

Linux Internals

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Intention

Reminding ourselves that mastering our tools is a critical part of good engineering

... and go over specific problems and how insight into aspects of Linux impacted our software stack

Target Audience

Software Engineers

No kernel programming experience

Limited exposure to C programming in Linux

Limited Linux systems administration
experience

Topics

Memory Management

File IO nuances and primitives.

Linux *advanced(?)* features

Two Stories

- Why we use Large Pages ?
- How to transfer massive files without affecting steady workload performance ?

Why Large Pages ?

latency sensitive DDB nodes use them

lets refresh memory management

Memory Pages

Typically they are 4KB big on x86 or amd64

They can either be (among other things):

- anonymous (stack, heap..) or *file backed*
- clean or *dirty* (*write to disk pending*)

Linux buffers writes in memory...

Unified Page Cache

is a single cache for all memory pages

Memory management is tightly coupled with Posix semantics on File IO operations

(read(2), write(2), mmap(2), fsync(2), etc..)

<https://www.kernel.org/doc/Documentation/sysctl/vm.txt>

Bypass the Page Cache

Page cache can be bypassed using O_DIRECT

*use O_DIRECT with caution, very nuanced semantics,
non-standard, no formal spec...*

<http://lwn.net/Articles/348739/> (2009)

"The thing that has always disturbed me about O_DIRECT is that the whole interface is just stupid, and was probably designed by a deranged monkey on some serious mind-controlling substances." -- Linus Torvalds (2002)

http://yarchive.net/comp/linux/o_direct.html

Page creation

Linux uses demand paging

page is created when first access occurs
not at memory allocation

→ over promising (Overcommitt)

Access to page when no memory available ?

→ Swap

→ Out of Memory Killer (free memory)

OOM Killer

Linux will **KILL** a heuristically chosen process when out of memory (OOM Killer)

We don't want this, turn it off:

```
sysctl -w vm.overcommit_memory = 2
```

Page cache & Swap

Anonymous memory

- swapped

File backed memory does NOT

- clean page : drop

- dirty page : flush

Linux uses a system-wide modified LRU
(~ clock-pro) to decide what to *page out*

Paging and *swappiness*

tune the preference to page out file-backed in detriment of anonymous pages (therefore reducing *swappiness*)

All DDB machines run with:

```
sysctl -w vm.swappiness = 0
```

Large Pages (2MB)

Reduce TLB misses

Reduce page mgmt overhead

Initial TLB support hacky (*hugepages*):

- pre-reserved pages
- cannot be swapped
- must use special syscalls to use them

Using Large Pages

Pre-reserve pages before use (2GB):

```
sysctl -w vm.nr_hugepages = 1024
```

mmap(x,x,x, MAP_HUGETLB | ..., x, x)

shmget(x,x, SHM_HUGETLB | ...)

<http://lwn.net/Articles/375098>

<https://www.kernel.org/doc/Documentation/vm/hugetlbpage.txt>

Transparent Large Pages

Applications will:

- use it without knowing/controlling it

Linux will dinamically:

- merge pages into single large page
- split large page into smaller pages
- page out large pages

-> *transparent fallback is + unpredictable*

Transfer Large Files

without affecting latencies
on normal DDB requests

DDB AddReplica

DynamoDB *Replication Groups* store a partition of a table.

Replication Group has *replicas*.

replica: a copy of the partition hosted on a storage node.

AddReplica: group wants to add a new node:
(NodeA, NodeB) -> (NodeA, NodeB, NodeC)

AddReplica *simplified*

1. Change group membership
 - a. add new node-id
2. Export replica
 - a. prepare files for transfer
3. Transfer replica (~ 20GiB)
4. Import replica
5. ... DONE!

Transfer Replica

Destination node:

```
netcat -l tcp-port
```

```
| tar -xf --limit-dirty-pages=8kb target_directory
```

Source node:

```
tar -chf --drop-page-cache source_directory
```

```
| netcat -v nodeC tcp-port
```

Tar modifications

--drop-page-cache -> posix_fadvise(x, DONTNEED)

So that we don't pollute the page cache...

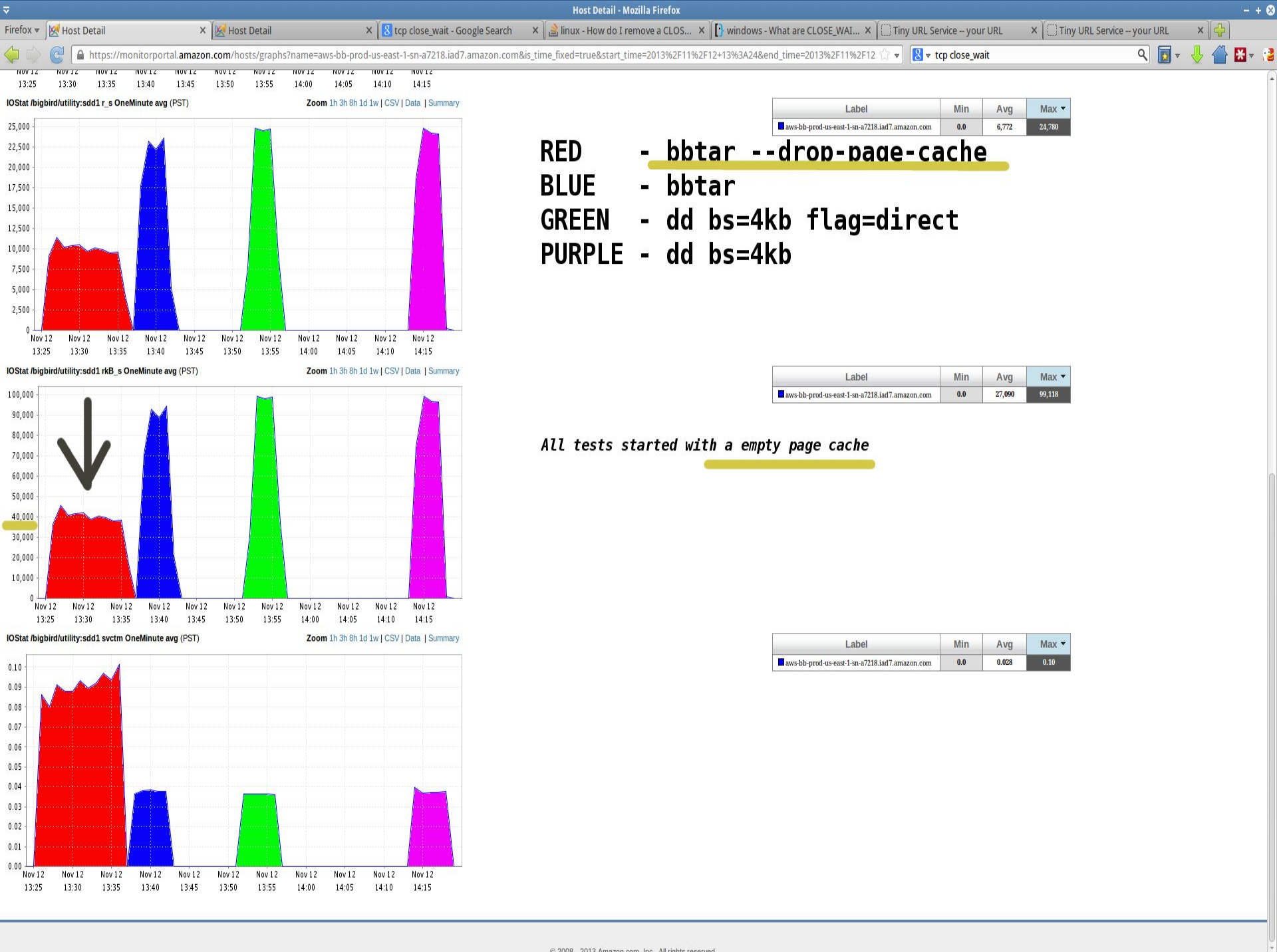
--limit-dirty-pages -> fdatasync()

To moderate disk write load

<https://code.amazon.com/packages/Tar/trees/tar-1.17>

Problems... ?

...yup



Drop page cache ?

Very useful for testing...

```
sysctl vm.drop_pages = 1
```

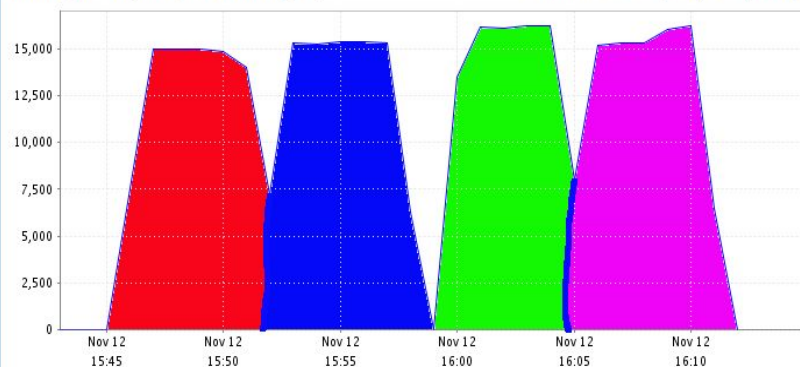
Overview Graphs

SPICY 11.5 utility drive read speed

Graph Controls

IOStat /bigbird/utility:sde r_s OneMinute avg (PST)

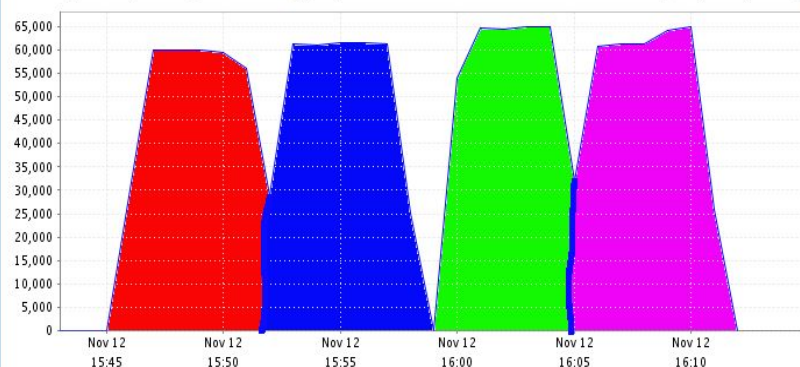
Zoom 1h 3h 8h 1d 1w | CSV | Data | Summary



RED - bbtar --drop-page-cache
 BLUE - bbtar
 GREEN - dd bs=4kb
 PURPLE - dd bs=4kb flag=direct

IOStat /bigbird/utility:sde rKB_s OneMinute avg (PST)

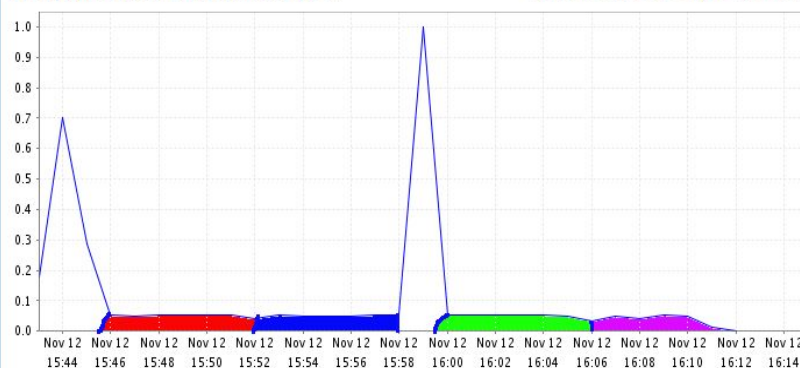
Zoom 1h 3h 8h 1d 1w | CSV | Data | Summary



All tests started with a empty page cache

IOStat /bigbird/utility:sde svctm OneMinute avg (PST)

Zoom 1h 3h 8h 1d 1w | CSV | Data | Summary



Label	Min	Avg	Max
aws-bb-gamma-us-east-1-clu03-sn-7002.iad7.amazon.com	0.0	0.11	1.00

AddReplica Evolves...

1. Change group membership
 - a. add new nodeId
2. ~~Export replica~~
3. Transfer replica
 - a. straight from StorageEngine (with O_DIRECT)
4. Import replica
5. DONE

Transfer Inefficiencies...

Source node:

```
tar -chf --drop-page-cache source_directory  
| netcat -v NodeC tcp-port
```

Tar:

read() + write()

Netcat:

read() + write()

4 copies of data

transfer @ 100 MB/sec = 400MB/sec of memory copies

Zero Copy: sendfile()

sendfile() copies data between one file descriptor and another.

File system cache -> Network stack buffers

1 single copy ...

we might be able to do 10Gb/s (1.2GiB/sec)..

References

<http://lwn.net/Kernel/>

<http://lwn.net/Kernel/Index/>

<http://kernelnewbies.org/LinuxChanges>

<http://kernelnewbies.org/LinuxVersions>

<http://lxr.free-electrons.com/>

Books:

Love, Robert. *Linux Kernel Development*

Writing to Disk

POSIX semantics are *performance oriented*.

Data doesn't go to disk on write() or on close().

It goes on fsync() or on fdatasync().

- Java close() calls fsync()

- Java flush() calls fsync()

- Java does NOT have a native fdatasync() support.

- Replication log uses JNI to call fdatasync()

Writing to Disk (flushing dirty pages)

Writing dirty pages to disk is done by the writeback logic.

Writeback logic is a topic of continuous research and improvement, (same applies to writeback logic of InnoDB or WiredTiger)

... We can/should avoid letting the OS decide if we have a better understanding of our workload..