

Packing, spreading and scheduling latency

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V0.1





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Spreading for performance

- Spreading tasks in the system
 - Default policy of the scheduler
 - Minimize ressources sharing
- Often the best policy
 - Long running tasks
 - Memory / CPU intensive workloads
- But some use cases don't follow the rule
 - Shared ressources are not the critical path
 - Light workload

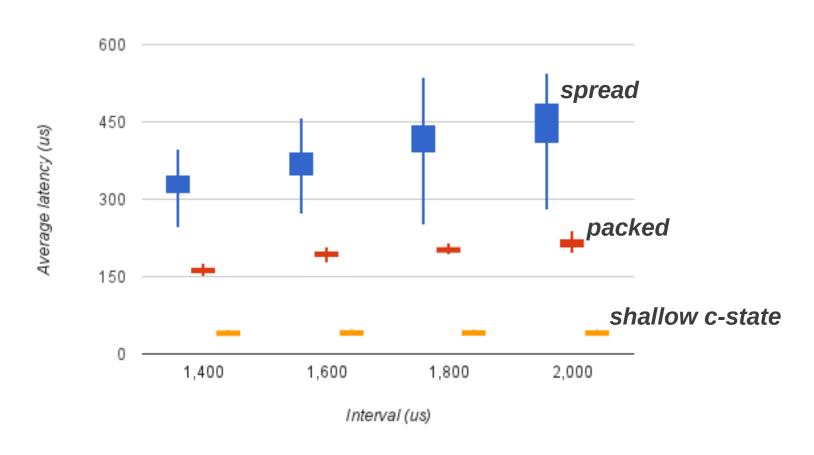


An example with cyclictest

- Use various intervals in the range [1ms:2ms]
- Use both tasks placement policy
 - Spread tasks on CPUs (default behavior)
 - Pack tasks on 1 CPUs
- Enable/Disable C-state
- 10 runs per configuration
 - Get min/max/avg and stdev of the average latency of each run



Latency results



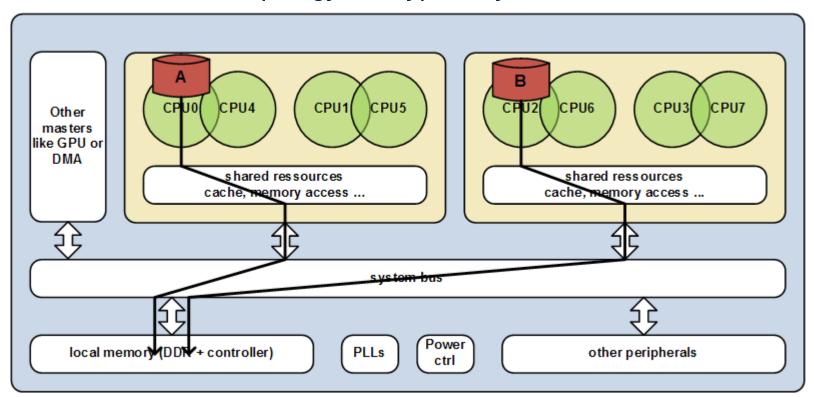


Why such difference?



Topology of a system

Have a look at the topology of a typical system





Idle state and wake up latency

- Generally, we can powergate/power down at all level:
 - Each core can be power gated independently
 - The cluster/package with/without the associated PLLs, power domains and regulators.
 - Nearly the complete system when all masters are off
- Wakeup latency increases with powered-down area
 - PLLs state
 - regulators state
 - peripherals state





Back to our latency results

Idle statistics for cyclictest -q -t 3 -i 1800-d 100 -e 1000000 -D 5

Spread

	% cpu0	avg idle cpu0	# cpu0	% cpu1	avg idle cpu1	# cpu1	% cpu2	avg idle cpu2	# cpu2
C0	55	0.53	5315	0	0.4	73	0	0.4	32
C1	40	1.12	1787	98	2.02	2427	98	1.92	2564

Packed

T0: 2778 cycles

T1: 2500 cycles

T2: 2632 cycles

	% cpu0	avg idle cpu0	# cpu0	% cpu1	avg idle cpu1	# cpu1	% cpu2	avg idle cpu2	# cpu2
C0	30	0,36	4125	0		0	0		0
C1	62	1,57	1974	100		0	100		0



How to select the right CPU?

- Take wake up latency of core into account
 - Select the idle CPU with shortest latency in the LLC
 - Compare runnable_avg of the task with the cost of wake up latency
- weighted_cpuload
 - Used to compare the load of CPUs
 - All idle CPUs have a null load
- Modify the weighted_cpuload of Idle CPUs
 - No more null but reflect the effort to wake it up
- Don't choose the 1st idle CPU
 - Use the weighted_cpuload for selecting an idle CPU



Is it enough?



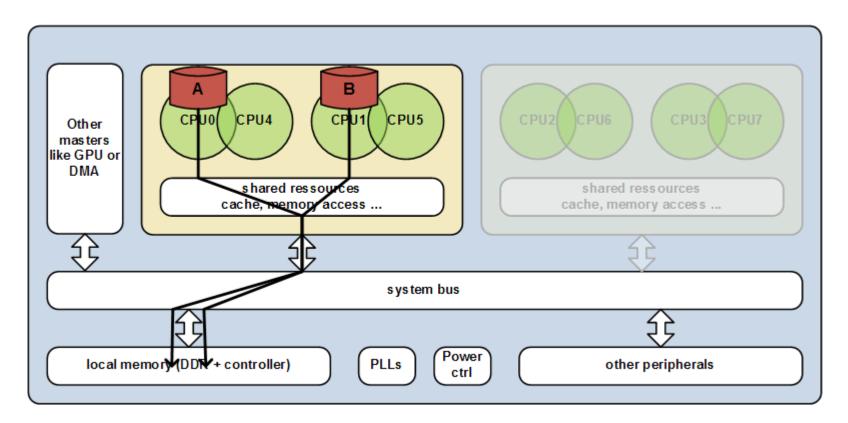
Packing tasks for saving power

- Scheduler knows when CPUs share
 - Core capacities
 - Ressources like the cache
- But it doesn't know their power dependency
- Packing makes sense only if there is a gain in
 - Latency as seen previously
 - Power consumption by increasing powered down area



Packing tasks for saving energy

- Optimizing the power down area
 - With minimal increase of the running time





Power CPU topology

- Add a new flag in sched_domain : SD_SHARE_POWERDOMAIN
 - Domain member shares their power down capabilities
- Let architecture describes their topology
 - New function arch_sd_local_flags (cpu, flag)
 - Return per-cpu power dependency in a domain
 - Used during the init of sched_domain's levels
- Use DT to describe power dependency
 - Add a new property for CPU topology description
 - power-gate= <0/1>



Create a list of packing CPUs

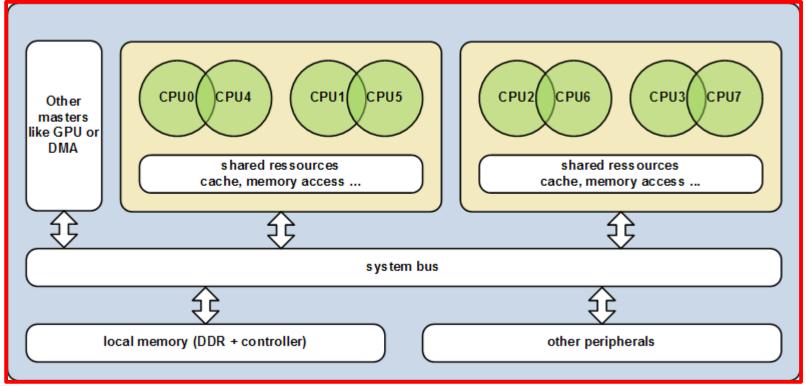
- Pack tasks only if you can power down/gate the forced idle CPUs
 - Use all cores that share their power state
- Use group of CPUs with lowest capacity first
 - Assuming they are the most power efficient
- Use 1st CPU in the mask
 - Default policy in the scheduler



Example of packing policy

Full sharing of power state (defaut configuration)

CPU0-7

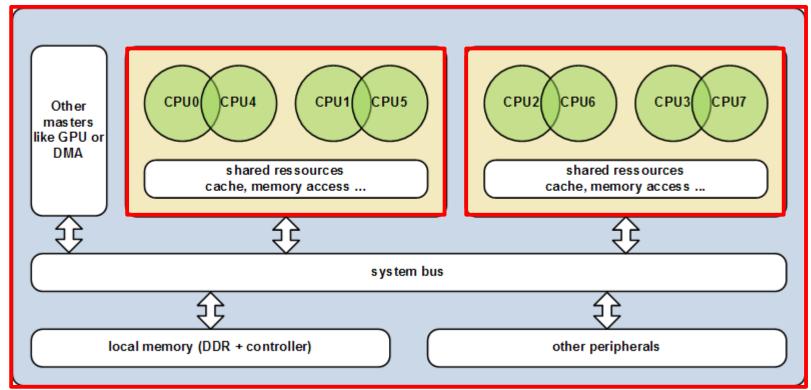




Example of packing policy

Can power gate cluster independently

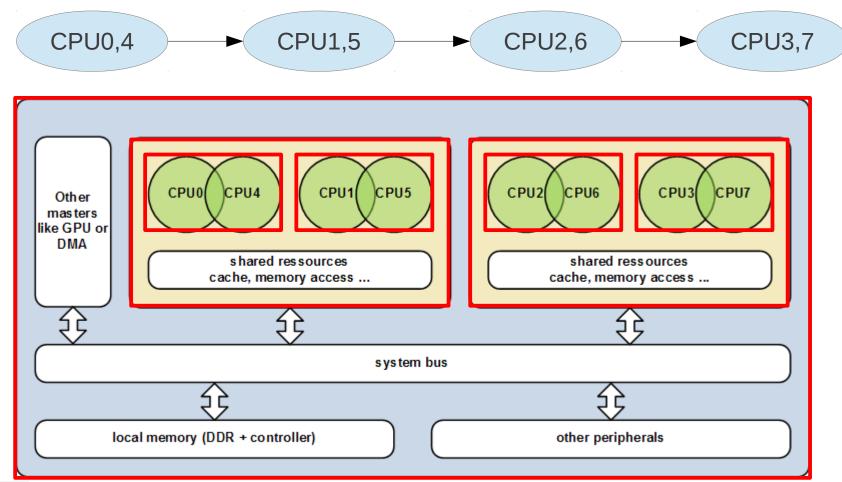






Example of packing policy

Each core can be power gated independently





Updating the list

- Periodically evaluate system activity
 - Use runnable avg sum/period of CPUs
 - Use CPU's capacity (cpu_power)
 - Sync activity monitoring with load balance
- Deduct how many CPUs needed
 - Use CPUs' capacity (cpu_power)
- Then ensure that a target CPUs is in this list
 - check CPU selection at wake up
 - Define a buddy CPU that will handle the activity of non packing CPU
 - New task can use a CPU out of the list



Is it enough?



Questions?

