

NUMA support

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13 декабря 2013 г.



1.10

What is NUMA

Machine Architecture

SMP. Full cache coherency and symmetric access to the system resources from any CPU.

NUMA node

Definition: Processor + (almost always) Memory + (possibly) I/O resources.

Cost of access

Intra-node access must be cheaper than inter-node.

Where

Origin

- IMC on CPU die (x86 AMD first, Intel later).
- Multisocket commodity server.
- Intra-package connects (AMD Magny Cours).

Device affinity

- CPU PCIe slots.
- DMI through CPU -> PCH.

Why Bother

Does it matter ?

Generally, NOT much*

Benchmarks

- Single-socket benchmarks of DRAM freq.
- “Real” NUMA tests

STREAM benchmark

Copy of array. Linux. All threads bound, memory is allocated with libnuma on specific node.

- Unstrided: linear copy, local to node.
- Unstrided+non-NUMA: linear copy on other node.
- Strided: random access to defeat cache and prefetch, local node.
- Strided+non-NUMA: other node.

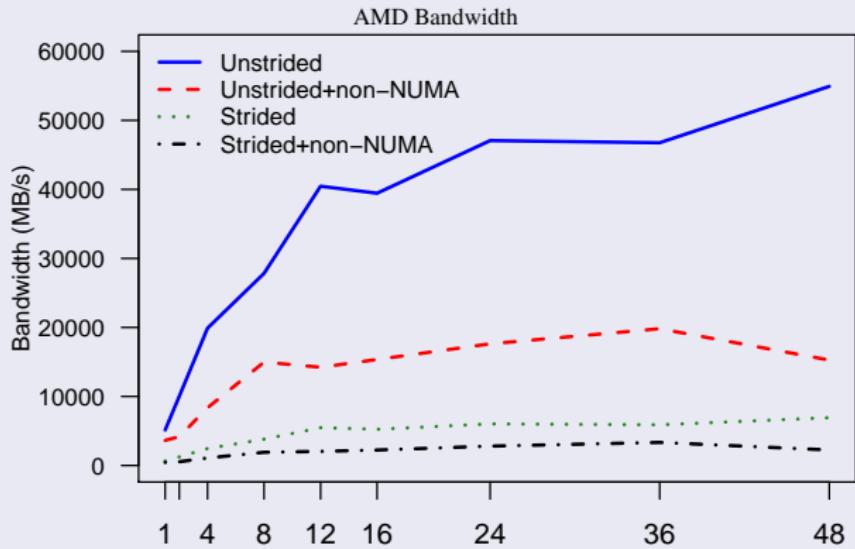
Reference

Measuring NUMA effects with the STREAM benchmark,
Lars Bergstrom.

<http://arxiv.org/abs/1103.3225>

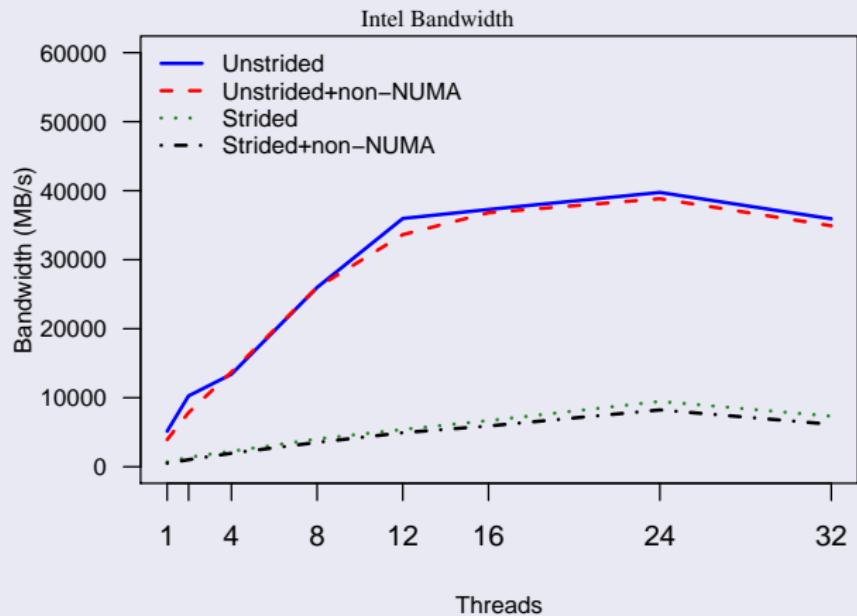
NUMA tests

AMD



NUMA tests

Intel



Memory layout

- BIOS: E820 aka SMAP
- UEFI: GetMemoryMap()

ACPI: SRAT table

System Resource Affinity Table

Maps

- CPUs, identified by APIC id
- Memory ranges (base, length)

to proximity domains. Boot-time only.

SRAT excerpt

```
SRAT: Length=960, Revision=1, Checksum=77,  
OEMID=DELL, OEM Table ID=PE_SC3, OEM Revision=0x1,  
Creator ID=DELL, Creator Revision=0x1  
Table Revision=1
```

```
Type=CPU  
Flags={ENABLED}  
APIC ID=0  
Proximity Domain=1
```

```
Type=Memory  
Flags={ENABLED}  
Base Address=0x0000000830000000  
Length=0x0000000800000000  
Proximity Domain=2
```

_PXM method

ACPI Object method, returns proximity domain id for an object.
Works for hot-plug.

SLIT table

System Locality Distance Information
Optional. Cost matrix.

Page

- Unit of physical memory management.
- `typedef struct vm_page *vm_page_t.`

Physical Segment

- Describes contiguous region.
- `struct vm_phys_seg.`
- freelists for phys page allocator.

Domain

- Collection of physical segments.
- `struct vm_domain *vm_phys_domain(vm_page_t m);`

`struct vm_domain`

```
struct vm_domain {  
    struct vm_pagequeue vmd_pagequeues[PQ_COUNT];  
    u_int vmd_page_count;  
    u_int vmd_free_count;  
    long vmd_segs; /* bitmask of the segments */  
    boolean_t vmd_oom;  
    int vmd_pass; /* local pagedaemon pass */  
    struct vm_page vmd_marker; /* marker for pd */  
};
```

Queues

Each domain has its own:

- Set of page queues: active and inactive.
- Pagedaemon thread: processes the queues.

Page laundry

```
static boolean_t  
vm_pageout_launder(struct vm_pagequeue *pq, int tries,  
                     vm_paddr_t low, vm_paddr_t high);
```

Only laundry domains which contain pages from [low, high) range.

Coordination

- OOM
- Global paging targets

Current allocator

```
vm_page_t
vm_phys_alloc_pages(int pool, int order)
{
    vm_page_t m;
    int dom, domain, flind;

    for (dom = 0; dom < vm_ndomains; dom++) {
        domain = vm_rr_selectdomain();
        for (flind = 0; flind < vm_nfreelists; flind++) {
            m = vm_phys_alloc_domain_pages(domain, flind,
                pool, order);
            if (m != NULL)
                return (m);
        }
    }
    return (NULL);
}
```

Jeff patch

- Threading of the requested domain parameter.
- Current thread policy

Stumbling block

Page cache elimination.