

Performance tuning the Linux Kernel on the ARM Architecture

(Playing with a cell phone!)



Primary Objective: Preventative Maintenance

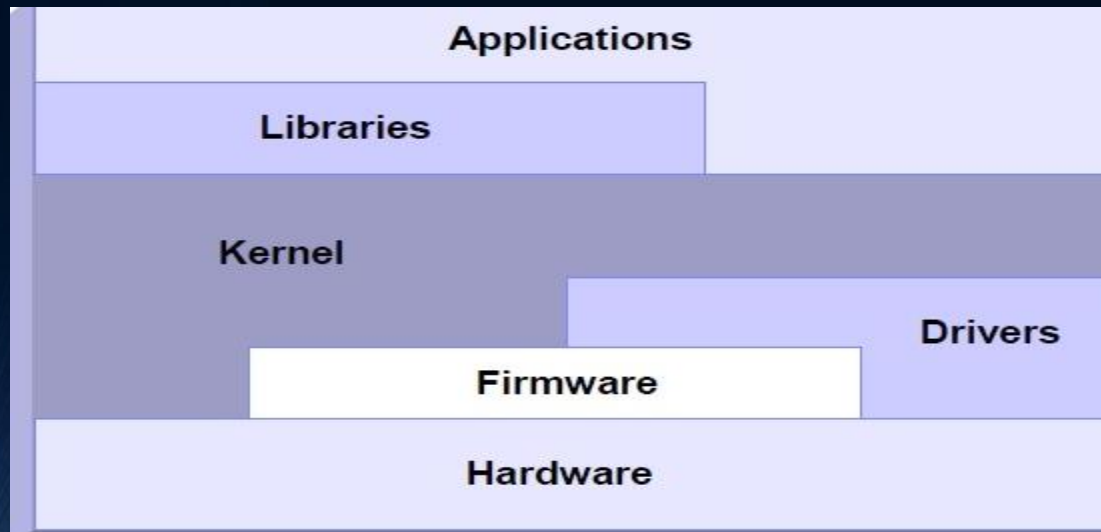


- Attempting to foresee probable bottle-necks and detect areas of poor performance during the very early development stages
- We have the advantage that we are very early in the development of the cluster, which gives us a window of opportunity to change tuning parameters without worrying about denial of service conditions

“Optimising the linux environment for higher performance usually takes place once a working system is running to specification and unforeseen bottlenecks or bugs occur”

-Linux Performance and Tuning Guidelines, (RedPaper)

System
Kernel
Linux 3.4.61-sun7i+ arm7l



Tuning
Parameters



AllWinnerTech SOC A20, ARM® Cortex™-A7 Dual-
Core ARM® Mali400 MP2 Complies with OpenGL ES
2.0/1.1
1GB DDR3 @480M

What do we tune for?

Application specific

- Higher performance configuration will skew system for the intended workload
- Expect poor performance for different workload patterns
- We are not sure at present - IO intensive?
- We want to understand what parameters are relevant for our purposes

How do we tune?

/proc/sys

/proc/sys/fs/*	Used to increase the number of open files the OS allows and to handle quota.
/proc/sys/kernel/*	For tuning purposes, you can enable hotplug, manipulate shared memory, and specify the maximum number of PID files and level of debug in syslog.
/proc/sys/net/*	Tuning of network in general, IPV4 and IPV6.
/proc/sys/vm/*	Management of cache memory and buffer.

```
/$ sysctl -a
```

```
/$ sysctl vm > /home/jonathan/vm.txt
```

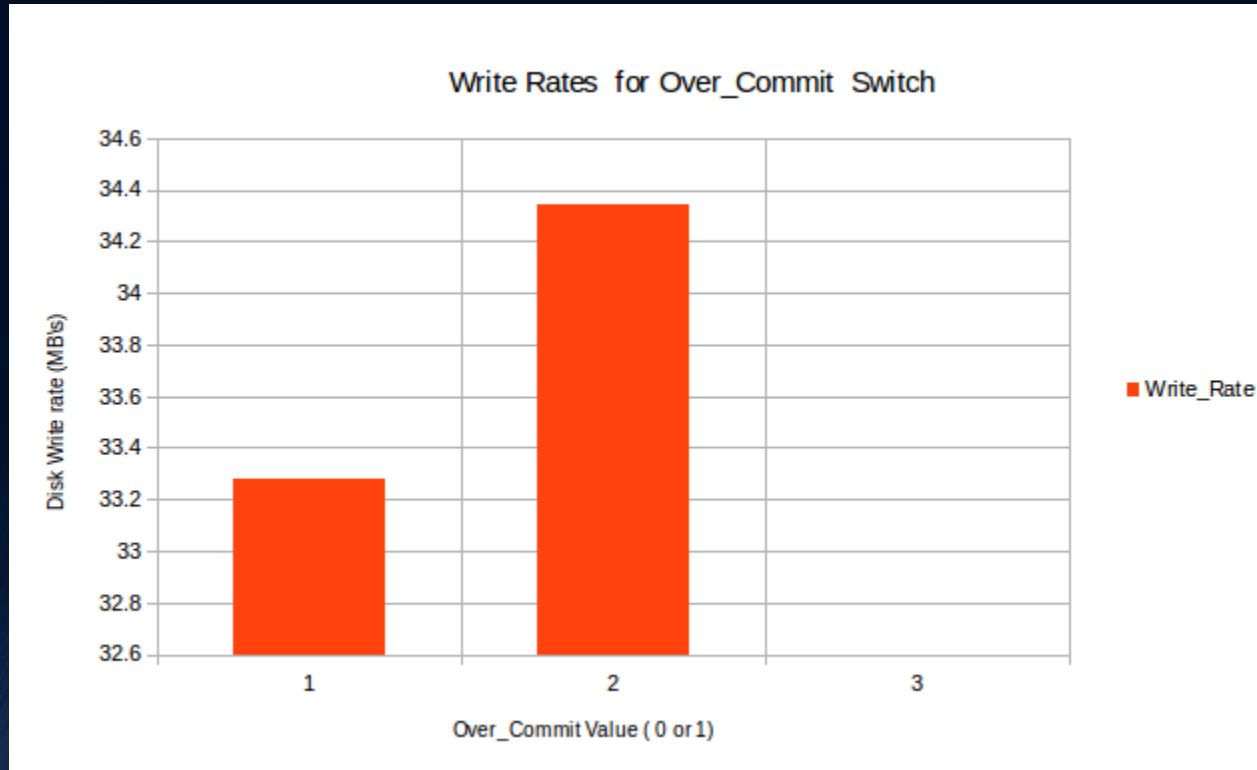
```
/$ sysctl vm.overcommit_memory
```

```
/$ 0
```

```
/$ sysctl -w vm.overcommit_memory=1
```

```
/$1
```

Diving In: dd command

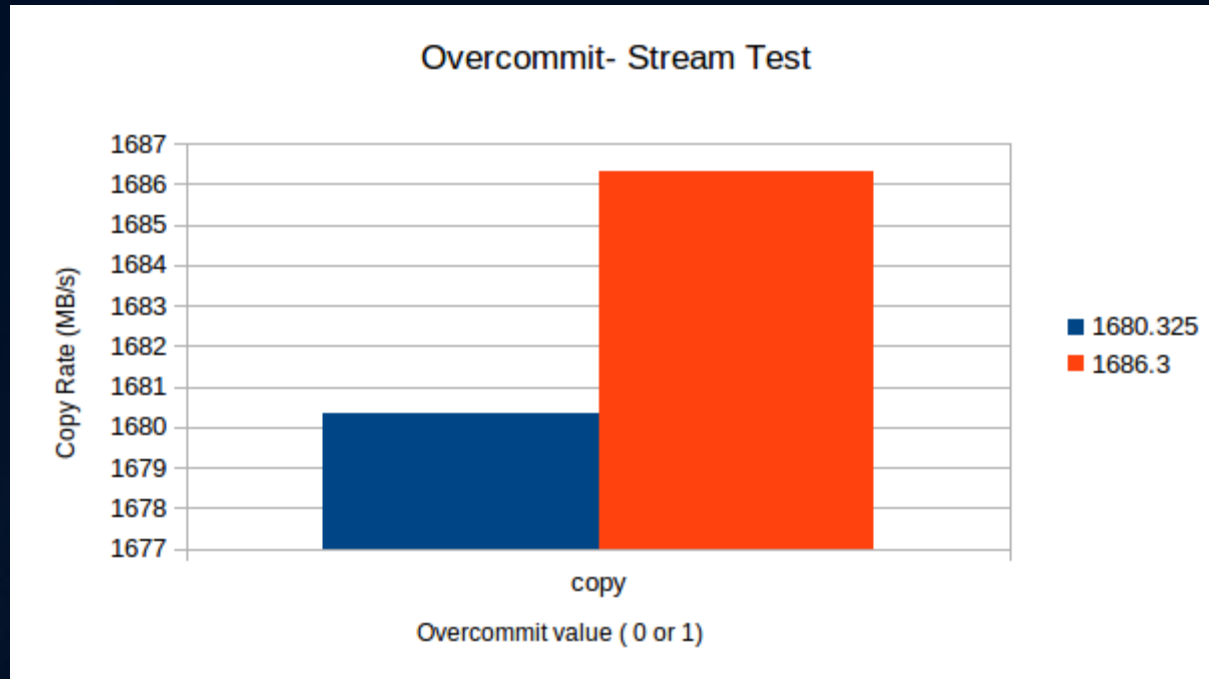


3% improvement in disk write rate

`.overcommit_memory=1`

The kernel will grant every memory allocation without checking whether the allocation can be satisfied

Stream results for overcommit=1



Stream – popular benchmark for memory

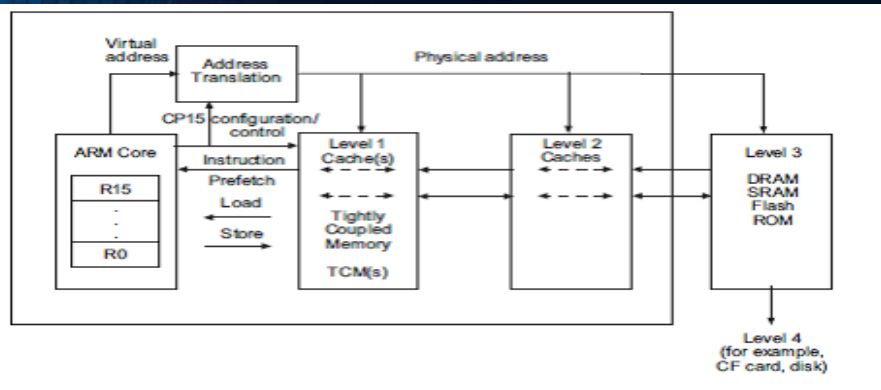
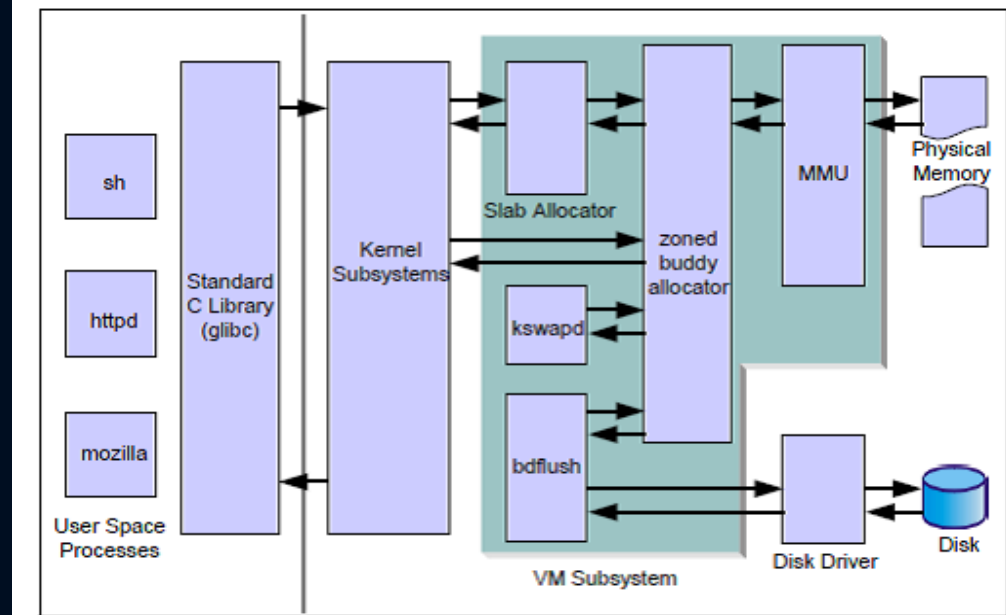
Four functions

- 1.Copy: $A(i) = b(i)$
- 2.Add: $a(i) = b(i) + c(i)$
- 3.Scale: $a(i) = q(bi)$
- 4.Triad: $a(i) = b(i) + q(ci)$

/proc/sys/vm

```
vm.block_dump = 0
vm.dirty_background_bytes = 0
vm.dirty_background_ratio = 10
vm.dirty_bytes = 0
vm.dirty_expire_centisecs = 3000
vm.dirty_ratio = 20
vm.dirty_writeback_centisecs = 500
vm.drop_caches = 0
vm.extfrag_threshold = 500
vm.extra_free_kbytes = 0
vm.highmem_is_dirtyable = 0
vm.laptop_mode = 0
vm.legacy_va_layout = 0
vm.lowmem_reserve_ratio = 256 32 32
vm.max_map_count = 65530
vm.min_free_kbytes = 16384
vm.min_free_order_shift = 1
vm.mmap_min_addr = 32768
vm.nr_pdflush_threads = 0
vm.oom_dump_tasks = 1
vm.oom_kill_allocating_task = 0
vm.overcommit_memory = 1
vm.overcommit_ratio = 50
vm.page-cluster = 3
vm.panic_on_oom = 0
vm.percpu_pagelist_fraction = 0
vm.scan_unevictable_pages = 0
vm.stat_interval = 1
vm.swappiness = 60
vm.vfs_cache_pressure = 100
```

Where to from here?



1	vm.block_dump	=	0	20	vm.min_unmapped_ratio	=	1
2	vm.dirty_background_bytes	=	0	21	vm.mmap_min_addr	=	65536
3	vm.dirty_background_ratio	=	5	22	vm.nr_hugepages	=	0
4	vm.dirty_bytes	=	0	24	vm.nr_overcommit_hugepages	=	0
5	vm.dirty_expire_centisecs	=	3000	25	vm.nr_pdflush_thresholds	=	0
6	vm.dirty_ratio	=	10	26	vm.numa_zonelist_order	=	default
7	vm.dirty_writeback_centisecs	=	500	27	vm.oom_dump_tasks	=	1
8	vm.drop_caches	=	0	28	vm.oom_kill_allocating_task	=	0
9	vm.extfrag_threshold	=	500	29	vm.overcommit_memory	=	0
10	vm.hugepages_treat_as_movable	=	0	30	vm.overcommit_ratio	=	50
11	vm.hugetlb_shm_group	=	0	31	vm.page-cluster	=	3
12	vm.laptop_mode	=	0	32	vm.panic_on_oom	=	0
13	vm.legacy_vmlayout	=	0	33	vm.percpu_pagelist_fraction	=	0
14	vm.lowmem_reserve_ratio	=	256	34	vm.scan_unvictable_pages	=	0
15	vm.max_map_count	=	65530	35	vm.stat_interval	=	1
16	vm.memory_failure_early_kill	=	0	36	vm.swappiness	=	60
17	vm.memory_failure_recovery	=	1	37	vm.vfs_cache_pressure	=	100
18	vm.min_free_kbytes	=	67584	38	vm.zone_reclaim_mode	=	0
19	vm.min_slab_ratio	=	5				

Flop/w



Thank You