ComputerScience

Performance Monitoring Infrastructure in the Quest Operating System

Introduction

- Quest OS x86 SMP system developed at Boston University.
- VCPU scheduling with temporal isolation.
- Threads mapped to VCPUs and VCPUs mapped to PCPUs.
- For performance, need to consider microarchitectural resource contention on modern chip multiprocessors (CMPs).
- Contention on: shared caches, memory buses, interconnects.
- Can infer resource usage using hardware performance counters.
- Quest monitoring infrastructure to improve performance and predictability by considering h/w resource usage. Used to influence VCPU-PCPU mappings and co-runner selections.



Figure 1. VCPU Framework Overview

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(Based on collaborations with VMware)

Online Modeling of Cache Occupancy

- Cache occupancy cannot be measured directly from hardware performance counters in most commodity processors.
- We developed an online technique to efficiently calculate cache occupancy for a thread using its local LLC misses and the LLC misses of every other thread.

 $E' = E + \left(1 - \frac{E}{C}\right) \cdot m_l - \left(\frac{E}{C}\right) \cdot m_o$ $m_1 = local \ LLC \ misses of \ thread \ \tau_1$ $m_o = LLC$ misses of every other thread *E'* = updated occupancy of τ_l E = previous occupancy estimationC = number of cache lines of LLC

- This basic model assumes that each line of the cache is equally likely to be accessed. Over the lifetime of a large set of threads, this is a reasonable assumption.
- associative caches, and lines are typically selected using some





 $r_{l} = (h_{l} + m_{l})/E$, $r_{o} = (h_{o} + m_{o})/(C - E)$

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