

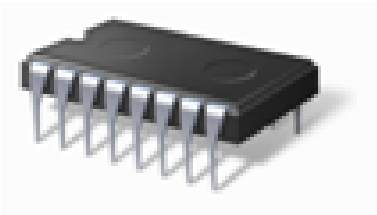
Better I/O Through Byte-Addressable, Persistent Memory

Jeremy Condit, Ed Nightingale, Chris Frost,
Engin Ipek, Ben Lee, Doug Burger, Derrick Coetzee

Microsoft®
Research

A New World of Storage

DRAM



- + Fast
- + Byte-addressable
- Volatile

Disk / Flash

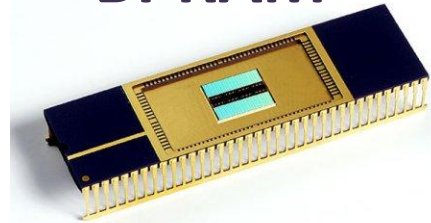


- + Non-volatile
- Slow
- Block-addressable

A New World of Storage

Byte-addressable, Persistent RAM

BPRAM

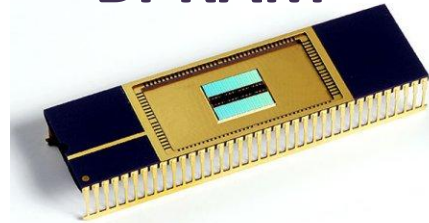


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A New World of Storage

Byte-addressable, Persistent RAM

BPRAM

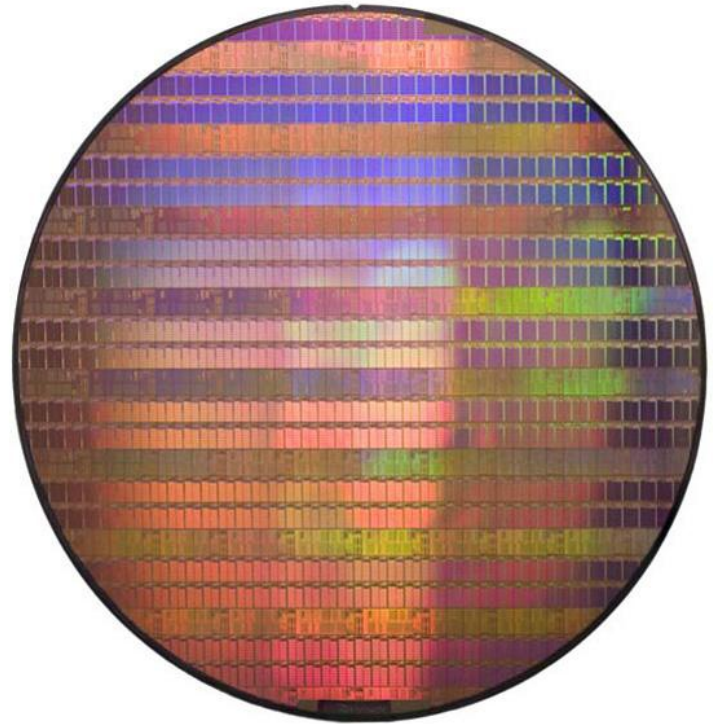


- + Fast
- + Byte-addressable
- + Non-volatile

How do we build fast, reliable systems with BPRAM?

Phase Change Memory

- Most promising form of BPRAM
- “Melting memory chips in mass production”
– *Nature*, 9/25/09

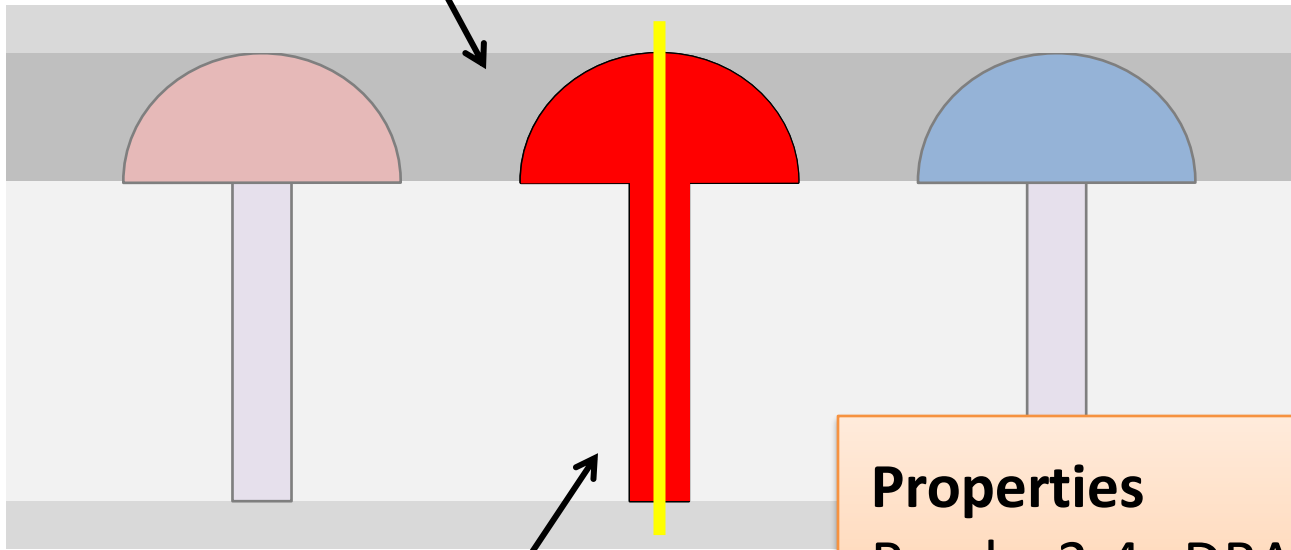


Phase Change Memory

phase change material
(chalcogenide)

slow cooling -> crystalline state (1)

fast cooling -> amorphous state (0)



electrode

Properties

Reads: 2-4x DRAM

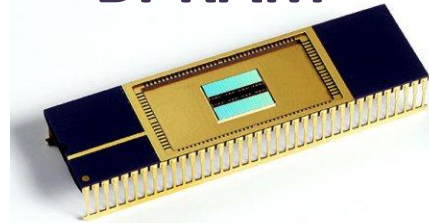
Writes: 5-10x DRAM

Endurance: 10^8+

A New World of Storage

Byte-addressable, Persistent RAM

BPRAM



- + Fast
- + Byte-addressable
- + Non-volatile

How do we build fast, reliable systems with BPRAM?

This talk: **BPFS**, a file system for BPRAM

Result: Improved **performance** and **reliability**

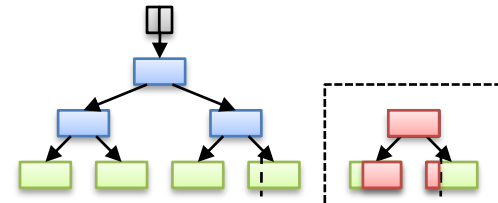
Goal

New guarantees for applications

- File system operations will commit **atomically** and **in program order**
- Your data is **durable** as soon as the **cache is flushed**

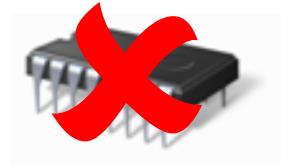
New mechanism:

short-circuit shadow paging

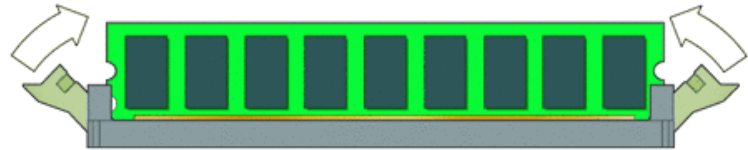


Design Principles

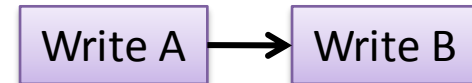
1. Eliminate the **DRAM buffer cache**;
use the **L1/L2 cache** instead



-
2. Put BPRAM on the
memory bus



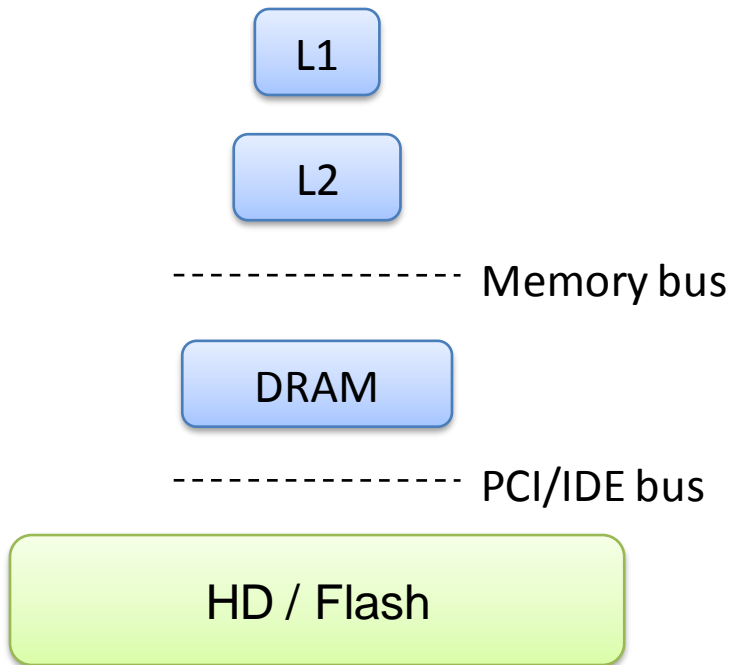
-
3. Provide **atomicity** and
ordering in hardware



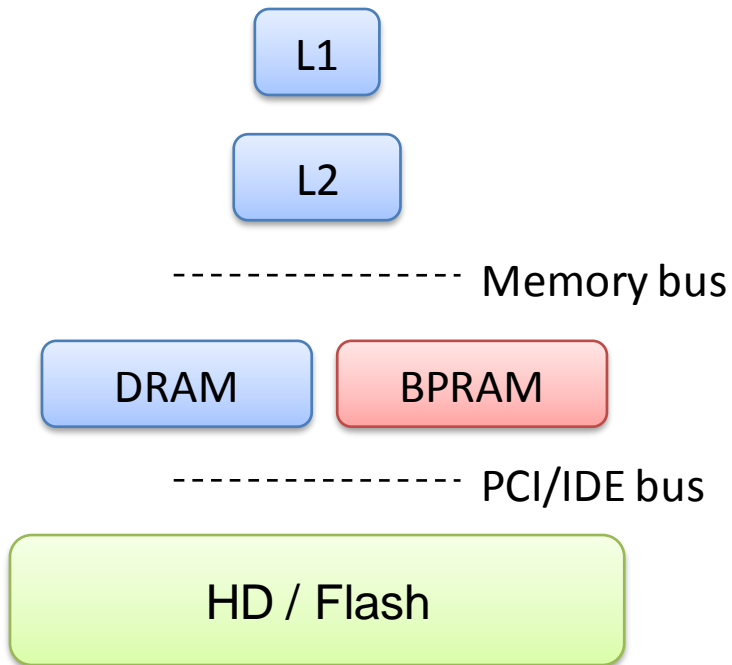
Outline

- Intro
- **File System**
- Hardware Support
- Evaluation
- Conclusion

BPRAM in the PC

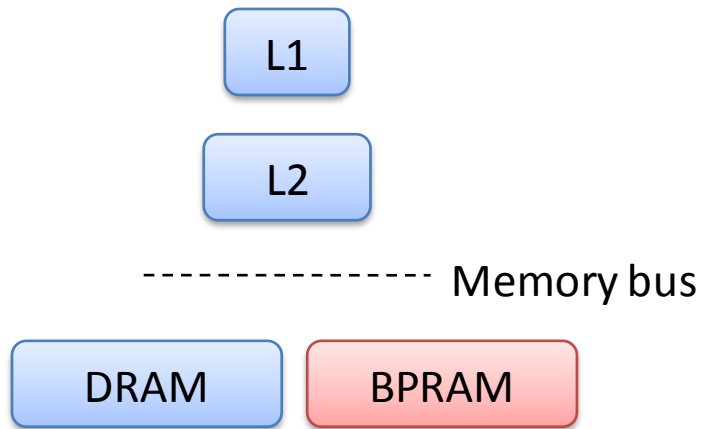


BPRAM in the PC



- BPRAM and DRAM are **addressable** by the CPU
- Physical address space is **partitioned**
- BPRAM data may be **cached** in L1/L2

BPRAM in the PC

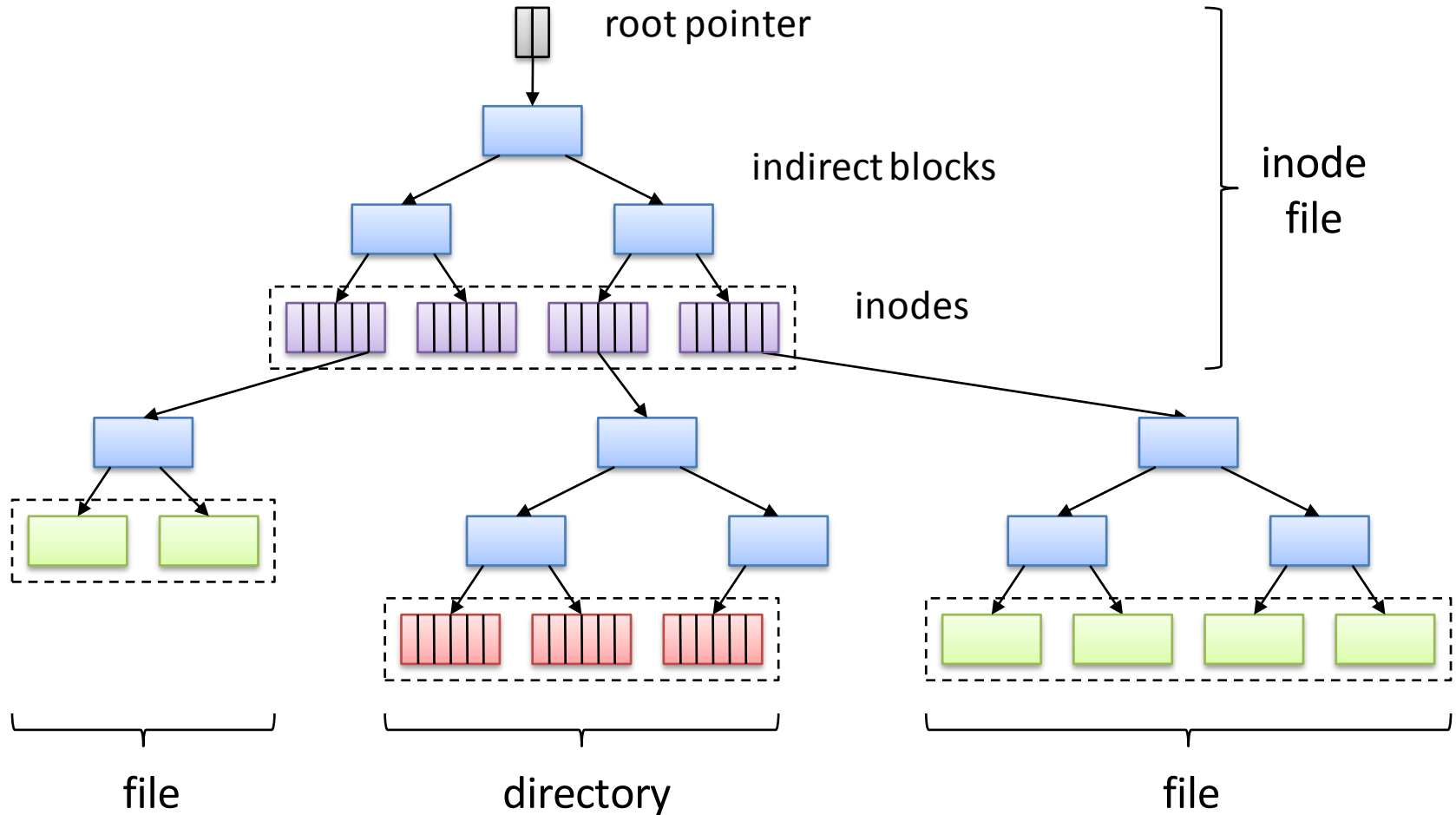


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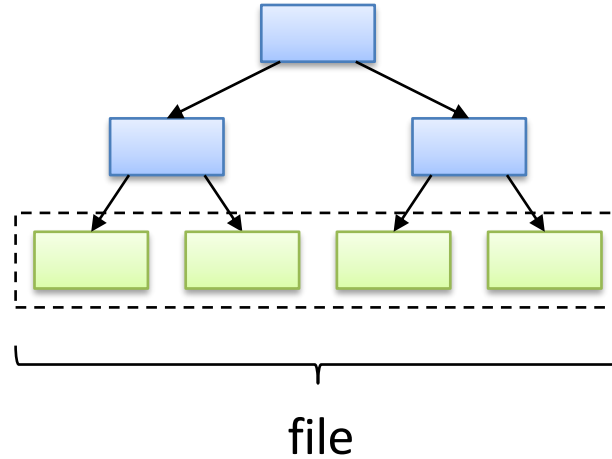
BPFS: A BPRAM File System

- Guarantees that all file operations execute atomically and in program order
- Despite guarantees, significant performance improvements over NTFS on the same media
- Short-circuit shadow paging often allows atomic, in-place updates

BPFS: A BPRAM File System

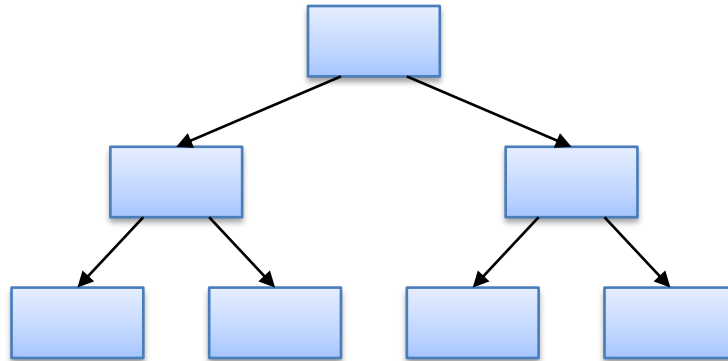


BPFS: A BPRAM File System



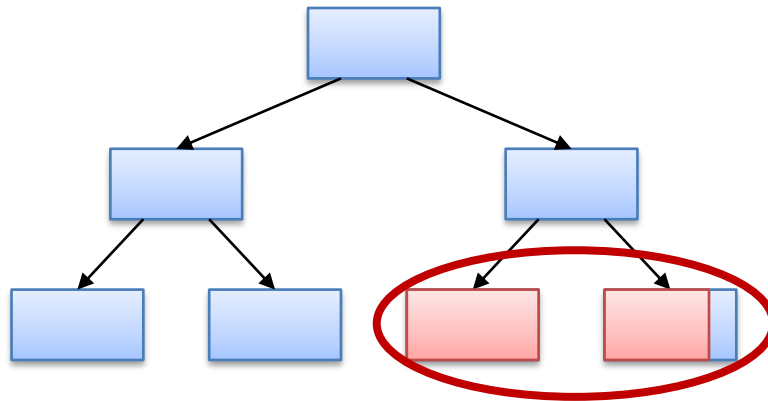
Enforcing FS Consistency Guarantees

- What happens if we crash during an update?



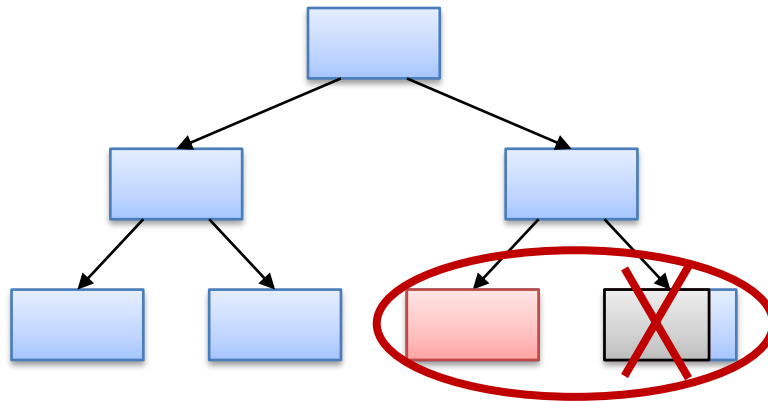
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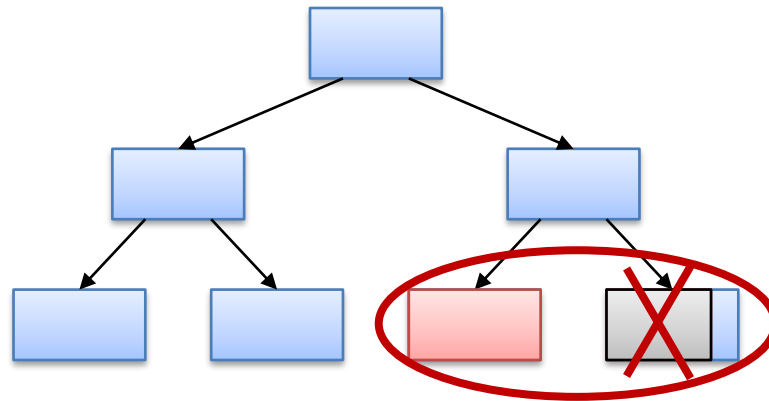
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Enforcing FS Consistency Guarantees

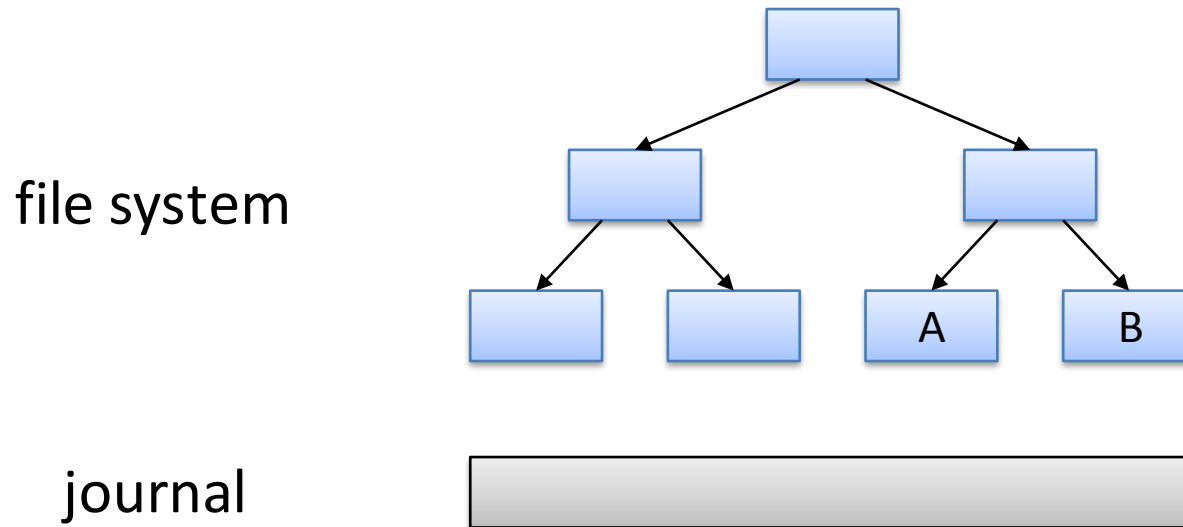
- What happens if we crash during an update?



- Disk: Use journaling or shadow paging
- BPRAM: Use short-circuit shadow paging

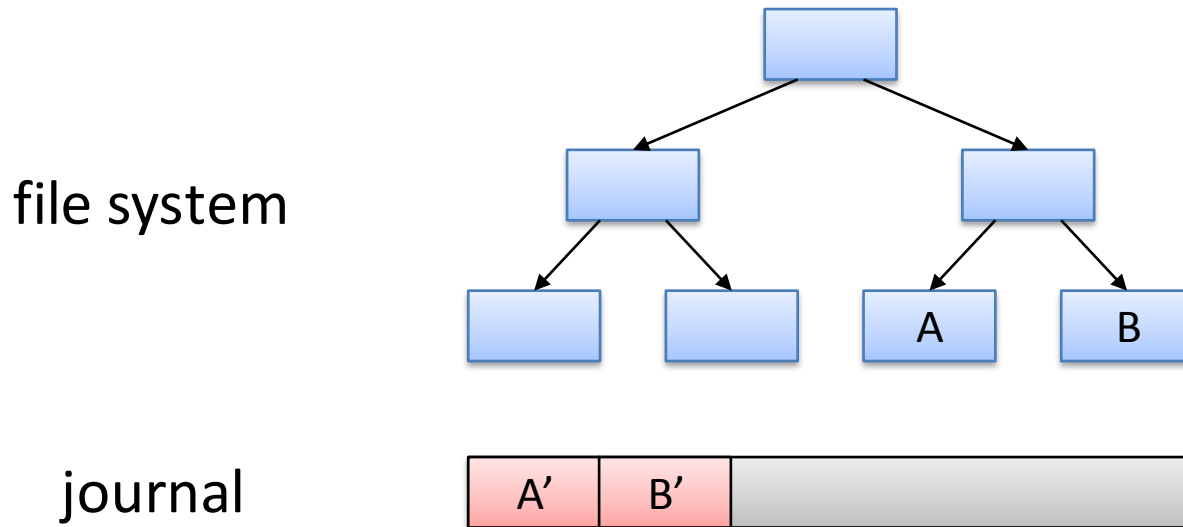
Review 1: Journaling

- Write to journal, then write to file system



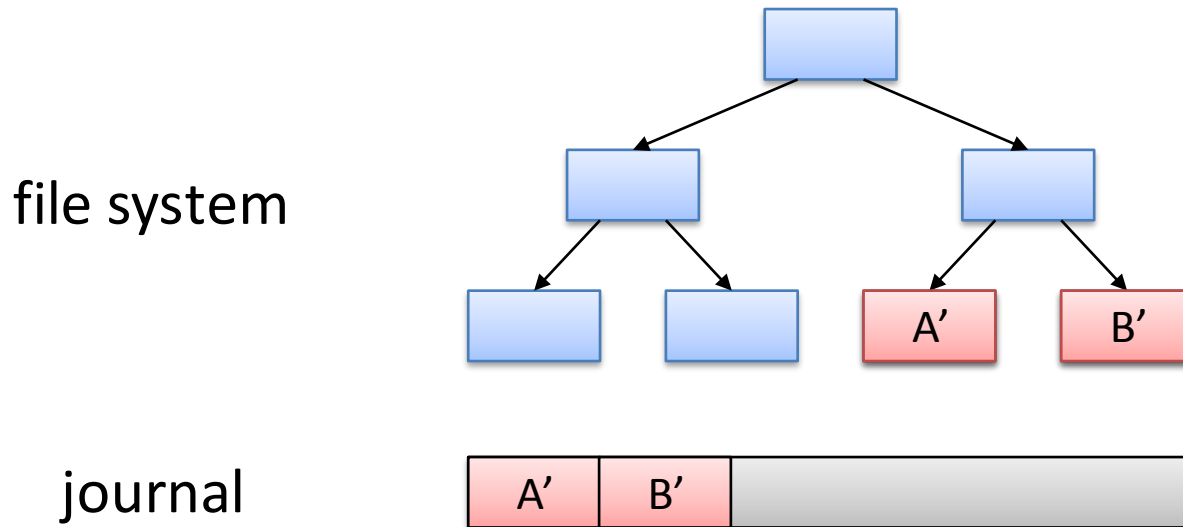
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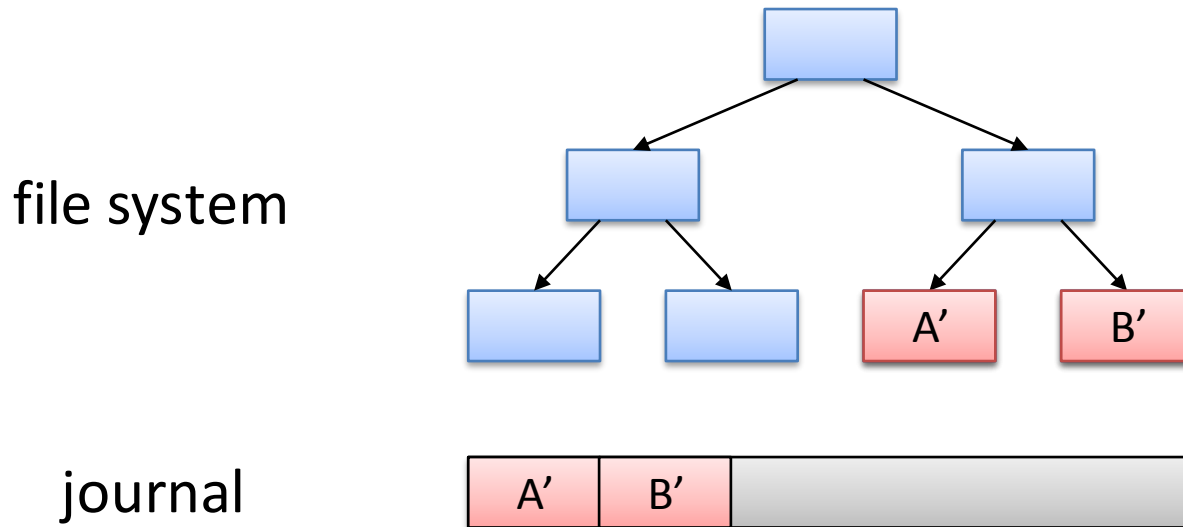
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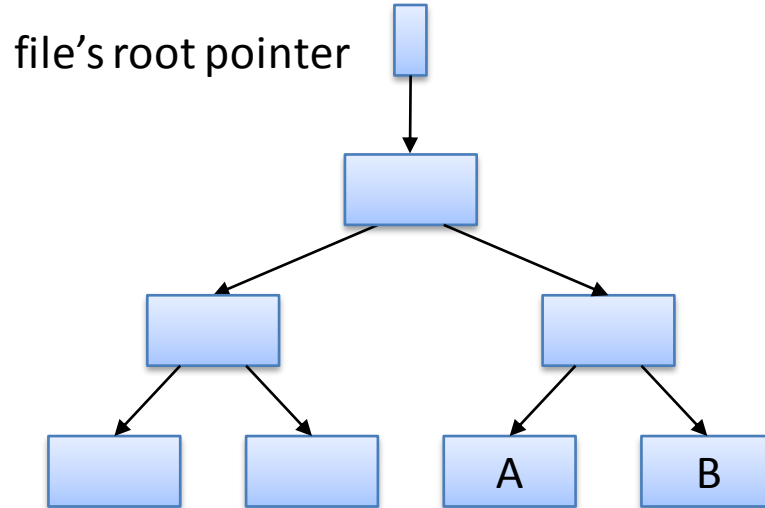
- Write to journal, then write to file system



- Reliable, but all data is written twice

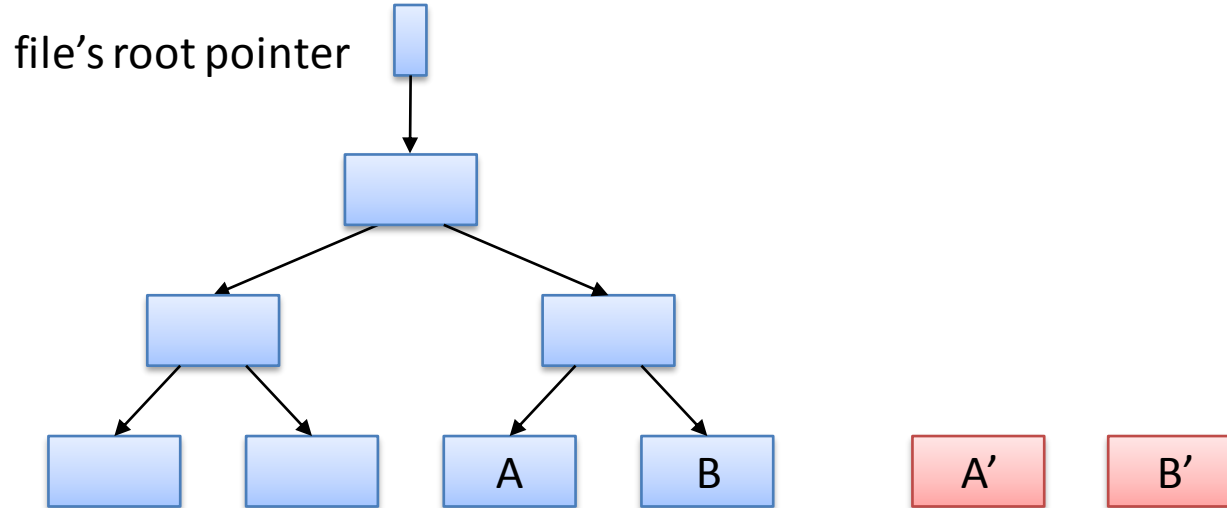
Review 2: Shadow Paging

- Use copy-on-write up to root of file system



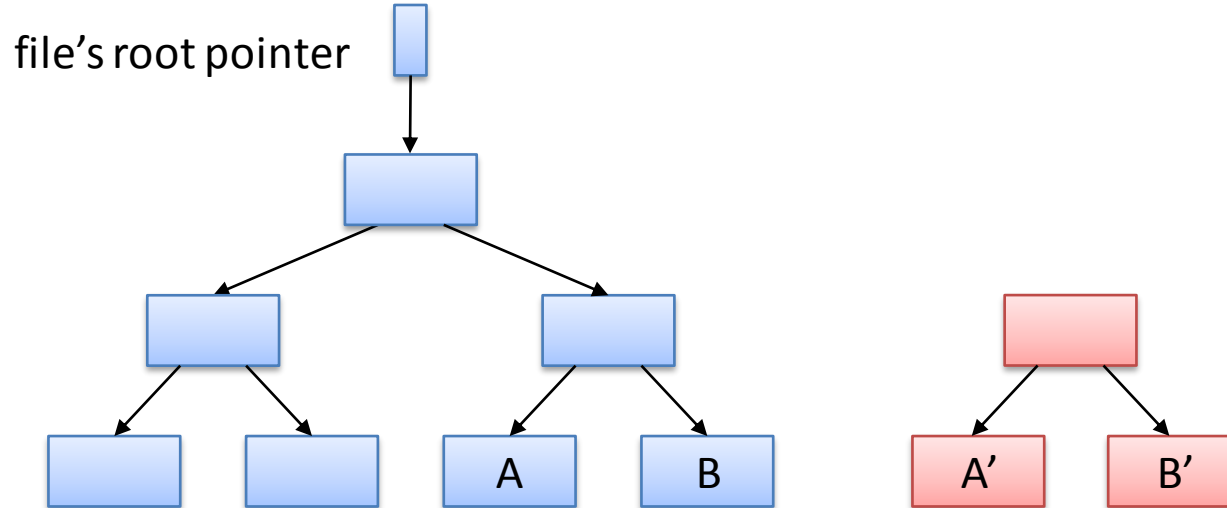
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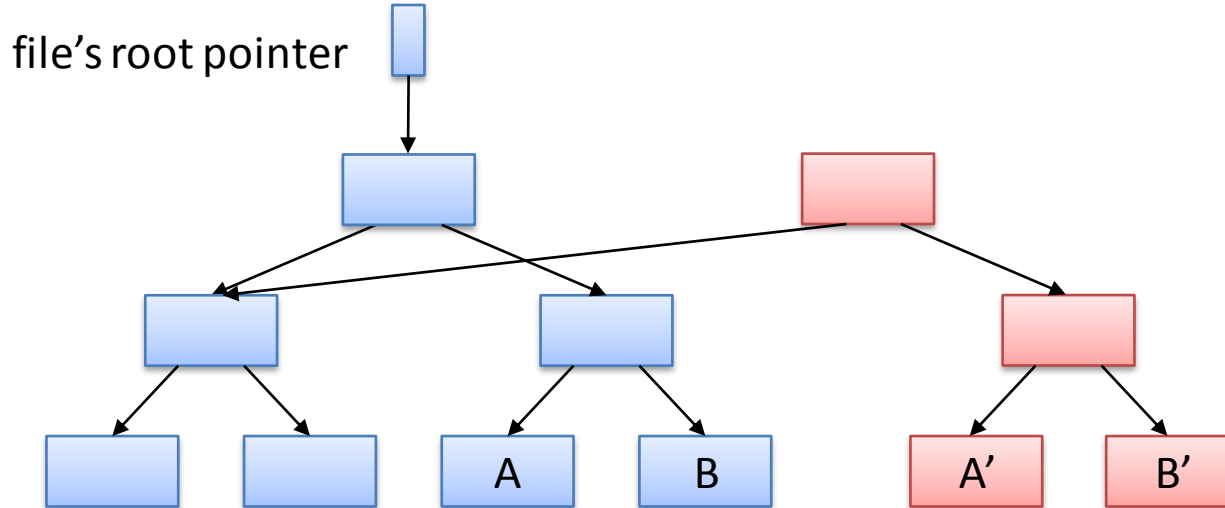
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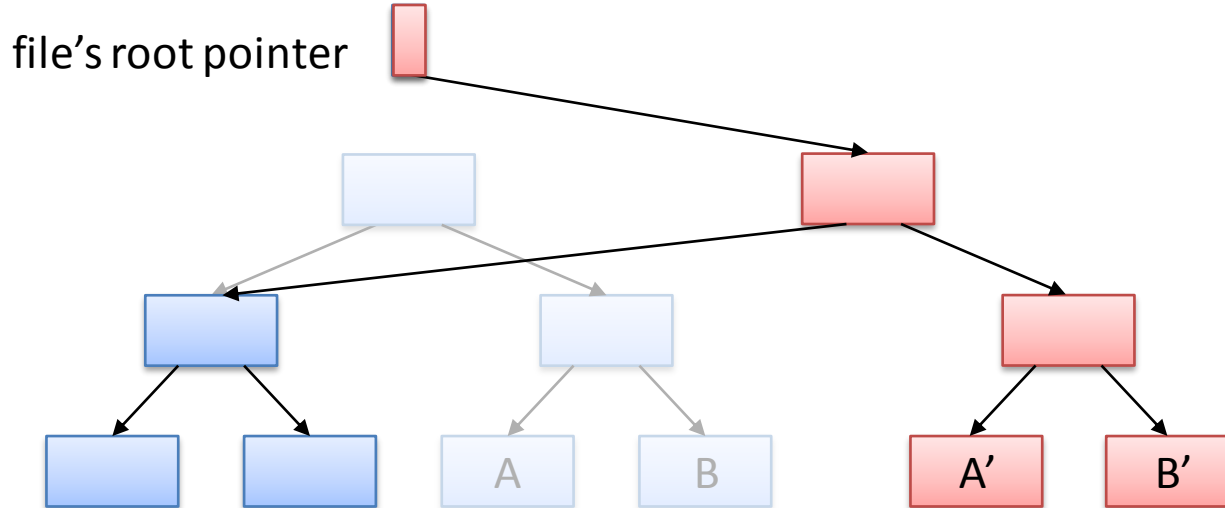
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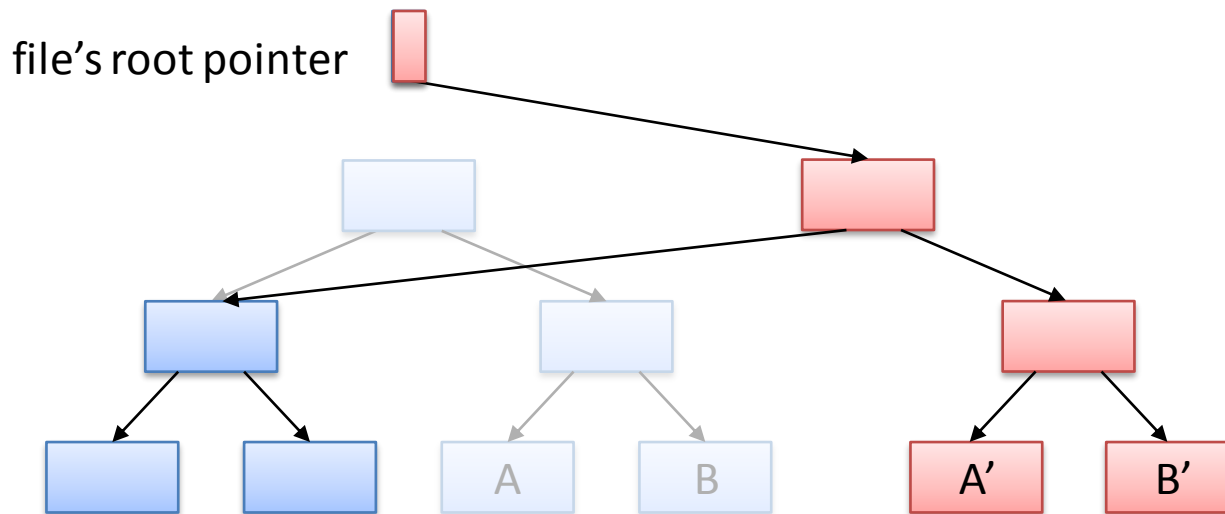
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Review 2: Shadow Paging

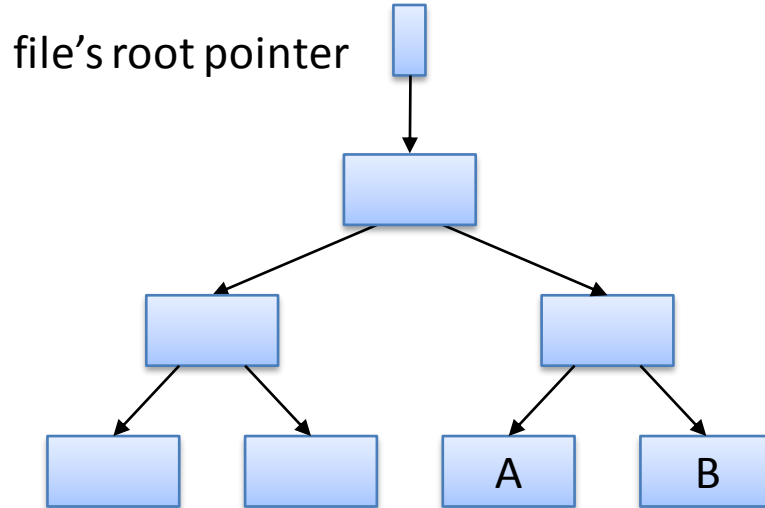
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- Any change requires bubbling to the FS root
- Small writes require large copying overhead

Short-Circuit Shadow Paging

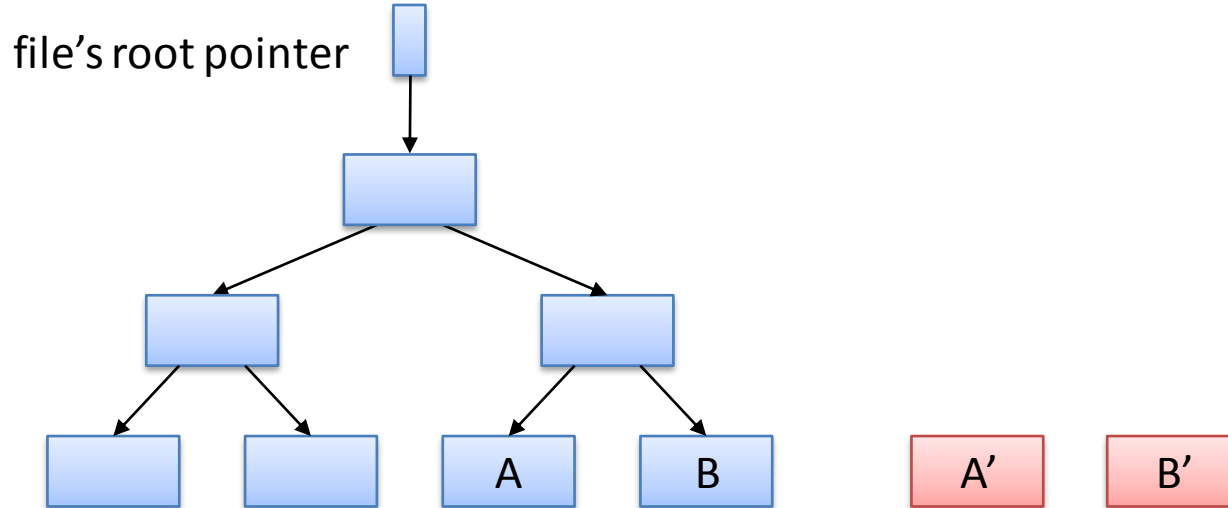
- Inspired by shadow paging
 - Optimization: In-place update when possible



- Uses byte-addressability and atomic 64b writes

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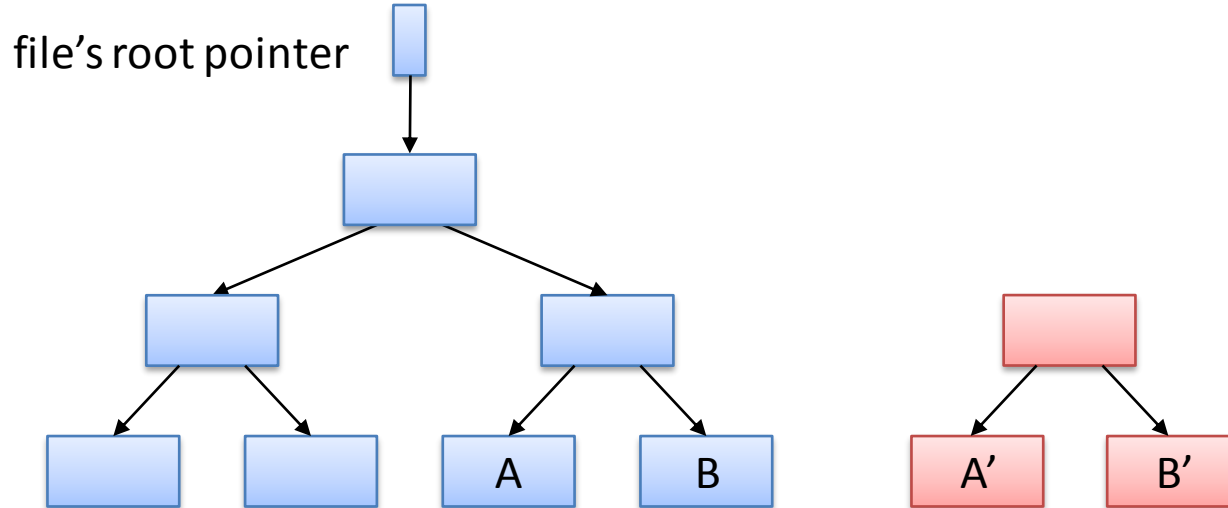
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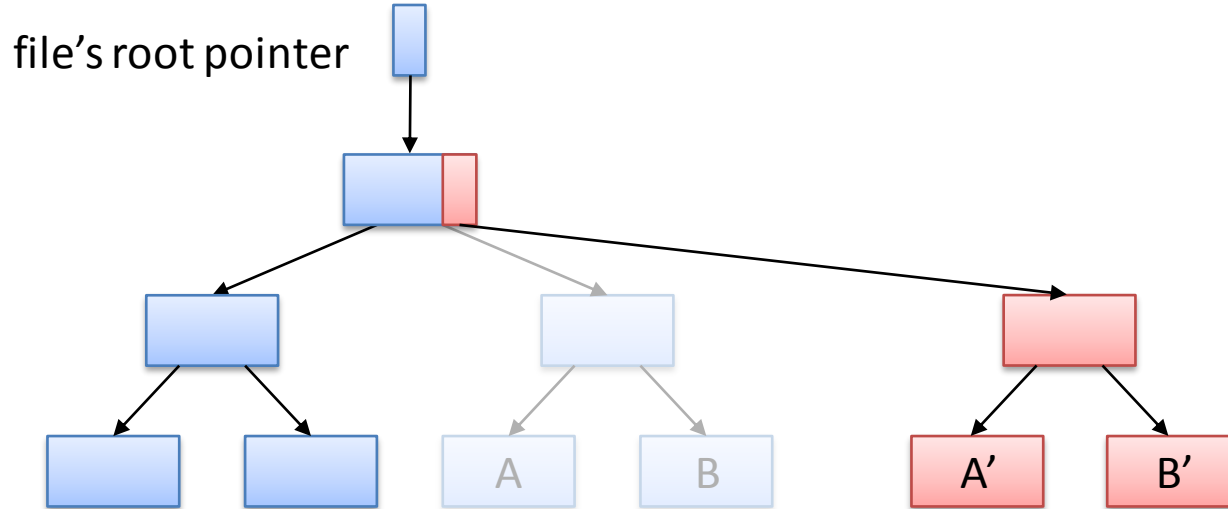
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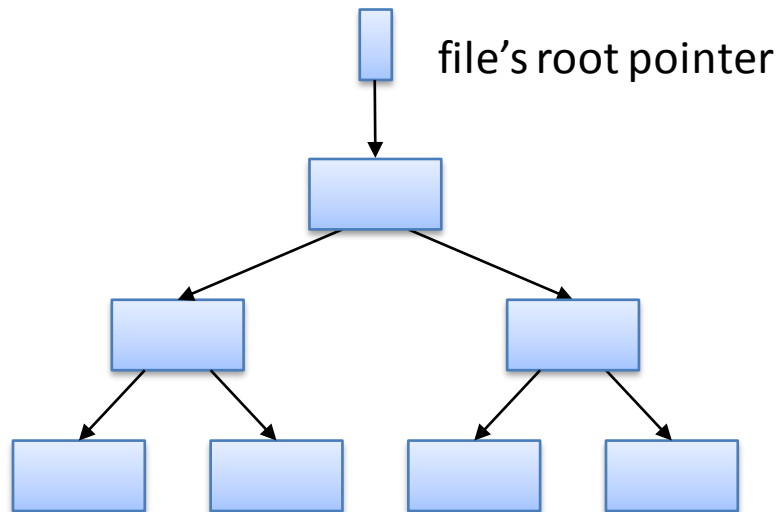
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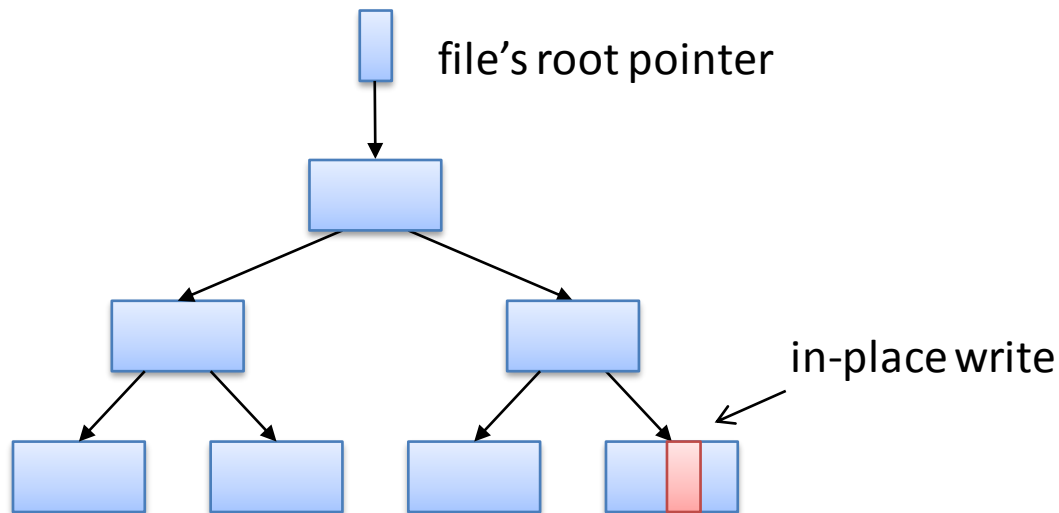
Opt. 1: In-Place Writes

- Aligned 64-bit writes are performed in place
 - Data and metadata



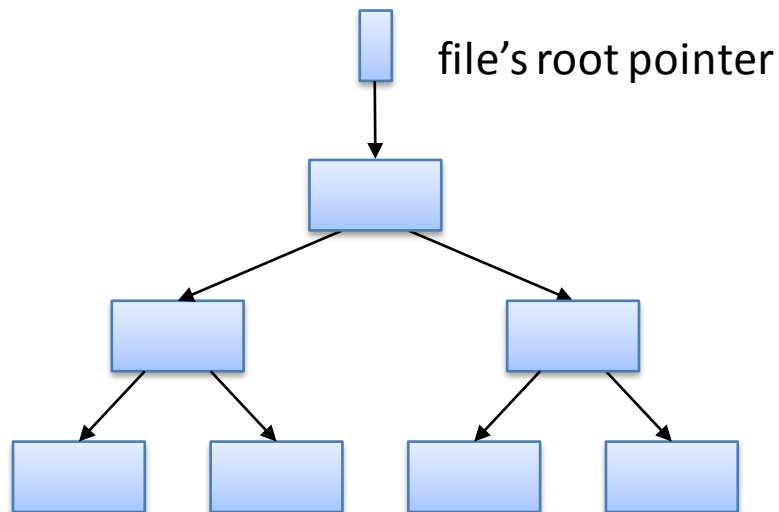
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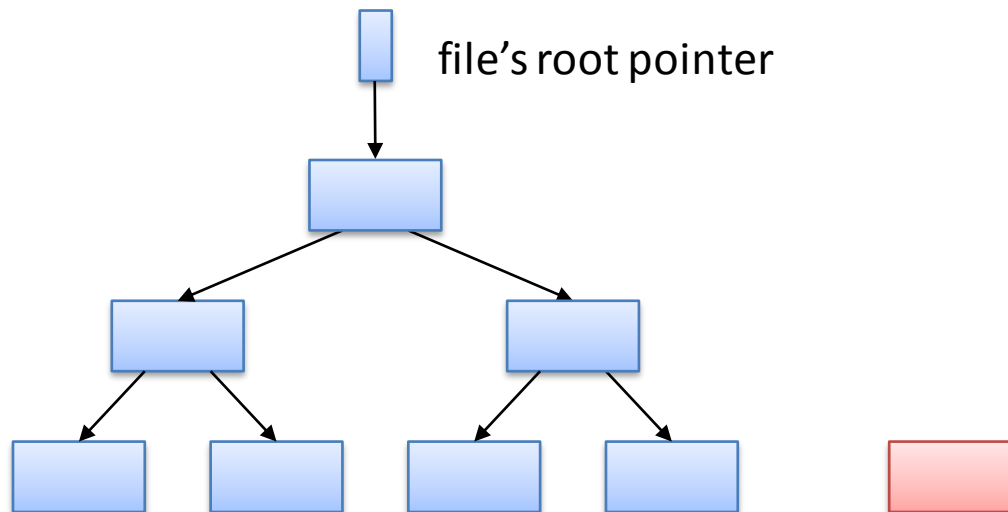
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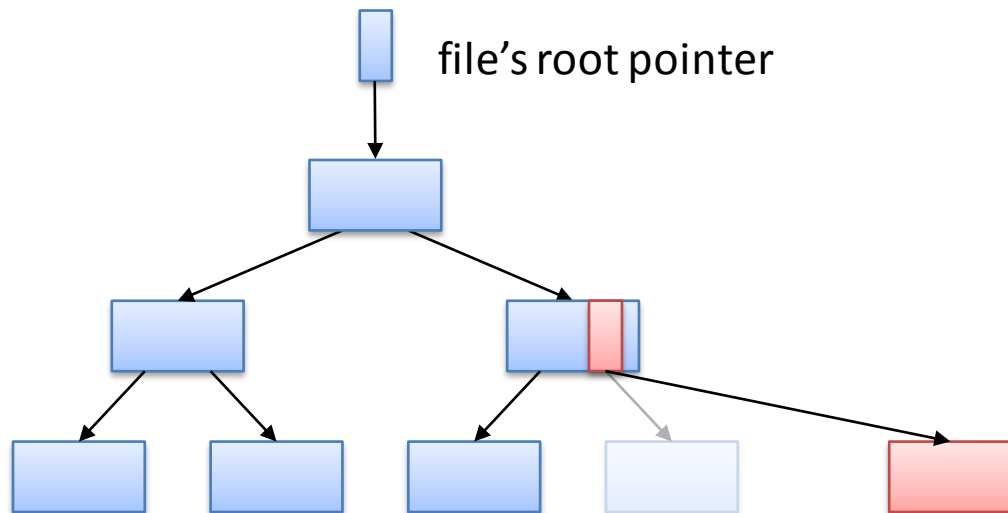
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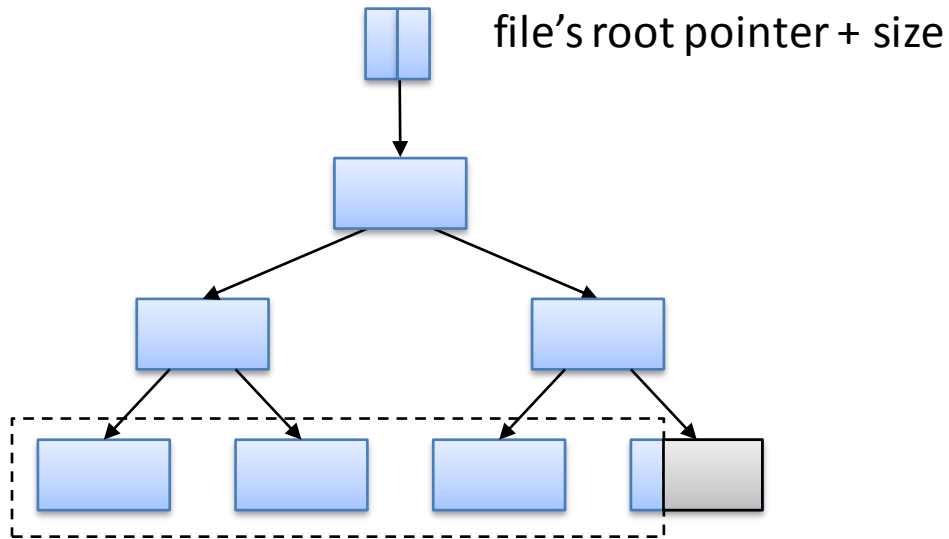
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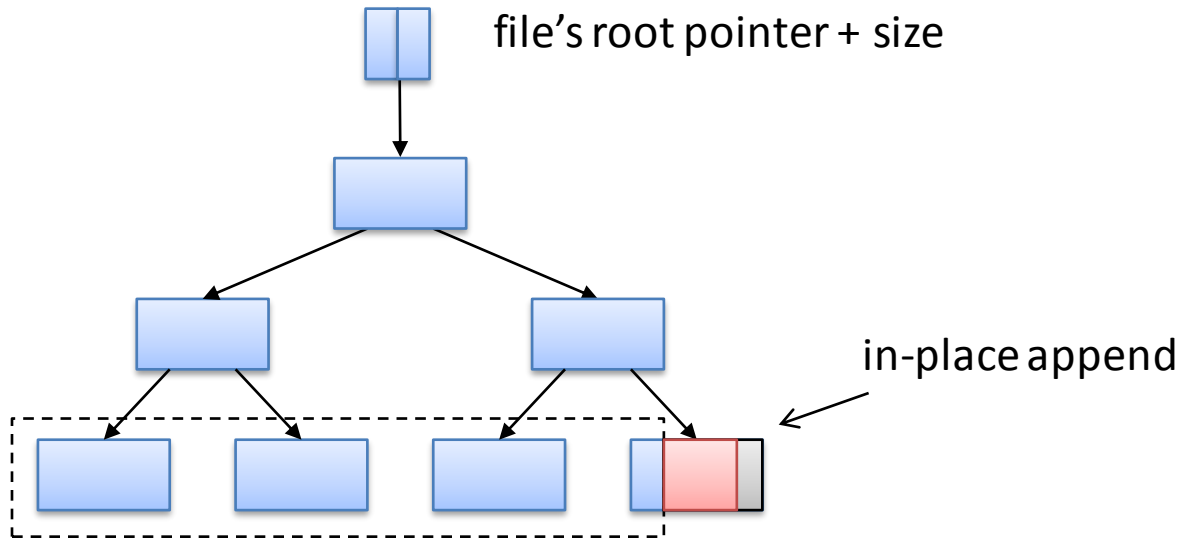
Opt. 2: Exploit Data-Metadata Invariants

- Appends committed by updating file size



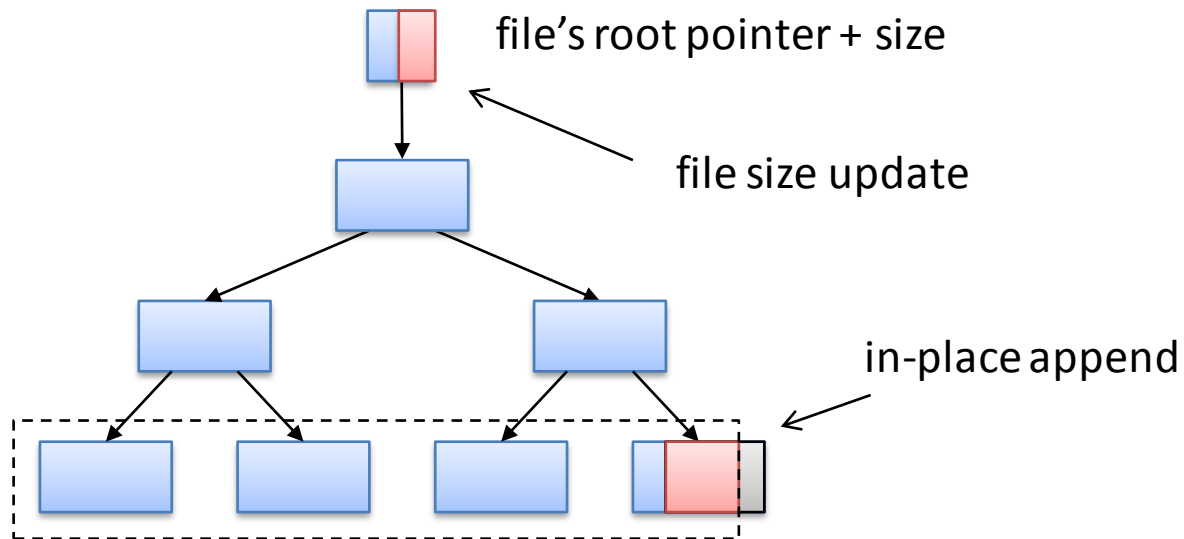
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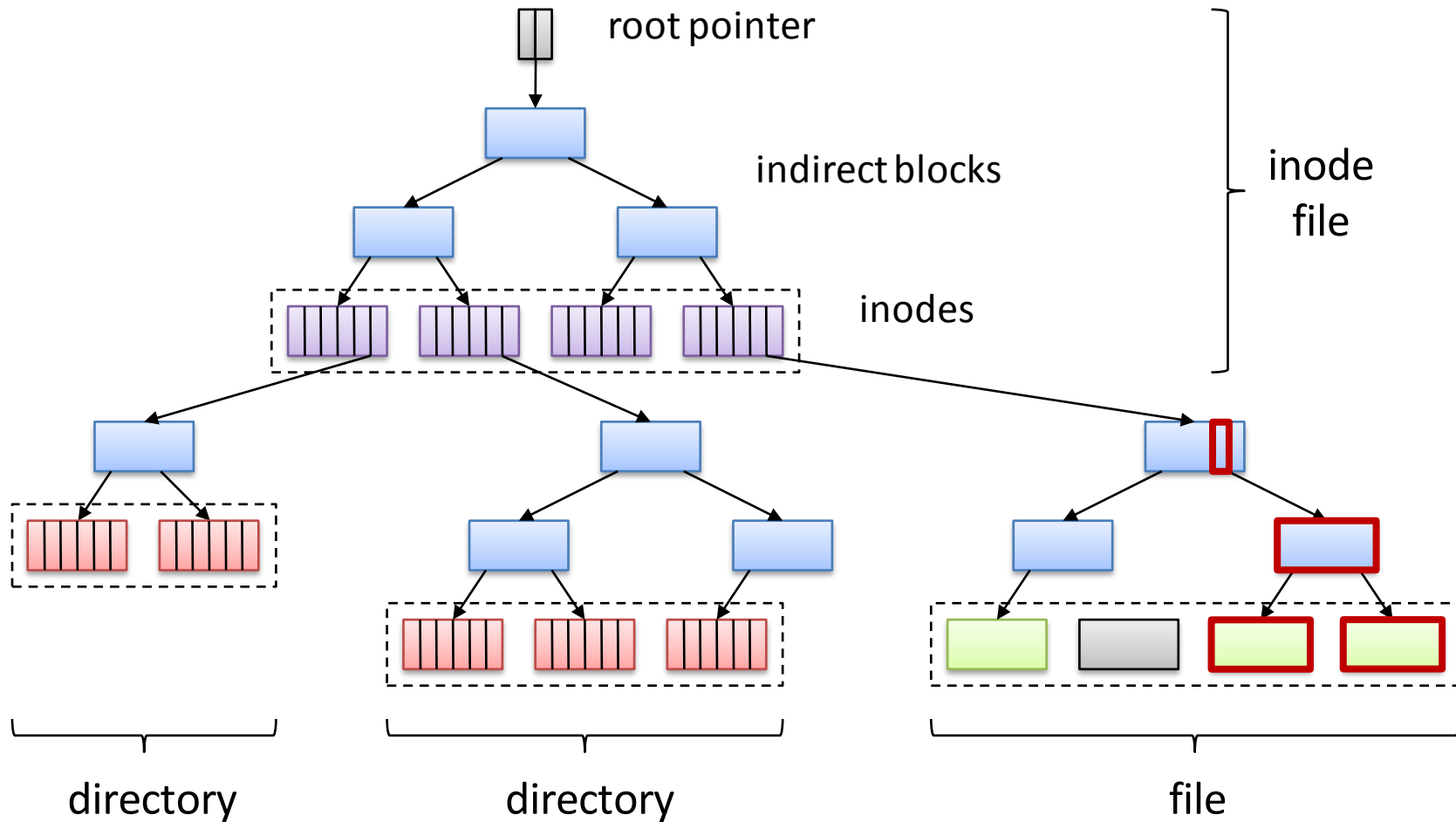


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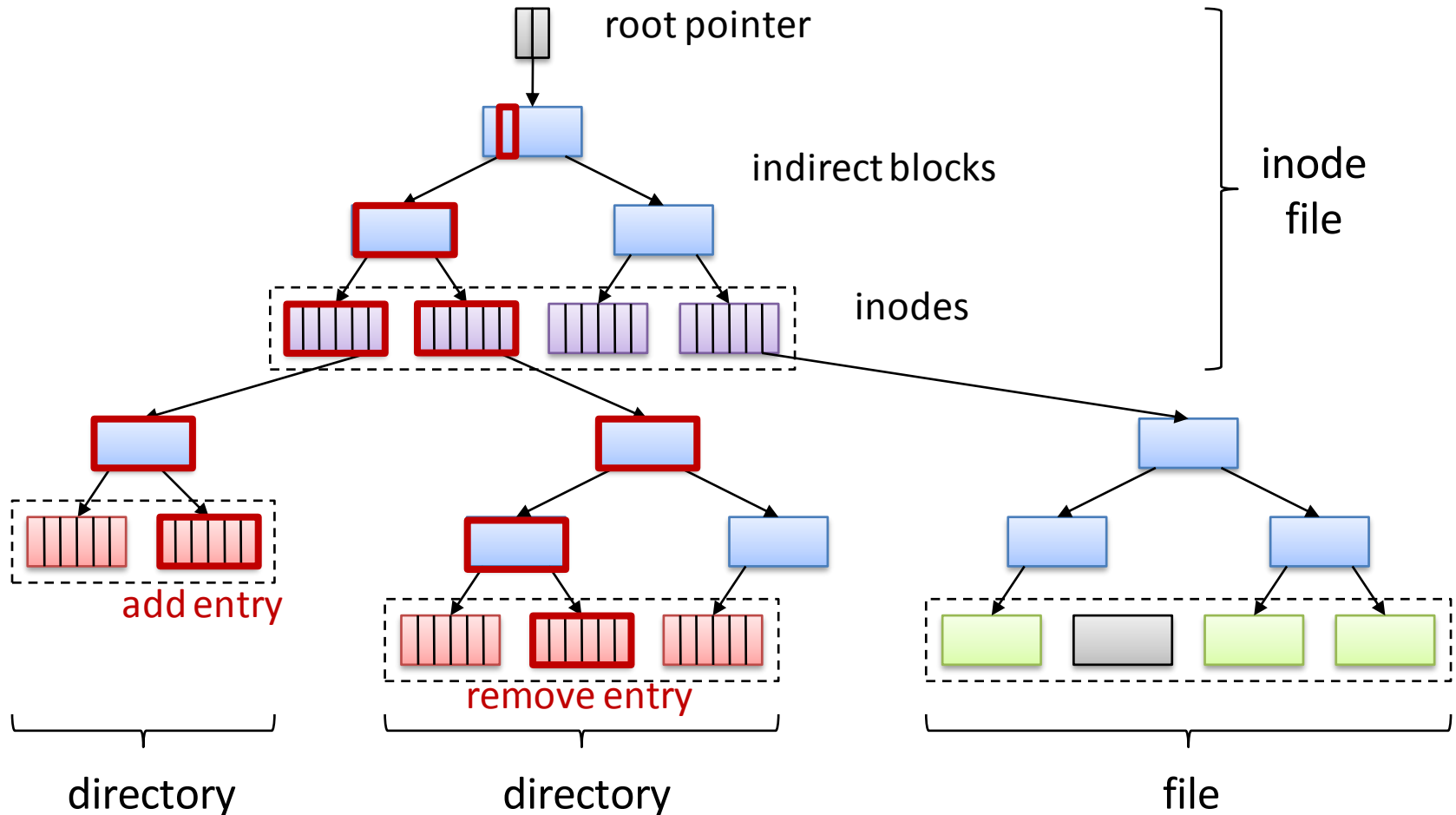
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BPFS Example

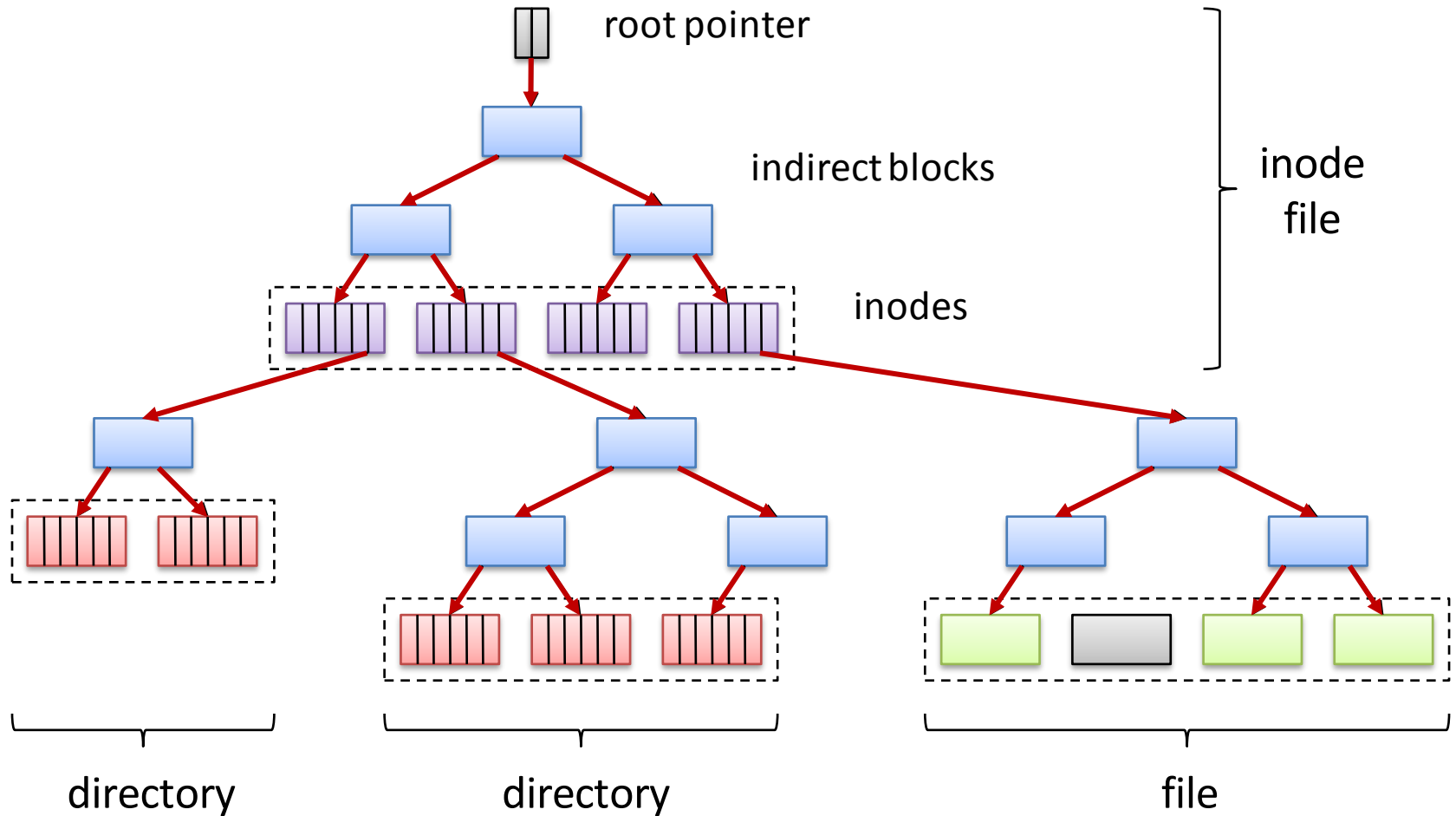


BPFS Example



- Cross-directory rename bubbles to common ancestor

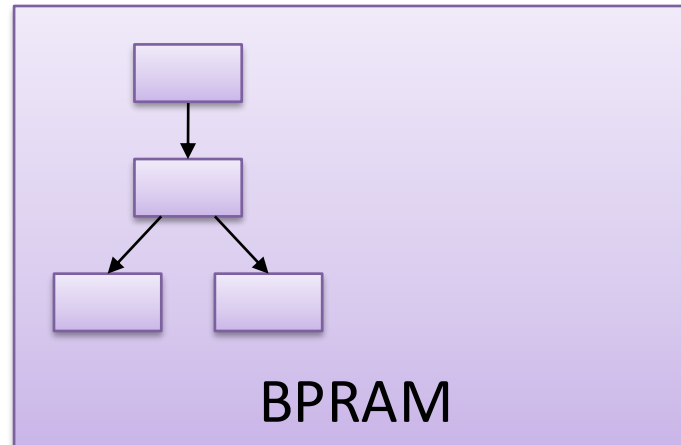
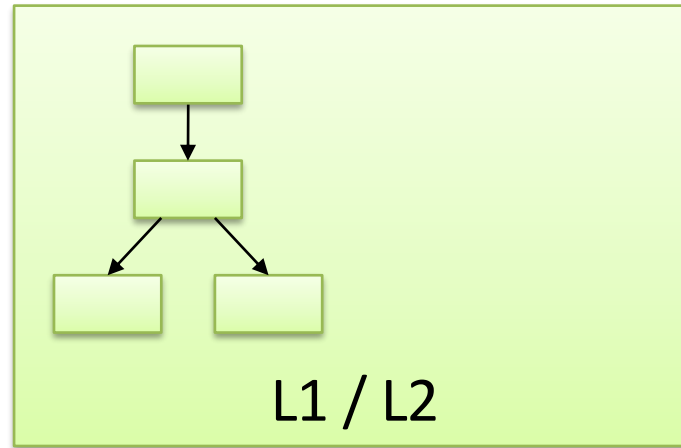
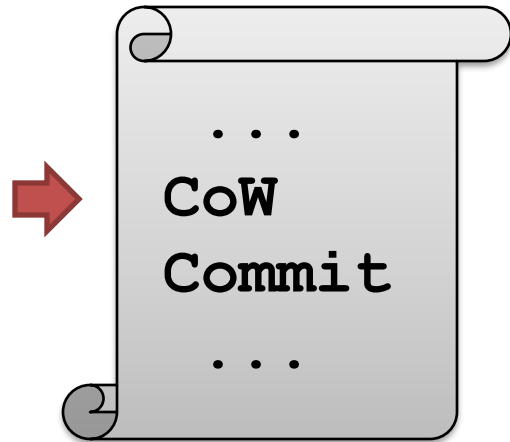
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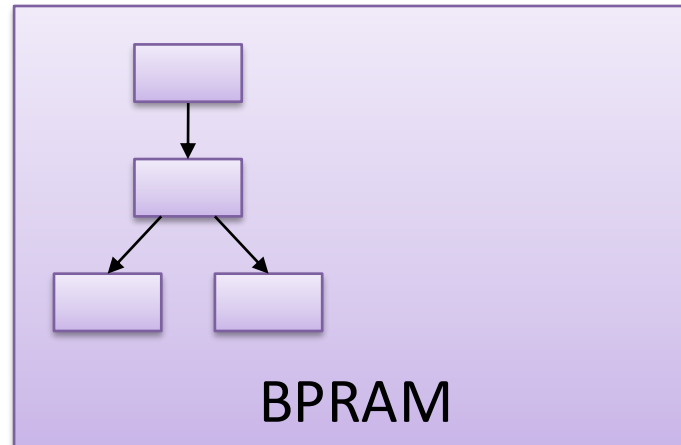
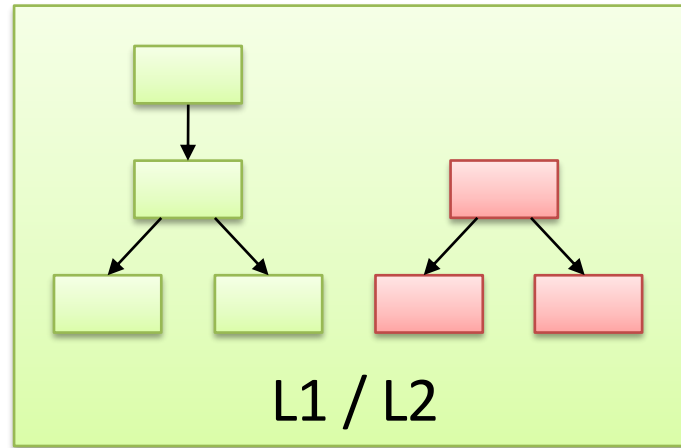
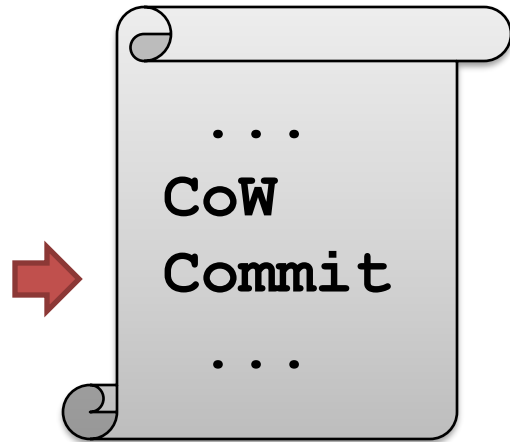
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- **Hardware Support**
- Evaluation
- Conclusion

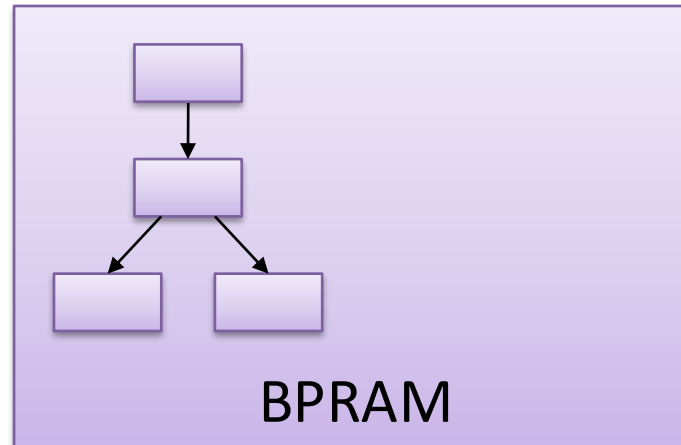
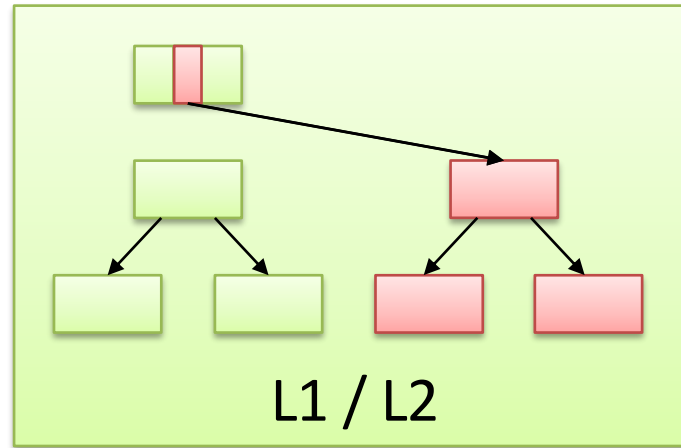
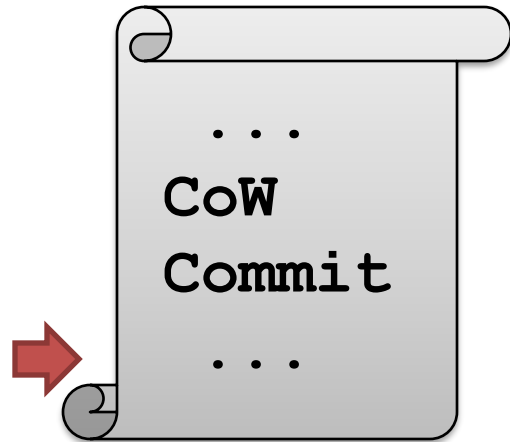
Problem 1: Ordering



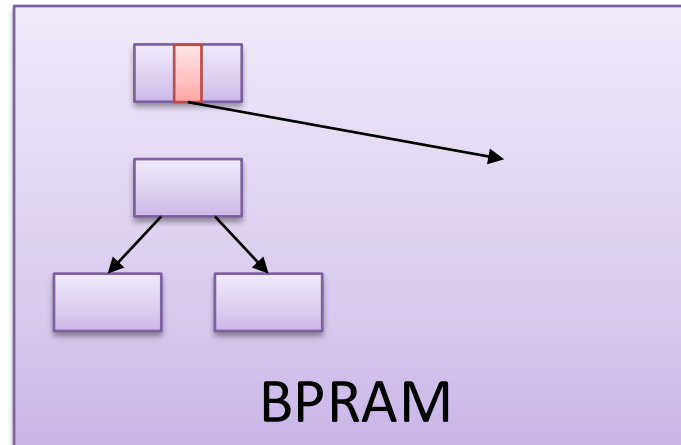
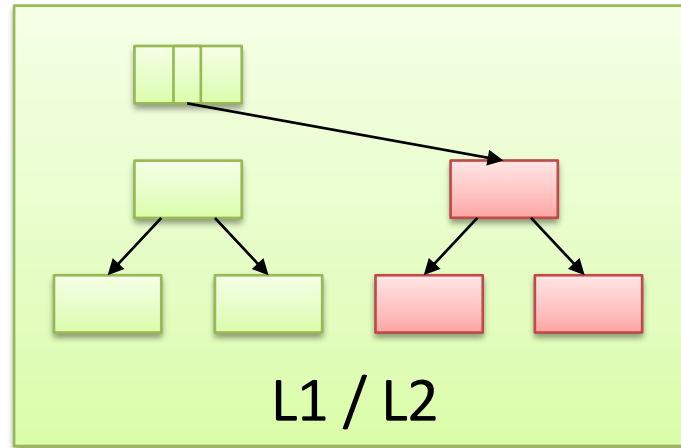
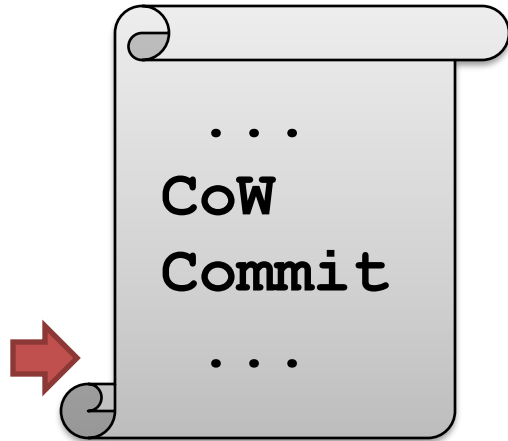
Problem 1: Ordering



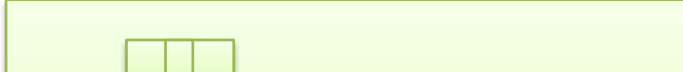
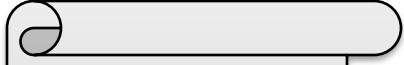
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Problem 1: Ordering



Problem 1: Ordering

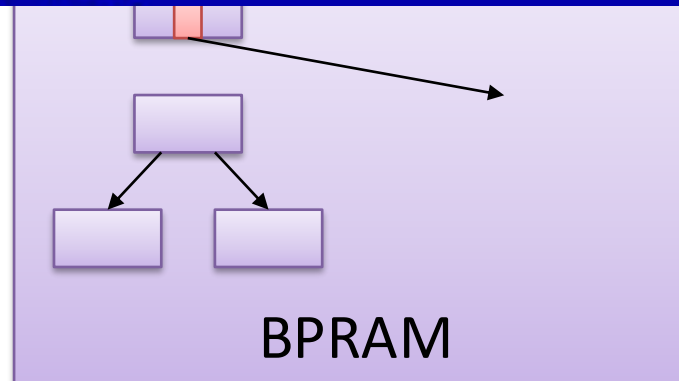


A problem has been detected and windows has been shut down to prevent damage to your computer.

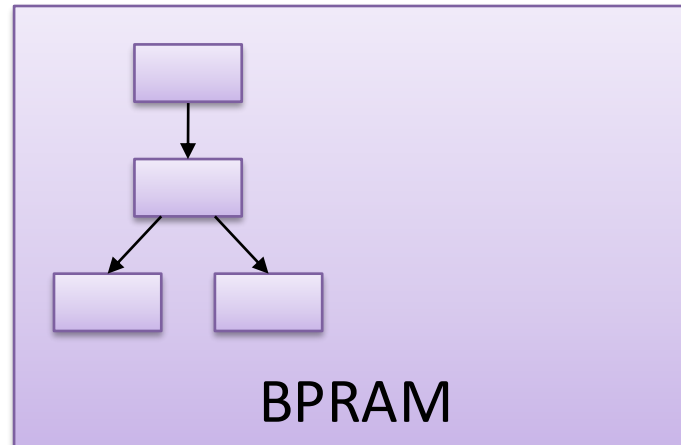
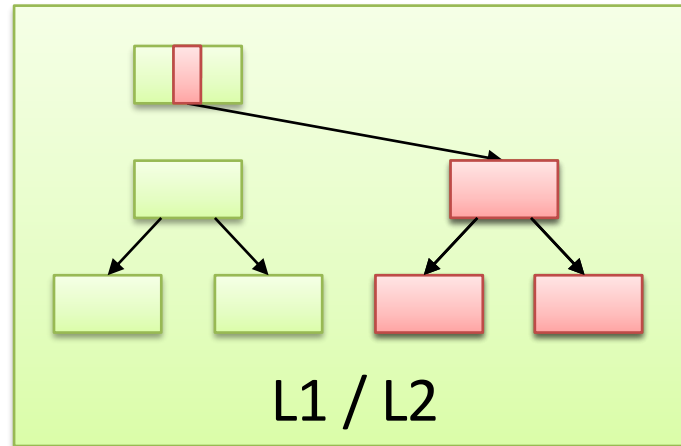
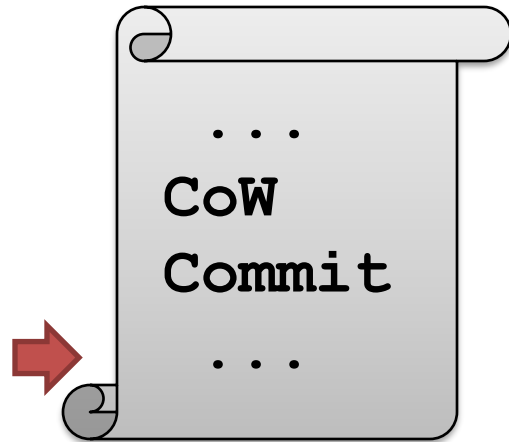
DRIVER_IRQL_NOT_LESS_OR_EQUAL

If this is the first time you've seen this Stop error screen, restart your computer, If this screen appears again, follow these steps:

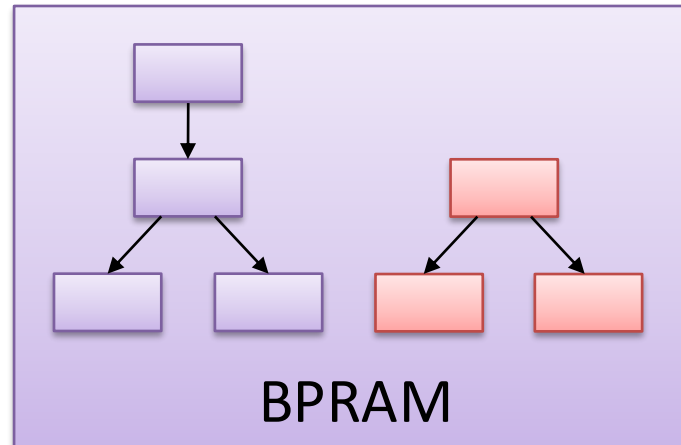
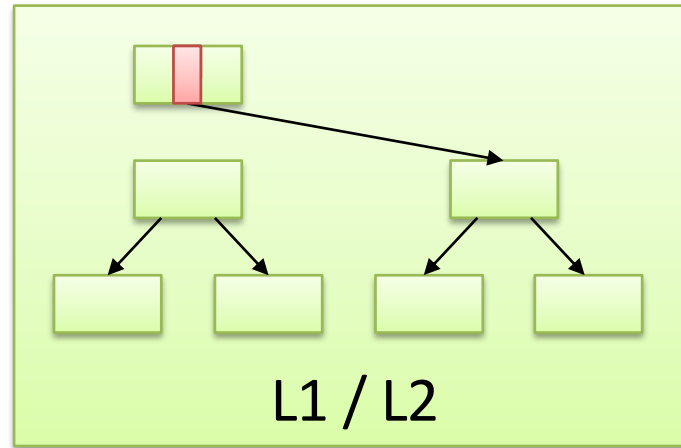
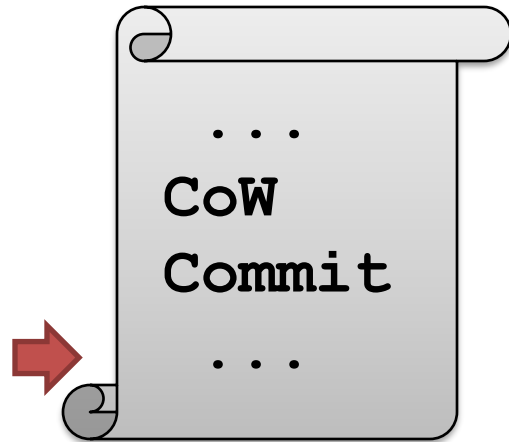
Check to make sure any new hardware or software is properly installed. If this is a new installation, ask your hardware or software manufacturer for any windows updates you might need.



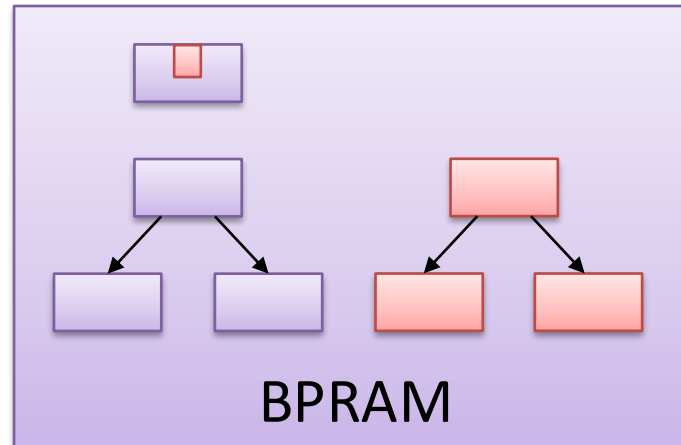
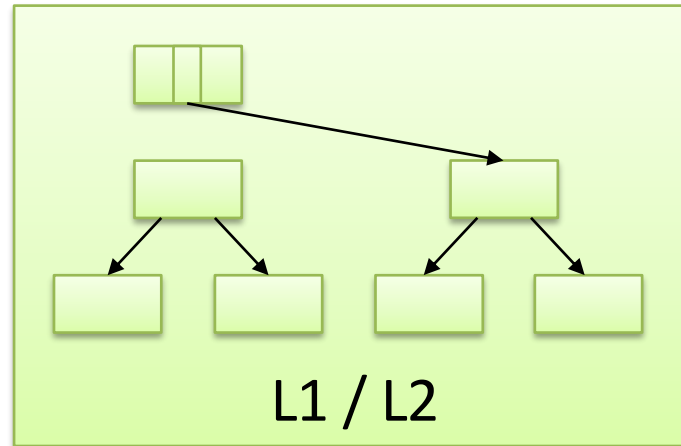
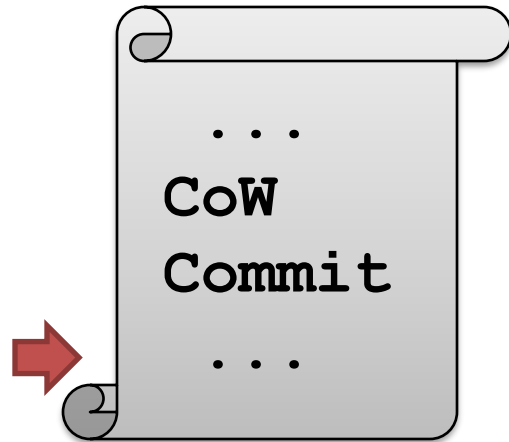
Problem 2: Atomicity



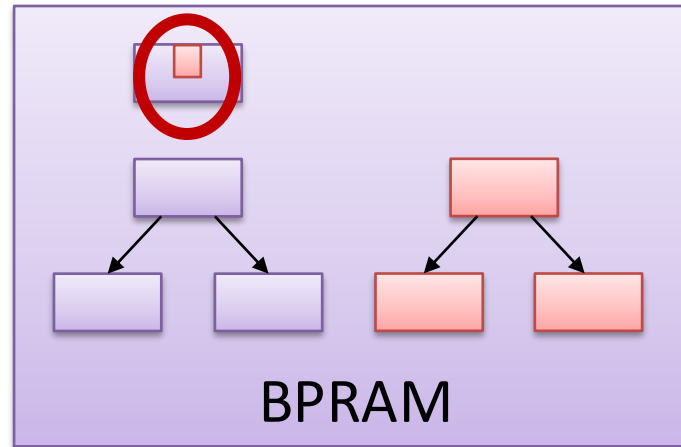
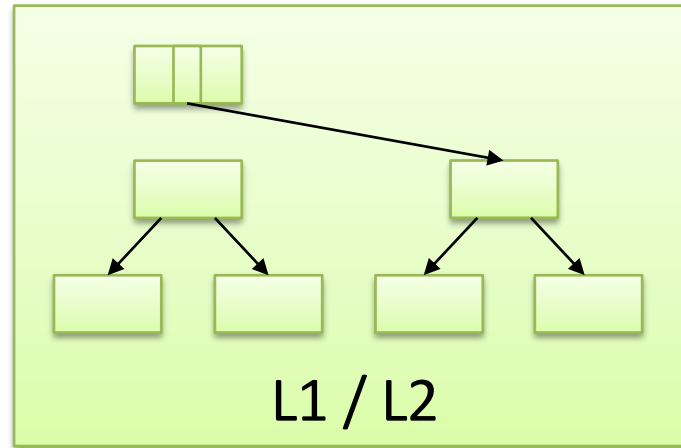
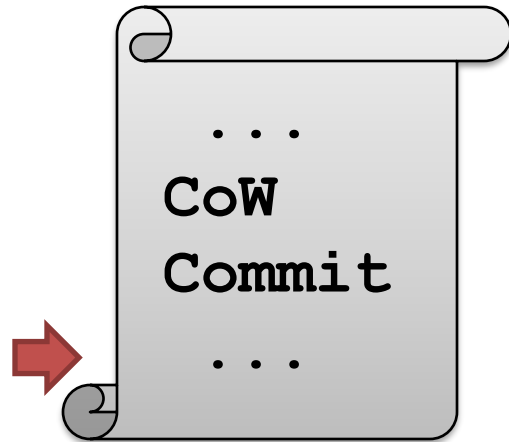
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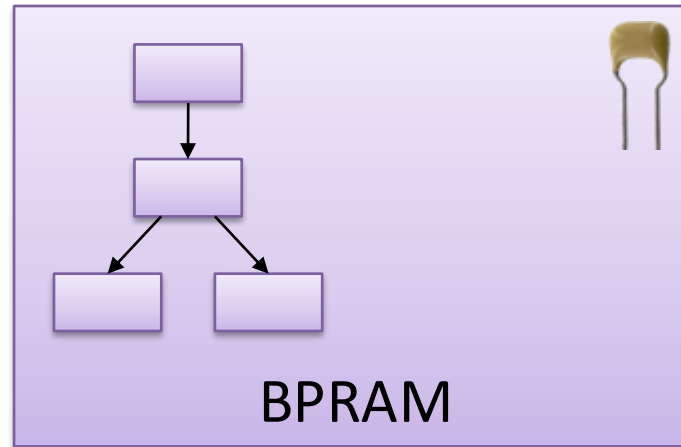
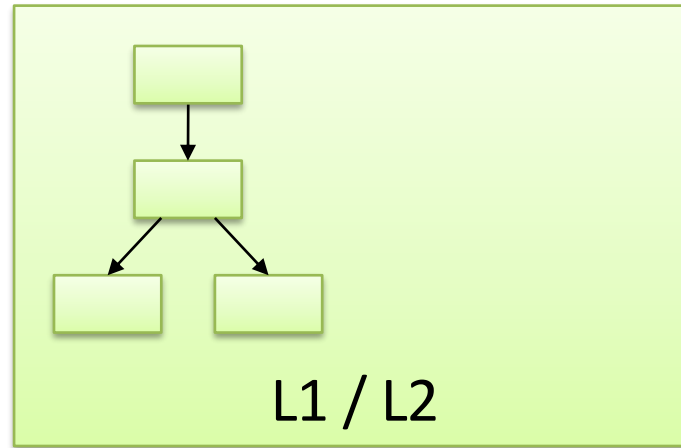
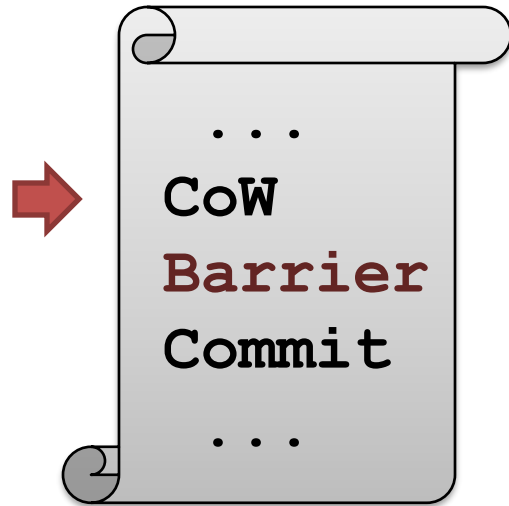
Problem 2: Atomicity



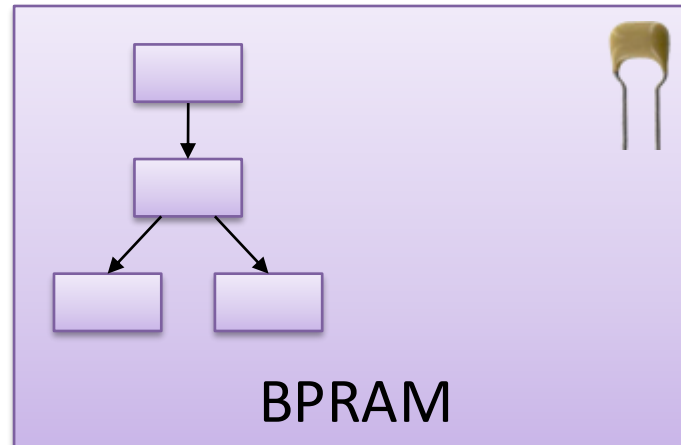
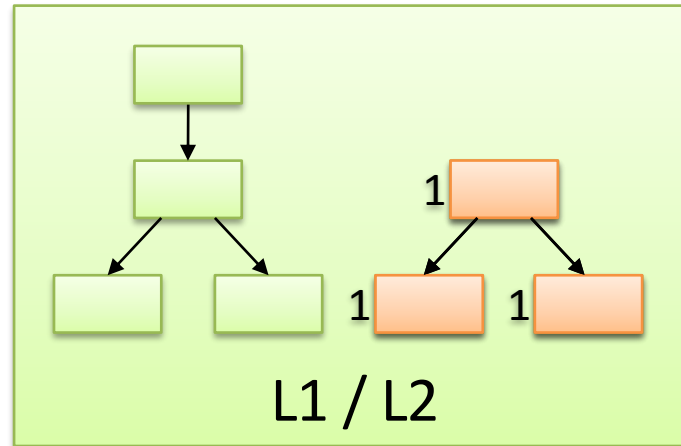
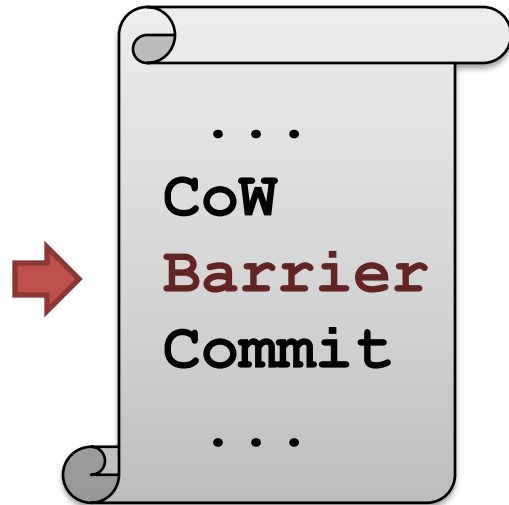
Enforcing Ordering and Atomicity

- **Ordering**
 - Solution: **Epoch barriers** to declare constraints
 - Faster than write-through
 - Important hardware primitive (cf. SCSI TCQ)
- **Atomicity**
 - Solution: **Capacitor** on DIMM
 - Simple and cheap!

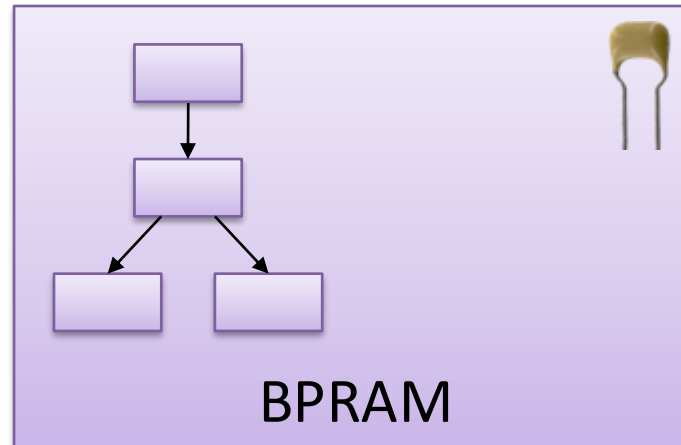
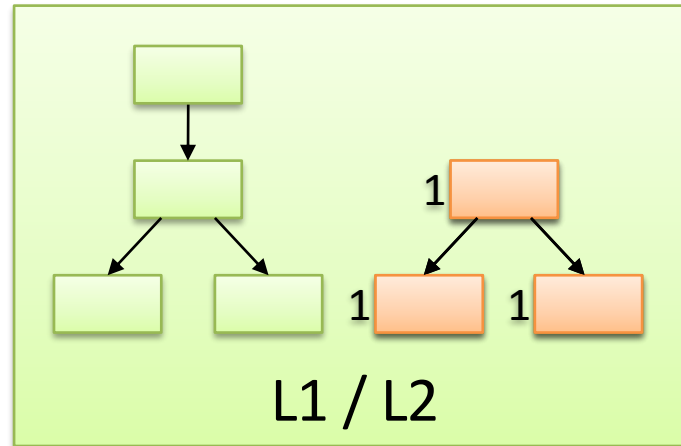
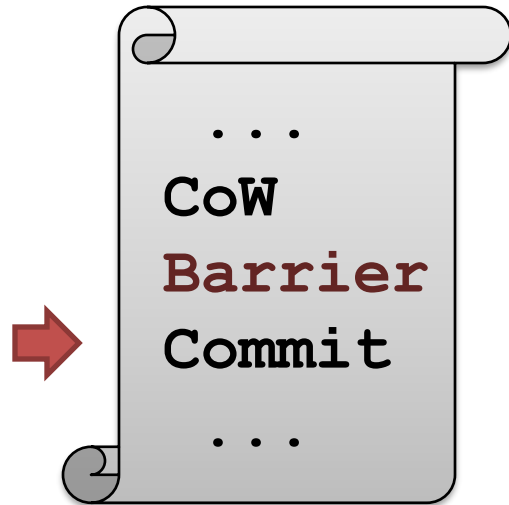
Ordering and Atomicity



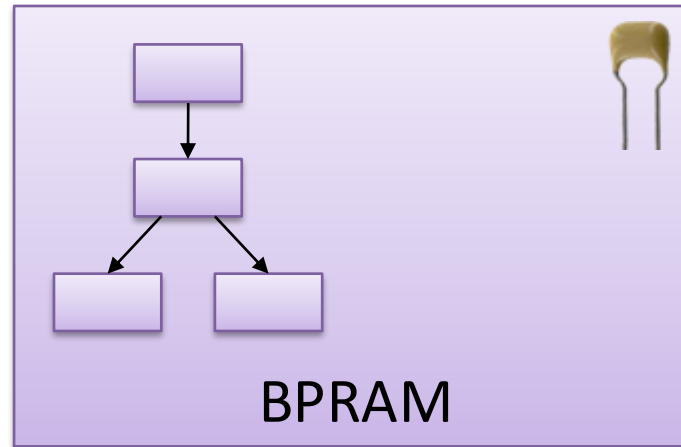
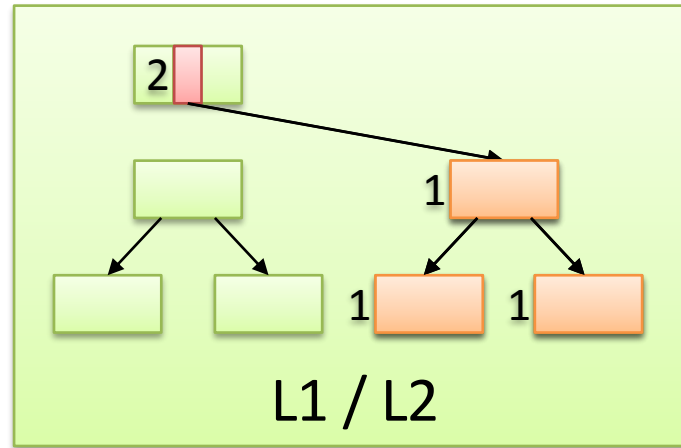
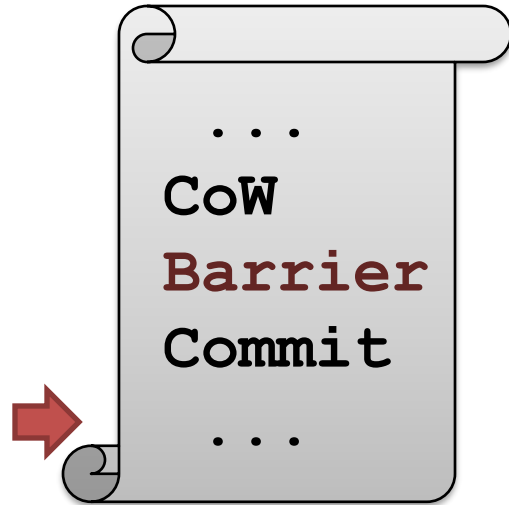
Ordering and Atomicity



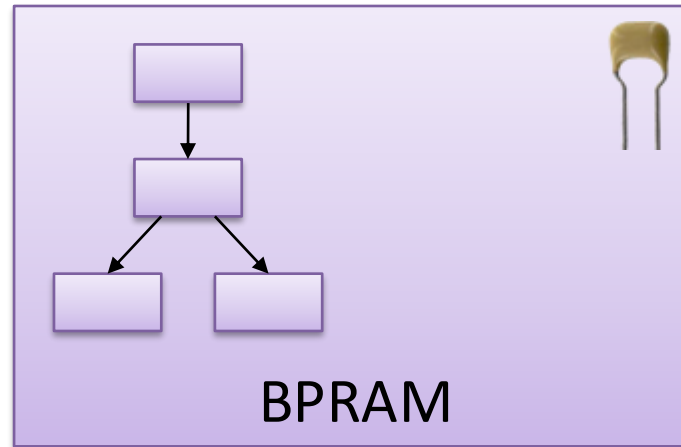
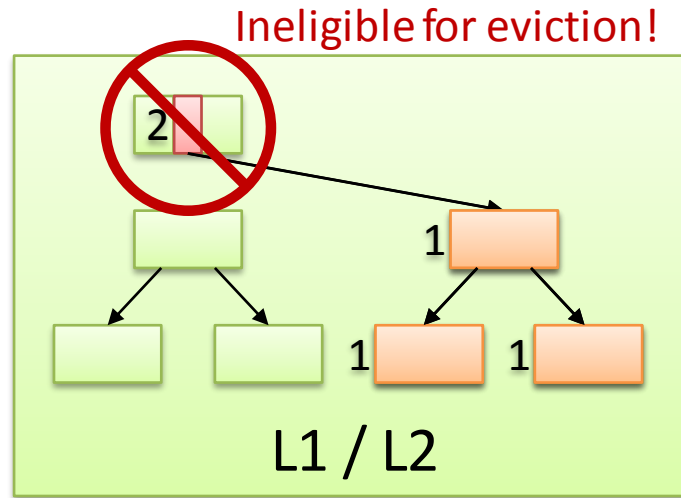
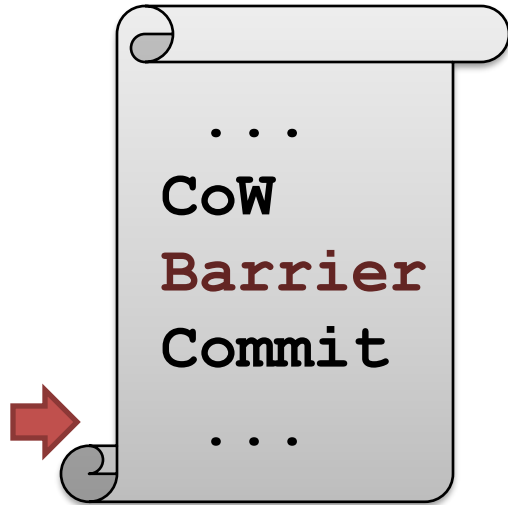
Ordering and Atomicity



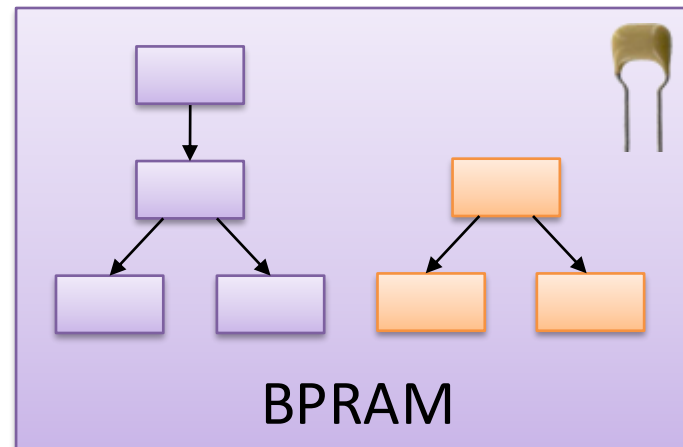
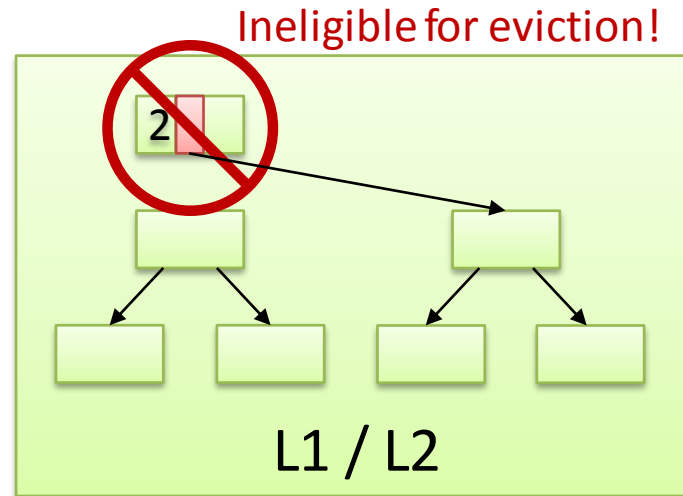
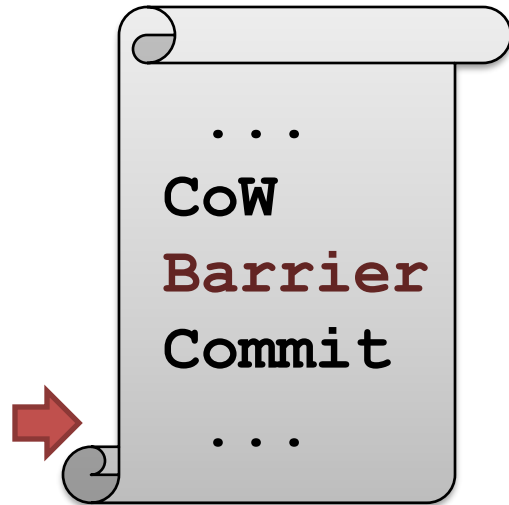
Ordering and Atomicity



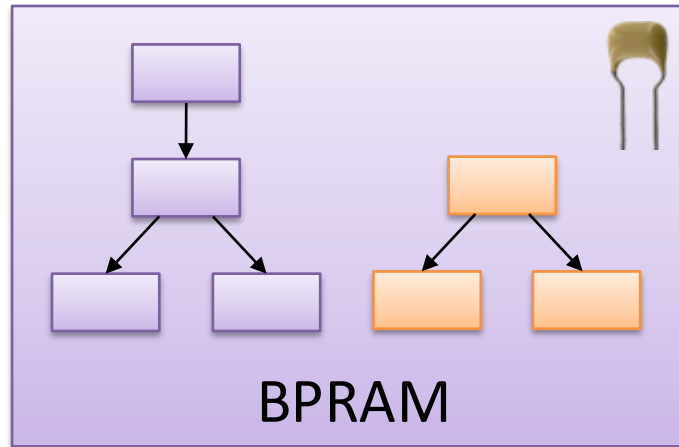
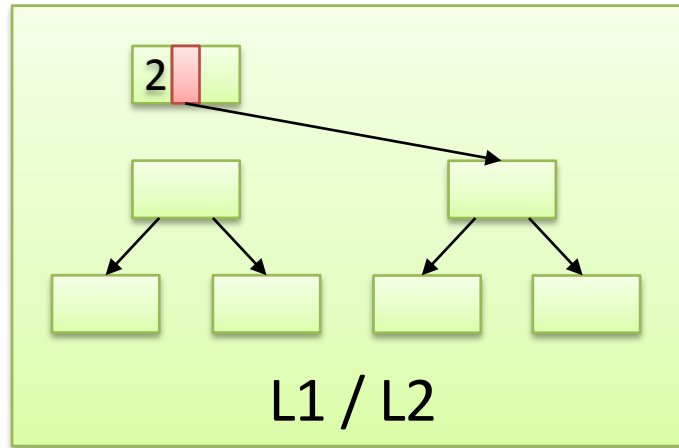
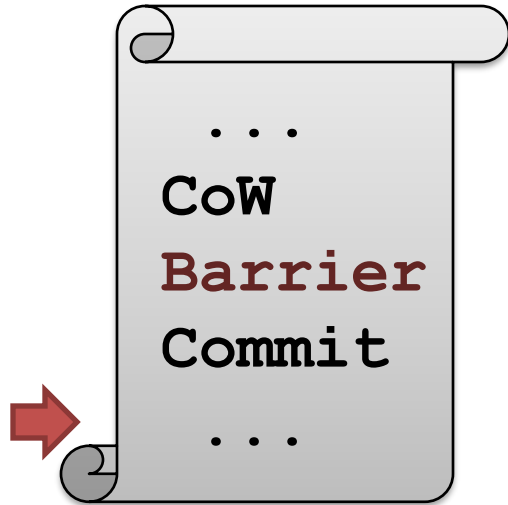
Ordering and Atomicity



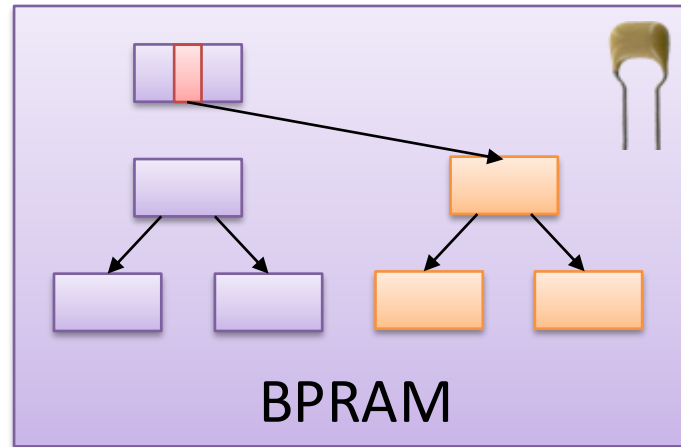
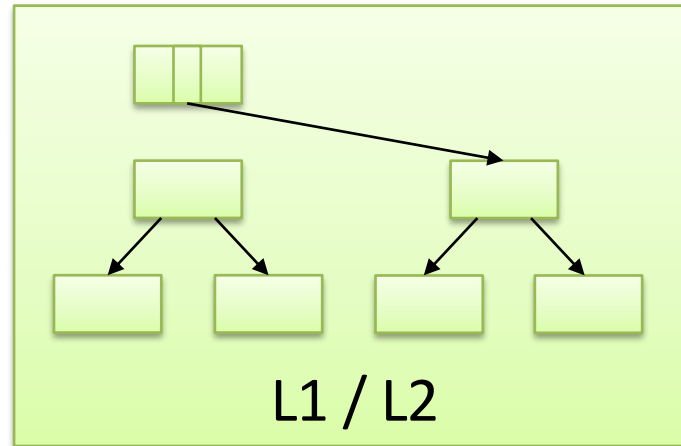
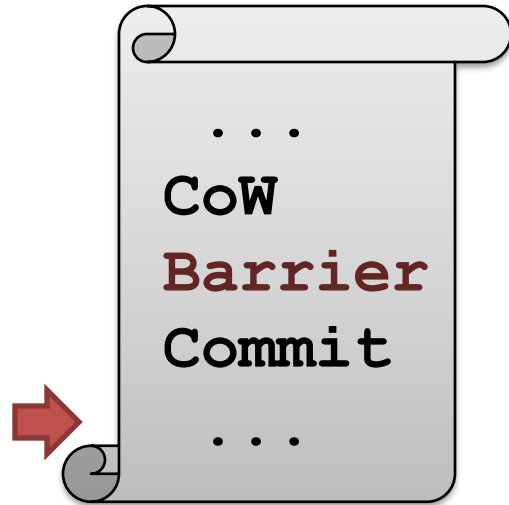
Ordering and Atomicity



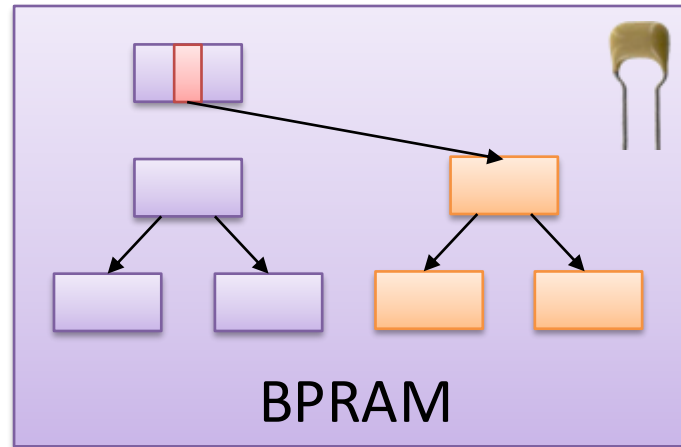
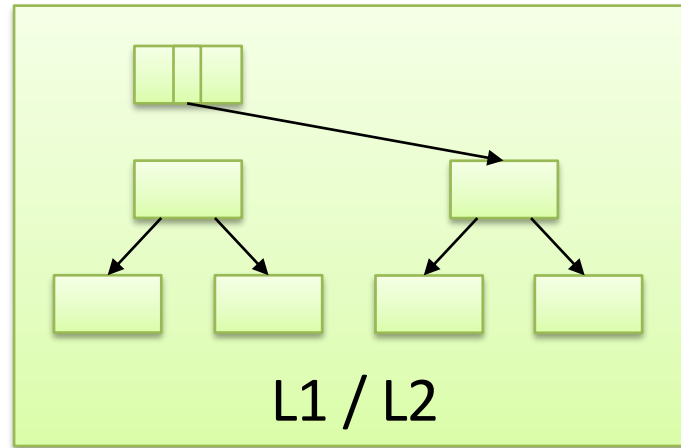
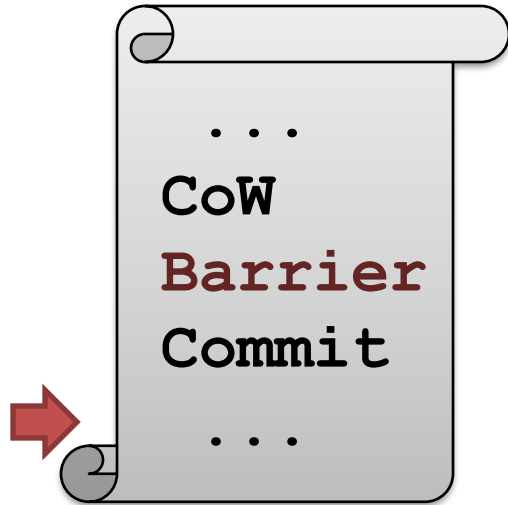
Ordering and Atomicity



Ordering and Atomicity



Ordering and Atomicity



MP works too
(see paper)

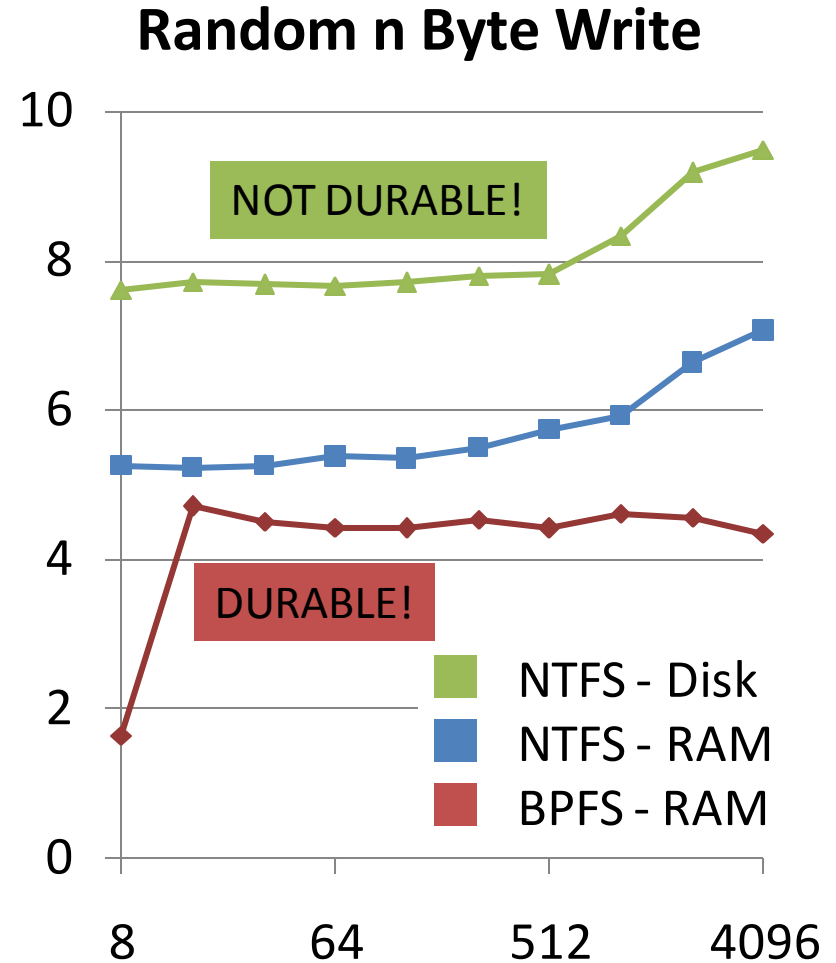
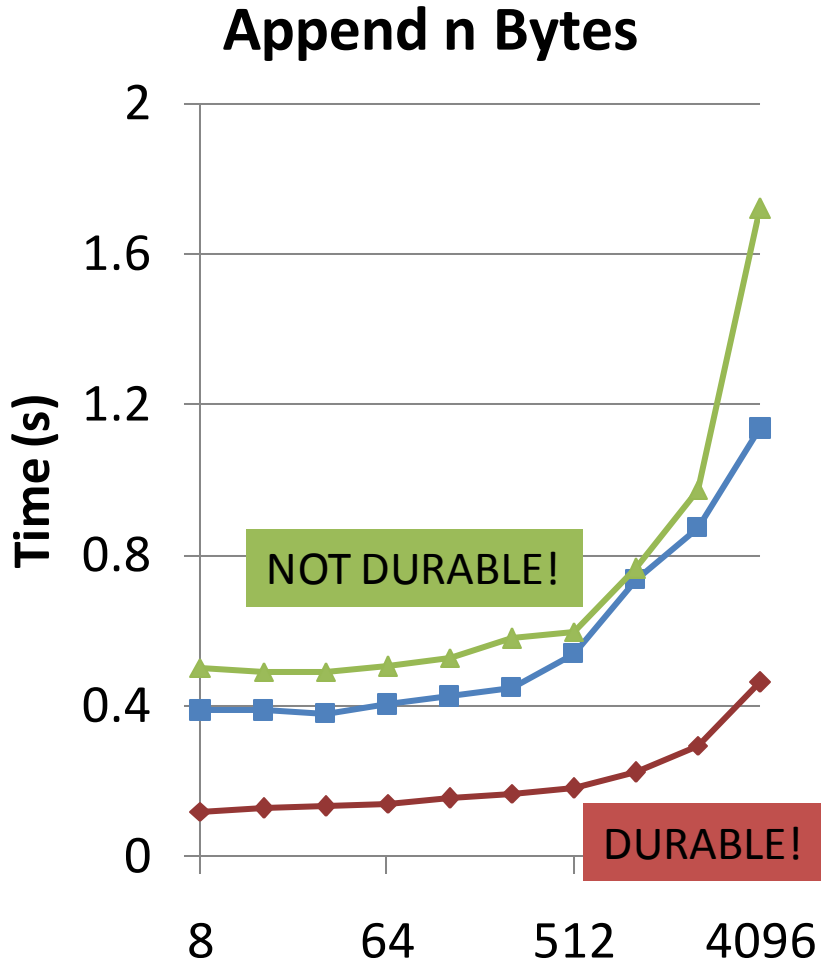
Outline

- Intro
- File System
- Hardware Support
- **Evaluation**
- Conclusion

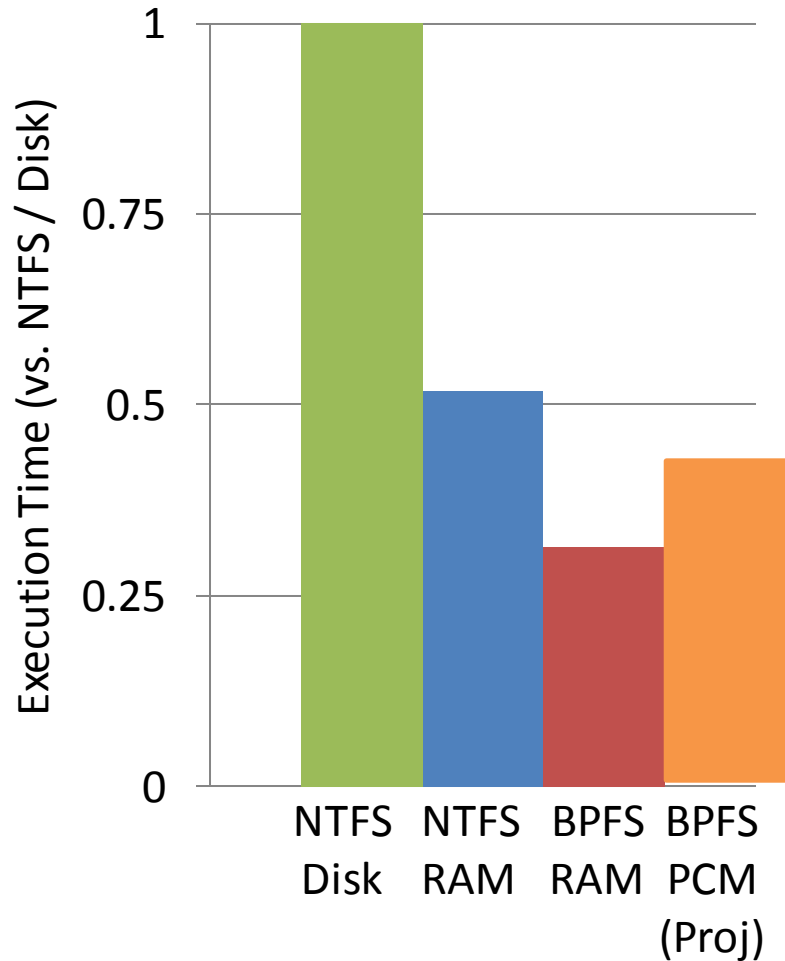
Methodology

- Built and evaluated BPFS in Windows
- Three parts:
 - Experimental: BPFS vs. NTFS on DRAM
 - Simulation: Epoch barrier evaluation
 - Analytical: BPFS on PCM

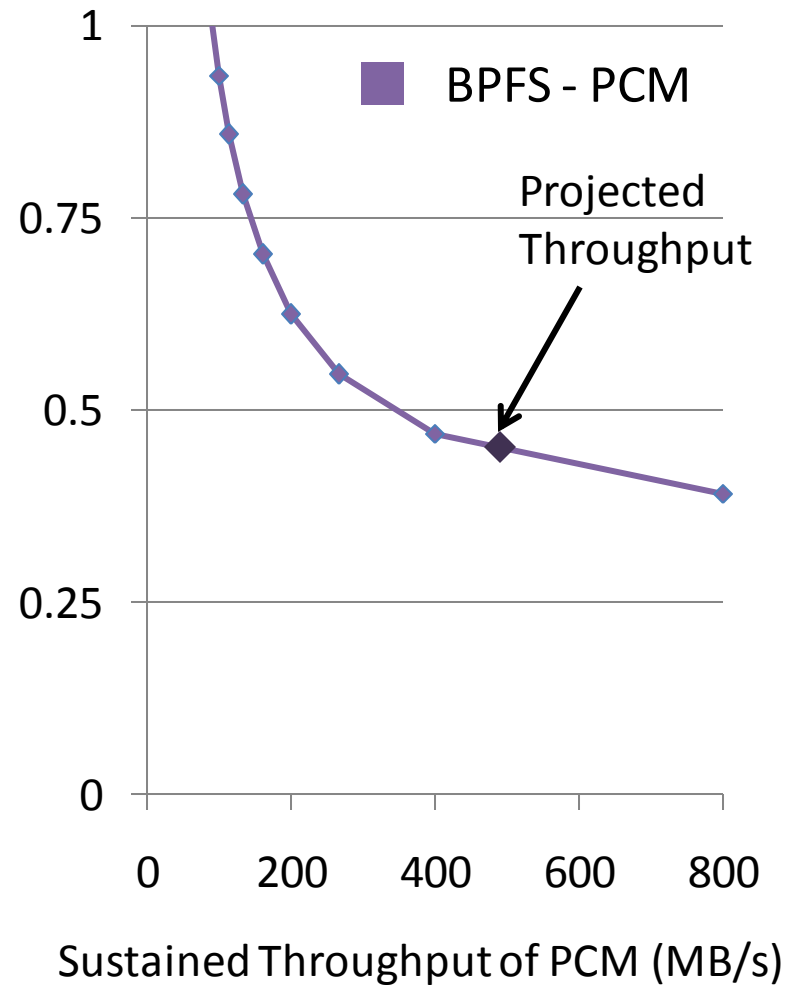
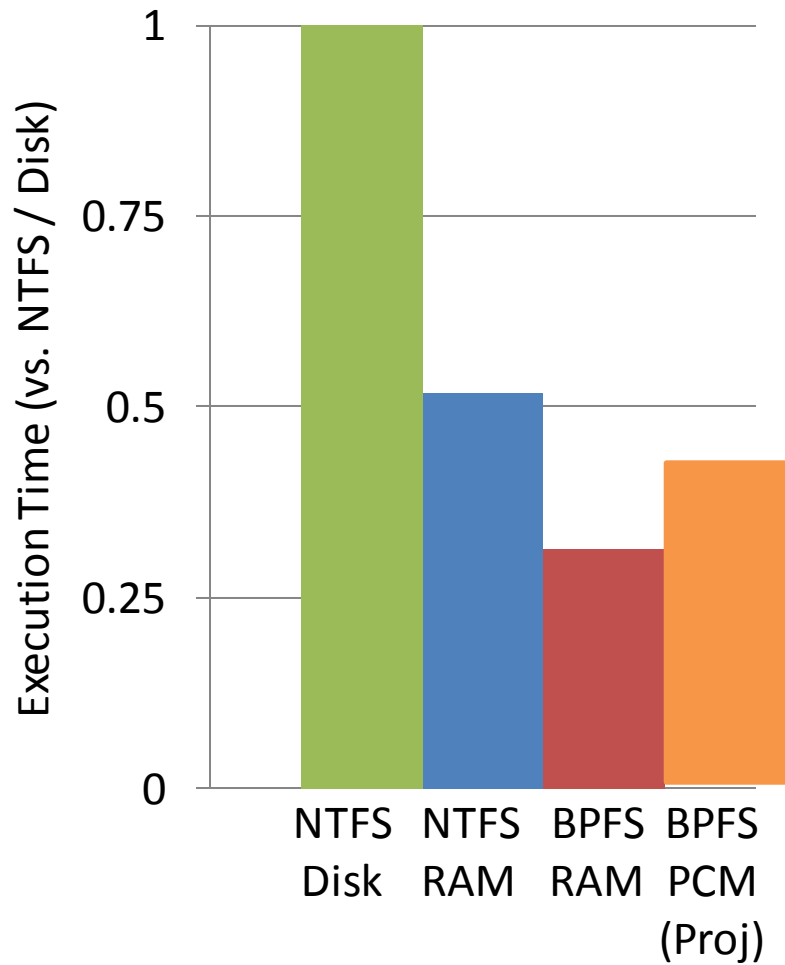
Microbenchmarks



BPFS Throughput On PCM



BPFS Throughput On PCM



Conclusions

- BPRAM changes the trade-offs for storage
 - Use consistency technique designed for medium
- Short-circuit shadow paging:
 - improves performance
 - improves reliability

Bonus: PCM chips on display at poster session!