

Moneta-Direct: Providing Safe, User Space Access to Fast, Solid State Disks

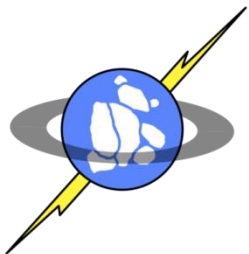
Adrian Caulfield, Todor Mollov,

Louis Eisner, Arup De, Joel Coburn, Steven Swanson

Non-volatile Systems Laboratory

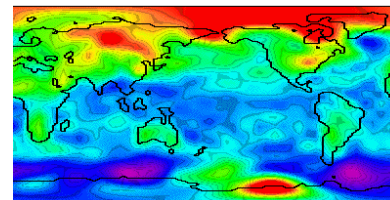
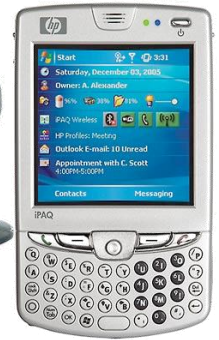
Department of Computer Science and Engineering

University of California, San Diego



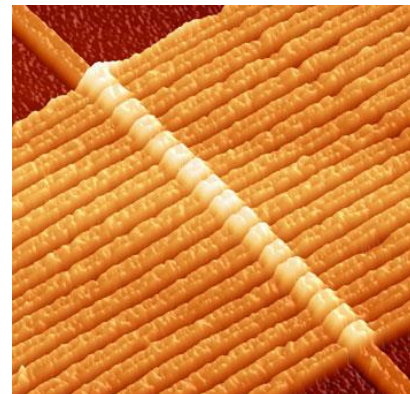
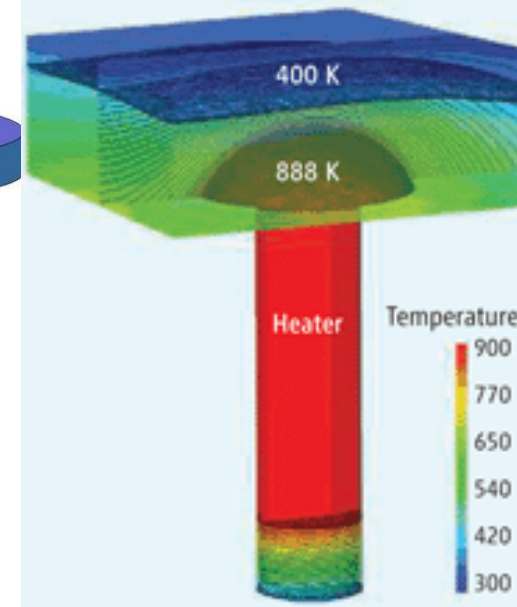
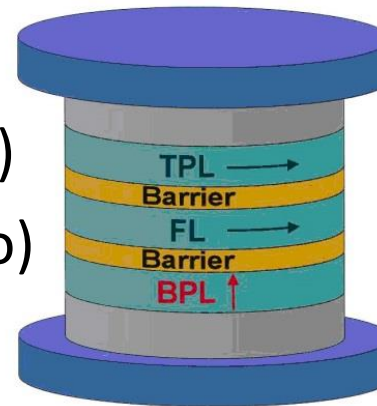
Welcome to the Data Age

- The world processed 9 Zettabytes of data in 2008*
- Acquiring data is easy
- Extracting knowledge is hard
 - Storage performance is major bottleneck
 - Solid-state storage can help



Faster-than-flash Non-volatile Memories

- Necessary characteristics
 - As fast as DRAM (or nearly so)
 - As dense as flash (or nearly so)
 - Non-volatile
 - Reliable
- Candidates
 - Phase change memory
 - Spin-torque MRAMs
 - Memristor memories



The Future Storage Performance: More than Moore's Law

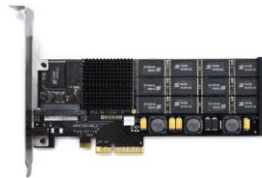
Hard Drives

PCIe-Flash

PCIe-NVM

2007

2013?



Lat.: 7.1ms

68us

12us

BW: 2.6MB/s

250MB/s

1.7GB/s

1x

104x

591x

= 2.89x/yr

1x

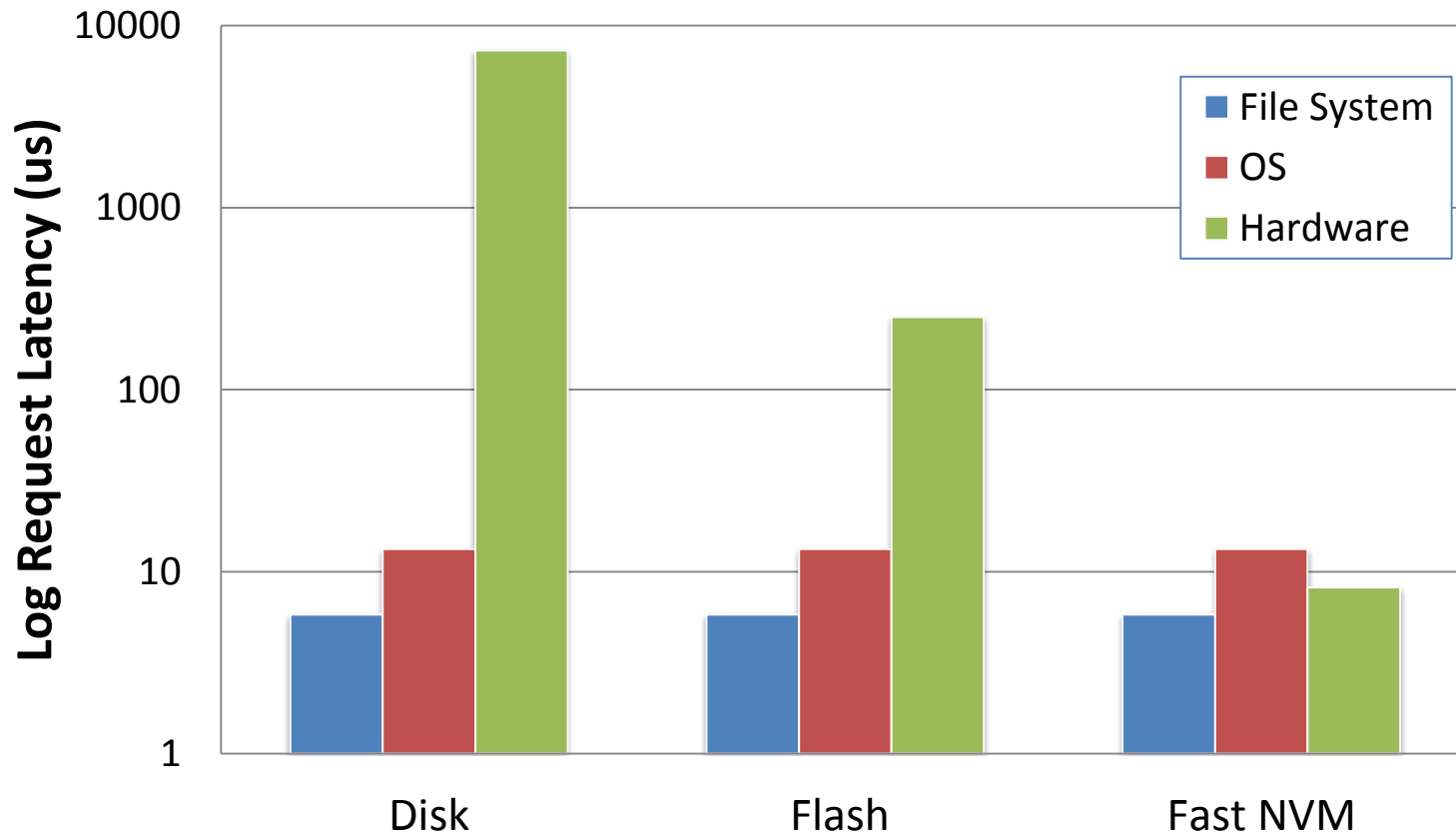
96x

669x

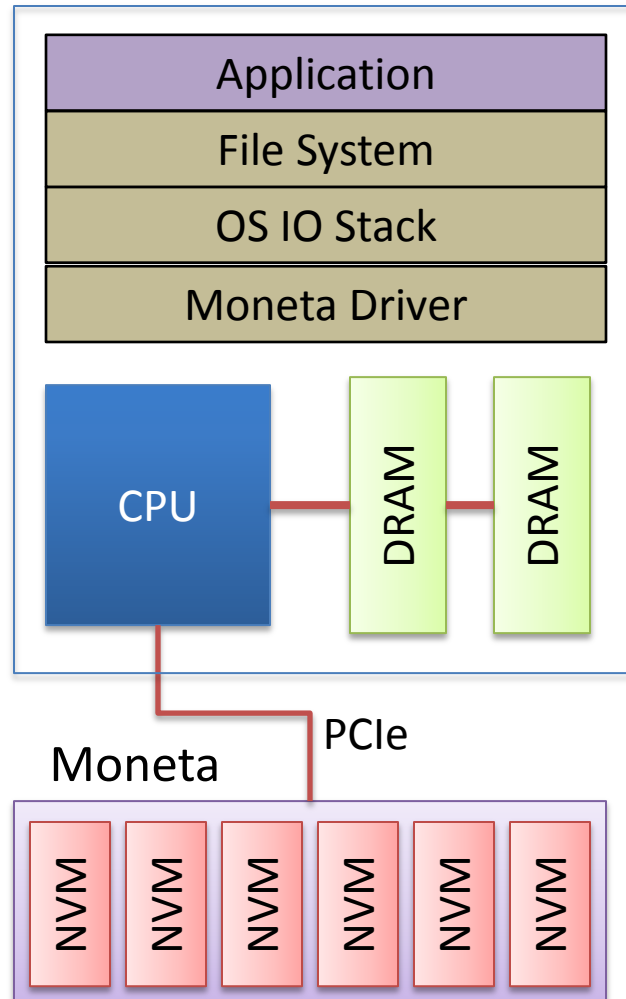
= 2.95x/yr

*Random 4KB Reads from user space

Software Overheads



Baseline Moneta: An SSD for Fast NVMs



[SC 2010, MICRO 2010]

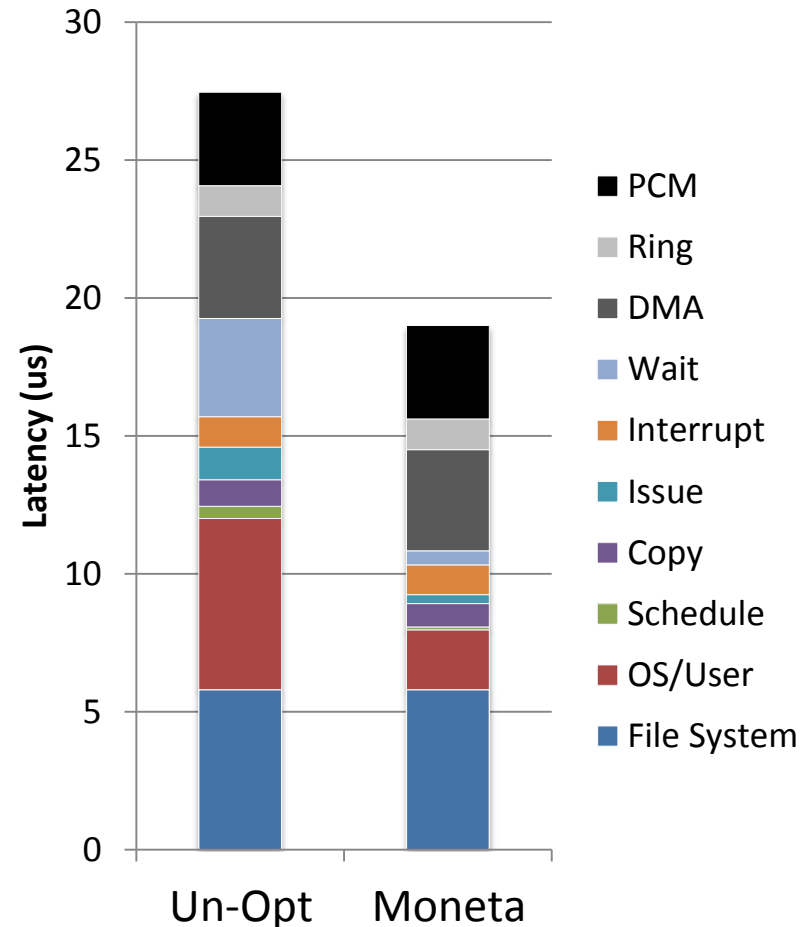
The Moneta Prototype

- FPGA-based implementation
- DDR2 DRAM emulates PCM
 - Configurable memory latency
 - 48 ns reads, 150 ns writes
 - 64GB across 8 controllers
- PCIe: 2 GB/s, full duplex

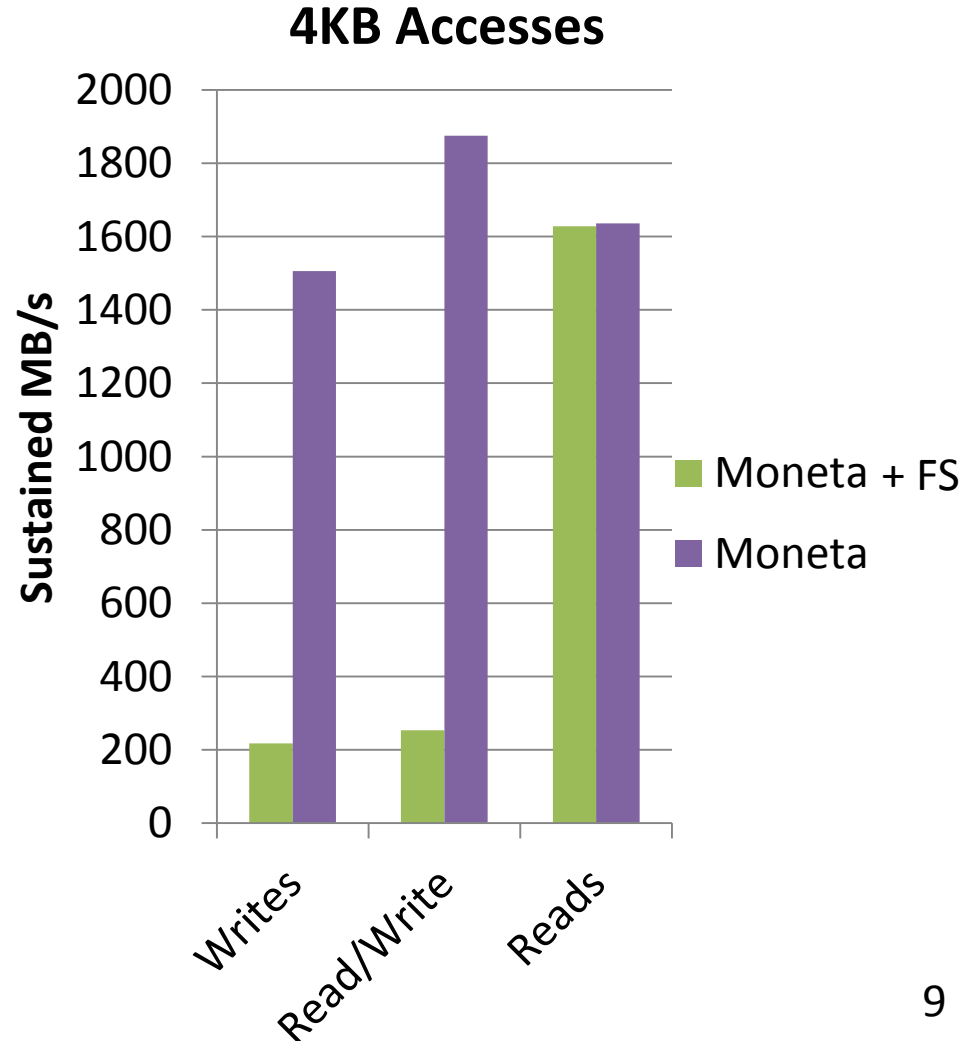
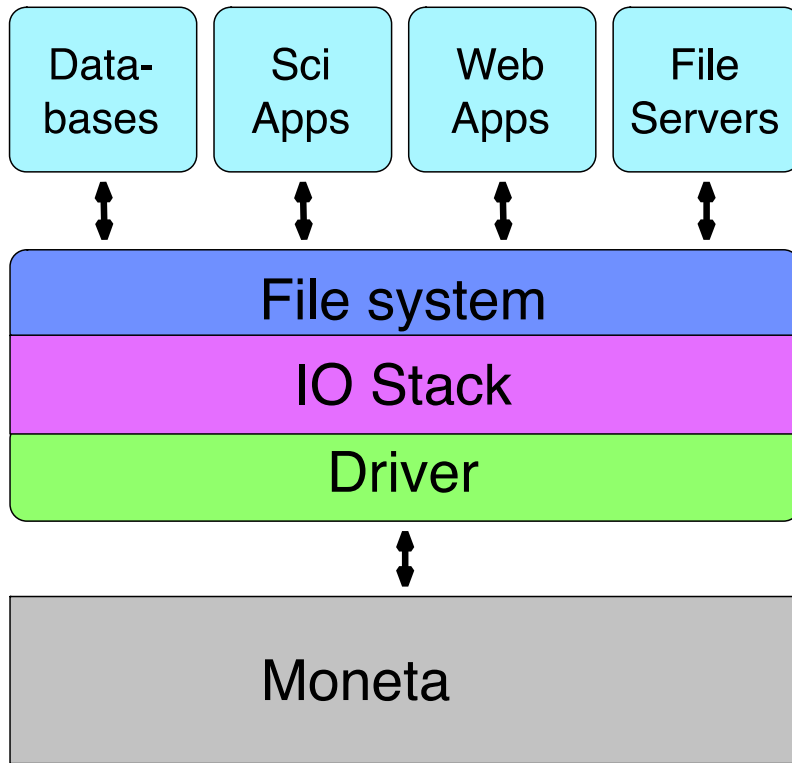


Optimizing Moneta Latency

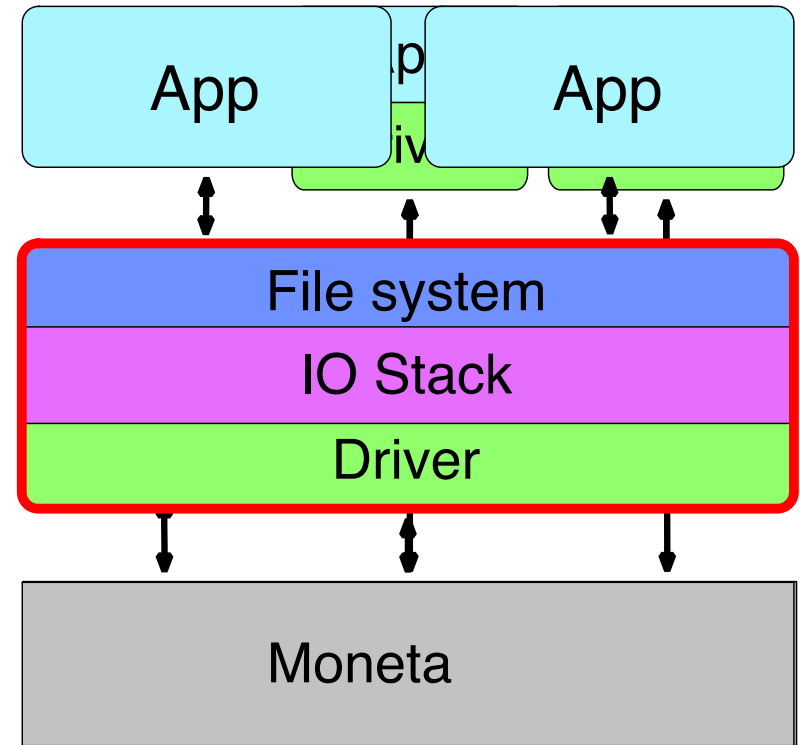
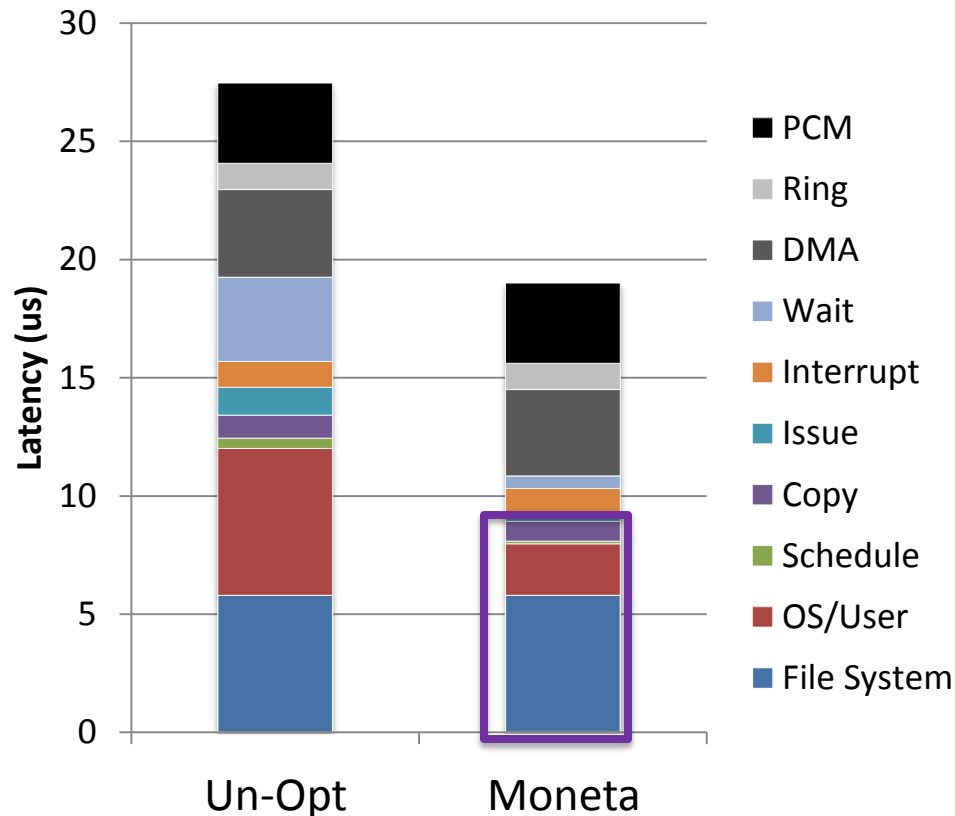
- Optimizations
 - Remove IO Scheduler
 - Atomic, Lock-free Structures
 - Codesigned HW/SW
- Results
 - 62% less SW overhead (w/o FS)
 - 940K 512B IOPS
- What's left?
 - 5us of OS/driver latency
 - 5us of FS overhead



File System Impact



Eliminating FS and OS overheads

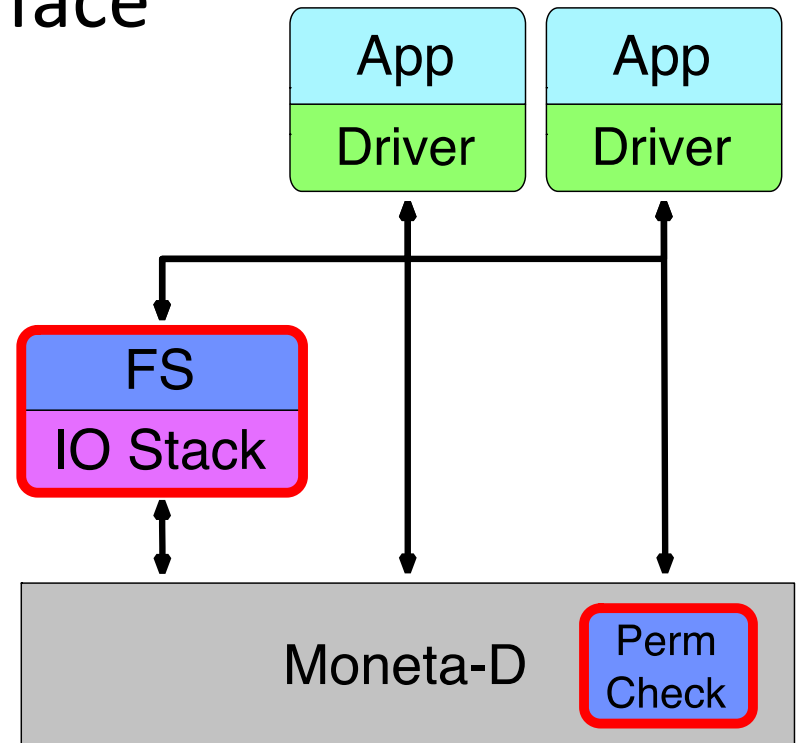


41% parallel access, 73% software is safe from policy support protection and sharing

- Allow applications to access Moneta directly

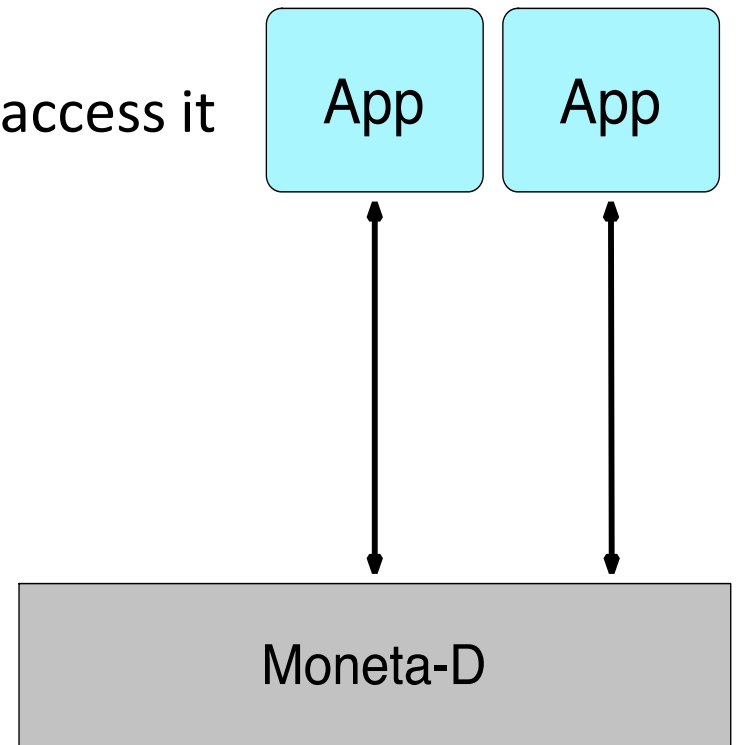
Removing Protection Overheads

1. Virtualized Moneta interface
2. User space library
3. Protection enforcement
4. Changes to the OS



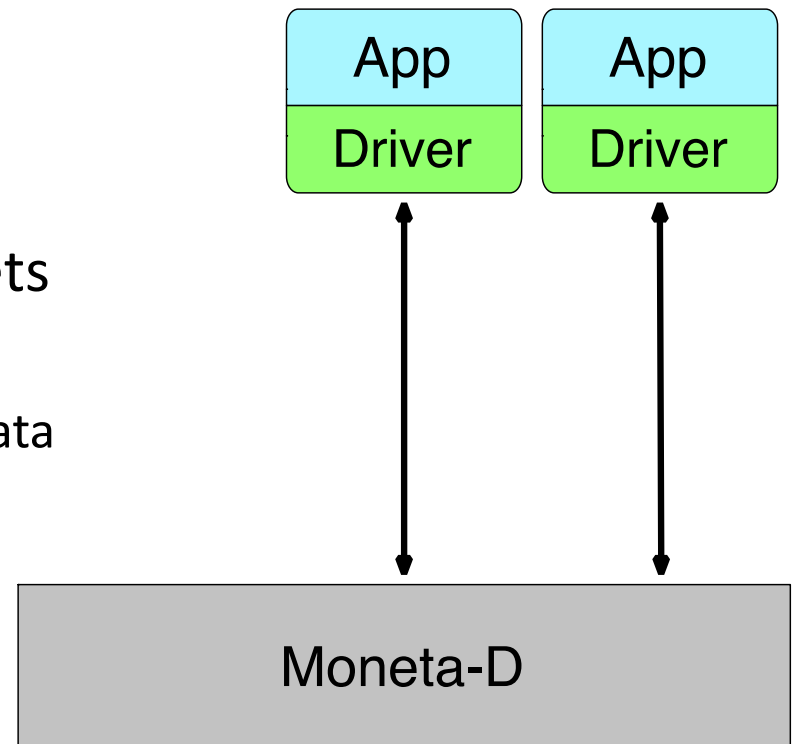
Moneta-D's Virtualized Interface

- Virtualize the *interface*, not the device
 - Only one device
 - Many, independent “channels” to access it
- Channel components
 - Unique PCIe address mapping
 - Control registers
 - Request tags
 - Interrupts
 - DMA buffers
- Support 1000 channels
 - This is not a “boutique” interface



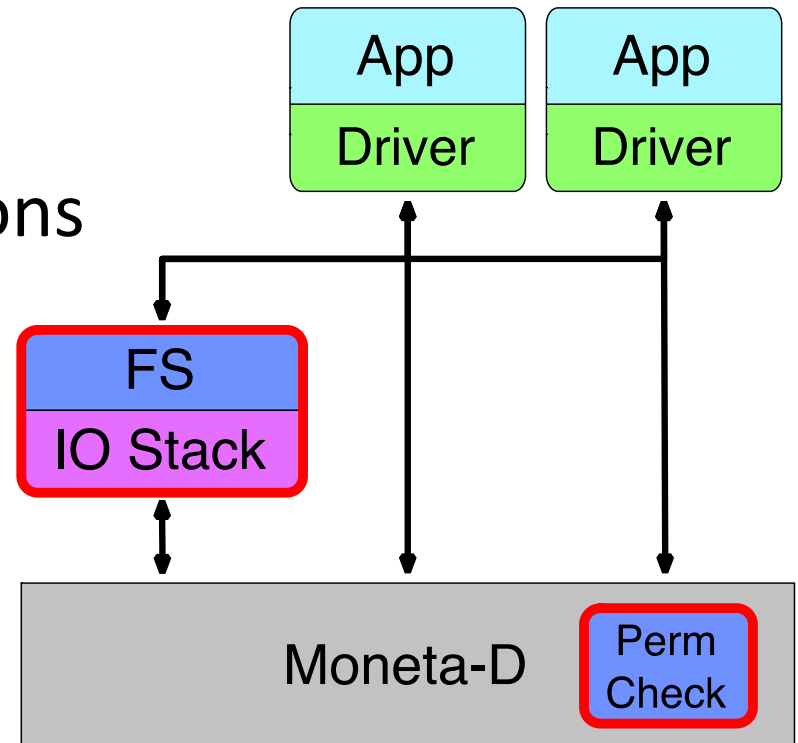
The User Space Library: LibMoneta

- Transparently intercept FS calls
 - No application changes
- Provides OS functionality
 - **File system:** Translate file offsets to physical storage locations
 - Retrieve and cache translation data via a system call
 - Retry if hardware signals failure
 - **OS:** POSIX compatibility
 - **Driver:** Issue and complete hardware requests



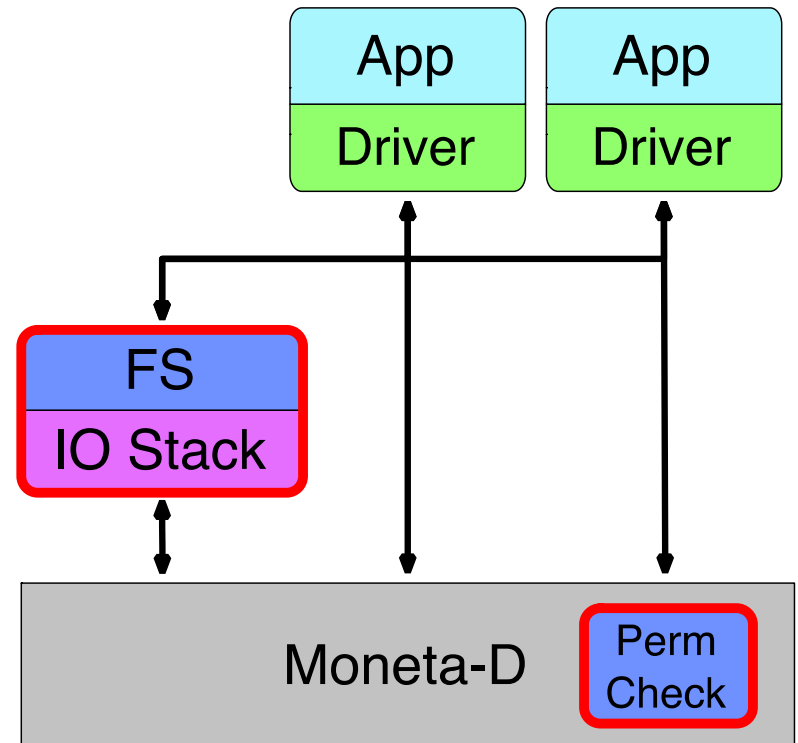
Enforcing Protection

- File system still sets policy
 - User space asks OS driver to update permissions table
- Hardware caches permissions
 - Moneta checks on access
- The permission table
 - Extents based
 - Per channel mappings
 - 16K entries shared between channels



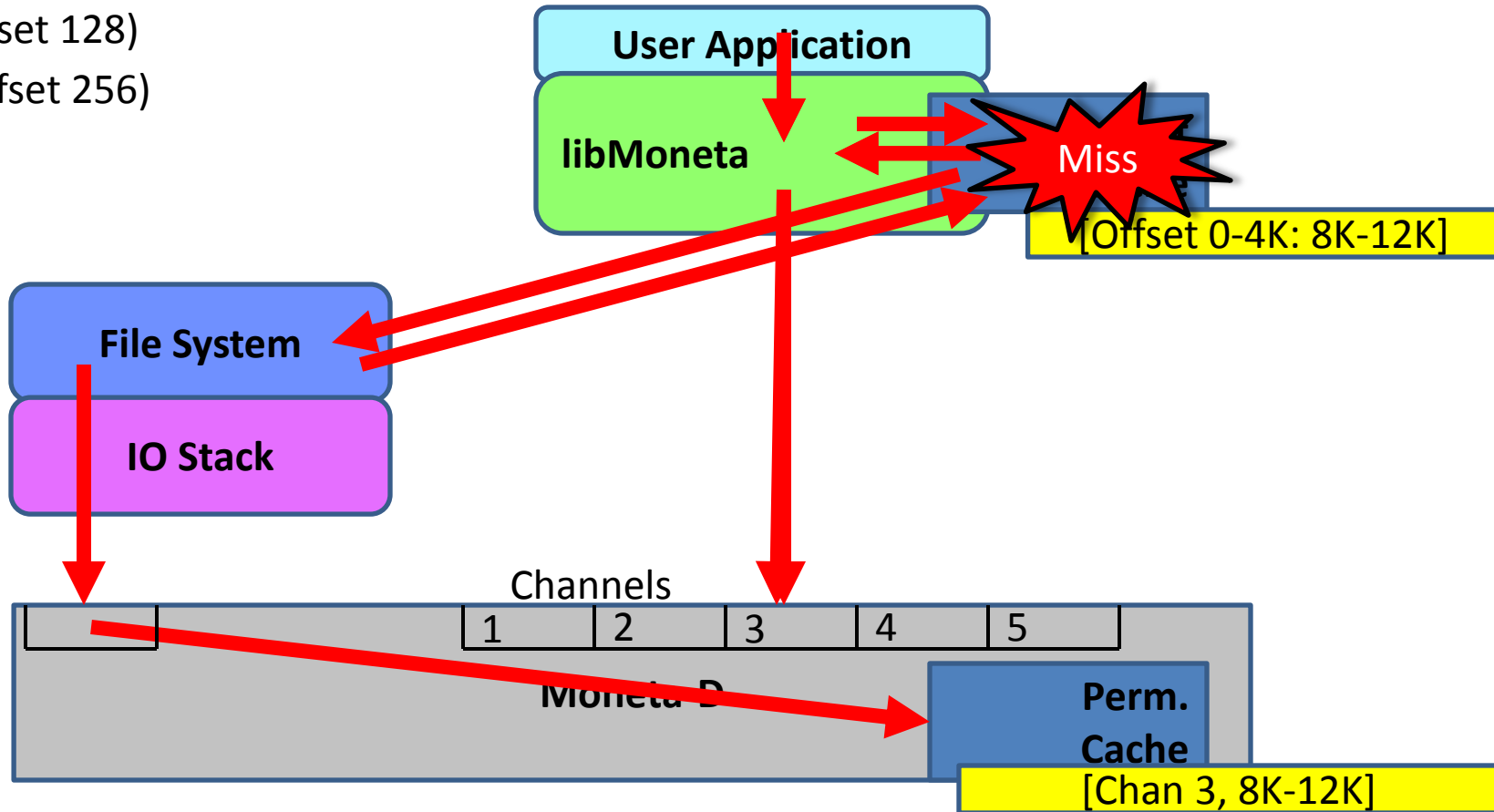
Operating System Changes

- Small changes to XFS (194 lines)
 - To extract extent details
- Some open questions
 - LibMoneta and the block cache can't see each other
 - File fragmentation

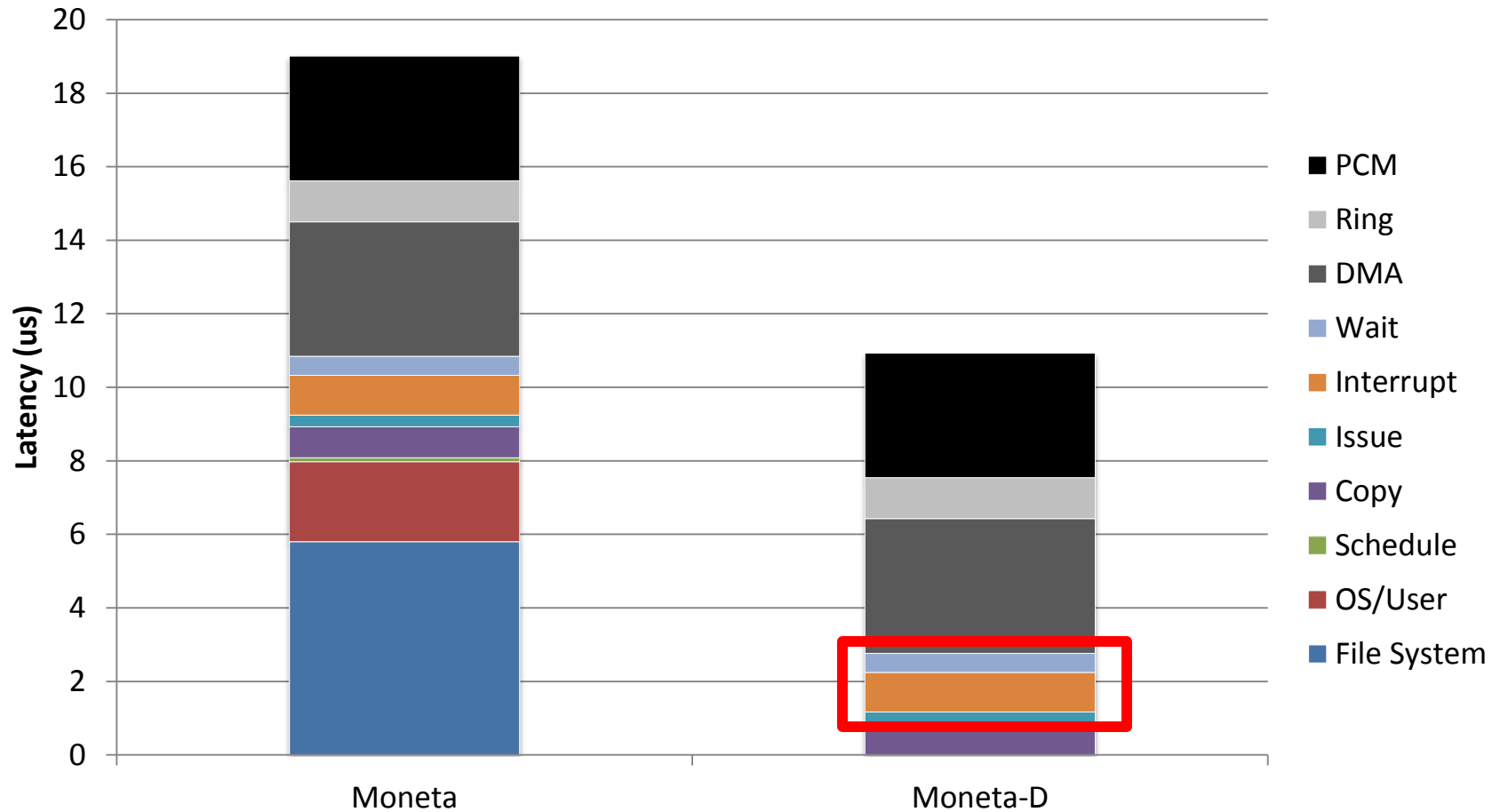


Request Example

read(offset 128)
write(offset 256)

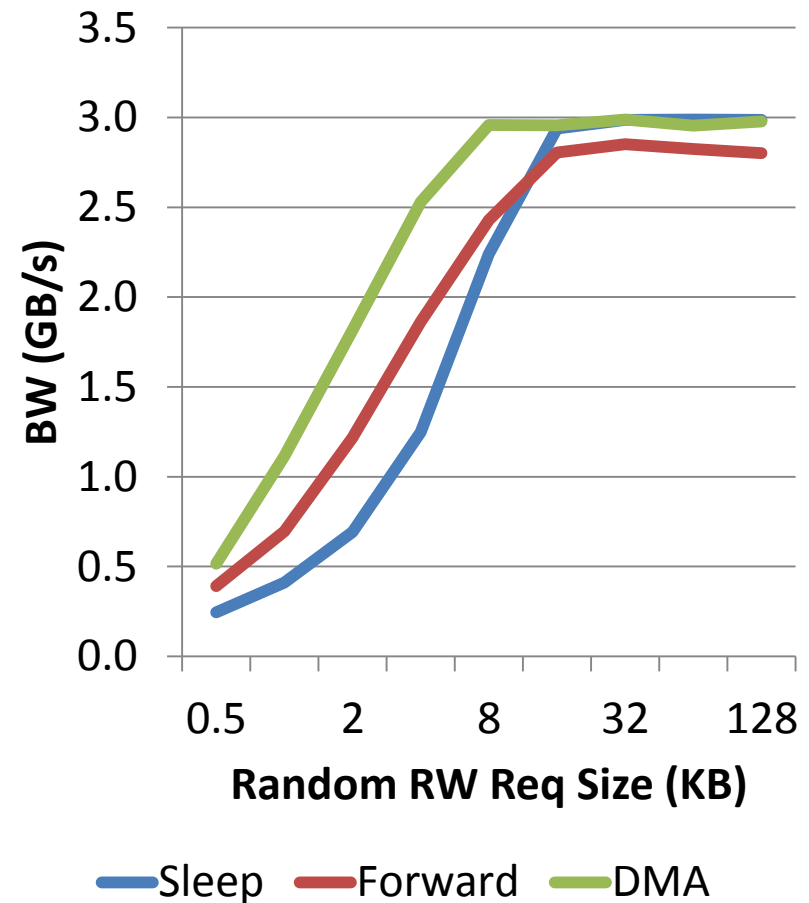


Latency Improvements



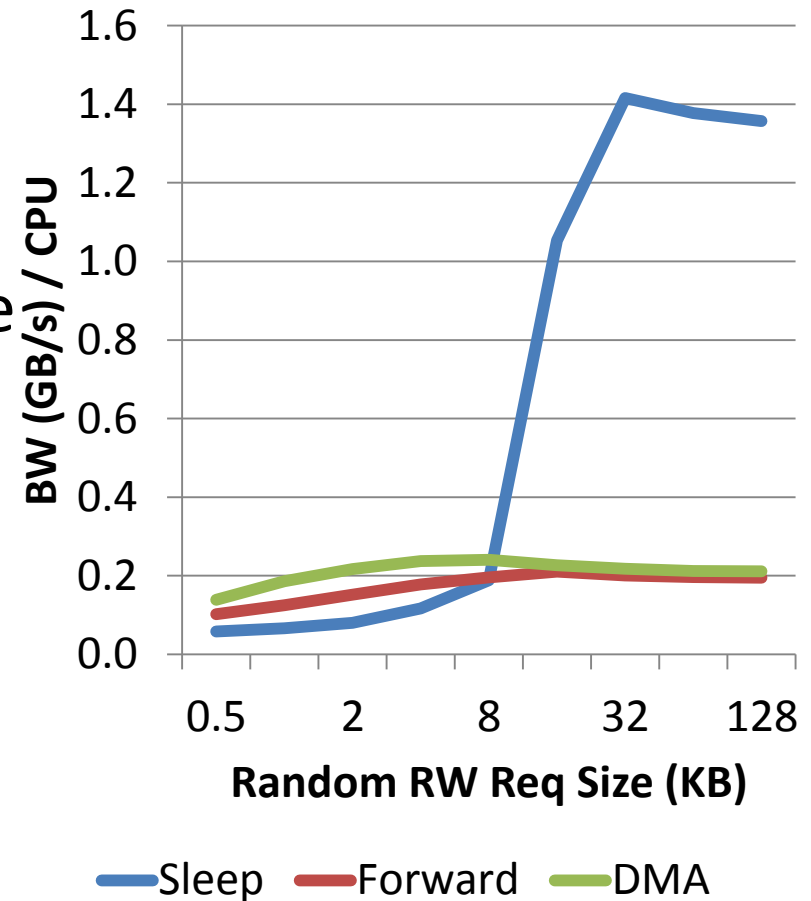
Completing Requests

- DMA
 - Signal completion directly to spinning thread via DMA
- Forward
 - Kernel interrupt, Kernel signals spinning thread through mapped page
- Sleep
 - Sleeps after request issue
 - Kernel interrupt, kernel wakes up sleeping thread
 - **7x more latency than DMA or Forward**

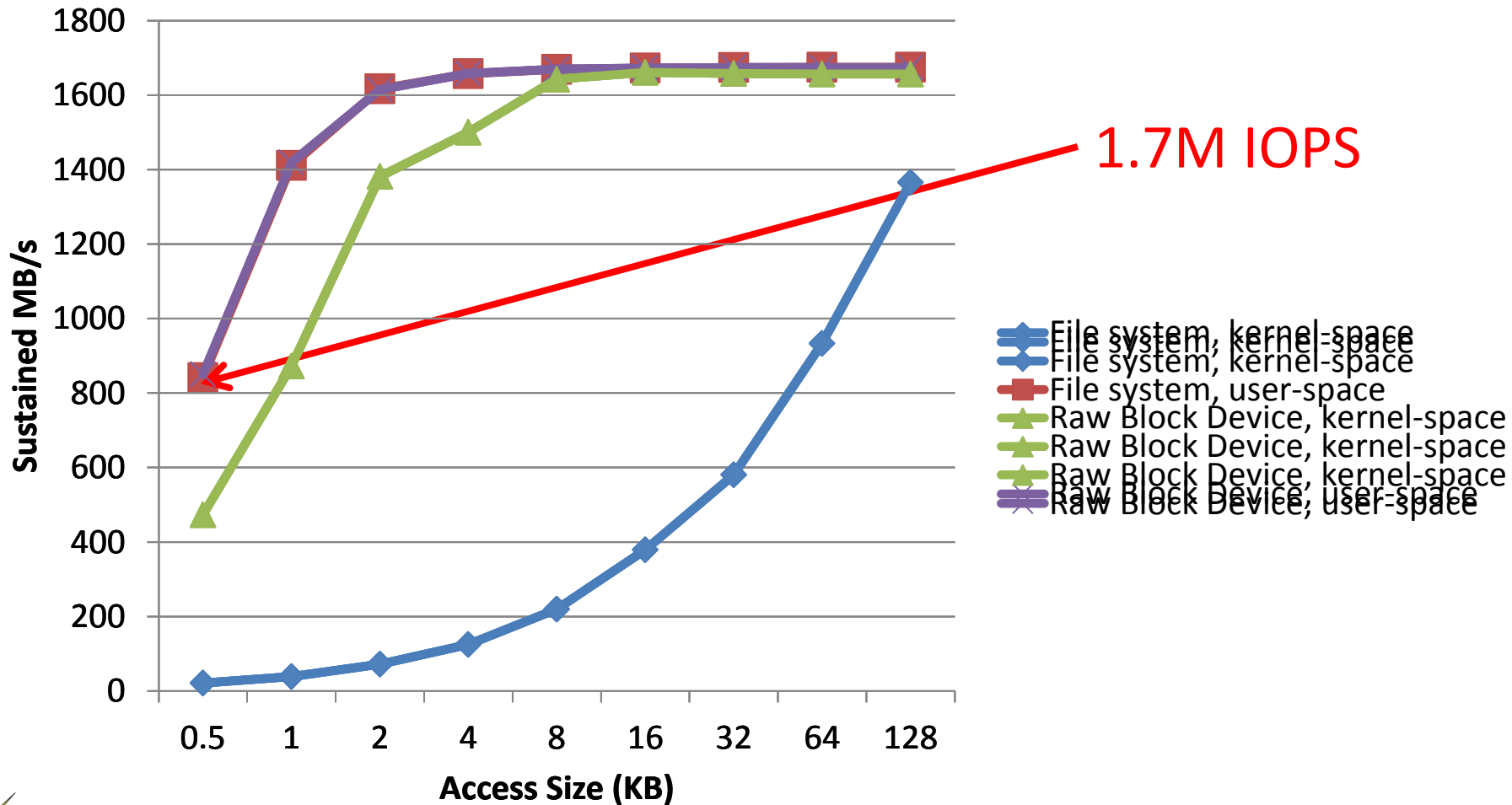


Completion Efficiency

- Desirable to handle more load per CPU core
- DMA and Forward spin while waiting on request
- Sleep: primitive async.
 - Large context switch overhead, only good for large requests
 - Need sufficient number of threads



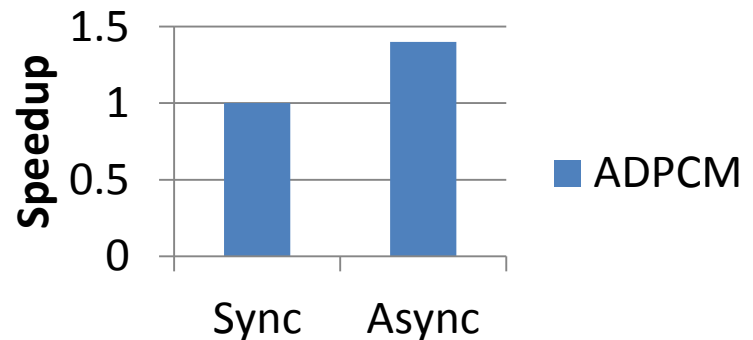
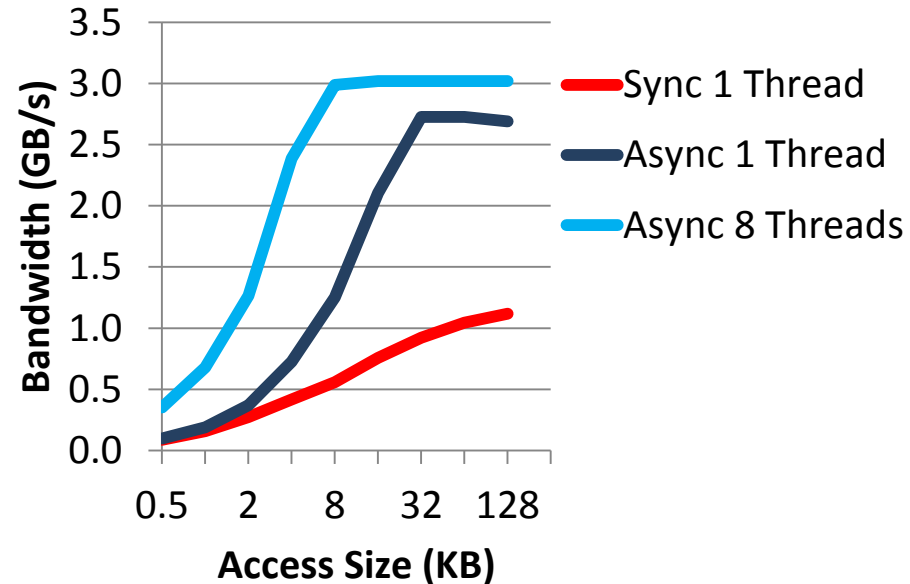
Raw Performance Impact (Writes)



Asynchronous Interface

- libMoneta provides Async. Interface also
- Overlap requests for better parallelism
- Requires app changes

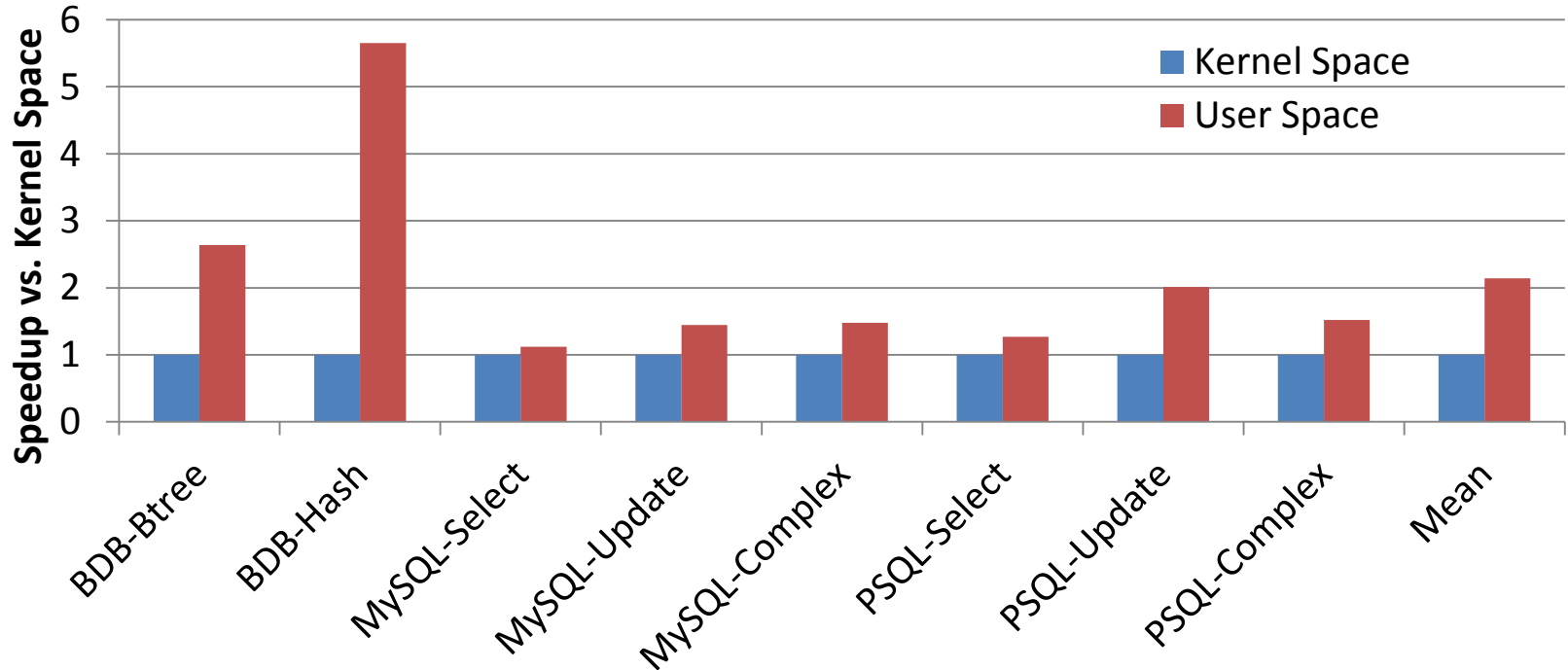
- 3.0x with 1 thread, 32 KB
- 1.4x gain in ADPCM decode from MediaBench



Workloads

Name	Footprint	Description
Berkeley-DB Btree	45 GB	Transactional updates to btree key/value store
Berkeley-DB HashTable	41 GB	Transactional updates to hash table key/value store
MySQL-*	46 GB	Random select, update, and complex transaction queries to MySQL database
PGSQL-*	55 GB	Random select, update, and complex transaction queries to Postgres database

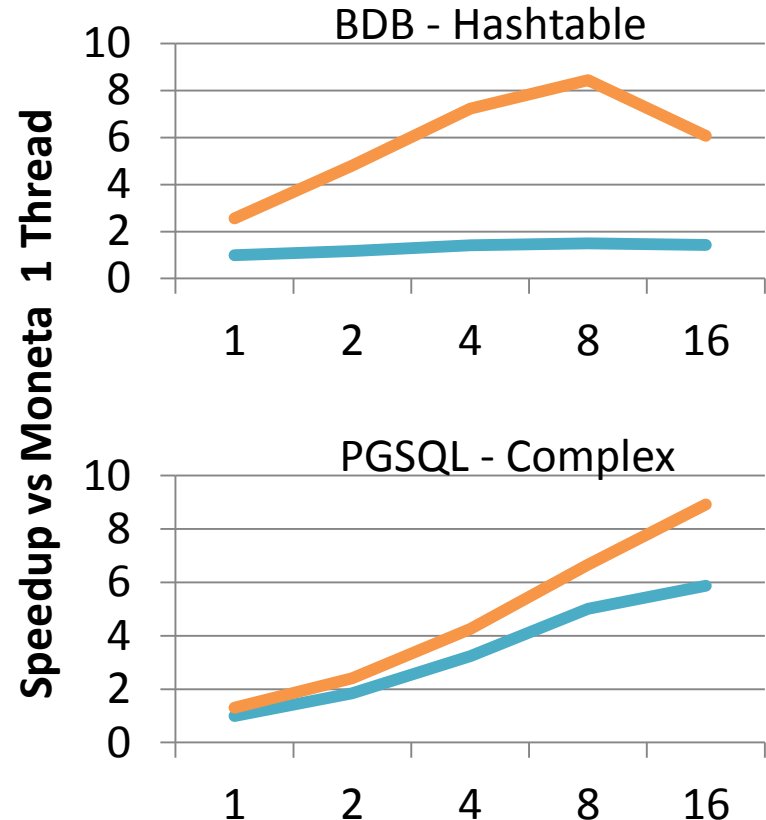
Application Level Gains



- **No Application Changes**
- Heavy optimization for disks hurts performance in SQL Apps
 - Application optimization should address this

Increased (MB/s)/CPU

- 50% less Compute/IO
- Reduced IO power
- Improved Scaling



Moneta-Direct  Thread Count
Moneta 

Conclusion: Moneta-Direct

- Virtualized storage interface
 - Direct, user-space access
- Separate protection policy from checking
- Eliminates FS/OS overhead for most accesses
- Improves application performance
 - Up to 5.5x application level performance gain
 - 50% Compute/IO savings

Thank You!

Any Questions?



NVSL
Non-volatile Systems Laboratory



UCSD CSE
Computer Science and Engineering

