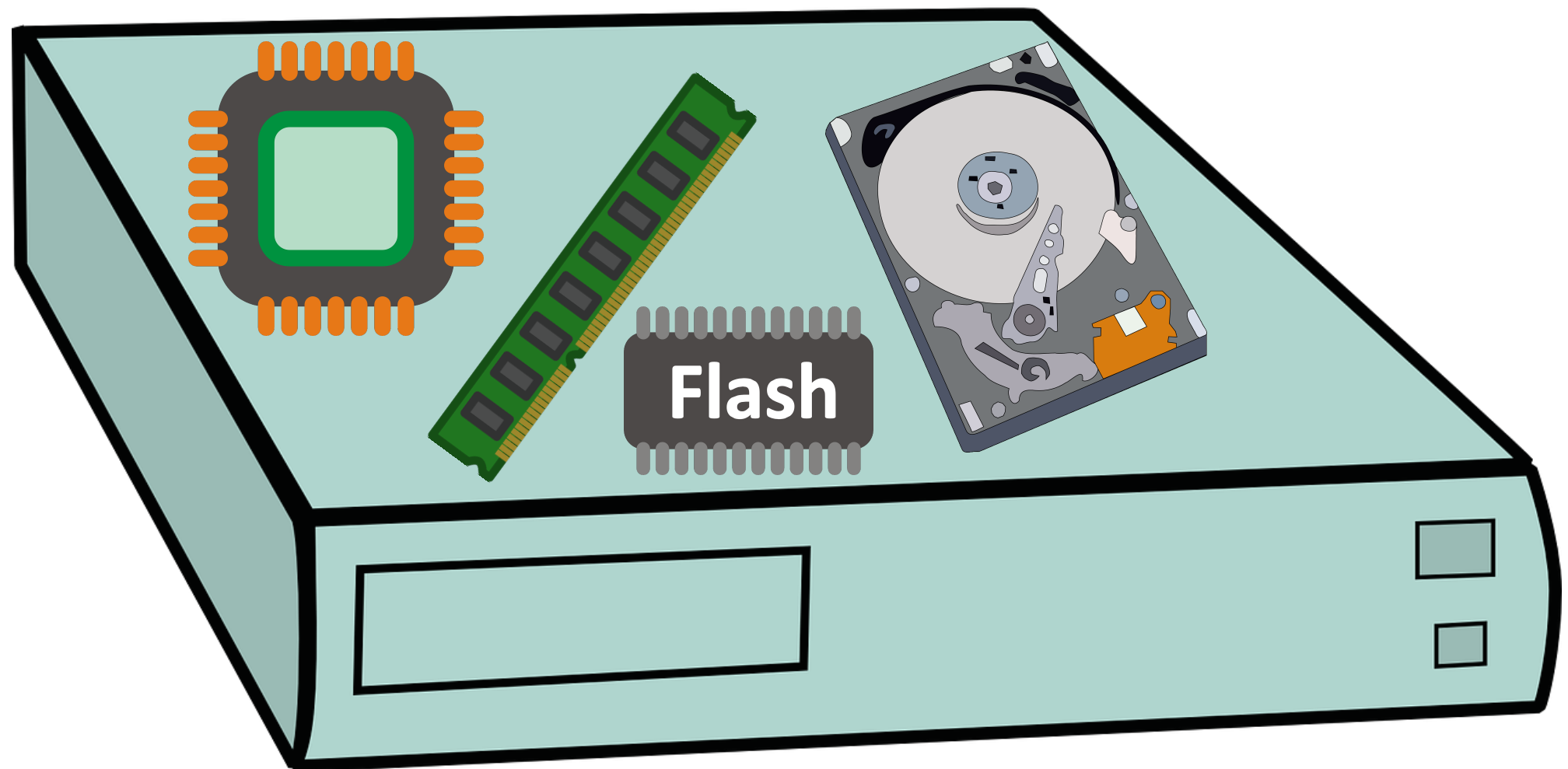
OS

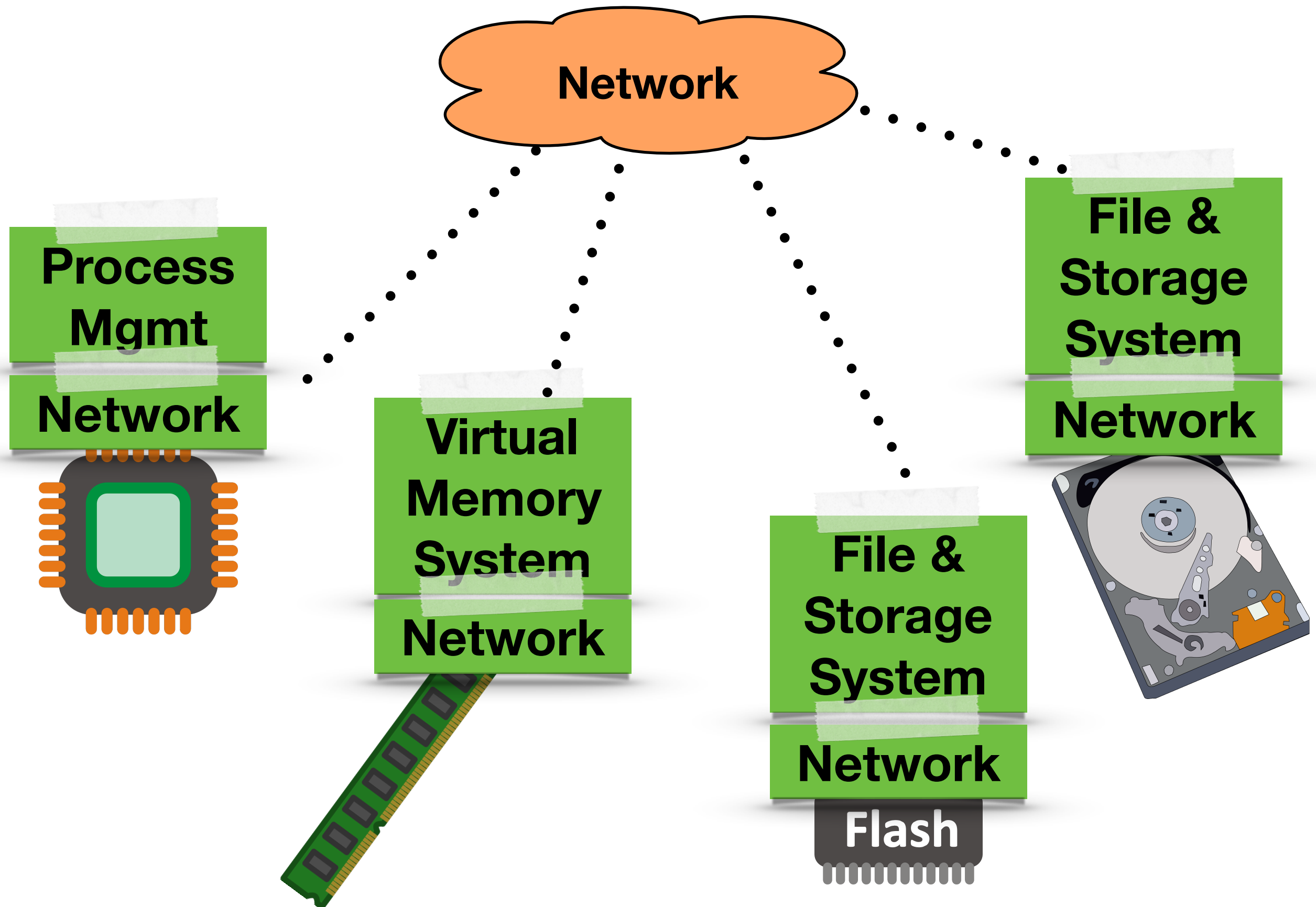
**Process
Mgmt**

**Virtual
Memory
System**

**File &
Storage
System**

Network





Lego



Challenges

- Cleanly separate OS services
 - *Stateless, minimal dependencies*
- Fit hardware constraints
 - Processor: no or limited local DRAM
 - Memory: limited processing power

User Space

Application processes

Kernel Space

Linux interface, state session

Process/thread scheduling

L4 cache management

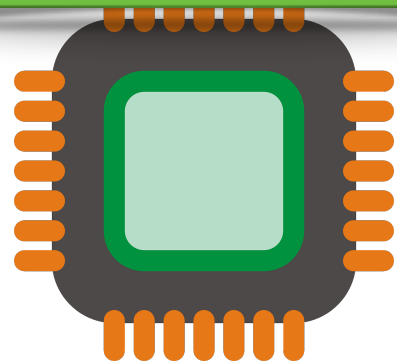
Process checkpointing

Process
Mgmt

File &
Storage
System

Network

Network



Virtual

Virtual Addr

Memor

System

Network

Virtual Addr

Virtual Addr

Core

L1 \$

L2 \$

Core

L1 \$

L2 \$

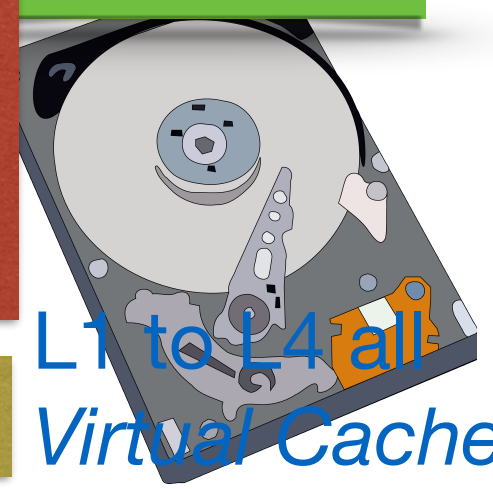
Core

L1 \$

L2 \$

L3 \$

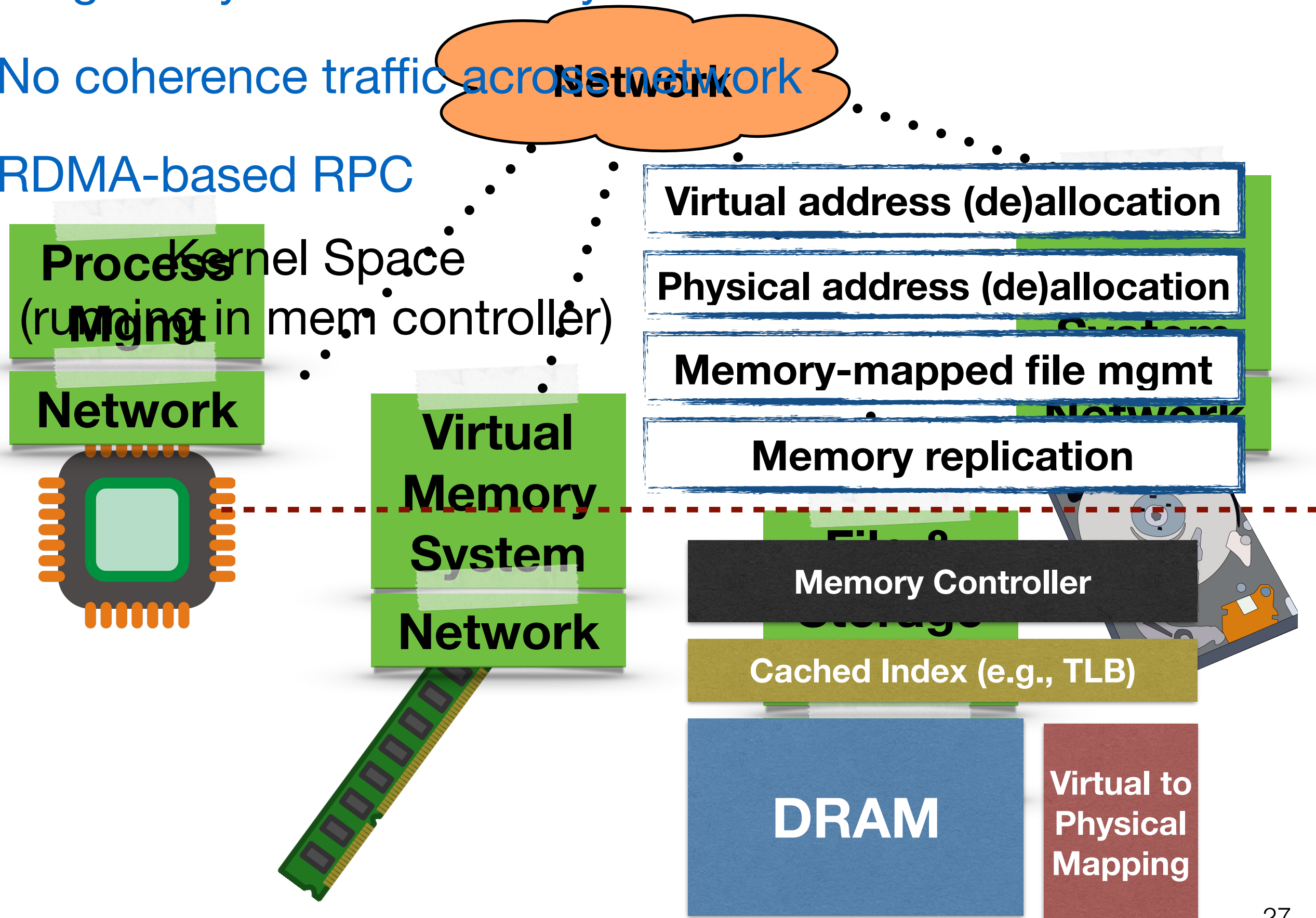
L4 DRAM Cache



L1 to L4 all
Virtual Cache:
virtually indexed
virtually tagged

- Coarse \$ line
- High associativity
- Software managed

- No globally shared memory
- No coherence traffic across network
- RDMA-based RPC



Challenges

- Cleanly separate OS services
- Fit hardware constraints
- Handle failures
- Global resource management

Status Report

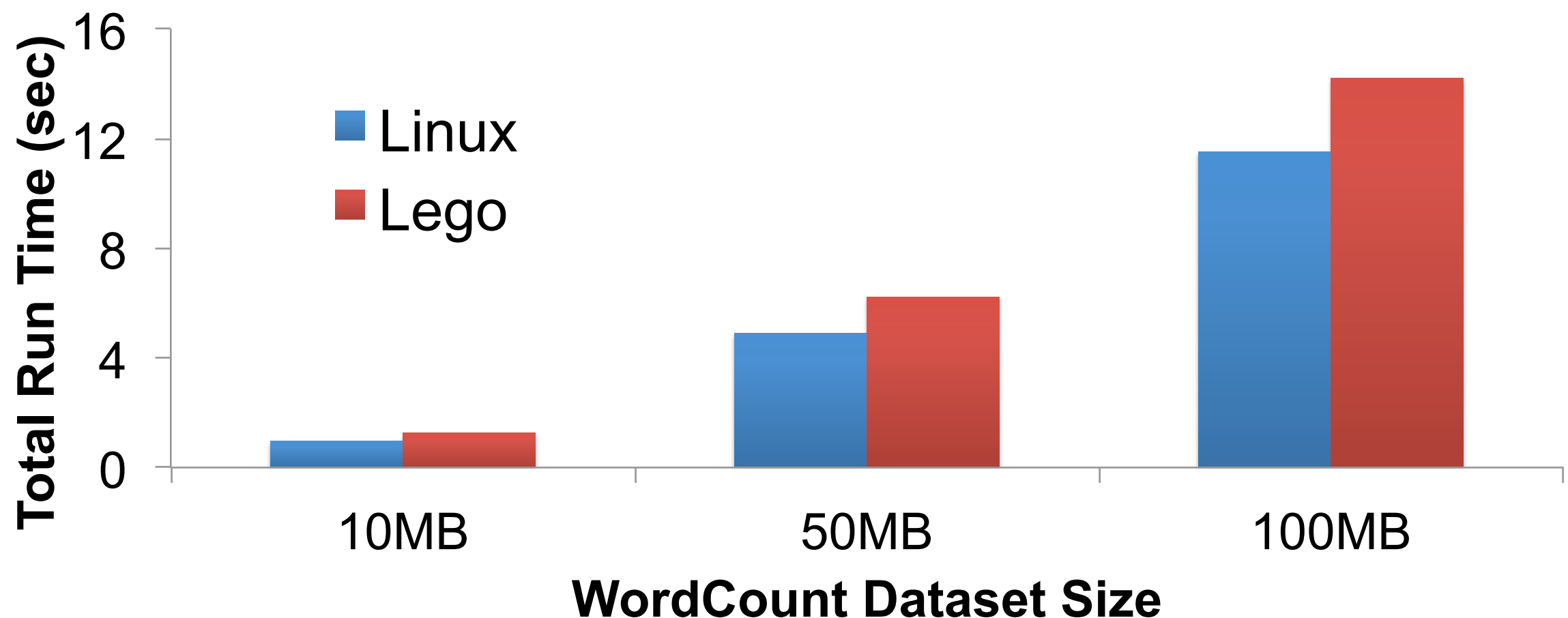
- 170K LOC so far
- Simple processor, memory, storage managers
- Support X86-64
- Backward compatible with common Linux interface
- Run unmodified datacenter application binaries
- Emulate hardware devices using commodity servers

We will open source!

Initial Results are Encouraging

Phoenix (single-node MapReduce), unmodified statically-linked binary

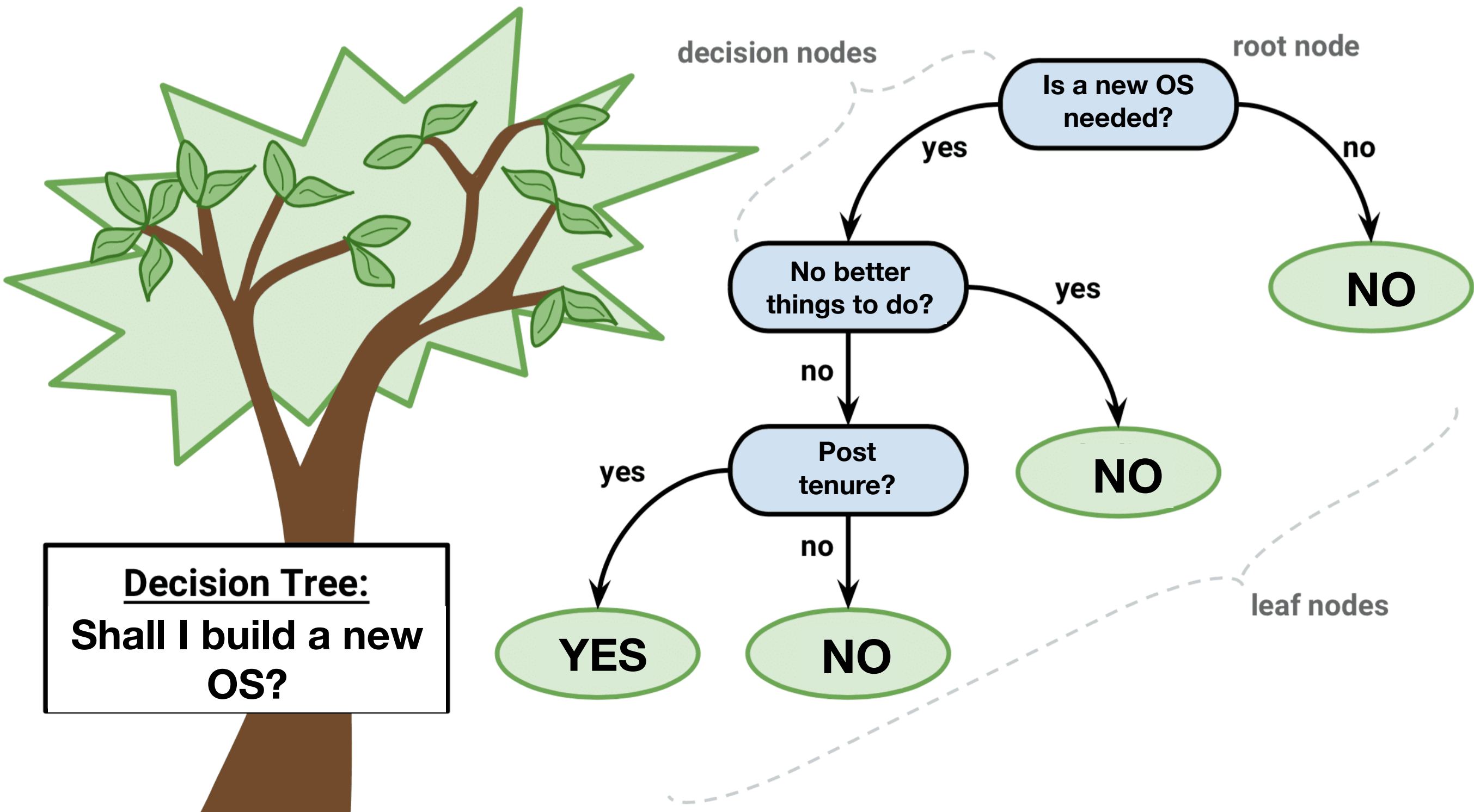
Compare one commodity server running Linux with Lego running on one proc, one mem, one storage, emulated using three servers



Conclusion - A Bunch of Questions

- Time to change datacenters?
- Do you believe in resource disaggregation?
- New OS for new hardware?
- Are we reinventing the wheel?
- Killer applications?

Conclusion [hidden version]



Thank You Questions?

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