

Upstreaming ION Features: Issues that remain

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ION and its upstreamable features

ION? What??

- Memory Manager written for Android
- Devices have different 'constraints' on the memory they can access
- Allocates from different pools or types of memory
 - Cached or uncached buffers
- Manages Caching and Shares via dma-buf
- Primarily for Graphics, but other users as well
- Generally Allocator, and dma buf exporter



ION Features Upstreaming:

- Allocation
- 'correct' way of mapping & coherency management
 - Cached v/s uncached?
- Sharing
 - done with dma-buf; ION only as an exporter though, doesn't support importing



Allocation

ION Allocation

- 'what's not right with ION allocation'
 - Userspace is required to understand device buffer constraints, and available heaps
- Upstream friendly way:
 - is to have allocation 'sorted out' in a way that applications don't have to know exactly the hardware underneath



Allocation: Upstreaming ION needs

- Same buffer, different devices, different constraints
 - need a way of defining and sharing device constraints in kernel
 - use device constraints to help with choosing allocator



Constraint-aware Allocation: Possibilities

- Two ways discussed
 - Migration of pages
 - Delayed Allocation



Allocation: Prerequisites

- For both migration and delayed allocation:
 - Sharing of device constraints
 - All importers must follow the sequence
 - 'attach()'
 - -> map() -> {USE} -> unmap() and repeat
 - detach()



Allocation: Constraint Sharing

- Share constraints, and match
 - Constraint sharing is done via attach->dev->dma_parms at each device attach
 - Rob posted [1] for adding some information in dma_parms, and I took them as part of my constraint-sharing patches [2]
 - Constraint matching for devices can be done in multiple ways



^{[2]:} https://lists.linaro.org/pipermail/linaro-kernel/2015-January/019901.html

Allocation: Migration of pages

- Migration of pages [1]
 - suggested at ELCE 2013 as 'transparent backing store migration'
 - Migrate backing storage at attach time if required
 - Seems a pretty decent Idea!
 - Aggressive caching, and/or outright pinning by exporters probably makes it quite difficult to implement
 - Unfortunately, no patches seem to have been submitted

Allocation: Delayed Allocation

- Delay Allocation to as late as possible
 - Allocate at the *first* map() call after _ALL_ interested importers have attached to the dma_buf
- It's problematic for Android
 - buffers may be passed around between applications, each sharing the buffer with one device
 - Possible workaround: have dummy-devices, correlate to Android gralloc most common usageinaro types

Allocation: Recap of cenalloc

- 2 Dimensions
 - 'Generic' exporter interface
 - Delayed Allocation based on constraint-sharing
- Generic Exporter interface
 - miscdevice /dev/cenalloc created, which acts as dma-buf exporter
 - allocators registered with this device at boot time, corresponding to memory constraints that they can allocate for
 - create_buffer, and share with importers



Allocation: Recap of cenalloc

Delayed Allocation

- each importer sets the required constraints in its dev->dma_parms, and calls attach()
- actual allocation happens at first map_attachment() call to the buffer, based on the current constraints of the buffer



Allocation: Recap of cenalloc

- Cenalloc RFC review received
 - Initially 4 patch series, with 2 about constraint sharing and 2 adding cenalloc
 - Split into constraint-sharing and cenalloc series separately
 - Constraint-sharing seems to be stuck :(
 - miscdevice /dev/cenalloc not liked by many
 - should be easy to convert into dma-buf helpers



Coherency, Mapping....

and other issues

Other issues: ION dma layer abuse

- ION Uses dma sync APIs without map first
 - cached buffers shouldn't need to sync at alloc time.
 - no guaranteed enforcement
 - can uncached be replaced with CMA totally?



Coherency: Issues

 "ION stops trying to do anything special with coherency"

- "Same-device coherency management"
 - devices can use both coherent and non-coherent transactions.
 - When mapping same memory multiple times, don't want to flush cpu caches multiple times
 - no mechanism in dma api to handle this, so devices have caches and stuff to avoid the cpu cache flush



Discussion Topics

Discussion Topics

- Allocation and Constraint-sharing based approaches
- Mapping
- Coherency



Constraint Sharing and Allocation: Discussion

- Are we ok with this idea of constraint-sharing based allocation (delayed and/or migration)?
- YES:
 - I'll re-submit constraint-sharing patches
 - changes on drm and v4l for following correct attach / map / unmap sequence, and support for delayed allocation
 - rework cenalloc patch as dma-buf helpers
- NO: <begin speculation>
 - keep the ION way of userspace allocation decision, and help to address other issues to get ION moved to mainline?
 - <end speculation>

Map: suggestion

- "Map sg-table without copying data"
 - with this, exporter can test if attachments work by test-attaching stuff
 - Bit inefficient, but exporters can cache the mapped sgtable, if they wanted.



Coherency: Discussion

- "ION stops trying to do anything special with coherency"
 - Call standard dma APIs for coherency
 - BIG performance issues for Android, since uncached page pooling won't be possible
- "Same-device coherency management"
 - Need Core DMA API extensions to allow no cpu-cache-flushing while mapping same memory multiple times



Recent ION patches for discussion

- ION's interface has gained more users
- DT bindings for ION
 - "staging: ion: Add generic ion-physmem driver" from Andrew Andrianov [https://lkml.org/lkml/2015/6/22/323]
- Add default dev for cma heap
 - to allow to add another device for cma heap allocation
 - "staging: ion: Add a default struct device for cma heap" from Feng Tang [https://lkml.org/lkml/2015/8/6/212]



References

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- Laura's Last LPC's excellent presentation https://www.linuxplumbersconf.
 org/2014/ocw/system/presentations/2409/original/04%20-%20iondma_foreview_v2.pdf



