

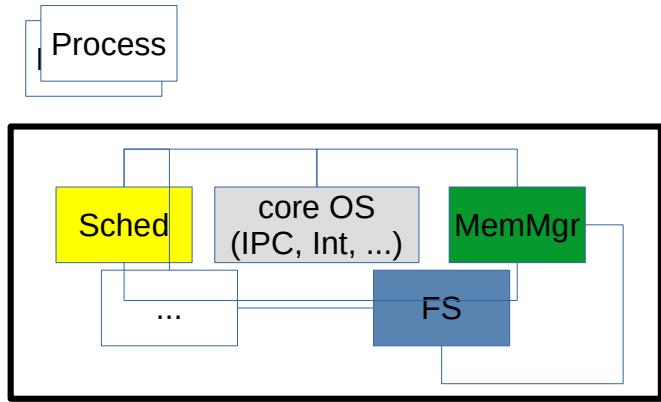
LIG's PDS/HPDA research projects

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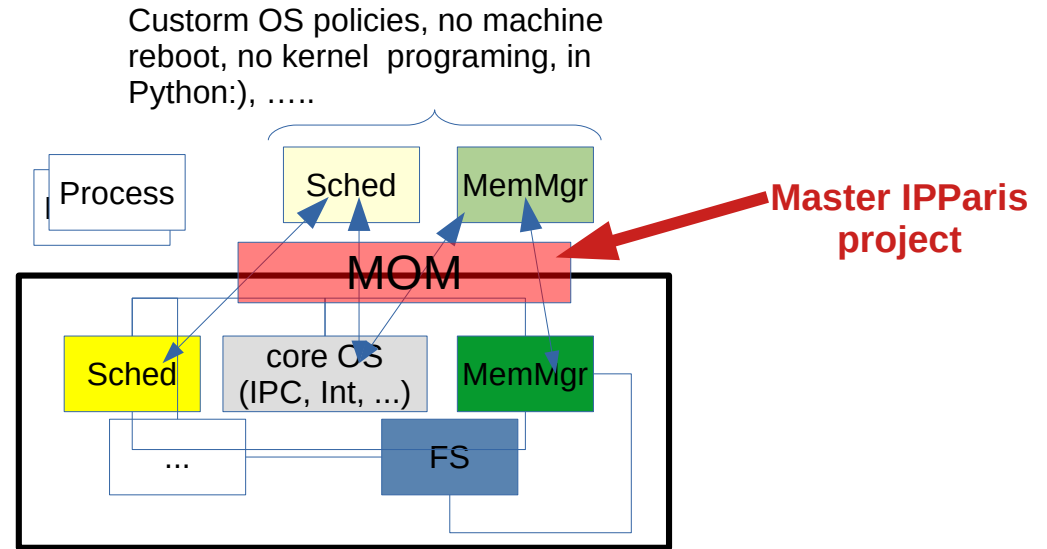
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Micro-Linux Kernel: Building a Message-Oriented Middleware for Kernel space – User space communication



Monolithic Linux

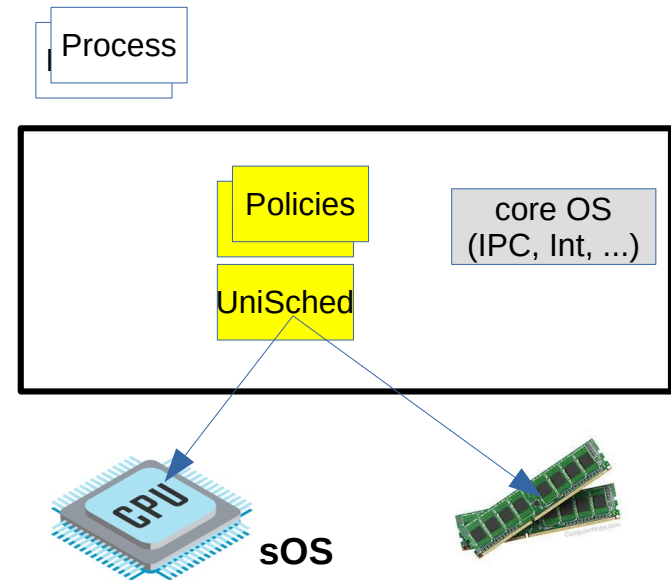
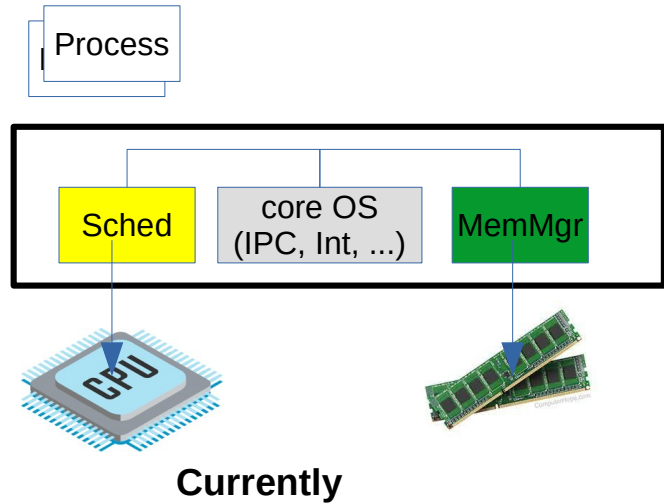


Microkernelization of Linux

Scheduler : ghOSt SOSP'21
FS : uFS SOSP'21, Bento, FAST'21
IO : Snap, SOSP'19

MemMgr + holistic approach : In progress, ERODS (Grenoble)

sOS: OS's memory manager is actually a scheduler, so let's treat it this way for greater efficiency and velocity



The similarity between processor management and memory management:

- RAM is a collection of physical page (PP) frames <-> The CPU package is a collection of cores.
- Virtual pages (VP) virtualize physical pages <-> Threads virtualize physical cores.
- Memory allocator maps VP to PP <-> The scheduler maps threads to cores.
- Swapping in/out <-> Context switching.
- A thread can release memory (e.g., `madvise MADV_DONTNEED`) <-> A process can yield.
- Page fault <-> Tick timer.
- VP pinning to a NUMA node <-> CPU affinity.

XOS: the end of the reign of the process-thread duo

- Existing **mainstream OS abstractions** for separation (threads, processes+IPC) are **insufficient for modern applications**.
- **Newer research proposals** for first-class OS abstractions are **proliferating** but are **not converging** and **do not compose well**.
- The **rigid abstractions** exported by OS APIs are **leaking into application/library code**, which impedes their potential for (static and dynamic) adaptation.

xOS: Goals & approach

We aim at **designing and building an OS prototype** (“xOS”), through the following steps:

- Define **central “pivot” OS abstractions** for expressing separation concerns + communication model.
- Refine & optimize **mapping of existing abstractions** to the pivot model, with appropriate toolchain and OS support.
- Support **assisted/automated choice of adequate isolation** abstraction based on high-level guidelines and constraints.
- Support **fully dynamic switch** between different separation abstractions and communication channels.

xOS: The VIC architecture

