Kernel Locking Engineering

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Why?

- 10+ years of kernel maintainering in graphics
- lots of drivers, lots of locking rearchitecture
- unfortunately lots of bad examples
Also as Articles ...

- Locking Engineering Principles: https://blog.ffwll.ch/2022/07/locking-engineering.html
- Locking Engineering Hierachy: https://blog.ffwll.ch/2022/08/locking-hierarchy.html
Priorities in Locking Engineering

1. Make it Simple
2. Make it Correct
3. Make it Fast
Make it Correct

- design for lockdep, never against it
- avoid fancy lockdep annotations, simplify instead
- prime locking order when CONFIG_LOCKDEP
- `might_lock()`, `might_sleep()`, `might_alloc()`, `lockdep_assert_held()`
Use Correct Code

- don't invent locking/concurrency primitives
- pick the simplest possible locking design
- pick the most powerful primitive, e.g. `flush_work()` over completions/waitqueues
Make it Fast

- do you really need faster?
- real workloads, not microbenchmarks
- better architecture is better: Vulkan gpu model, io_uring, ...
Pinciple: Protect Data, not Code

• scales much better in review and testing
• no (subsystem) BKL!
• lockdep encourages protecting code
• beware antipatterns like \texttt{kref\_put\_mutex()}
Locking Engineering Hierarchy

Level 0: No Locking
Level 1: Big Dumb Lock
Level 2: Fine-grained Locking
Level 2.5: ... because Performance
Level 3: Lockless Tricks
Level 0: No Locking

- Pattern: Immutable State: 1. construct 2. publish
- Pattern: Single Owner: `queue_work()`, `completion`
- Pattern: Reference Counting: `struct kref`
- Rust excels at ownership
Level 2: Fine-grained Locking

- Pattern: Object tracking lists
- Pattern: Interrupt Handler
- Pattern: Async processing
- Pattern: Weak references
- ... because of performance reasons
Locking Antipattern: Object Lifetime vs Data Consistency

• ... holding a lock to keep an object alive
• `kref_put_mutex()` instead of `kref_get_unless_zero()`
• `flush_work()` while holding locks
• `lockdep` does not understand cross-release!
• therefore use most specific existing primitive
Level 3: Lockless Tricks

- Antipattern: RCU
- Antipattern: Atomics
- beware LKMM vs C++ and atomics without `atomic_`
- Antipattern: `preempt/local_irq/bh_disable()`
- `local_lock` as good replacement
- Antipattern: Memory Barriers
Summary/Questions

Principles:
- 1. Dumb
- 2. Correct
- 3. Fast
- Protect Data, not Code

Hierarchy
1. No locking
2. Big Dumb Lock
3. Fine-grained Locking
4. Lockless Tricks