Tiptoe: A Compositional Real-Time Operating System

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tiptoe.cs.uni-salzburg.at

- Silviu Craciunas* (Benchmarking)
- Hannes Payer (Memory Management)
- Ana Sokolova* (Theoretical Foundation)
- Horst Stadler (I/O Subsystem)
- Robert Staudinger* (Kernel)

*Supported by Austrian Science Fund Project P18913-N15

Process A || Process B

Operating System

Memory CPU I/O

“Theorem”

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- (Compositionality) The time and space a software process needs to execute is determined by the process, not the system and not other software processes.

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- (Predictability) The system can tell how much time and space is available without looking at any existing software processes.

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- (I/O) The time a software process takes to read input data and write output data is determined by the size of the data.

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  - 1ms/100ms CPU time (≠ 10ms/s)
  - 4MB/2s memory allocation rate
  - 1KB/10ms network bandwidth
  - 10J/100ms energy consumption

Outline

1. Memory Management
2. Concurrency Management
3. I/O Management

Toe A || Toe B

Tip

Memory CPU I/O

Outline

1. Memory Management
2. Concurrency Management
3. I/O Management

Tiptoe System

P2P Ethernet Connection

OR

Serial Connection

I/O Host Computer

Network

Disk

AD/DA

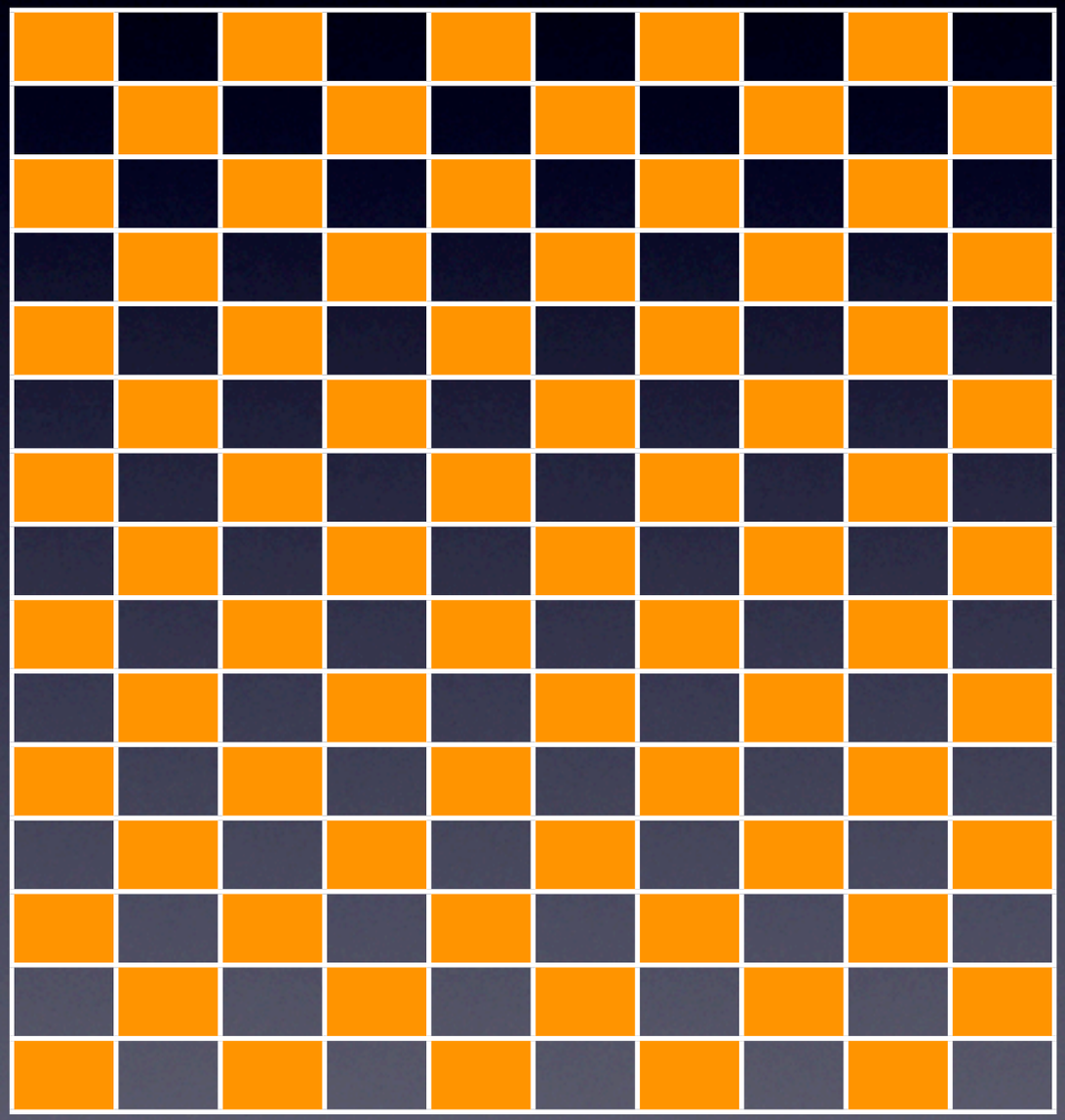
Outline

1. Memory Management
2. Concurrency Management
3. I/O Management

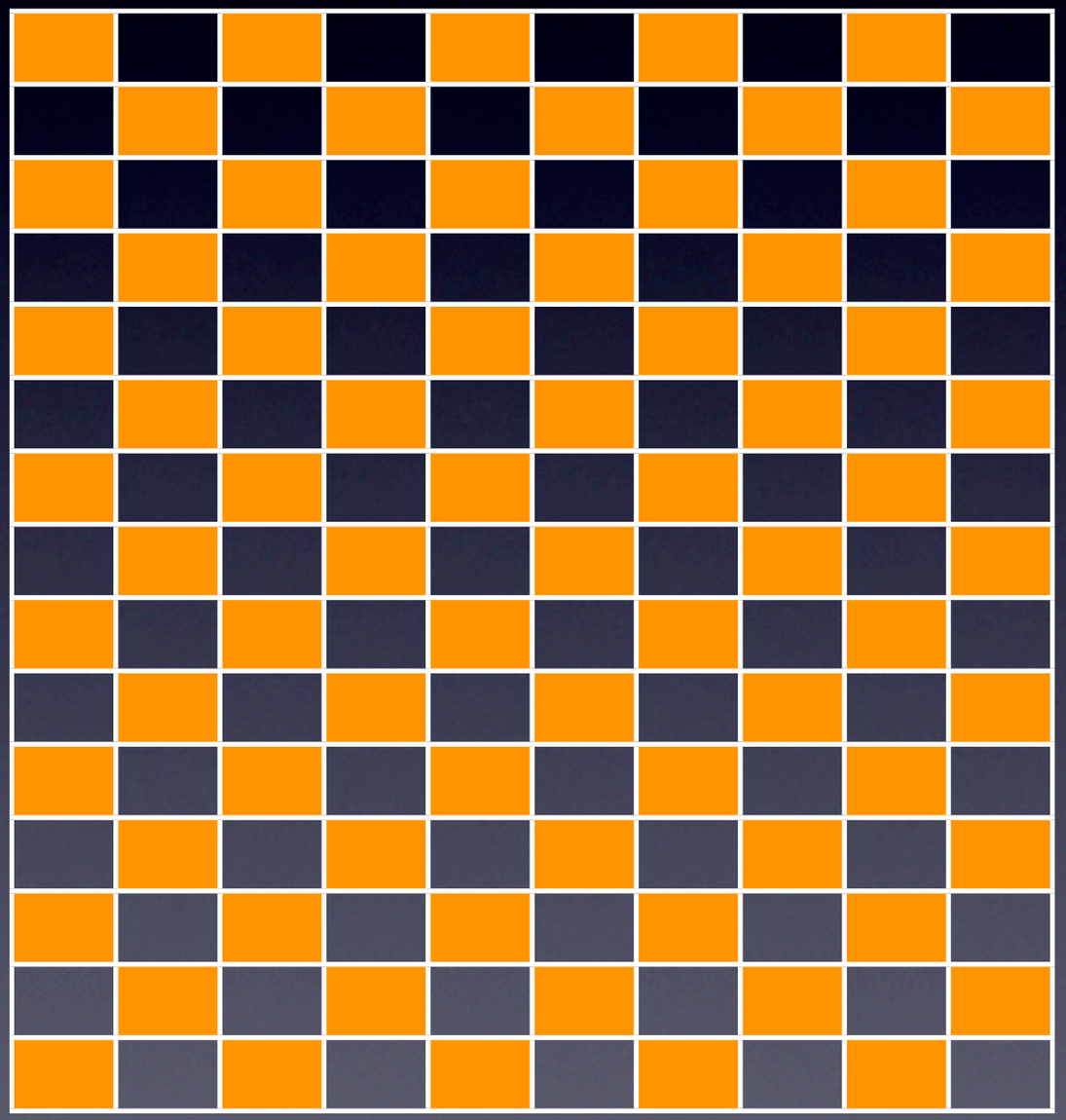
Goals

- malloc(n) takes at most time(n)
- free(n) takes at most time(n)
- access takes small constant time
- small and predictable memory fragmentation bound

The Problem

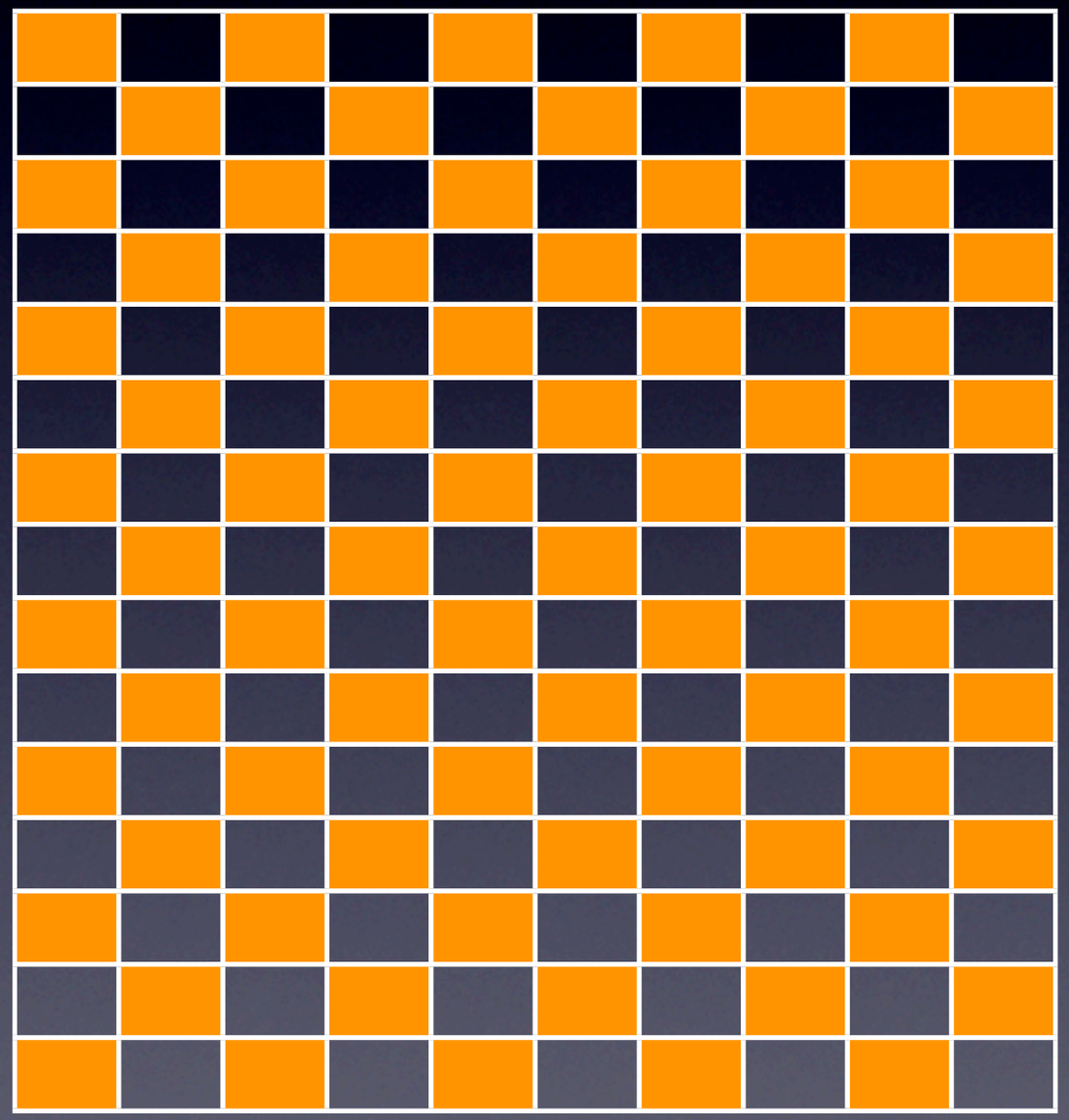


The Problem



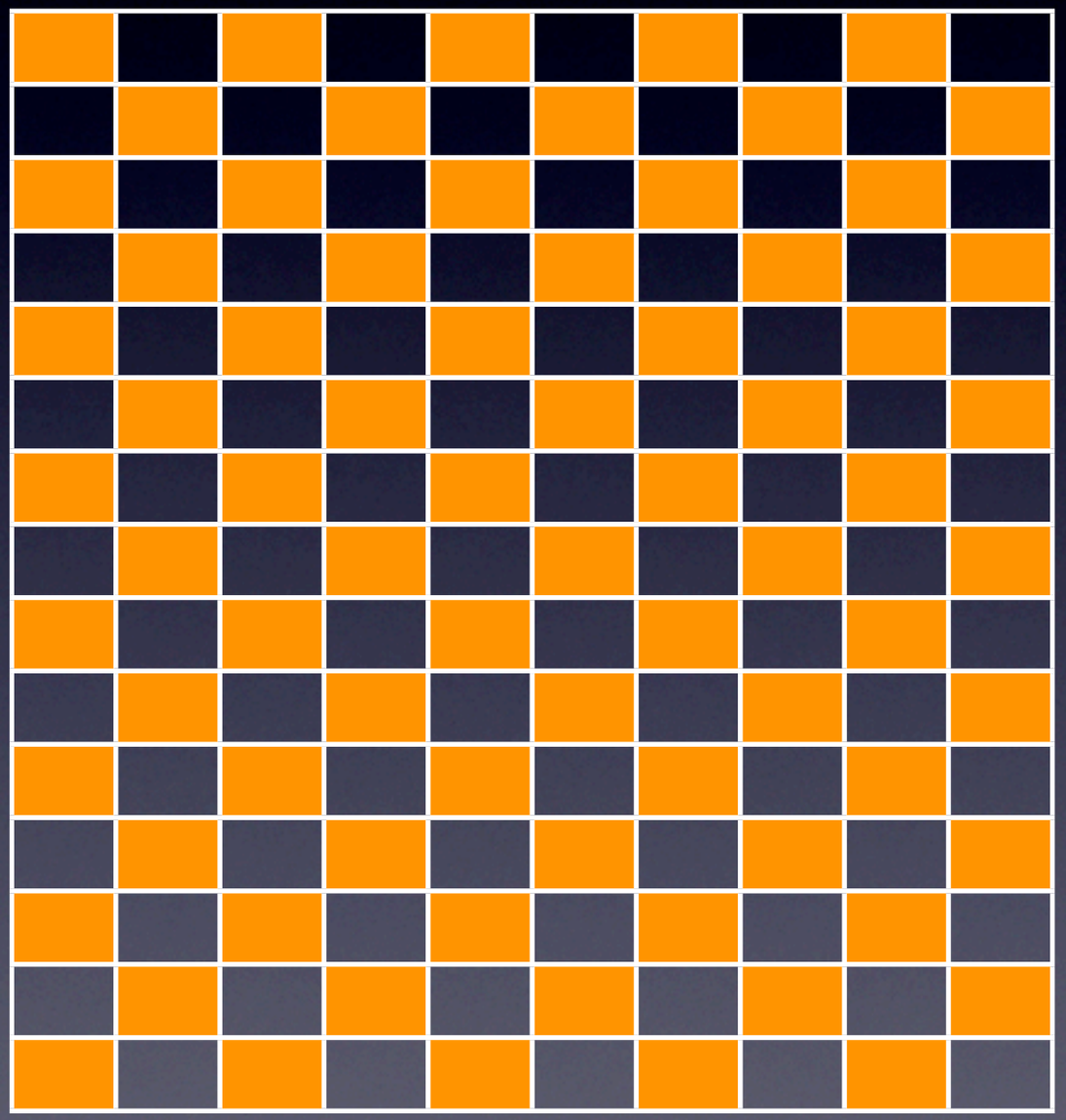
- Fragmentation

The Problem



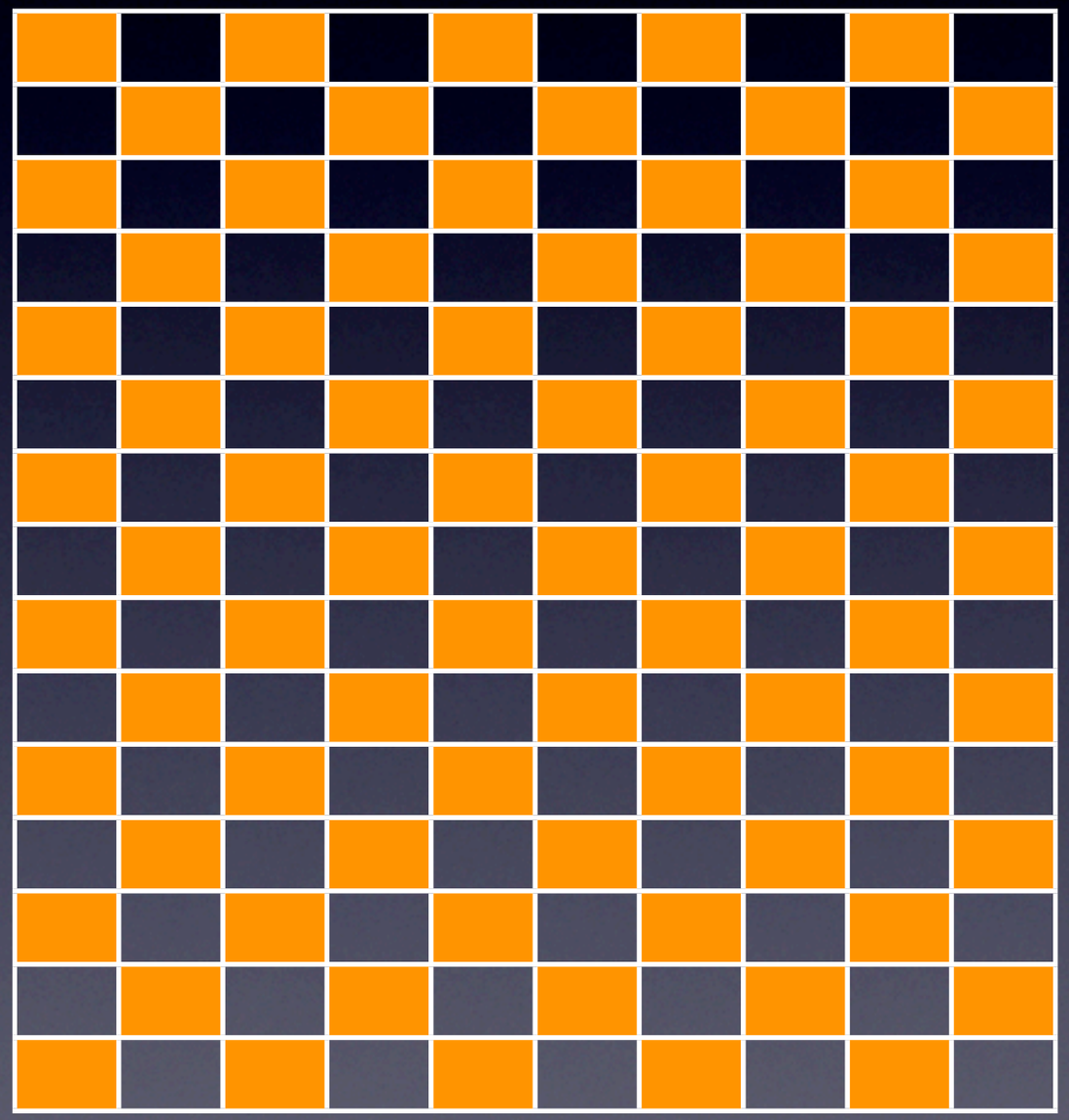
- Fragmentation
- Compaction

The Problem

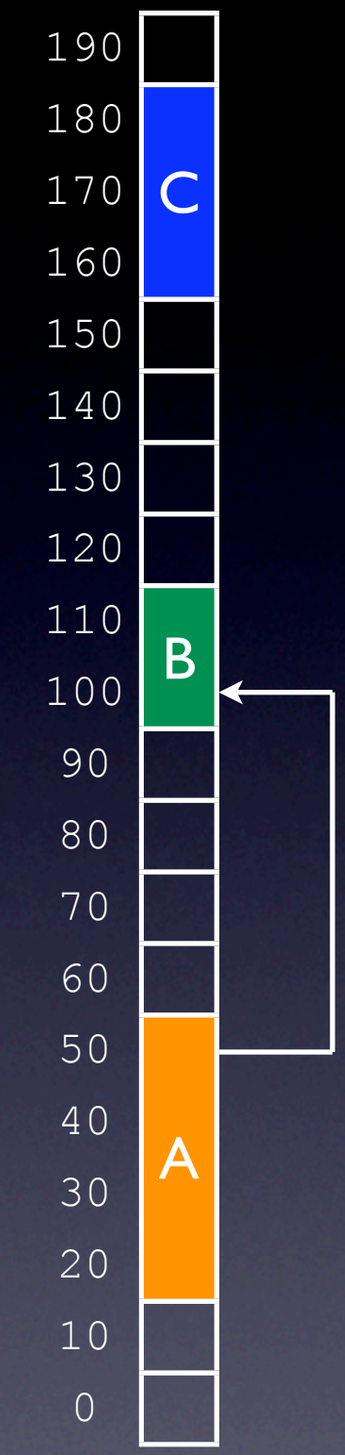


- Fragmentation
  - Compaction
  - References

The Problem

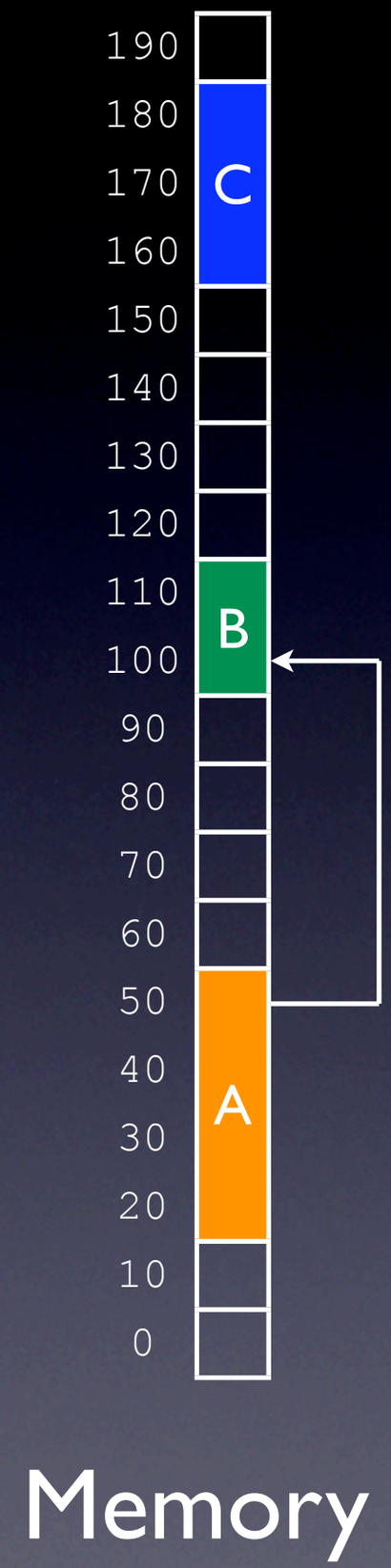


- Fragmentation
  - Compaction
- References
  - Abstract Space



Memory

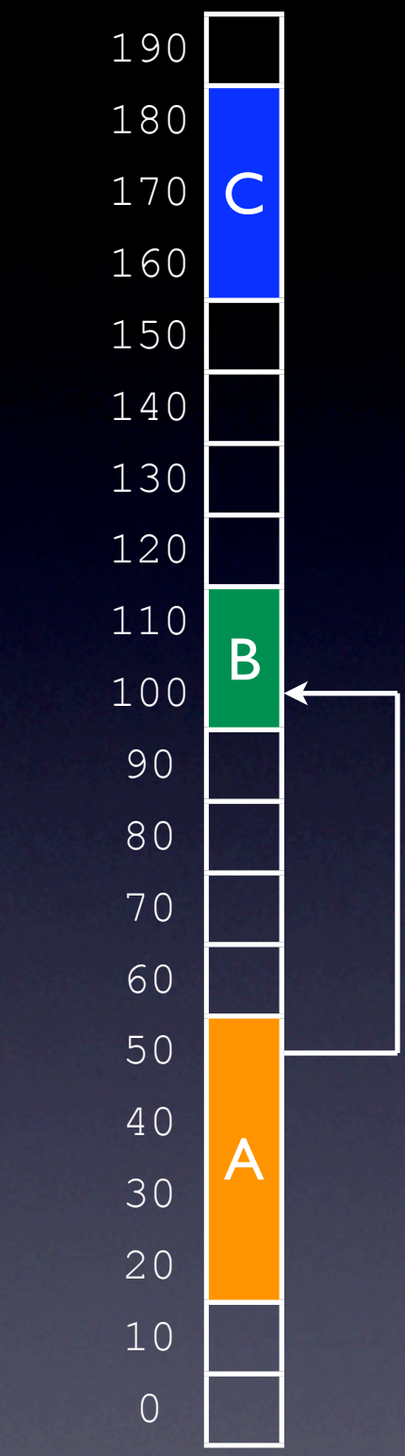
Example:



Memory

Example:

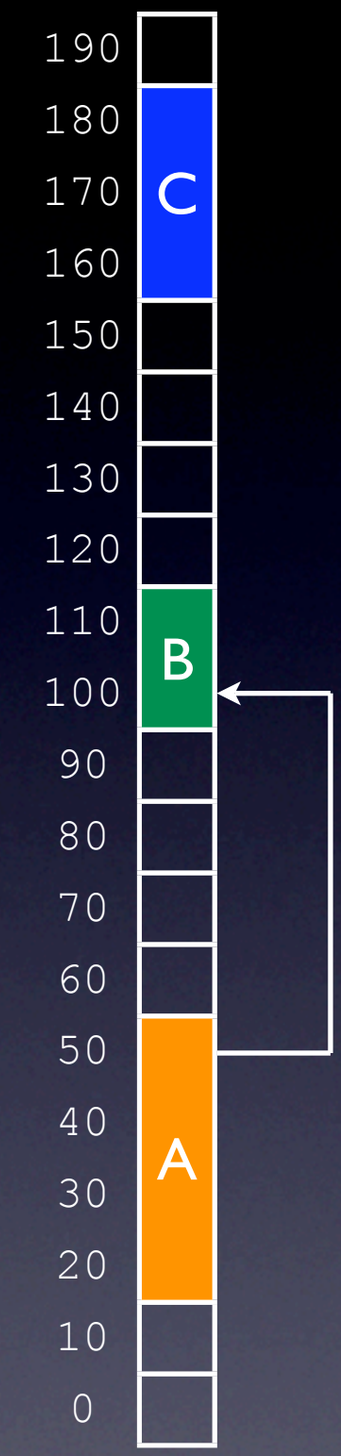
- There are three objects



Memory

Example:

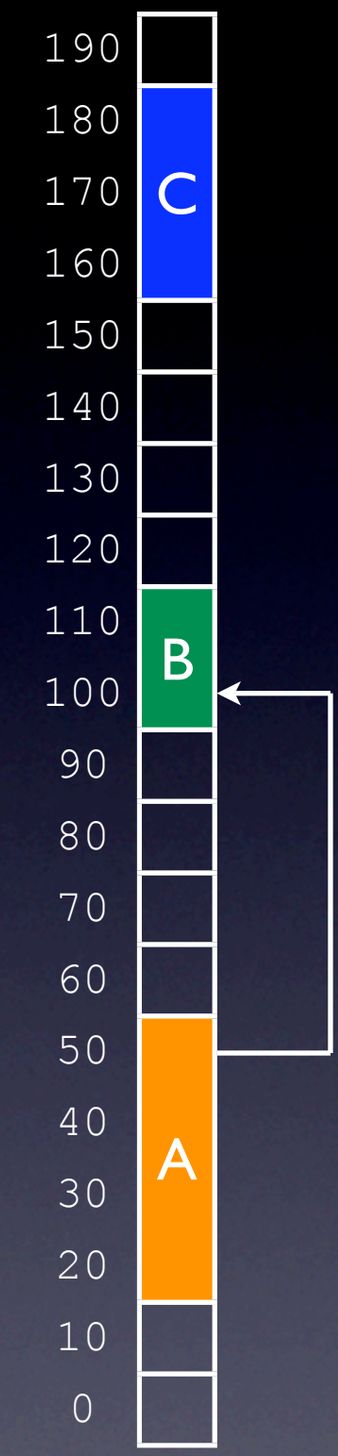
- There are three objects
- Object A starts at address 20



Memory

Example:

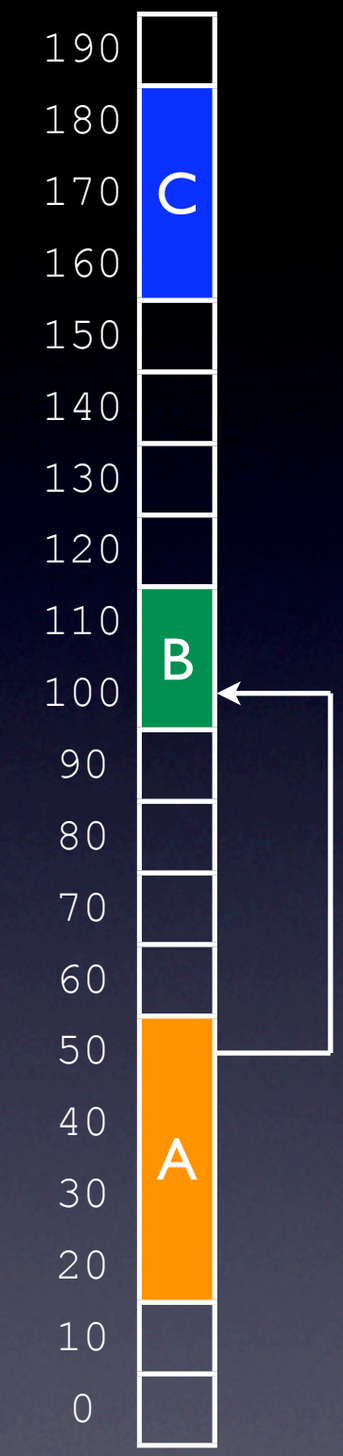
- There are three objects
- Object A starts at address 20
- Object A needs 40 bytes



Memory

Example:

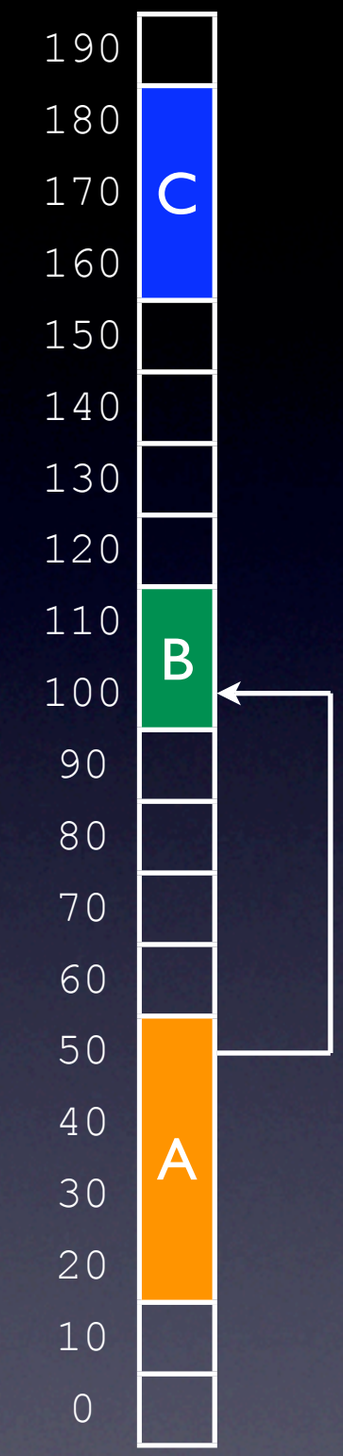
- There are three objects
- Object A starts at address 20
- Object A needs 40 bytes
- B starts at 100, needs 20 bytes



Memory

Example:

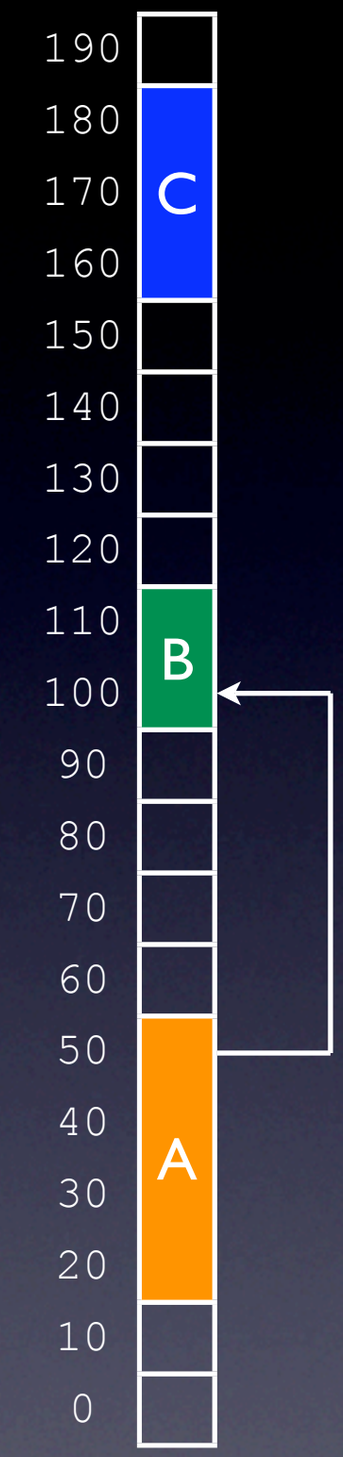
- There are three objects
- Object A starts at address 20
- Object A needs 40 bytes
- B starts at 100, needs 20 bytes
- C starts at 160, needs 30 bytes



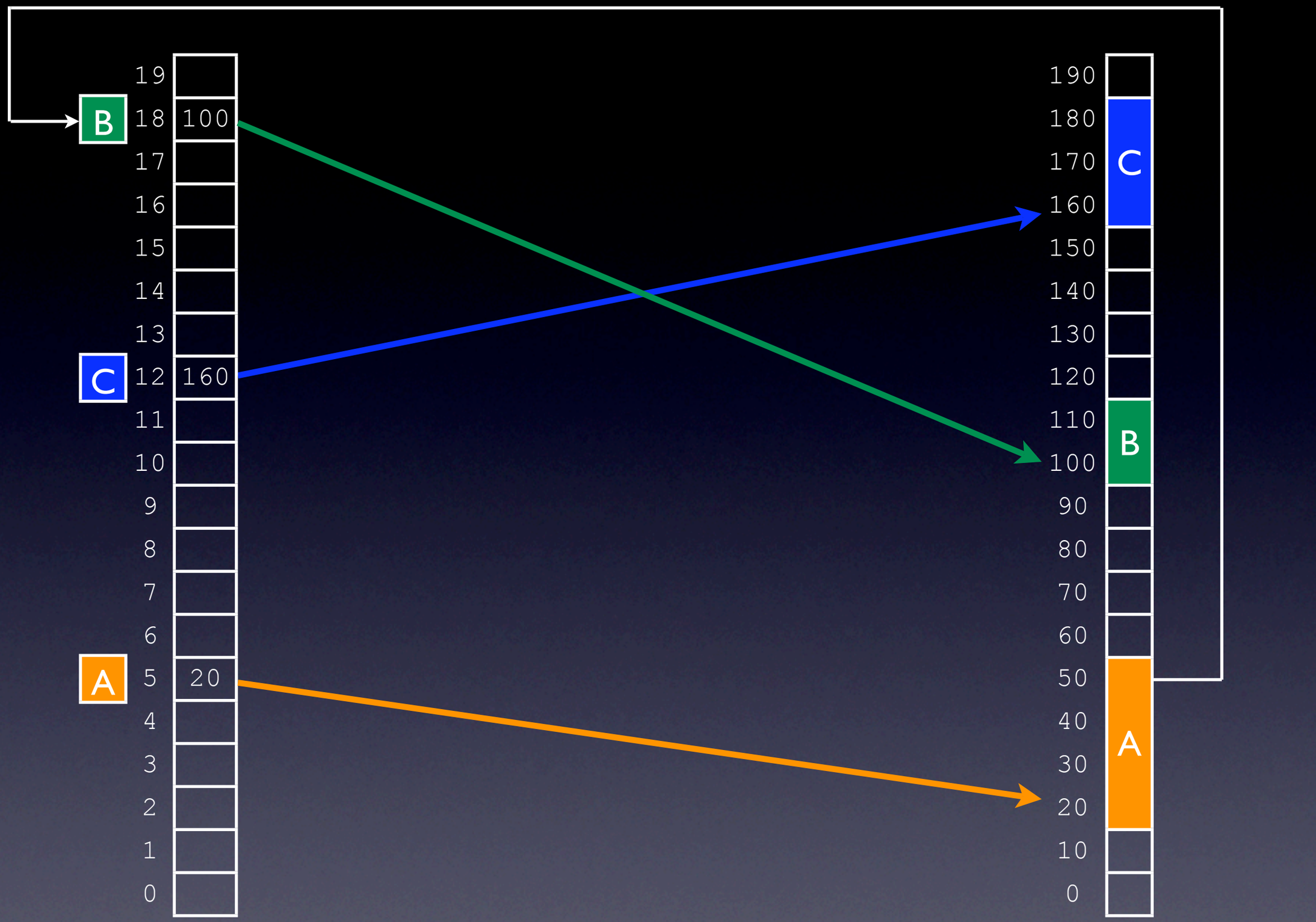
Memory

Example:

- There are three objects
- Object A starts at address 20
- Object A needs 40 bytes
- B starts at 100, needs 20 bytes
- C starts at 160, needs 30 bytes
- A contains a reference to B



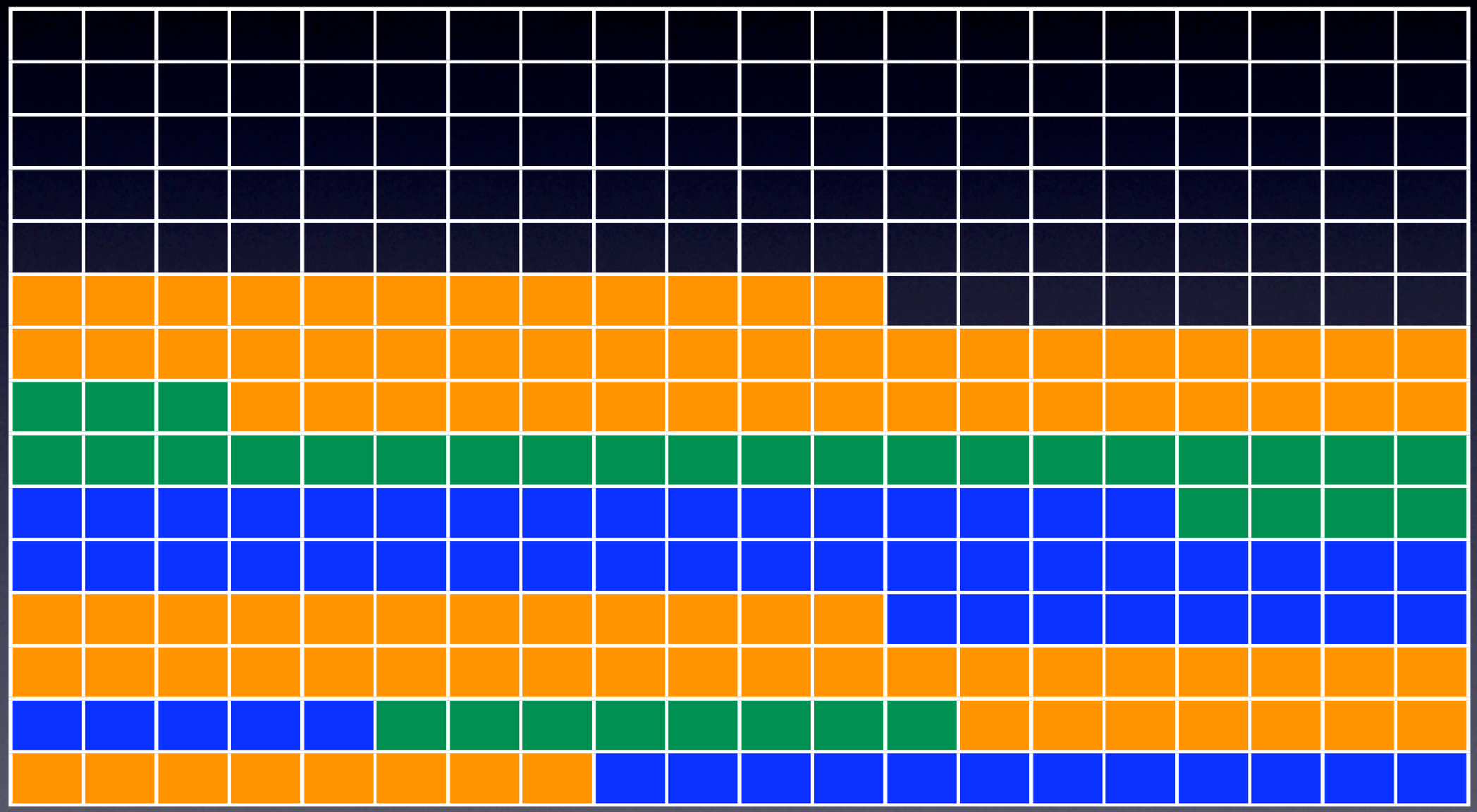
Memory



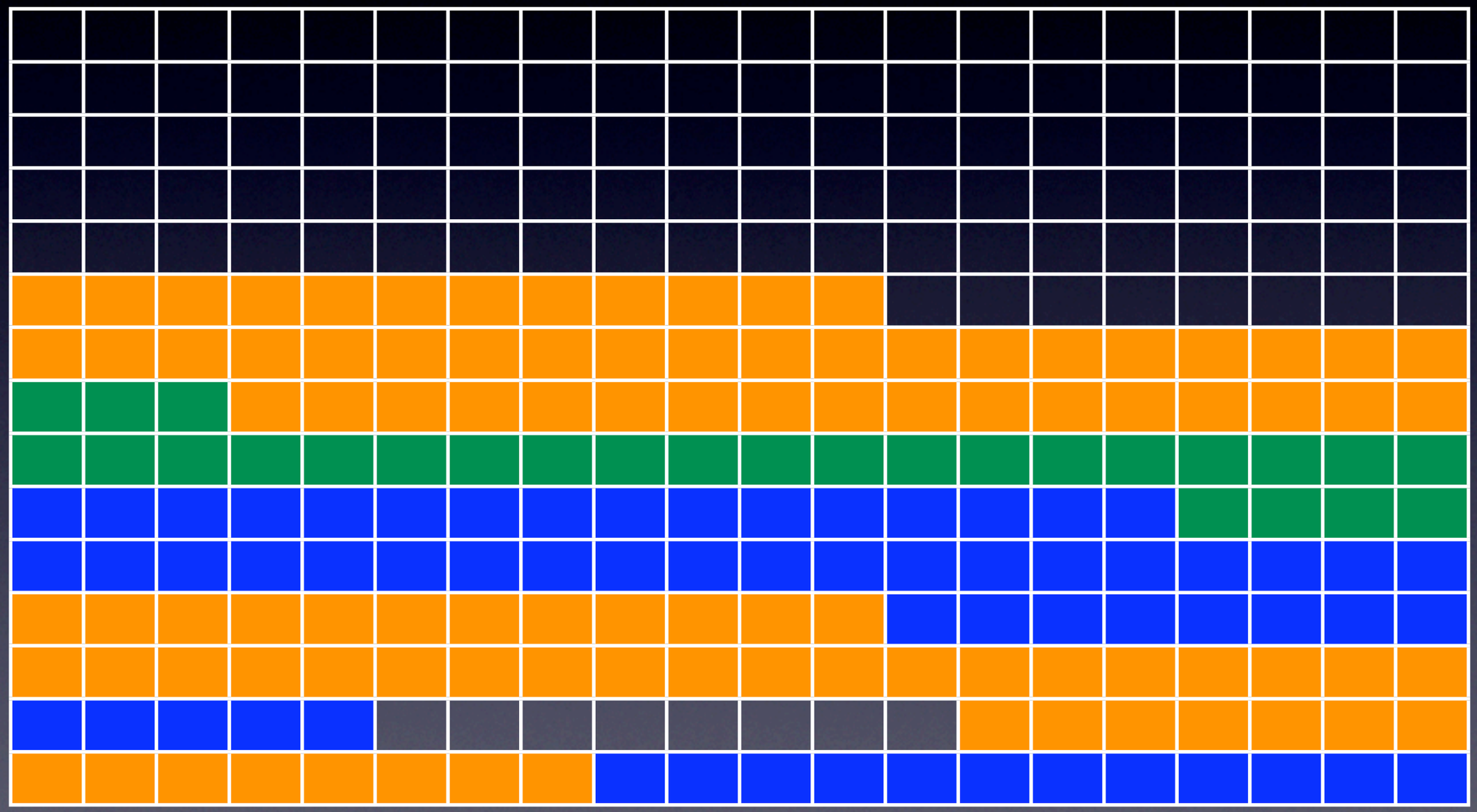
Abstract Space

Concrete Space

Keep It Compact?



Does Not Work!



Trade-Off Speed for Memory Fragmentation

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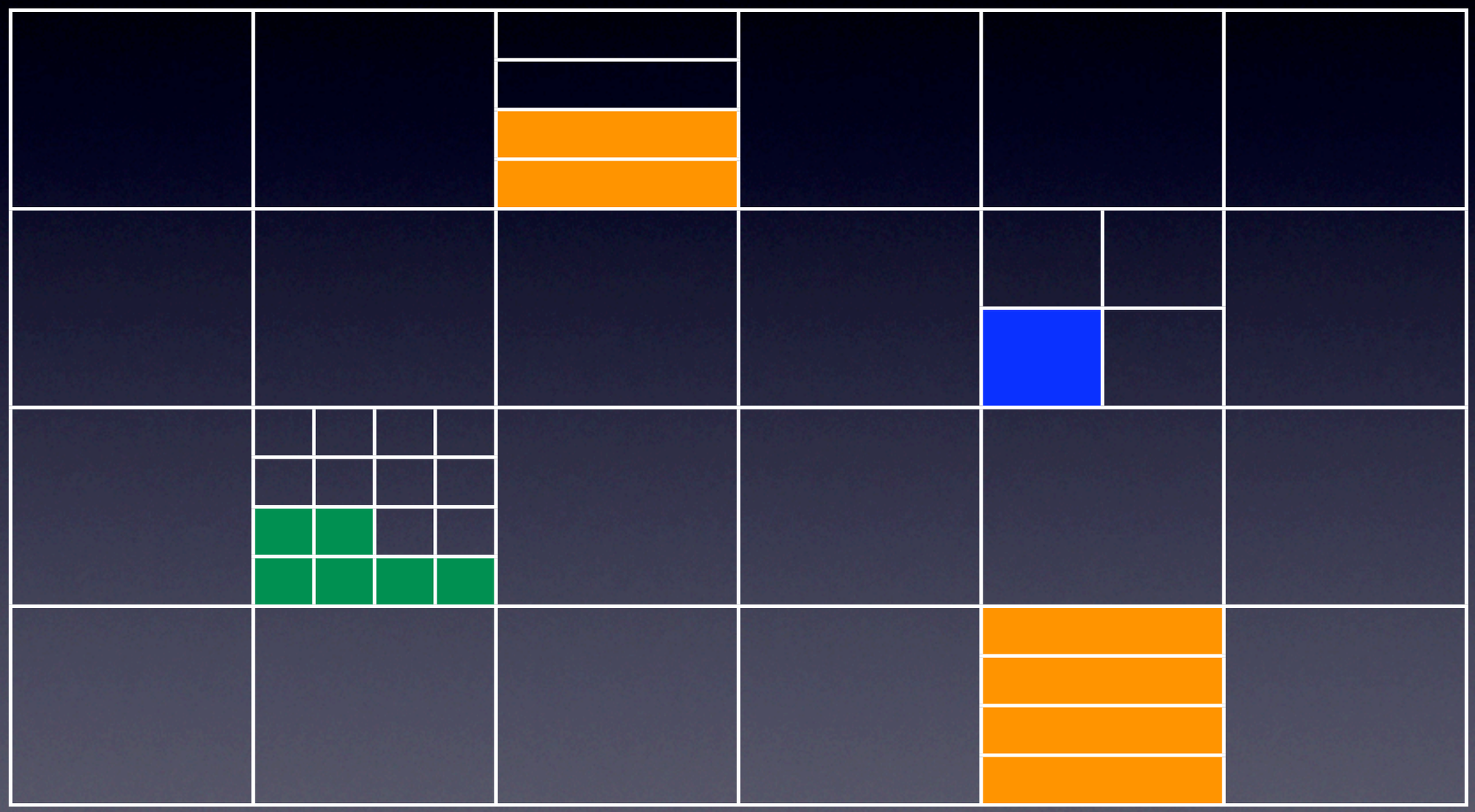
Keep Speed and Memory Fragmentation Bounded and Predictable

Partition Memory into Pages

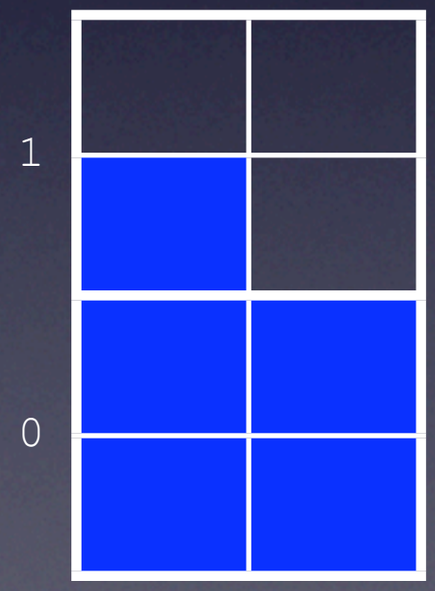
16KB	16KB	16KB	16KB	16KB	16KB
16KB	16KB	16KB	16KB	16KB	16KB
16KB	16KB	16KB	16KB	16KB	16KB
16KB	16KB	16KB	16KB	16KB	16KB

Partition Pages into Blocks

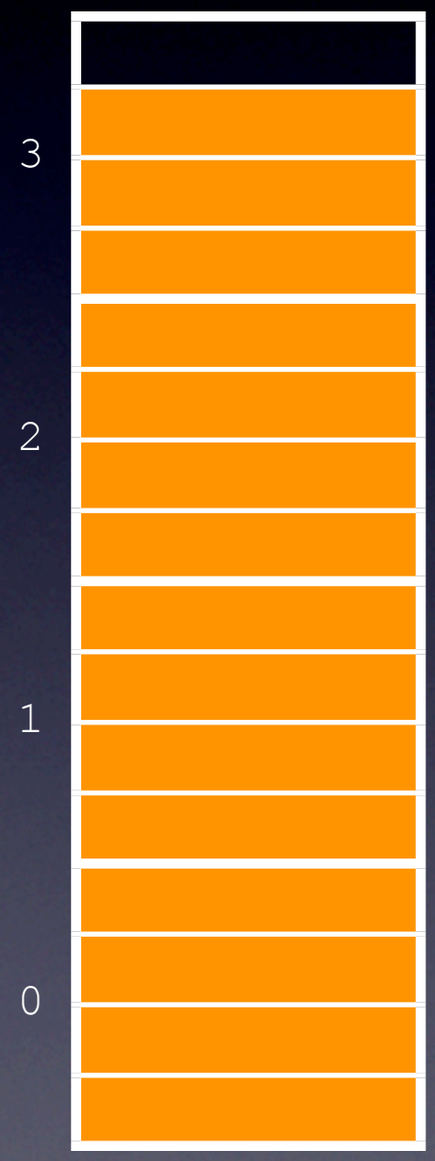


Size-Class Compact

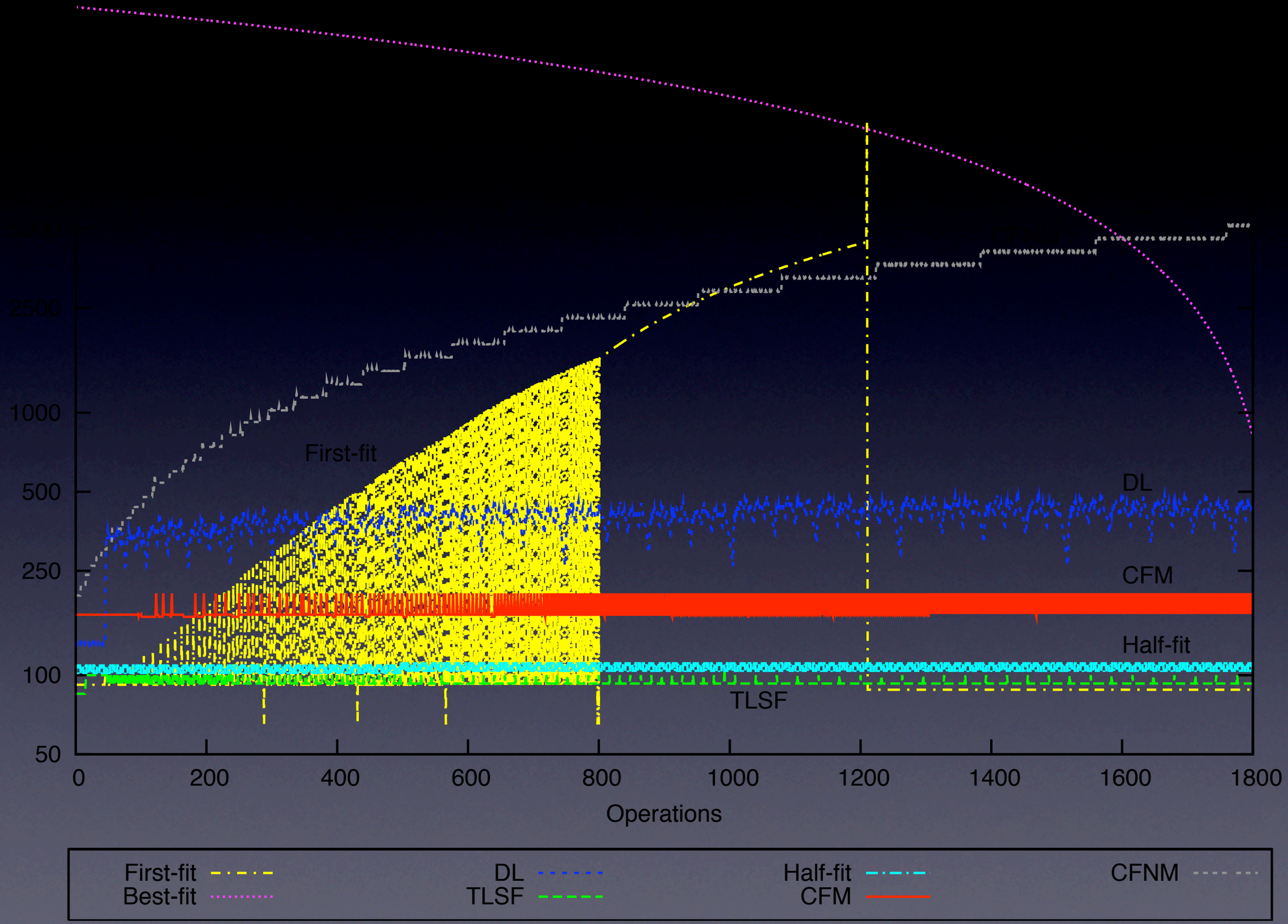
Objects < 32



Objects < 48



Objects < 64

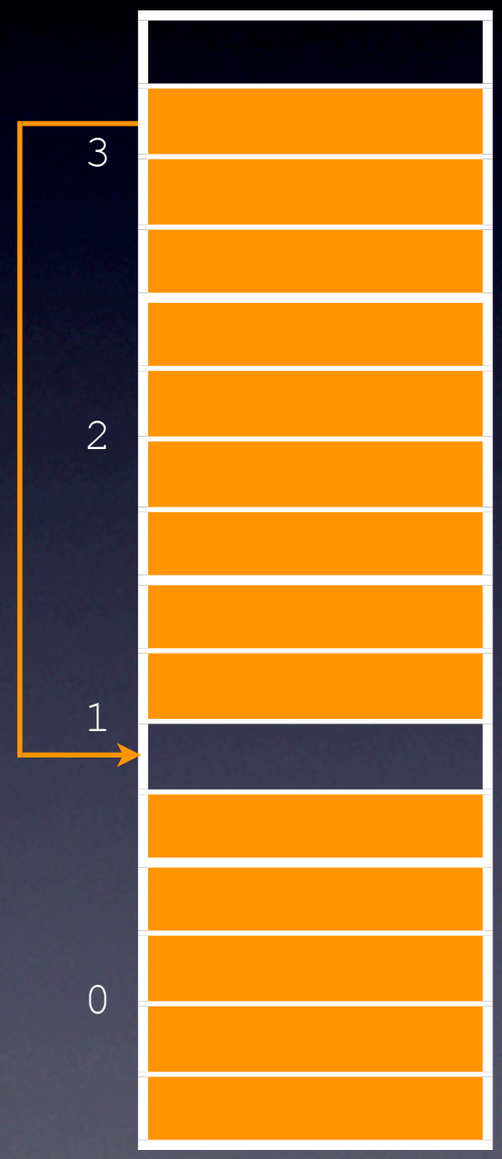

5000
2500
1000
500
250
100
50
0
200
400
600
800
1000
1200
1400
1600
1800
Operations
First-fit
DL
CFM
Half-fit
TLSF
CFNM
Best-fit

Bounded Compaction

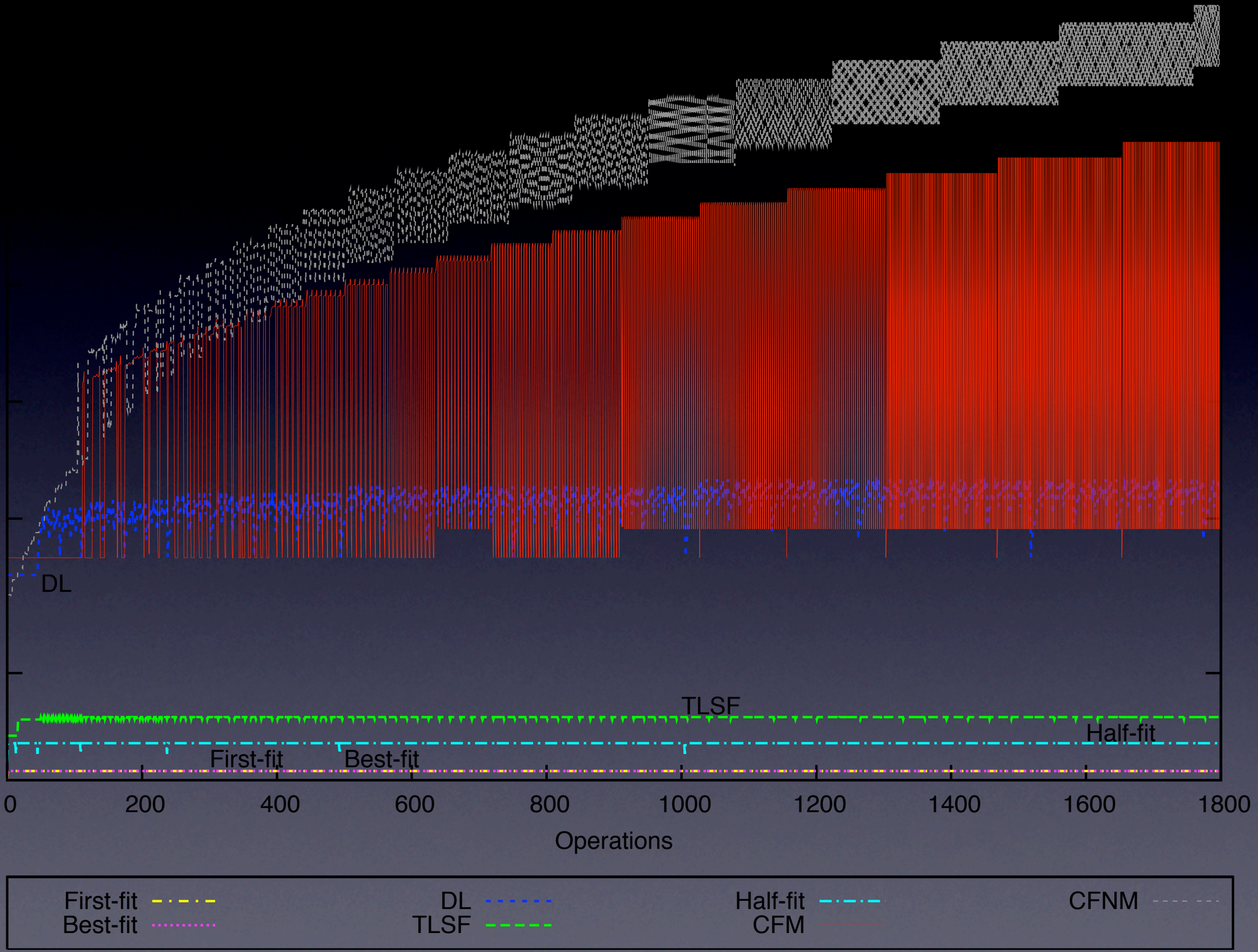
just move ‘last’ object

Objects < 32

Objects < 48

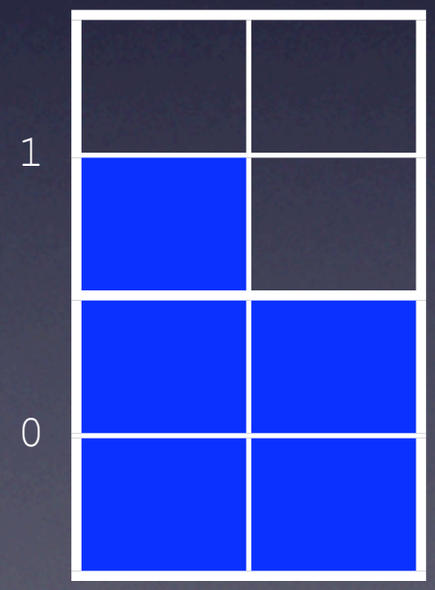


Objects < 64

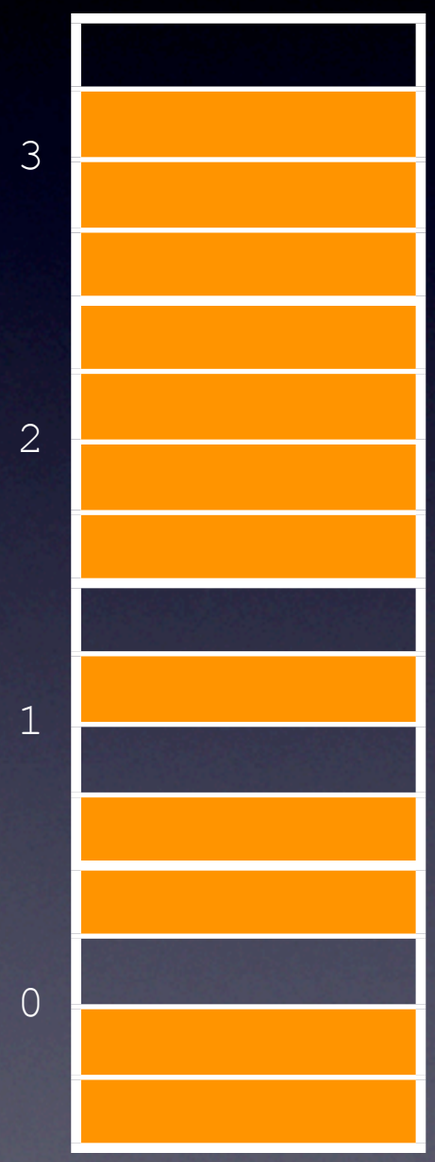

1000
500
250
100
DL
TLSF
Half-fit
First-fit
Best-fit
0
200
400
600
800
1000
1200
1400
1600
1800
Operations
First-fit
Best-fit
DL
TLSF
Half-fit
CFM
CFNM

Partial Compaction

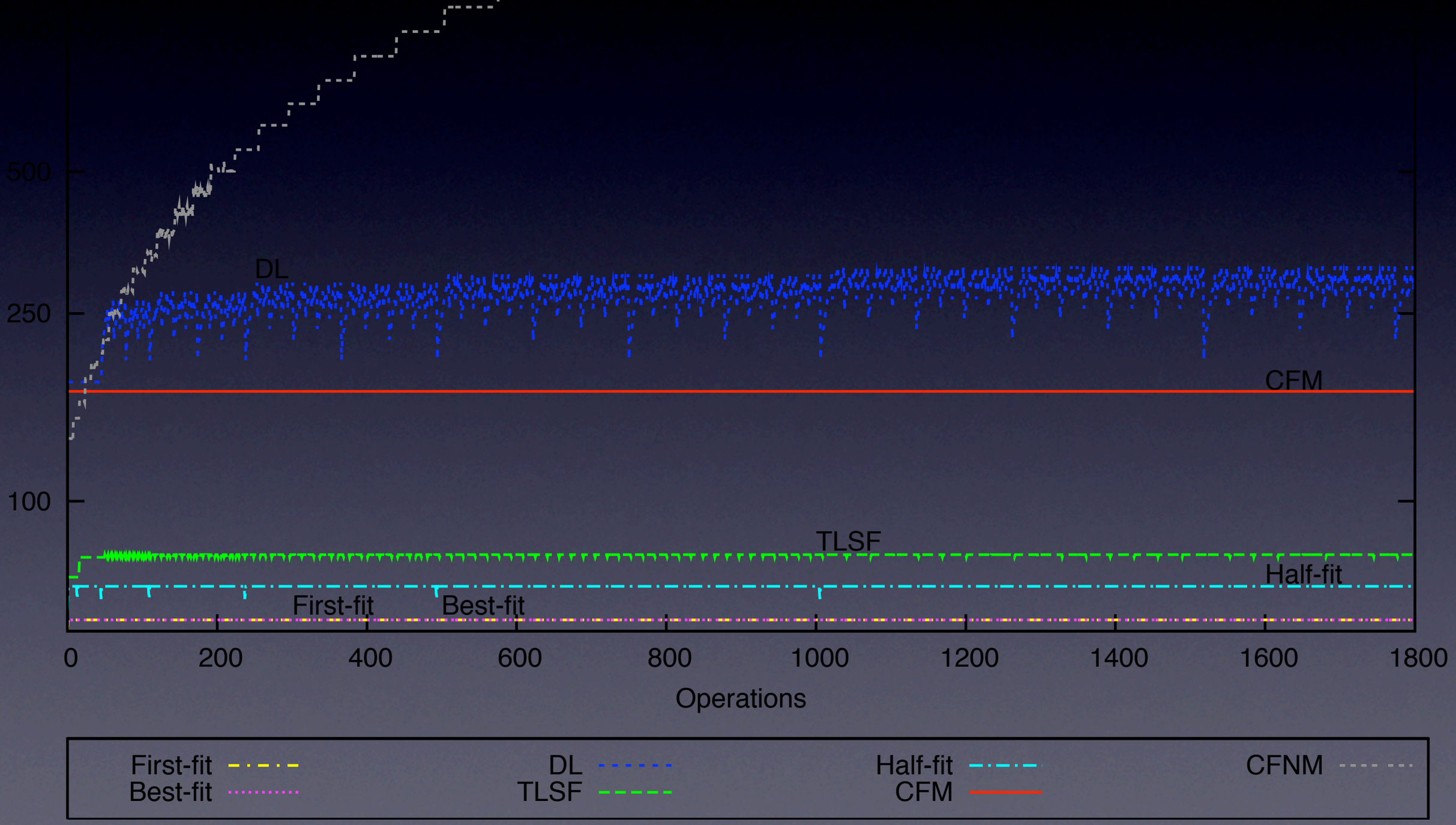
Objects < 32



Objects < 48



Objects < 64


1000
500
250
100
DL
CFM
TLSF
Half-fit
First-fit
Best-fit
0
200
400
600
800
1000
1200
1400
1600
1800
Operations
First-fit
Best-fit
DL
TLSF
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CFM
CFNM

Program Analysis

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Definition:
Let *k* count deallocations in a given size-class for which no subsequent allocation was done ("k-band mutator").

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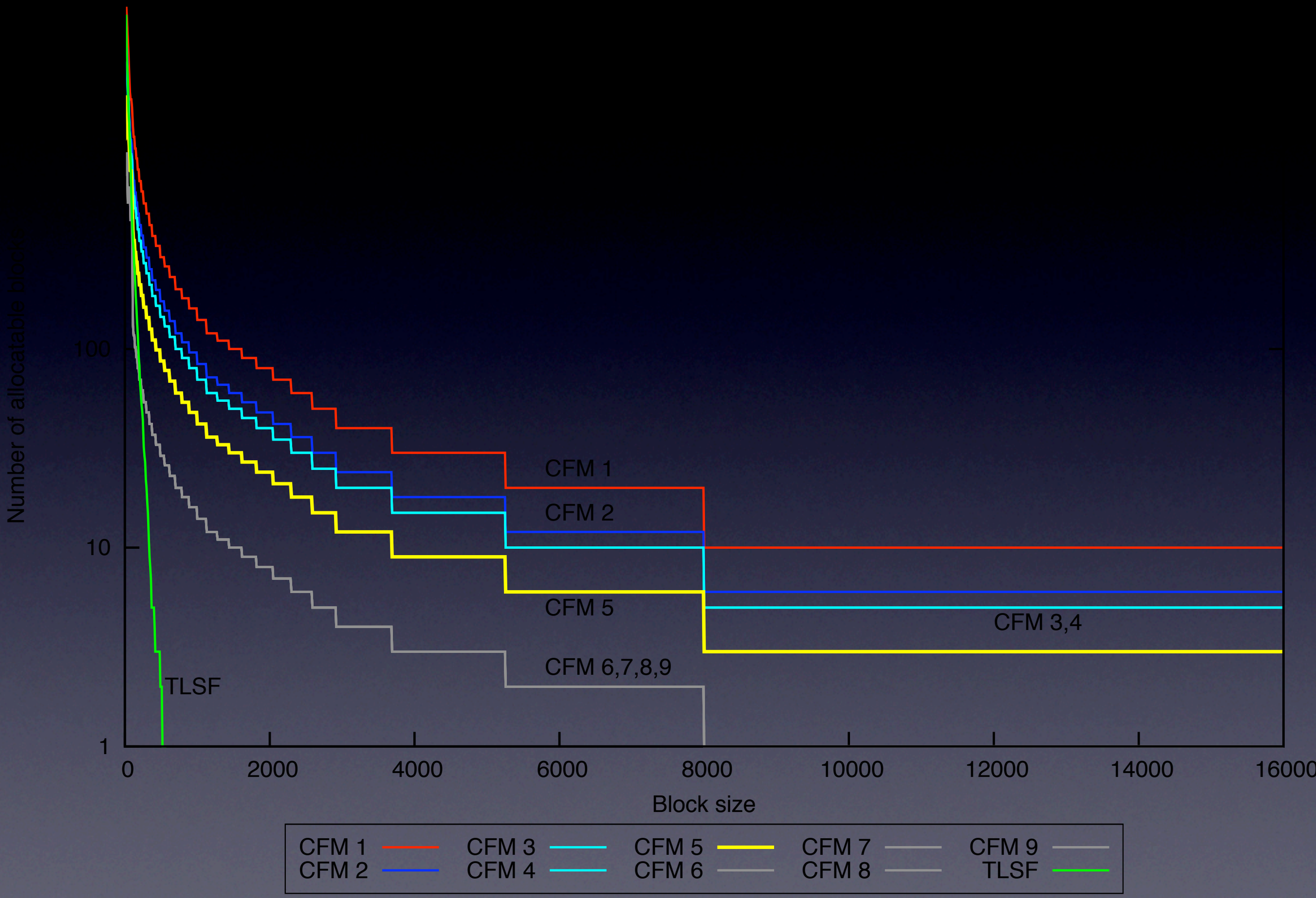
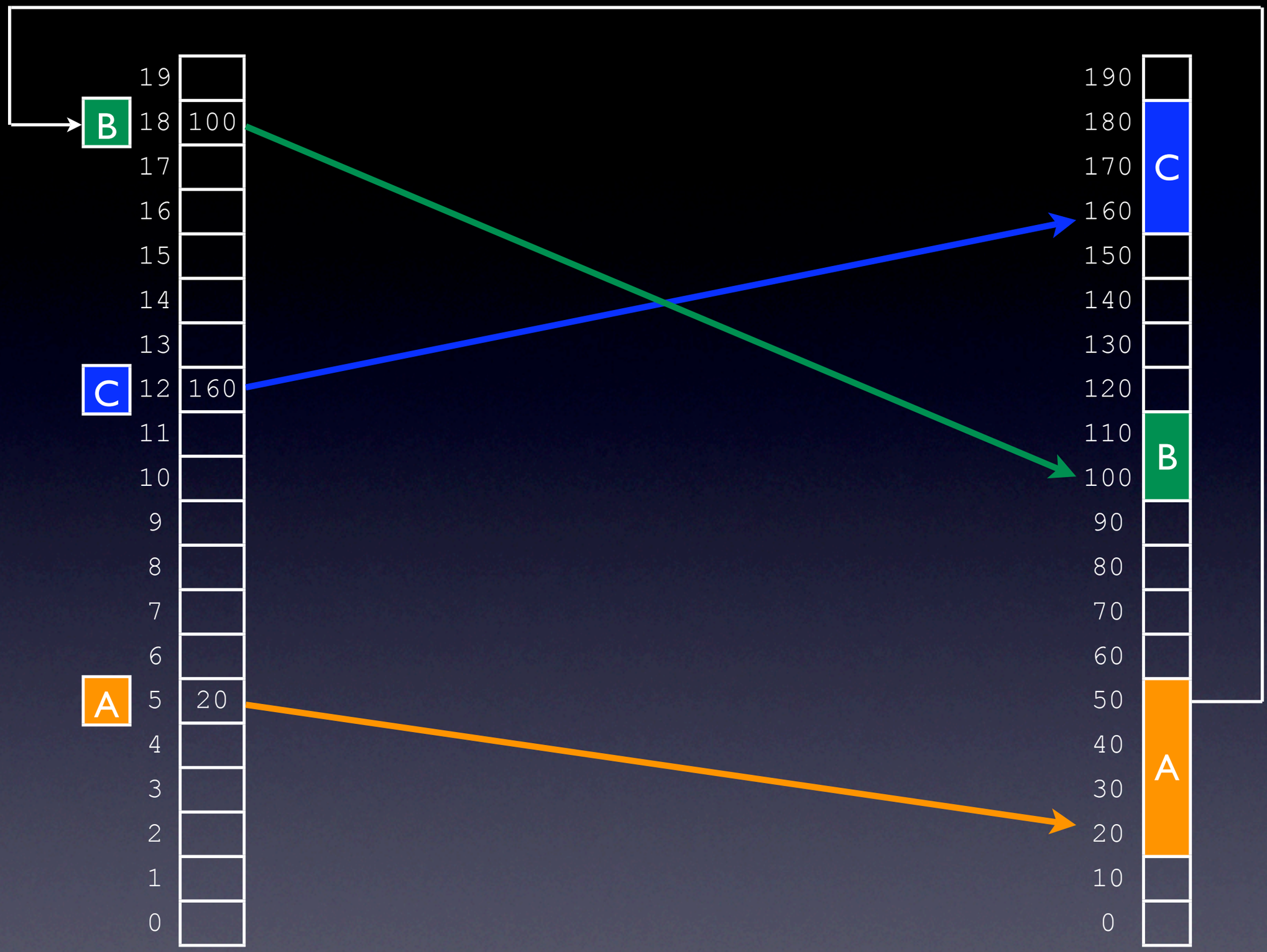
Proposition:
Each deallocation that happens when *k* < max_number_of_non_full_pages takes constant time.


Number of allocatable blocks
100
10
1
0
2000
4000
6000
8000
10000
12000
14000
16000
Block size
CFM 1
CFM 2
CFM 5
CFM 3,4
CFM 6,7,8,9
TLSF
CFM 1
CFM 2
CFM 3
CFM 4
CFM 5
CFM 6
CFM 7
CFM 8
CFM 9
TLSF

Results

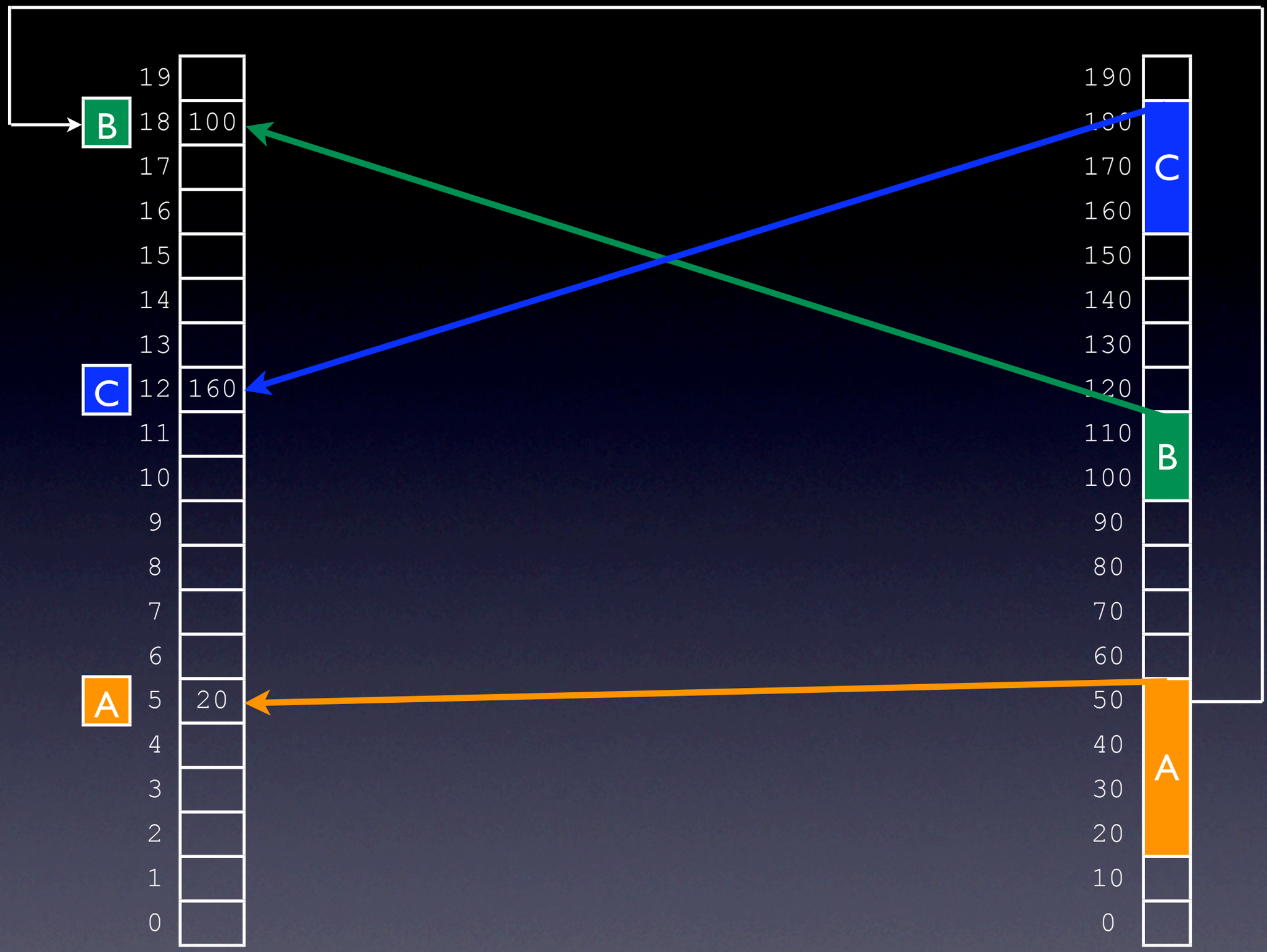
- if mutator stays within k-bands:
  - malloc(n) takes constant time
  - free(n) takes constant time
  - access takes one indirection

- memory fragmentation bounded in k and predictable in constant time



Abstract Space

Physical Memory



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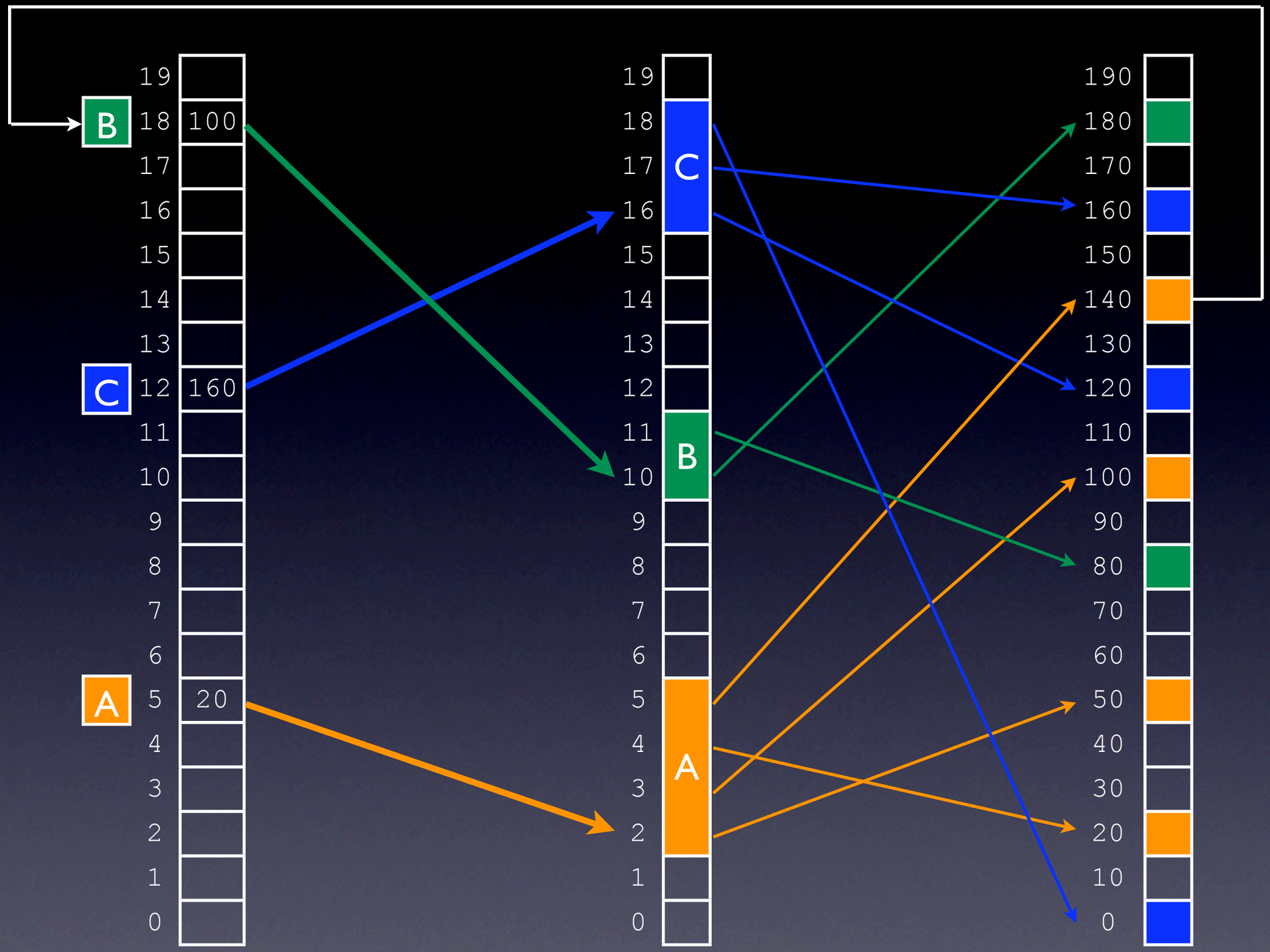
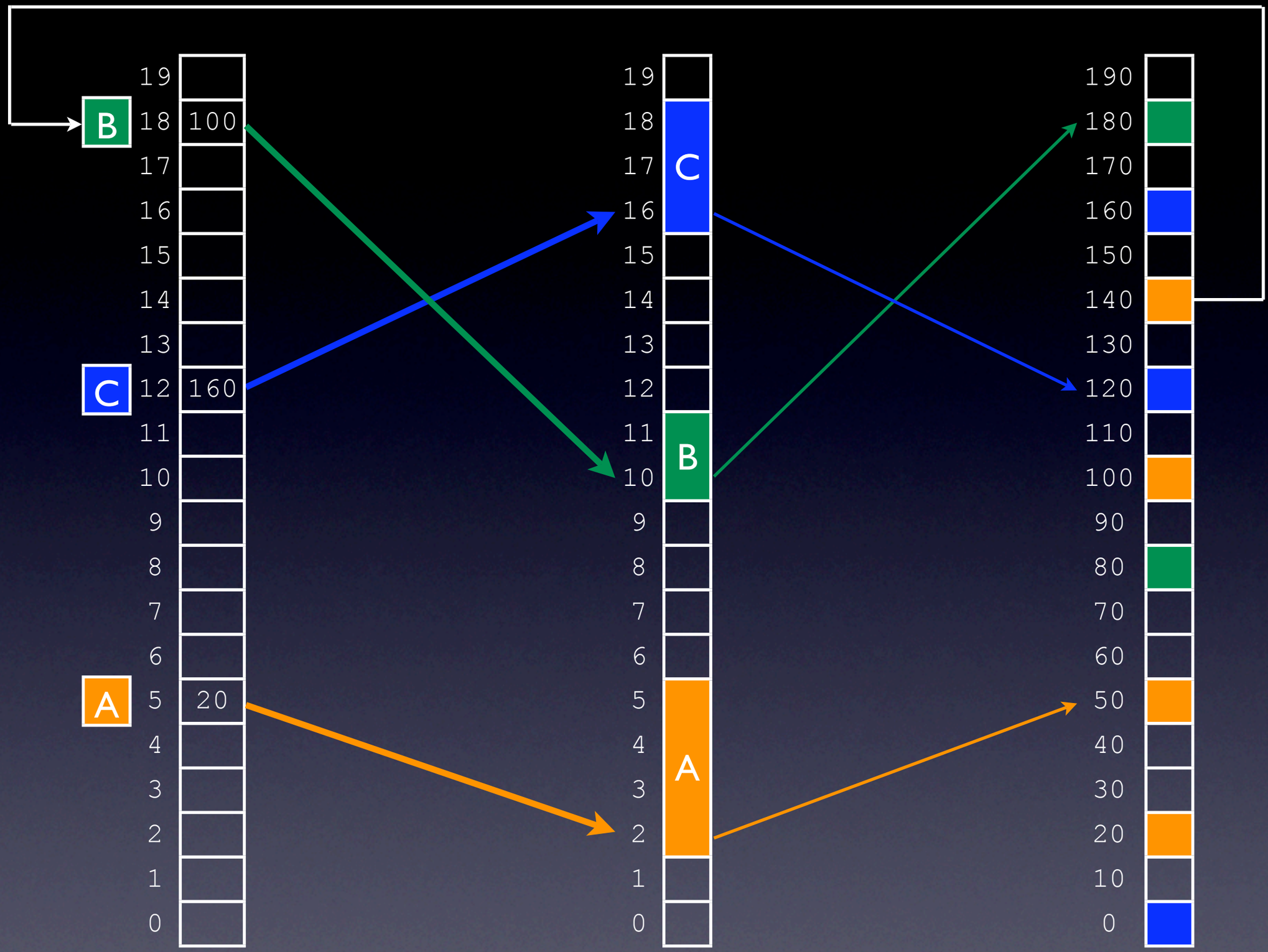
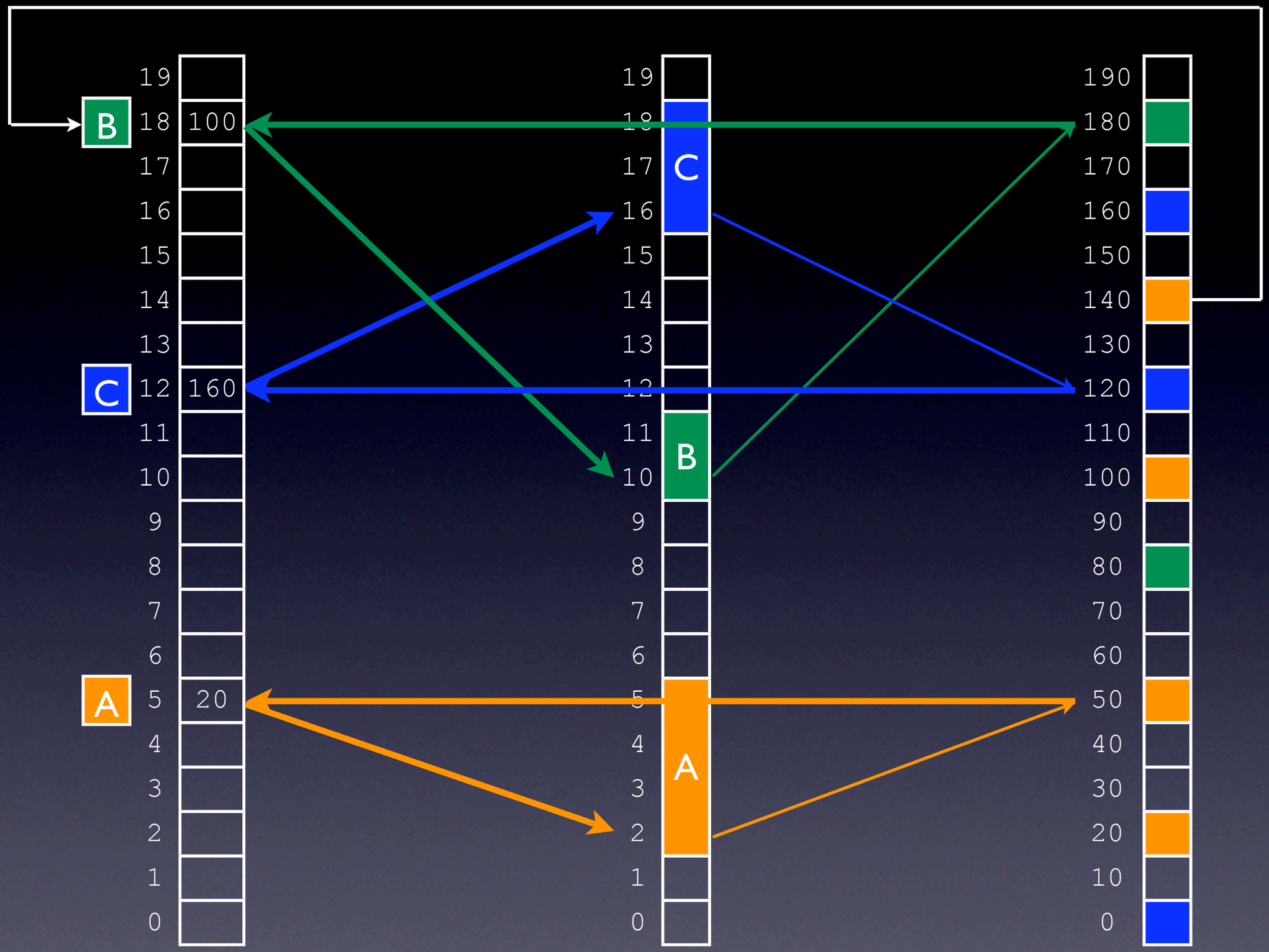


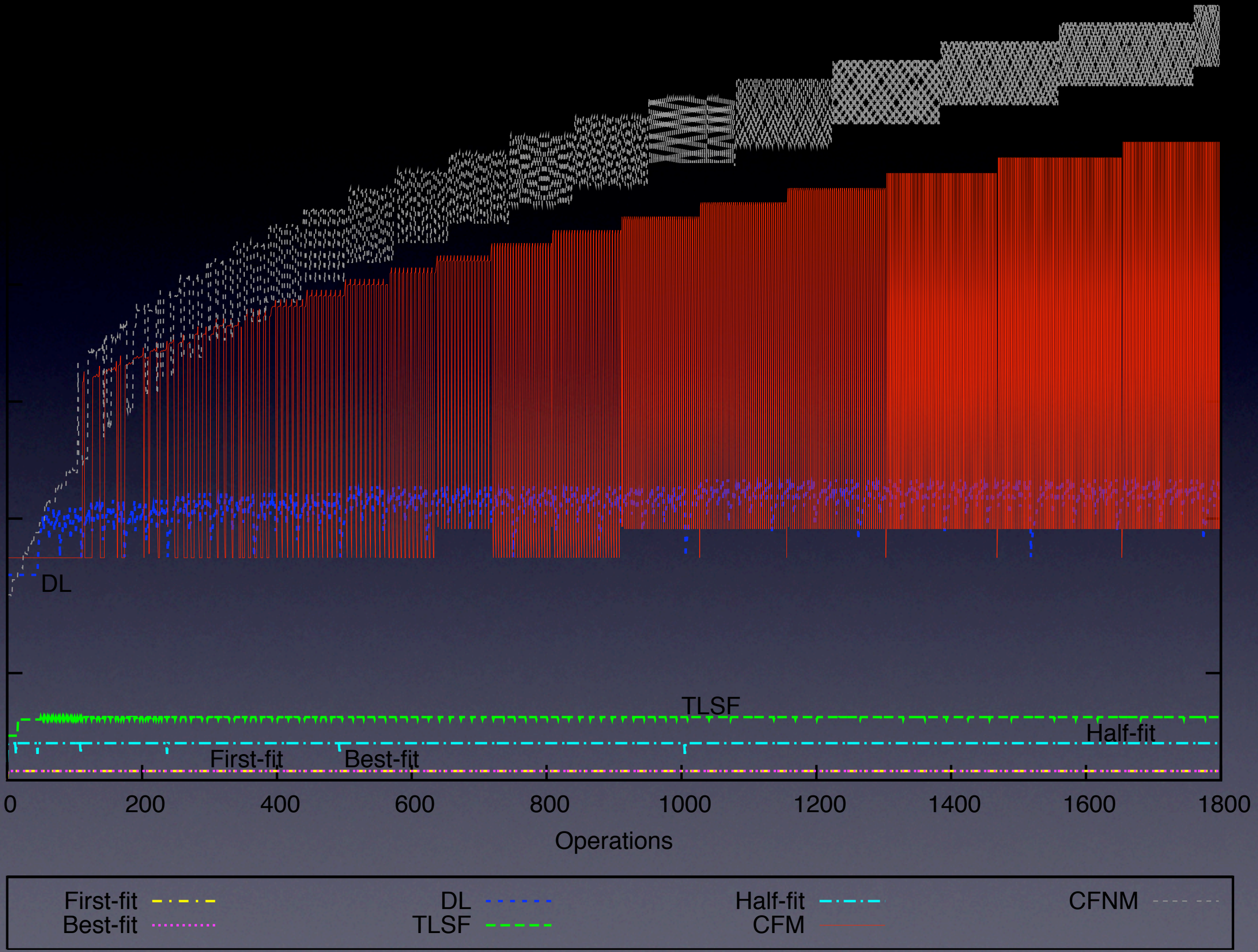
Abstract Space Virtual Space Physical Memory



Abstract Space Virtual Space Physical Memory



Abstract Space Virtual Space Physical Memory


1000
500
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Half-fit
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CFNM

The JAviator

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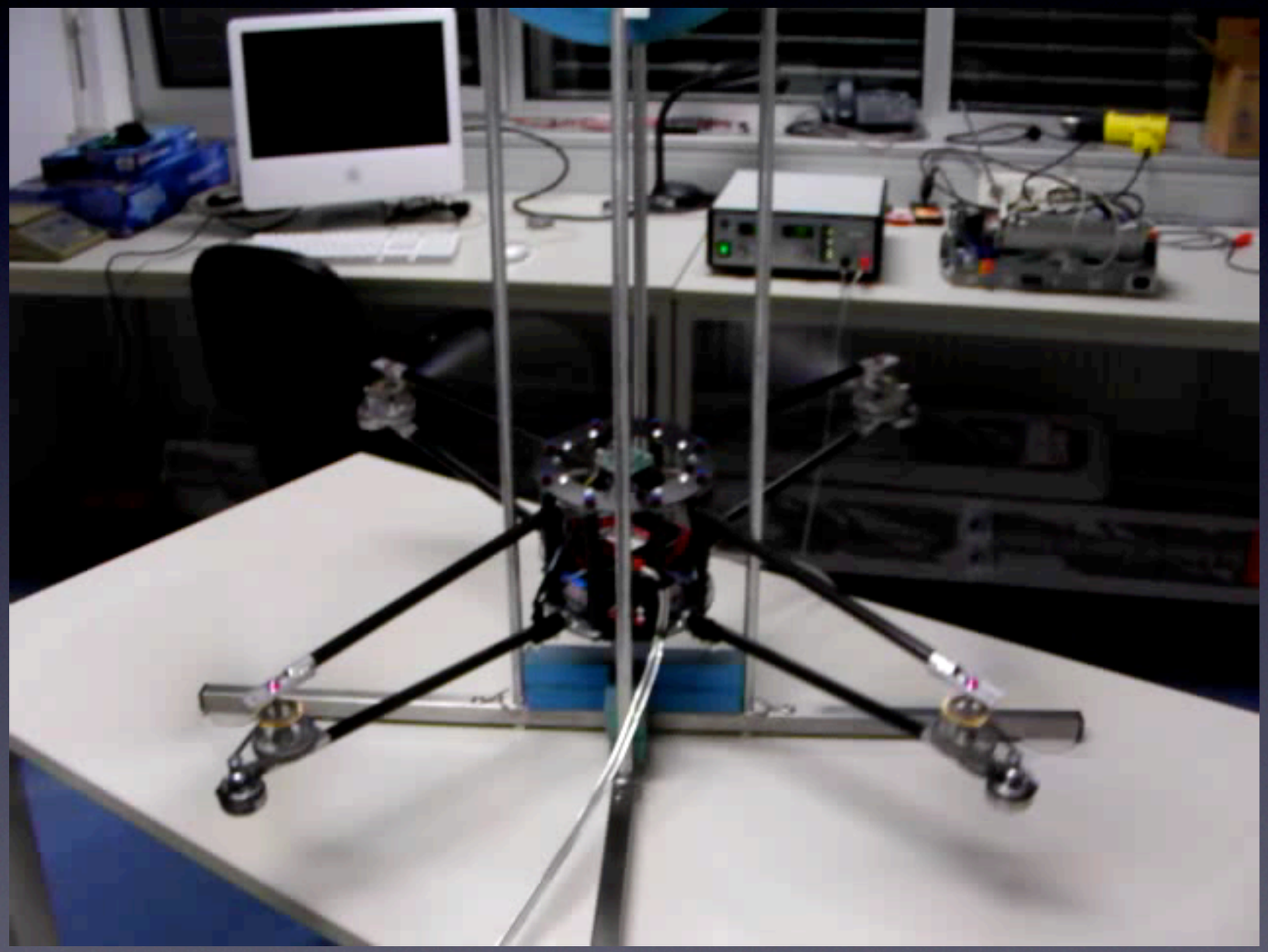
Quad-Rotor Helicopter

Flight Control



Thank you