Hey, psst, try this. The underground culture around custom CPU schedulers.

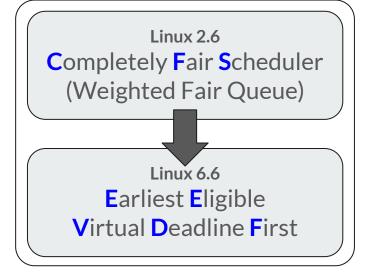
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Burst-Oriented Response EnhancerCPU Scheduler Modification

Masahito Suzuki <firelzrd@gmail.com>

Linux mainline scheduler is great

- Sophisticated
- Straightforward
- High performance
- Continuously improved



BORE supports CFS and EEVDF

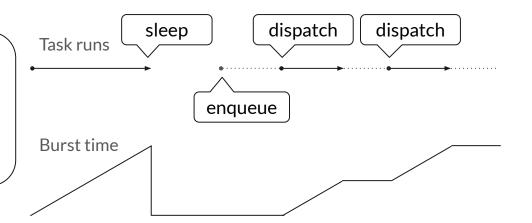
Penalization of greedy tasks



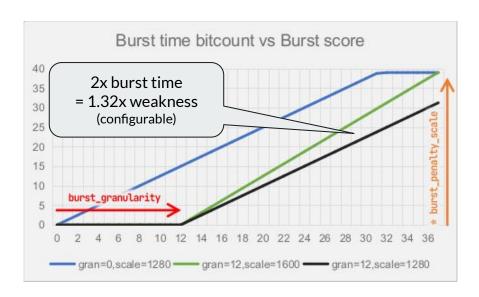
Burst Time

Task's continuous CPU occupancy time is tracked.

Burst time is reset by sleep,
 I/O wait, or yield.

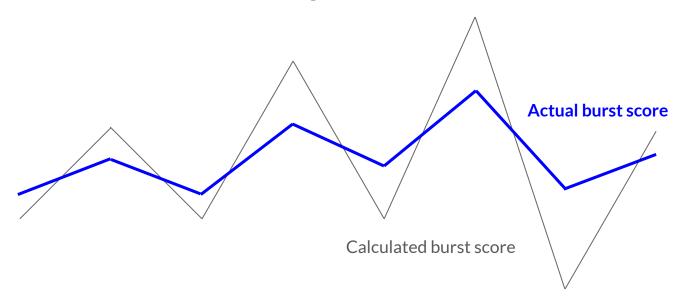


Burst Score



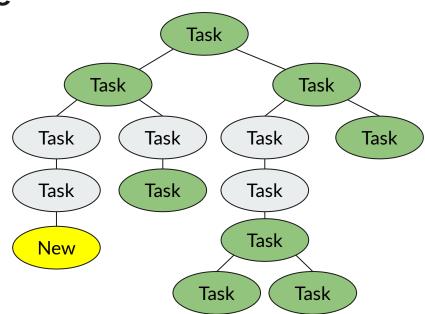
- Burst score grows by logarithmic scale
- Tasks are penalized based on per-task burst scores
- Greedy tasks get less chance and less time

Burst Score Smoothening



Burst Score Inheritance

- Instead of simply inherit burst score from direct parent, tasks inherit them intelligently from topological ancestors and cousins
- Mitigates massive build-like workloads overwhelming the system



Demo



Project C - Brief Introduction

Project C

The Project C community started in 2014 and slowly grew from a personal development blog to an open source community on Gitlab. The community is committed to developing and maintaining alternative CPU scheduling algorithms for the Linux kernel.

Project C, C stands for "cross", and the combination of two CPU schedulers in the project. Now, based on the latest Linux kernel branch, two CPU scheduling algorithms, **BMQ** (Bitmap Queue) and **PDS** (Priority and Deadline based Scheduler), are provided in one single Linux kernel patch. Last two LTS Linux kernels are also supported.

The Project C has participated in the OSPP (https://summer-ospp.ac.cn/) event since 2021.

Gitlab kernel repository: https://gitlab.com/alfredchen/linux-pric

BMQ & PDS Schedulers

BMQ (Bitmap Queue)

BMQ is a bitmap queue based simple simple scheduler Linux implementation, inspired by the CPU scheduling algorithm in the zircon kernel of the Google Fuchsia system.

- · Bitmap for double-linked queue available state
- Boost priority

PDS (Priority and Deadline based Scheduler)

PDS is an efficient CPU scheduling algorithm deeply evolved from the BFS algorithm. Used to be skip-list based, now it's bitmap queue based.

- · Bitmap for double-linked queue available state
- Moving time slots for deadline, mapping to bitmap queue

Common features of BMQ & PDS

In Project C, BMQ and PDS shares common scheduler codes which are improvement vs linux mainline scheduler code

- Task wake up
- · CPU task selection
- · CPU load balance
- · CPU number Scalability

