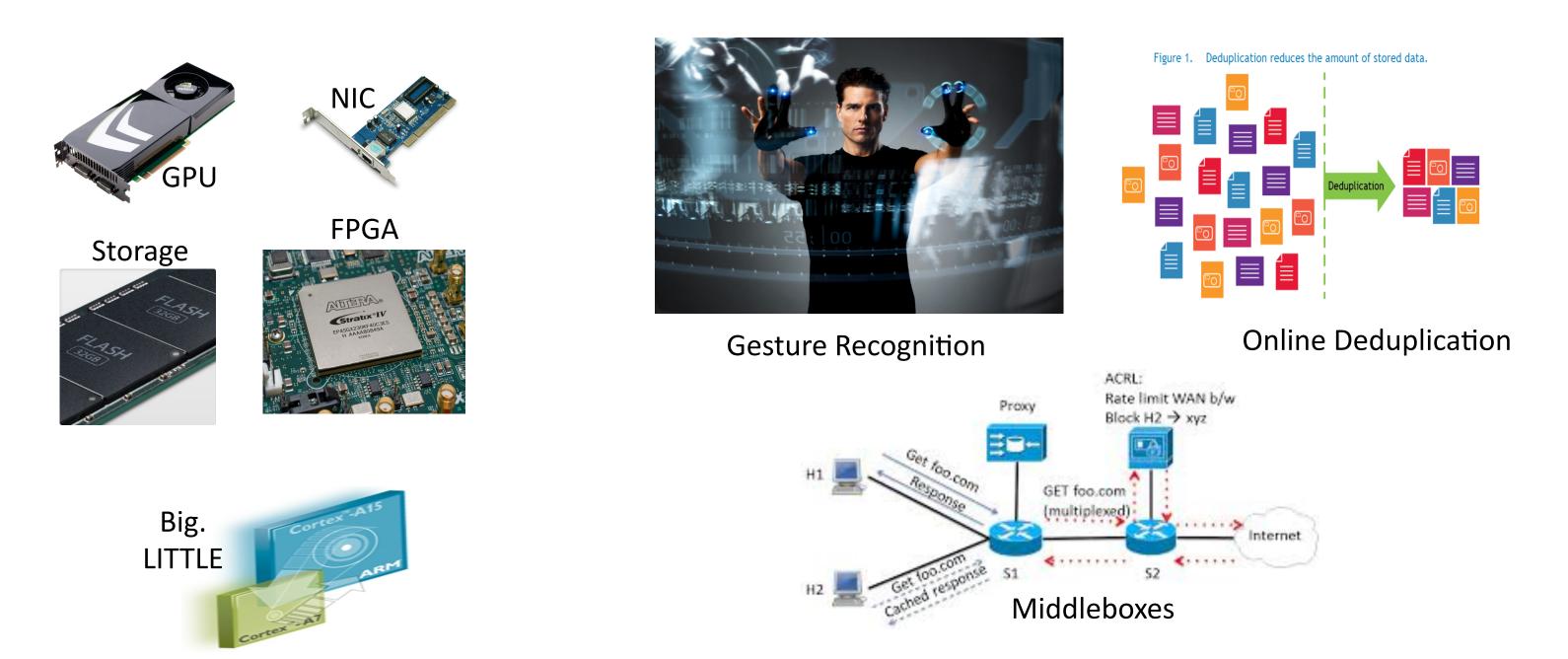


## Data Management in Operating Systems

Sankaralingam Panneerselvam and Michael M. Swift

## Trends in Future Systems



Presence of accelerator devices and applications using multiple accelerators have become common, such as Gesture Recognition, Middleboxes, Online Deduplication



Current model: User-space application is the data hub and all data movement between devices passes through CPU

- 1) All devices are treated as disconnected hardware
- 2) Data management across devices must be done by applications
- 3) Redundant data copies could result in increased task latency

## State of the Art

sendfile(), splice() system calls in Linux copies data between files/ sockets avoiding copy to the application space

PTask proposes dataflow model that simplifies data communication for tasks running on multiple devices

GPUfs enables file abstraction for tasks running on CPU and GPU

Nvidia GPUDirect framework enables direct communication between devices

Above systems provide data management support across limited devices. However, they lack a notion of global address space for all devices.

## Design

Goal: provide a global address space of data objects for the applications that hides the disconnect between the devices

Data object abstraction hiding the location of data

Decides the locality of data based on the access pattern

Leverages hardware mechanisms like zero copy, PCI global address space

Data Abstraction layer

Data Management layer

Data Transaction layer

Devices

