Advanced Operating Systems (CS 523)

Introduction

Tianyin Xu

Metadata

- Instructor: Tianyin Xu
- Teaching assistant: Tyler Gu
- Course website (with course schedule)
 - https://cs523-uiuc.github.io/spring23/
- Piazza
 - Link is on the course website

\$ Whoami

- Ass prof @ CS
- Working on software and system reliability
- Played with Facebook data centers
 - happy to chat about industry versus academia
- Grad school at UC San Diego.
 - I thought nobody would come here from SD
- Applied twice for grad school.
 - I failed the first time.
 - persistence >> genius
 - understanding / experience >> wild ideas
 - doers >> talkers

TA: Tyler Gu

- He/him/his
- 2nd year PhD student working on cloud system reliability
- Hobbies:
 - Music with heavy beats: Rock, Hiphop
 - Biking, regularly ride to Tolono/Homer Lake



What is this course about?

- It's all about Operating Systems Research
 - Develop a systematic understanding of systems research
 - Grasp the basic knowledge of systems research
 - Discuss the seminal systems research papers
 - Get feet wet in systems research (mini research project)

- This is a course about:
 - "discussing systems research"
 - + "doing systems research"

This course does **NOT** teach:

- Basic concepts of operating systems
- The skills of hacking an operating system kernel
 - Kernel hacking experience is not required for 523.
 - Systems research is much broader than OS kernel.
- **CS 423 / ECE 391** is the choice if you want to learn the above.
- There is a prerequisite quiz on the course website.

You are expected to:

- Read research papers (before the class):
 - 1—2 papers for each class
- Discuss the reading (in class)
 - Answer questions in the class
 - Again, it's hard to discuss if you don't read.
- Present a paper in the class
 - We will send out the signup sheet.
 - 30% of your grade.
- Conduct a semester-long mini-research project
 - The best way to learn is to do it
 - The main purpose of the course -- 55% of your grade

No homework, MP, or final exam!

Who are the target students?

- Students who are actively doing systems research.
 - Review classic, seminal papers
 - Explore and discuss new ideas
 - Try out new, wild ideas
- Students who are interested in systems research.
 - Evaluate if systems research is something for you.
- If you are neither of the above, you may reconsider.

Paper Reading

- Reading papers is one of the most important skill sets in grad school.
 - You need to learn how to efficiently and effectively read research papers
 - You will be slow in the beginning and be faster and faster
 - If you don't practice reading, you never know how.
- We will read a lot of classic papers.
 - Those are the must-to-read papers for systems research.
 - Some of them will appear in the SysNet qual exam.
 - It's hard to innovate if you don't know the literature well.

Rule #1:

Do NOT worship any paper or author.

- A paper is not a "truth" but an "opinion"
 - You should have your own judgement
- Critical thinking is a must in grad school
 - Papers are arguments based on the authors' work.
 - You are welcome to reject the arguments, criticize the approaches, and question the results.
 - You will need to back up your criticisms and rejections.
- Plenty of horrible papers published in top venues.
 - But you need a legit reason to "attack."

How to read a research paper? (Griswold's version)

- 1. What are the **motivations** for this work?
- 2. What is the proposed **solution**?
- 3. What is the work's **evaluation** of the proposed solution?
- 4. What is your analysis of the identified problem, idea and evaluation?
- 5. What are the **contributions**?
- 6. What are **future directions** for this research?
- 7. What questions are you left with?
- 8. What is your take-away message from this paper?

Topics we will be discussing

- Historical Perspectives
- Unix and Plan 9

 (and MINIX and Linux)
- Microkernel
- Library OS
- Synchronization
- Scheduling

- Memory Management
- Virtualization
- Storage and File Systems
- Communication
- Distribution
- Protection
- Reliability

Class Presentation and Discussion

- You will be presenting one paper in a class.
 - Tyler will send out the signup sheet.
 - The presentation counts 20% of your grade.
 - Make sure you really understand the paper you present.
- You're expected to ask questions.
 - That counts your class participation (15%).
 - If I don't know you in the end of the semester, then you won't get the points.
- If you don't have questions, I'll ask you questions via cold calls ©

Open Discussion (right after class)



- Discuss and debate your research ideas
- See what other teams are working on
- Anything you need help from me or Tyler

Course Project

- A research project fitting in the broad definition of "computer systems."
 - In a group of 1 or 2.
 - If you have strong reasons to do a large project in a team of more than 2, talk to us first.
 - Exceptions are never problems, as long as they make sense.
- Please form groups before the end of next week.
 - Send us an email by the end of next week identifying who is in your group

We take a very broad and inclusive view of systems research.

- It is well connected to areas like architecture, PL,
 SE, HPC, networking, and embedded/mobile.
- Security and reliability are essential aspects of system design and implementation.
- Everyone is talking about Sys4ML and ML4Sys.
- It can be even broader, e.g.,
 - Visualizing large-scale system data (e.g., logs/traces)
 - Human factors in system operations
 - OS Education
 - Cryto for OS

Project Timeline (12 Weeks in Total)

End of Week 3: Submit project proposal

- A well-defined research problem and feasible solutions.
- Show the feasibility by concrete examples, datasets, and tools for system building.
- You can try me the idea before deciding on the project.

End of Week 7: Submit Checkpoint 1 report

- Show your system/tool prototype and preliminary results.
- Your prototypes should be able to work with your motivating examples.

End of Week 11: Submit Checkpoint 2 report

- (At this point, you are expected to build your system/tool and start evaluation)
- Describe the detailed evaluation plan in your report.
- Final project demo (15 min)
- Submit final project report (6 pages)

Most projects fall into the following categories:

- Study: qualitatively or quantitatively analyze an important aspect of a type of systems.
- Measurement: measure/characterize an important aspect of a type of systems through experiments.
- Tooling: design and implement a new tool that can address an important problem in modern systems
- System: design and implement a novel system with new capabilities or properties

Examples

Study

• Chou et al., An Empirical Study of Operating Systems Errors, SOSP 2001.

Measurement

 Pillai et al., All File Systems Are Not Created Equal: On the Complexity of Crafting Crash-Consistent Applications, OSDI 2014.

Tooling

• Li et al., CP-Miner: A Tool for Finding Copy-paste and Related Bugs in Operating System Code, OSDI 2004.

System

 Rosenblum et al., The Design and Implementation of a Log-Structured File System, SOSP 1991.

Evaluation of Research Projects

- It will be evaluated using the same criteria as SOSP/OSDI submissions.
 - Overall merit
 - Importance of the topic
 - Originality and insightfulness
 - Validation and thoroughness
 - Presentation and clarify
- Dream bar: CP-miner, Veriflow
- High bar: Sufficiently interesting to be a real paper
- Low bar: Something you can brag about

Project Grading

- A to A+: significant results and publishable work;
- A- to A: strong results and a clear roadmap towards publishable work;
- B+ to A-: interesting results but quite far from being significant;
- B to B+: a good exploration but leads to nothing;
- B- to B: some efforts of exploration; no conclusion.

(You should have the courage to explore and fail)

Tips

- Pick a good problem
 - Why is this problem interesting?
 - What is the impact of solving this problem?
 - Look at what others are doing:
 - Academic conferences: OSDI/SOSP, NSDI, EuroSys, ATC, etc.
 - Engineering blogs and postmortems
- Pick a problem that is achievable.
 - Start from small (you only have one semester)
 - What resources would you need to investigate the problem? (ask if you're serious)
- Think about how to evaluate your work.

This is an easy course. (if you know how to do research)

- No homework, no MPs, no exams!
 - Research is not about following instructions
- You're supposed to do research as a grad student
 - You earn credits by doing what you're supposed to do.
- You're supposed to read these papers.
 - Qual exams for PhD students
 - Those are the papers every systems student reads.

This is a hard course. (if you are not interested in research)

- There is no lecture, but discussion.
 - You are expected to understand the papers.
 - Forming study groups is always very helpful!
- You are expected to come up with your own ideas.
 - It's better to have some concrete directions
- You're expected to independently design, implement, and evaluate your ideas.
 - All what we will do is to push you.
 - It will be hard for us to help you debug your code.
- It does not fit in the agenda of MCS program.
 - You are welcome to try.

Systems Research Conferences

- SOSP/OSDI (one conference with two names)
- ASPLOS (arch + PL + OS)
- NSDI (networked systems)
- FAST (file and storage systems)
- EuroSys (European)
- MobiSys (mobile systems)
- USENIX ATC (everything)

Finding Teammates NOW!

- Piazza (the "Search for Teammates!" section)
 - I'm Tianyin Xu, a 9th year grad student
 - I'm interested in reliability I enjoy watching failures.
 - I have an idea on configuration management [2000 words]
- We will give you 5-minute to pitch ideas at the beginning of each class.
 - Send me or TA an email if you want to do it.

Exploring your project NOW!

- Project proposals due in 3 weeks (one page)
 - What do you plan to do?
 - Why is it interesting?
 - How you'll do it (feasibility)?
 - What is the basic idea?
 - What's your plan and schedule?
 - What you're not sure about?
 - What resources you need?
 - We can provide VMs

Problem Statement

How to find good (research) ideas?



Marinov 4-way method:

- Talking
- Reading
- Hacking
- Dreaming

Marinov method, the bad way

Talking

"Hey, you are the advisor – tell me a damn OSDI idea."

Reading

Find ideas by reading the Limitation section

Hacking

- Let me read Linux kernel before doing research.
- Let me take CS 423 before doing research.

Dreaming

Sleep → Apple → Gravity

Marinov method, the good way

Talking

- Articulate the problem you want to solve
 - Why it's important and why it hasn't been addressed?
- Pitch your idea with concrete examples or data points
 - Why your idea can solve the problem in a better way?

Reading

Seek for inspiration, but I don't find it too useful.

Hacking

- Look at the design and implementation of existing systems
- Hack those systems to see if only a hack is needed

Dreaming

What's your wish list?

Tips that may be useful (I)

- Understanding the problem first!
 - Innovation without understanding leads to BS.
 - Understanding itself could be a huge contribution.
 - Empirical studies and measurements are great ways to develop understanding.
 - E.g., Goto statement considered harmful
 - If you have a topic/direction/problem but don't have a crisp idea, work on a study or a measurement.
 - Ask yourself questions let your curiosity guide you.

Examples of Studies

- Chou et al., An Empirical Study of Operating Systems Errors, SOSP 2001.
 - Study bugs in the OS kernels
- Lu et al., Learning from Mistakes A Comprehensive Study on Real World Concurrency Bug Characteristics, ASPLOS 2008.
 - Study concurrency bugs
- Lu et al., A Study of Linux File System Evolution, FAST 2013.
 - Study code changes in file systems
- Simple Testing Can Prevent Most Critical Failures: An Analysis of Production Failures in Distributed Data-intensive Systems, OSDI 2014.
 - Study catastrophic failures in data systems

Examples of Measurement

- Ren et al., An Analysis of Performance Evolution of Linux's Core Operations, SOSP 2019.
 - Measuring system call performance
- Ganesan et al., Redundancy Does Not Imply Fault Tolerance: Analysis of Distributed Storage Reactions to Single Errors and Corruptions, FAST 2017.
 - Measuring fault tolerance by fault injection testing
- Li et al., Tales of the Tail: Hardware, OS, and Application-level Sources of Tail Latency, SOCC 2014.
 - Measuring and analyzing tail latency

Tips that may be useful (II)

- Build on top of your experience
 - Systems work is mostly about experiences.
 - You need to know the systems well, before doing research (or development).
 - Don't attack a type of systems that you have no experience in your project.
 - If you never hacked the Linux kernel, don't do a kernel project (taking 423 first).
 - Scratching your own itch
 - The dreaming idea what do you wish to have?

Tips that may be useful (III)

- What system properties you want to improve?
 - **Performance** making systems run fast
 - Reliability dealing with failures
 - Security dealing with attacks
 - **Usability** easy to use / less error-prone
 - Manageability systems need to be managed
 - Compatibility / Portability
 - Scalability making systems run at large scale
 - Energy-efficient / environment-friendly
- Pick one; don't try to do everything

Tips that may be useful (IV)

- What are driving forces for new system research?
 - Hardware (multiprocessor, big memory)
 - Network (distributed systems, P2P)
 - Scale (datacenters, edge)
 - Application (GFS, MapReduce, Haystack)
 - Computing model (cloud, serverless)
 - Operation (DevOps, microservices)

Tips that may be useful (V)

- Ideas are pipedreams without execution.
 - No system can be done in one day.
 - Manage your time well.
 - Surprisingly, this is often what makes the difference.
 - Insights often come from doing things.
 - Get your hands dirty
 - Think about evaluation at the design phase
 - How will you evaluate?

"Can you post the projects that have been done in the past?" (I)

- Understanding Configuration Dependencies in Cloud Systems
 - A comprehensive study of configuration dependencies of cloud systems (including Hadoop, HBase, Spark, etc)
 - Published at FSE'20 (a top Software Engineering conference)
- Cozart: Automatic disaggregation for off-the-shelf OS kernels
 - A kconfig-based OS kernel debloating tool
 - Published at Sigmetrics'20
 - Selected as a research highlight by CACM
- Characterizing Reliability Issues in a Large Deployment of Lustre Distributed File System
 - A comprehensive analysis of storage failures of a distributed file system deployed in the Blue Water supercomputer
 - Published at SC'20 (a top Supercomputing conference)
 - Nominated for both Best Paper and Best Student Paper

"Can you post the projects that have been done in the past?" (II)

- Forensic Analysis of Configuration-oriented Cyber Attacks
 - Built a forensic analysis infrastructure for configuration-change tracking and integrate it with provenance-based forensic analysis
 - Will appear at NDSS'21 (a top Security conference)
- Leyenda: An Adaptive, Hybrid, Radix Sorting Algorithm for Large-scale Data
 - Sorting 60GB data in 290 seconds
 - Runner-up at SIGMOD'19 Sorting Contest.
- Toller: Improving Android UI testing infrastructure
 - Optimize the perf. of 3 key operations in Android UI testing framework
 - Published at ISSTA'21 (a top Software Engineering conference)

What's the secret of publishing my 523 project at top conferences?

- I have no magic good problem + good execution
- It takes longer than a semester.
 - Unless you are working on some ML/DM stuff.
- The successful ones are typically connected to the student's own interests and/or research
 - Leo Chen (SRE and configuration management)
 - Austin Kuo (OS kernel specialization and debloating)
 - Wajih Ul Hassan (provenance and forensic analysis)
- Time management and hard work