



Asynchronous I/O Stack: A Low-latency Kernel I/O Stack for Ultra-Low Latency SSDs

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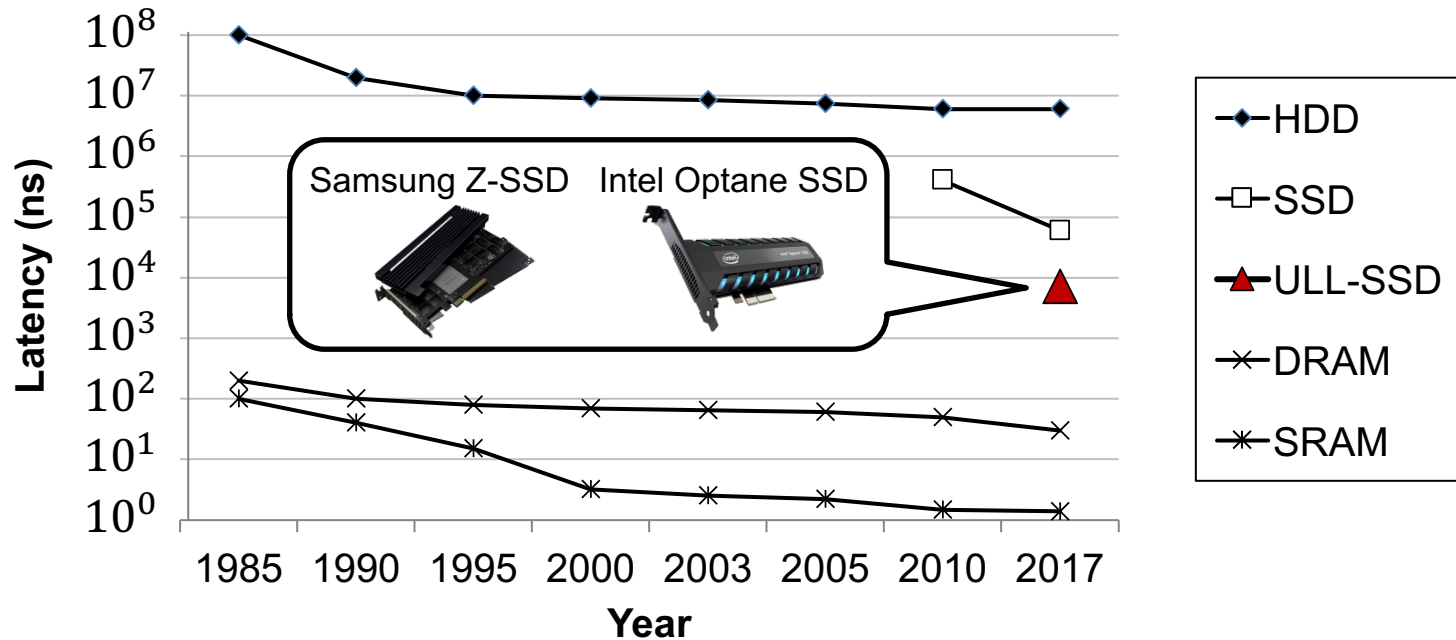
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Storage Performance Trends

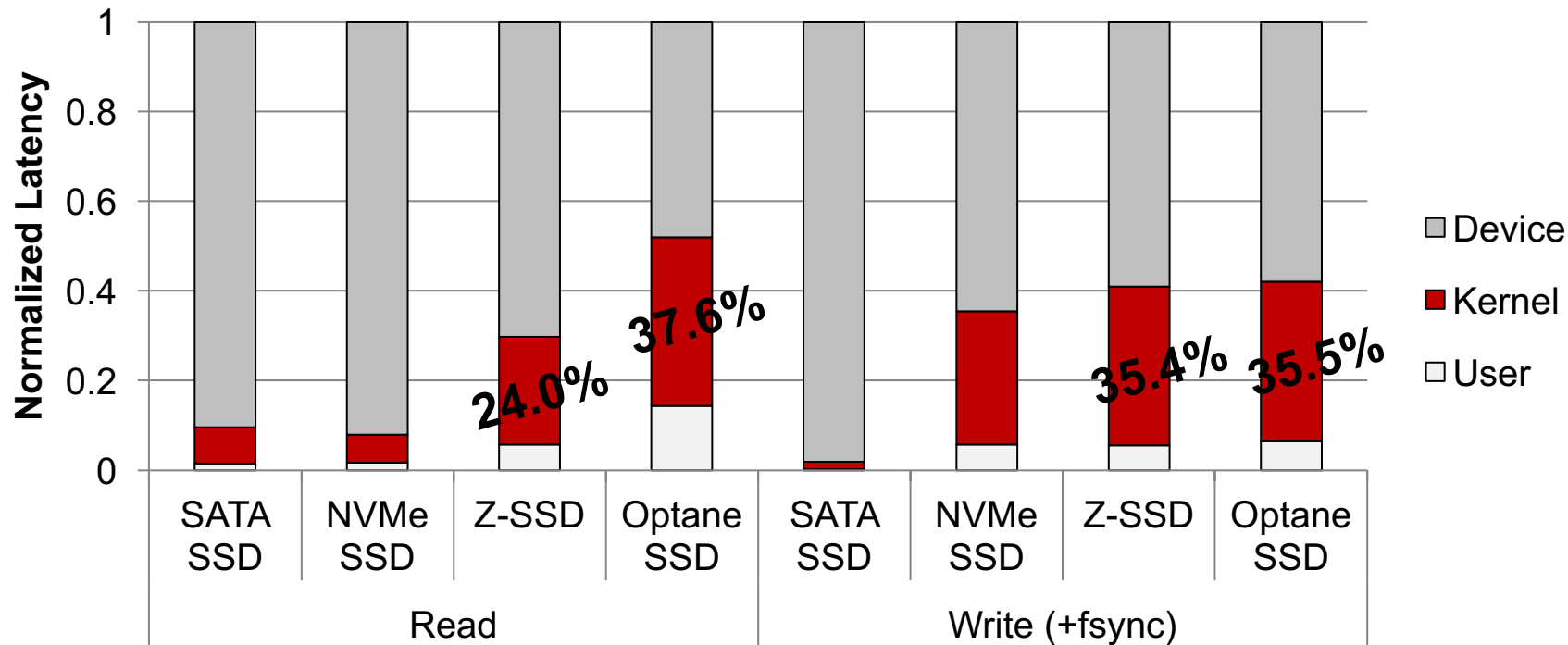
- Emerging ultra-low latency SSDs deliver I/Os in a few μ s



Source: R. E. Bryant and D. R. O'Hallaron, Computer Systems: A Programmer's Perspective, Second Edition, Pearson Education, Inc., 2015

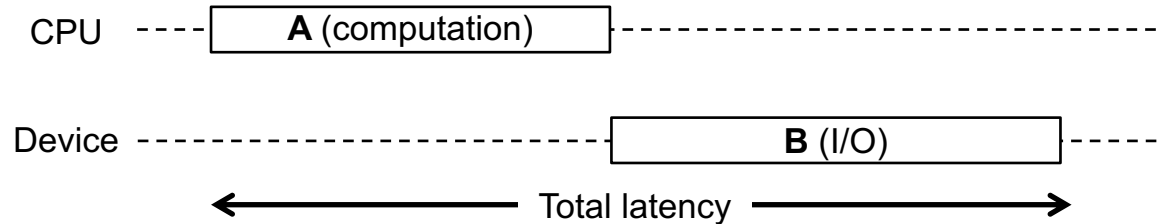
Overhead of Kernel I/O Stack

- Low-latency SSDs expose the overhead of kernel I/O stack

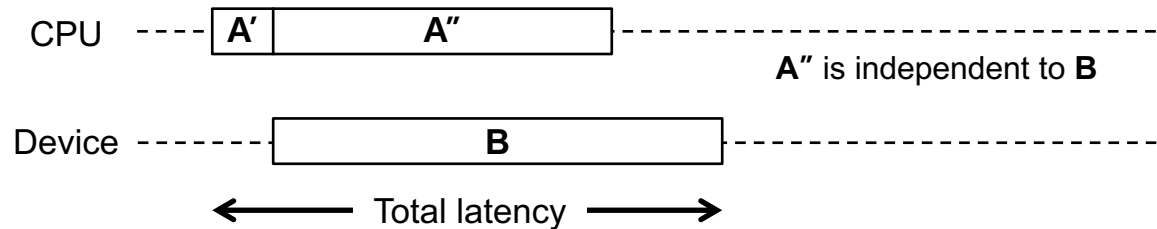


Synchronous I/O vs. Asynchronous I/O

Synchronous I/O



Asynchronous I/O

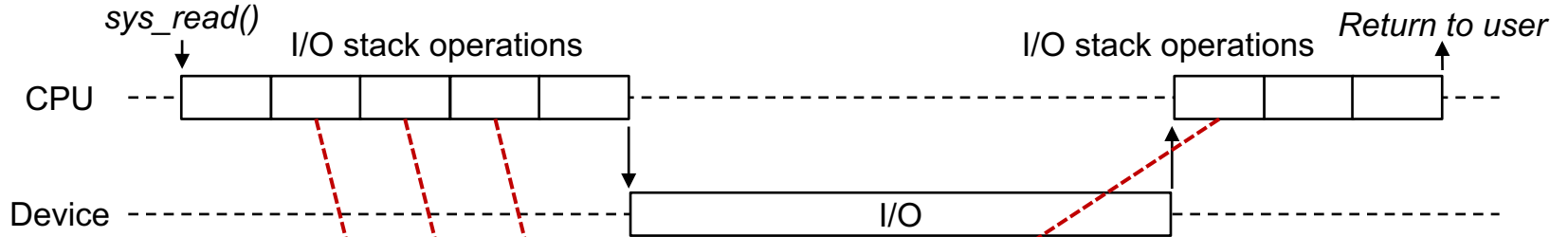


Throughput  Total latency 

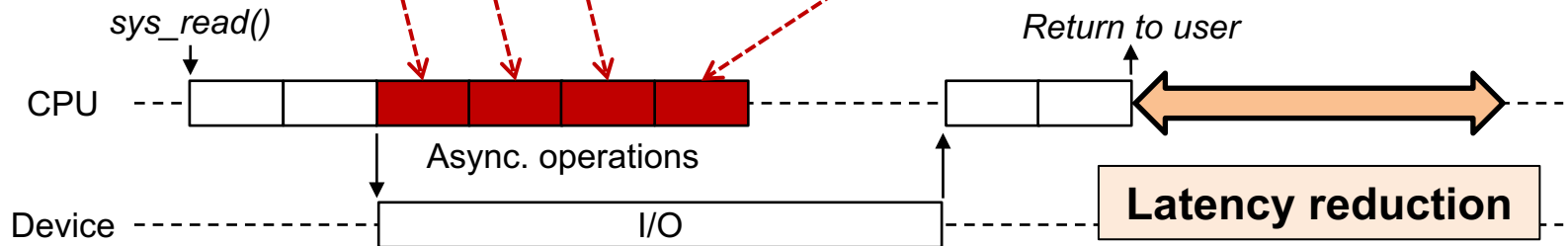
Our Idea: apply asynchronous I/O concept to the I/O stack itself

Read Path Overview

Vanilla Read Path



Proposed Read Path



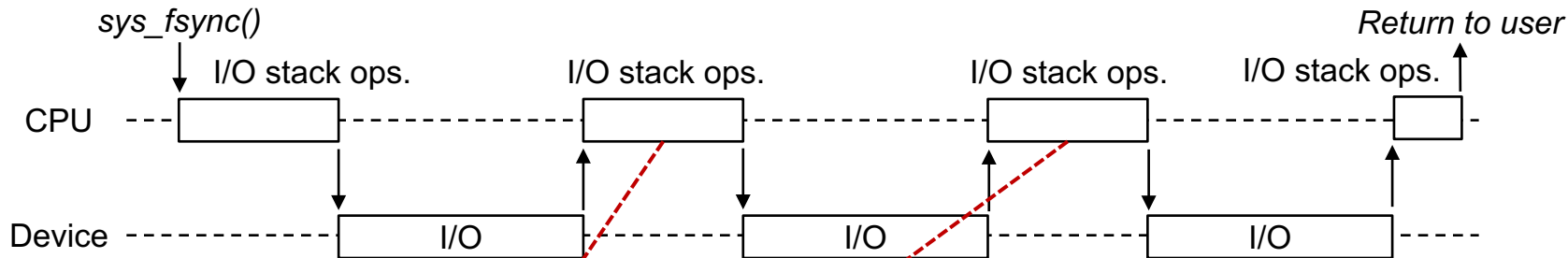
Write Path Overview

Vanilla Write Path

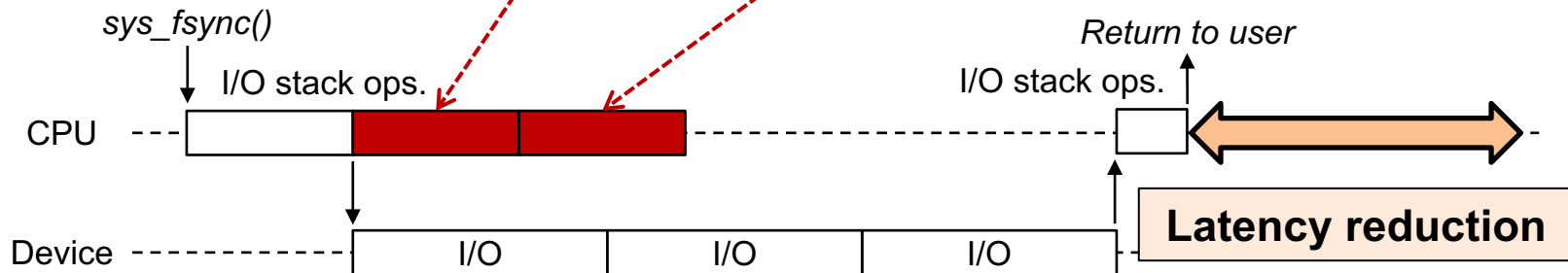


Write Path Overview

Vanilla Fsync Path



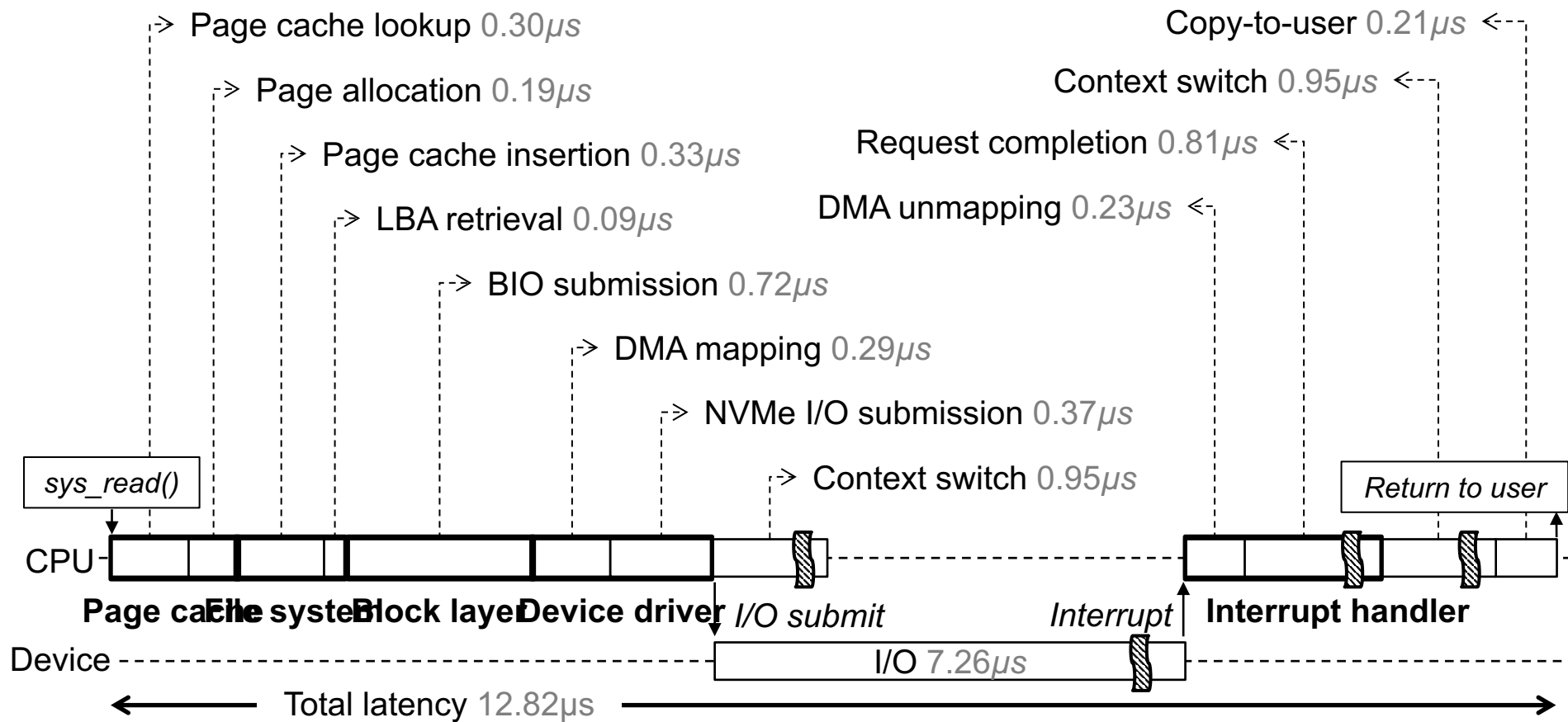
Proposed Fsync Path



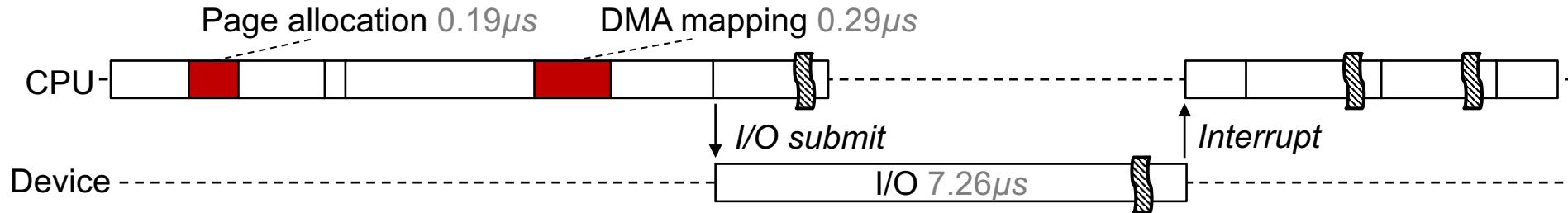
Agenda

- **Read path**
 - Analysis of vanilla read path
 - Proposed read path
- **Light-weight block I/O layer**
- **Write path**
 - Analysis of vanilla write path
 - Proposed write path
- **Evaluation**
- **Conclusion**

Analysis of Vanilla Read Path

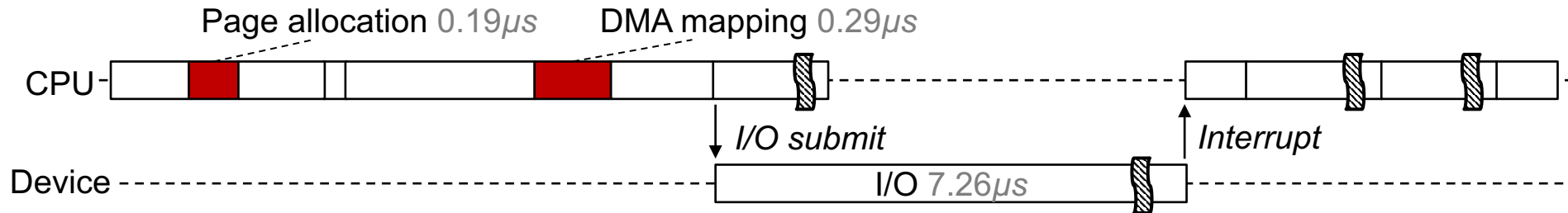
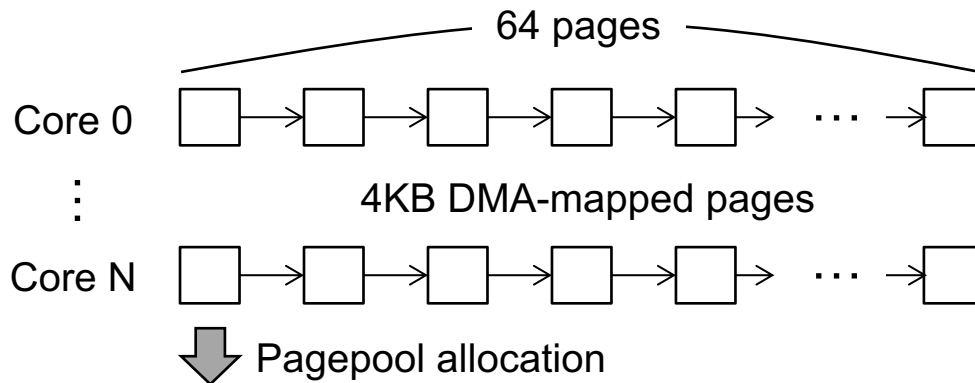


Page Allocation / DMA Mapping



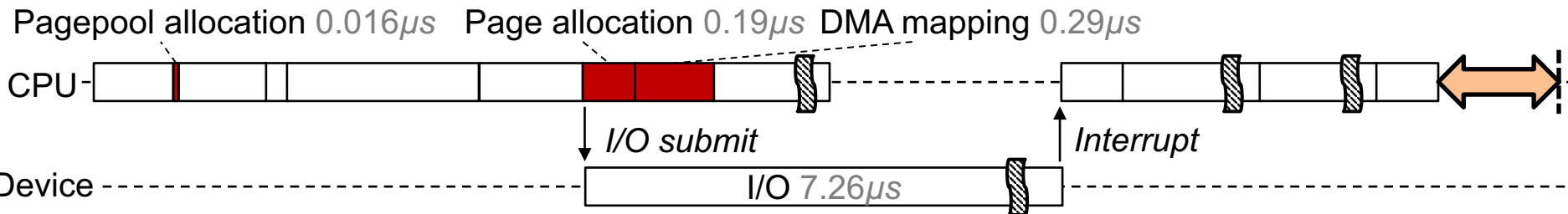
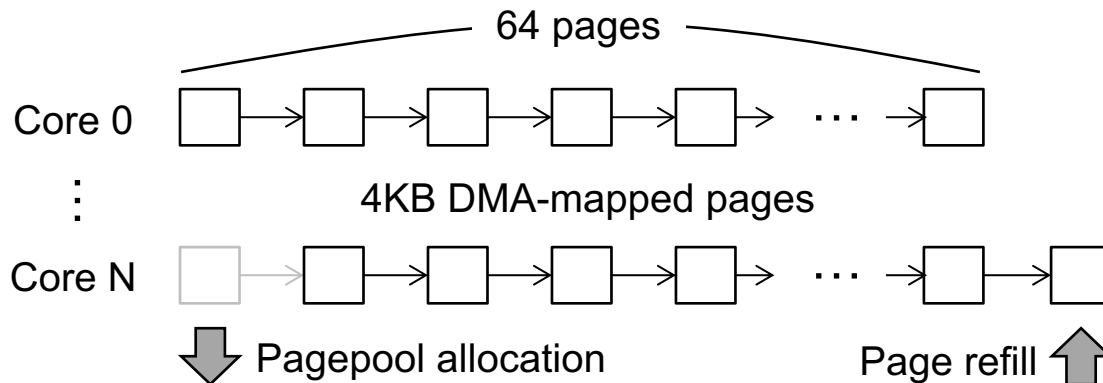
Asynchronous Page Allocation / DMA Mapping

- **DMA-mapped page pool**



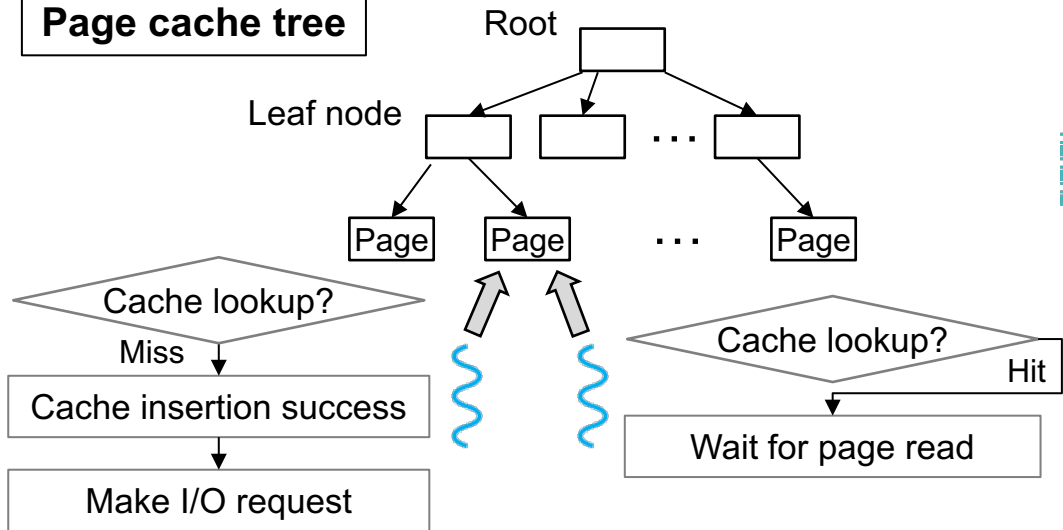
Asynchronous Page Allocation / DMA Mapping

- **DMA-mapped page pool**



Page Cache Insertion

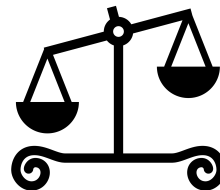
Page cache tree



Page cache lookup overhead

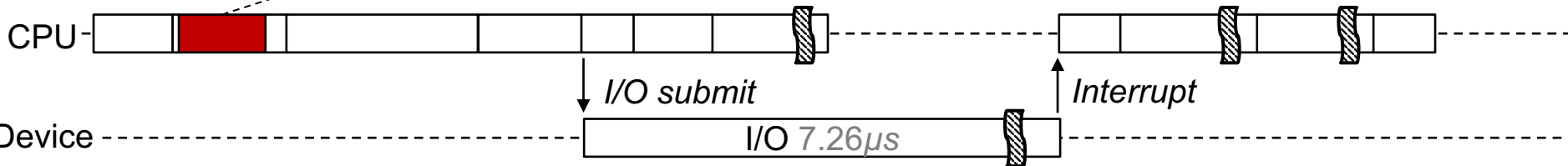


Page cache tree extension overhead



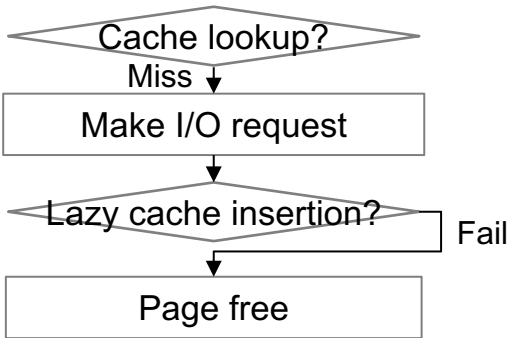
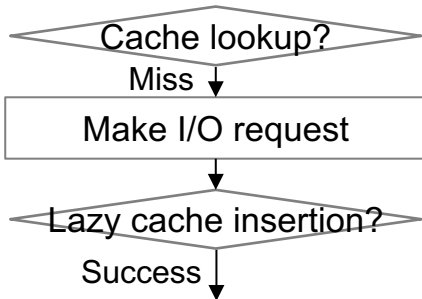
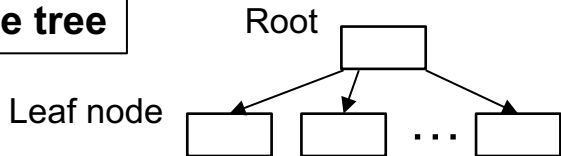
Prevention from duplicated I/O requests for the same file index

Page cache insertion $0.33\mu s$



Lazy Page Cache Insertion

Page cache tree



~~Page cache lookup overhead~~

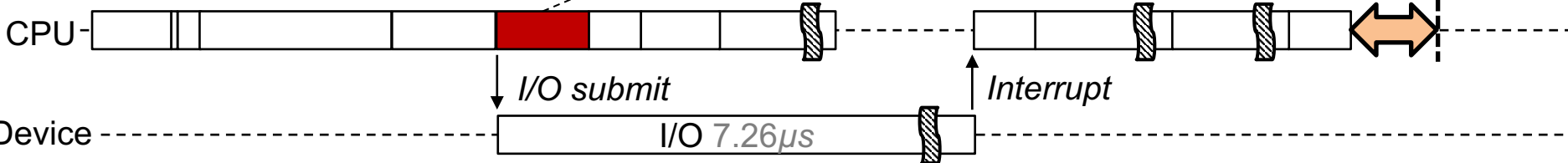


~~Page cache tree extension overhead~~

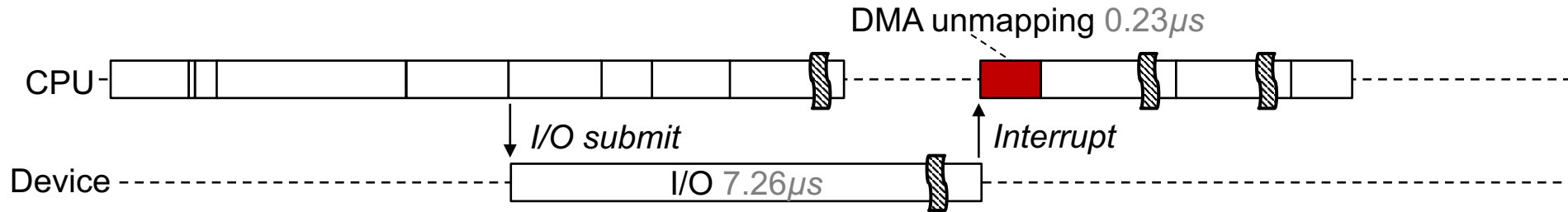


**Duplicated I/O requests
(extremely low frequency)**

Page cache insertion $0.35\mu s$



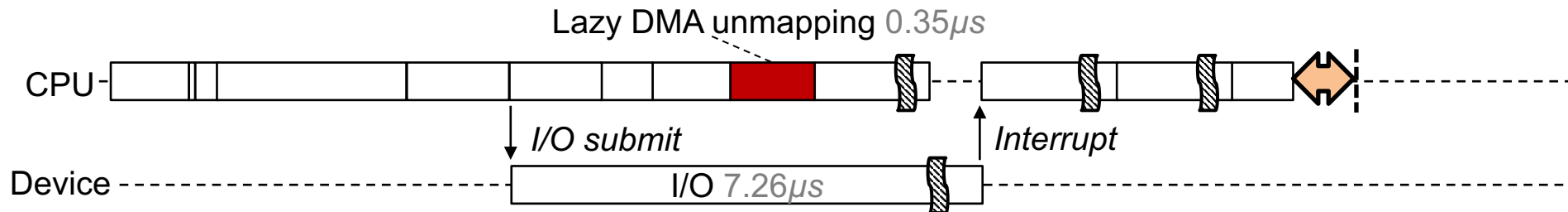
DMA Unmapping



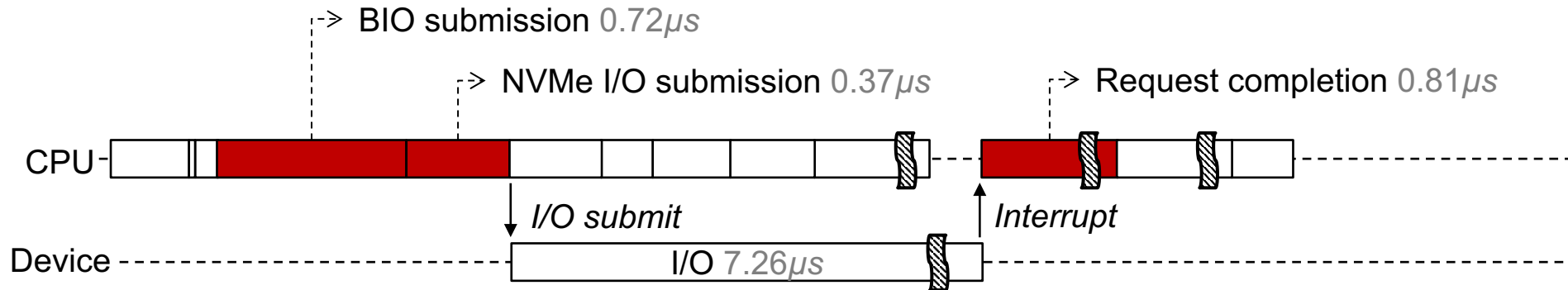
Lazy DMA Unmapping

- **Implementation**

- Delays DMA unmapping to when a system is idle or waiting for another I/O requests
- Extended version of the deferred protection scheme in Linux [ASPLOS'16]
- Optionally disabled for safety



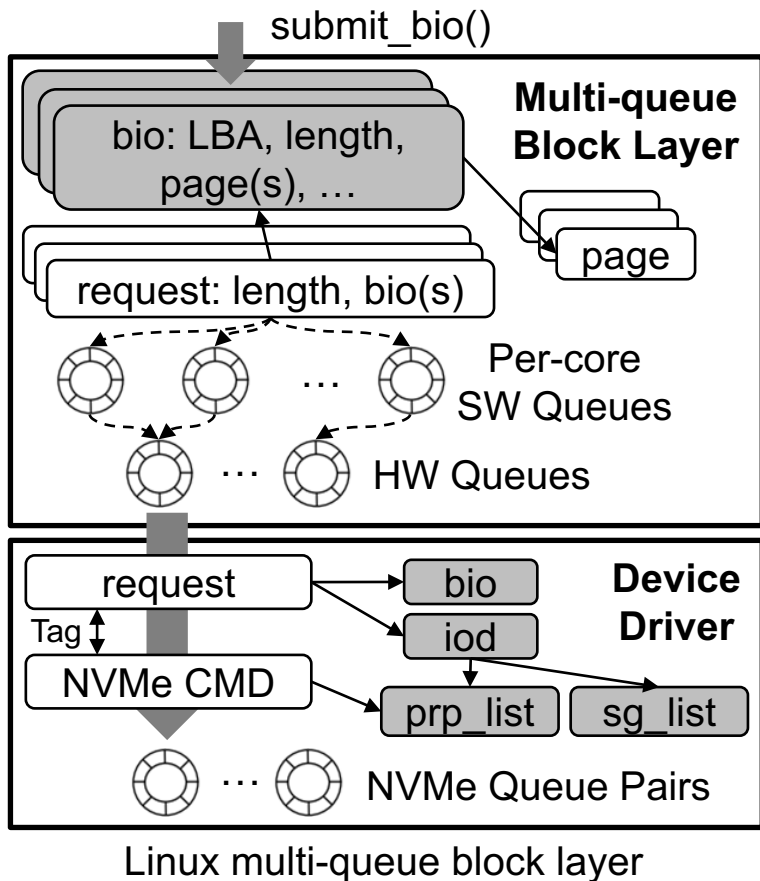
Remaining Overheads in the Proposed Read Path



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Linux Multi-queue Block I/O Layer



- **Structure conversion**

- Merge bio with pending request via I/O merging
- Assign new tag & request and convert from bio

- **Multi-queue structure**

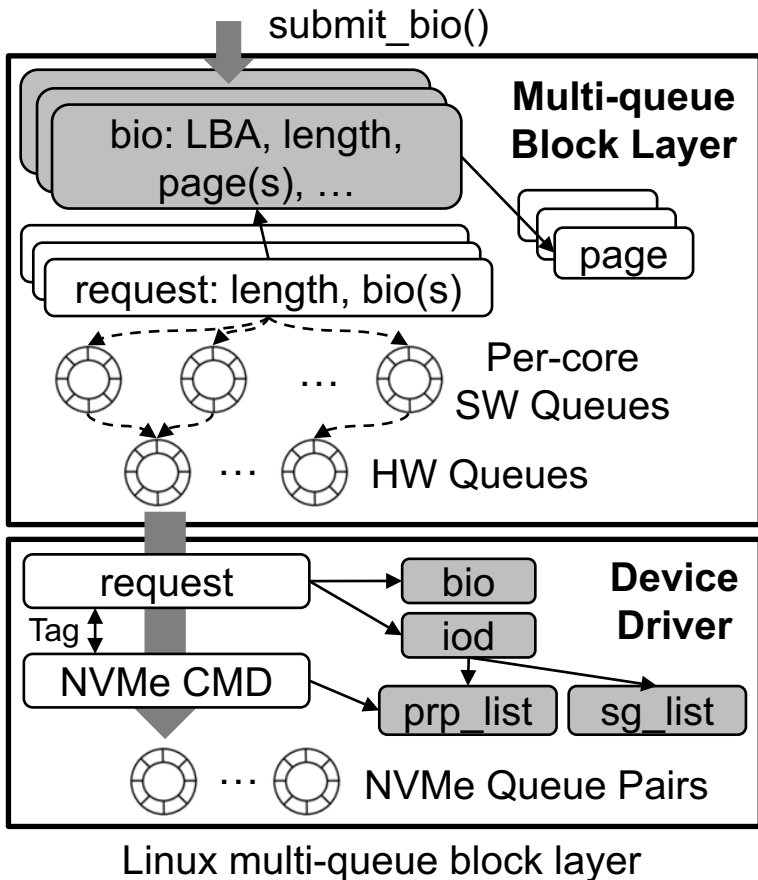
- Software staging queue (SW queue)
 - ✓ Support I/O scheduling and reordering
- Hardware dispatch queue (HW queue)
 - ✓ Deliver the I/O request to the device driver

- **Multiple dynamic memory allocations**

- Bio (block layer)
- NVMe iod, scatter/gather list, NVMe PRP* list (device driver)

*PRP: physical region page

Linux Multi-queue Block I/O Layer



- **Structure conversion**

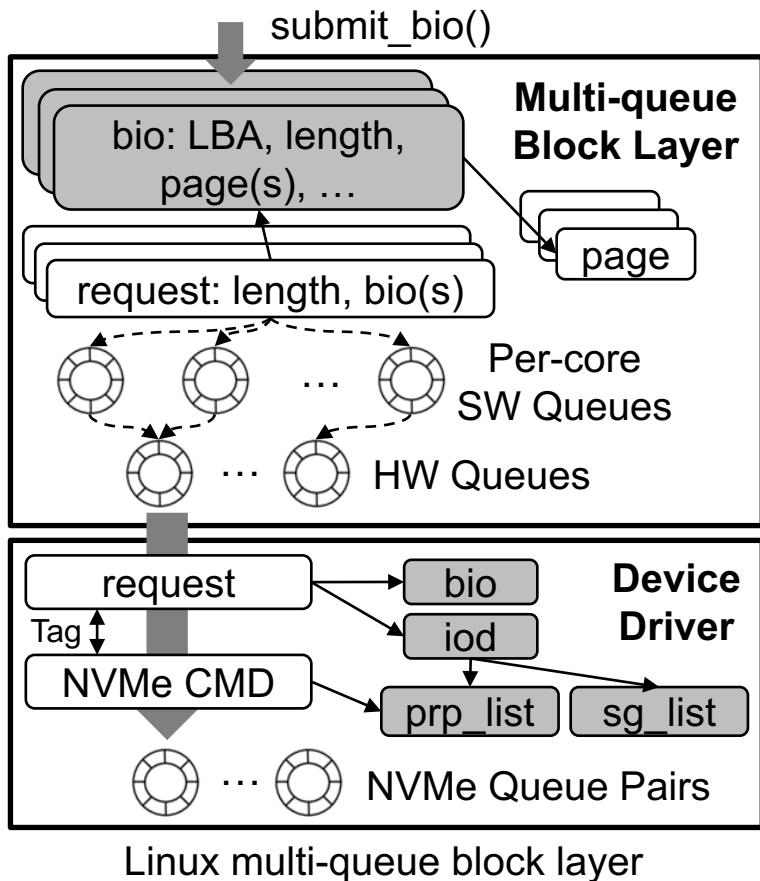
- Inefficiency of I/O merging [Zhang, OSDI'18]

- ✓ Useful feature for low-performance storage device

- **Multi-queue structure**

- **Multiple dynamic memory allocations**

Linux Multi-queue Block I/O Layer



- **Structure conversion**

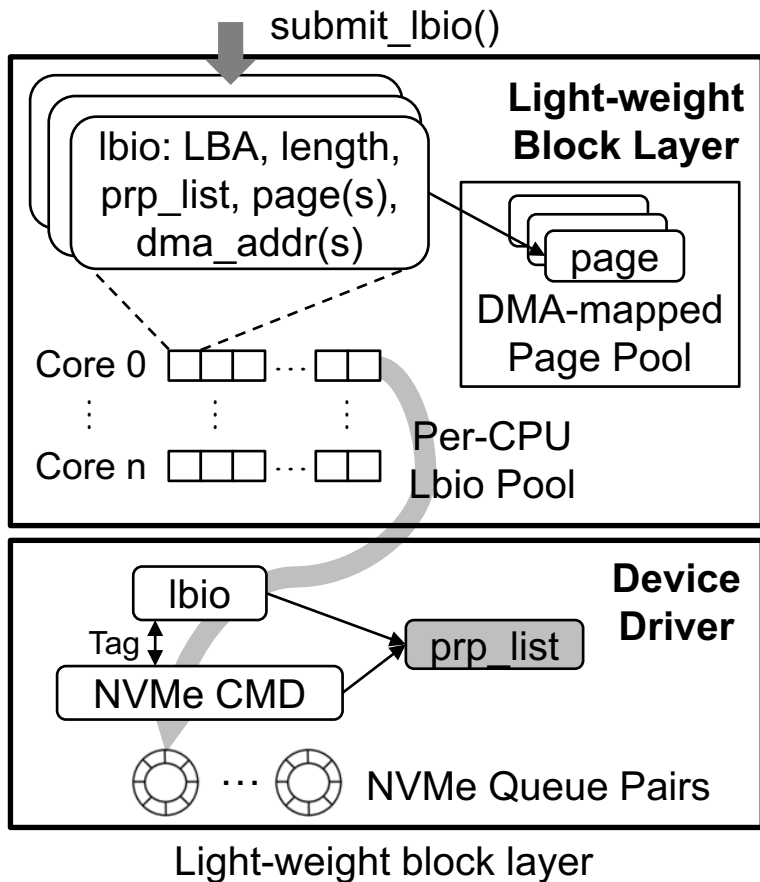
- Inefficiency of I/O merging [Zhang, *OSDI'18*]
 - ✓ Useful feature for low-performance storage device

- **Multi-queue structure**

- Inefficiency of I/O scheduling for low-latency SSDs [Saxena, *ATC'10*] [Xu, *SYSTOR'15*]
 - ✓ Default configuration is noop scheduler
- Bypass multi-queue structure [Zhang, *OSDI'18*]
- Device-side I/O scheduling [Peter, *OSDI'14*] [Joshi, *HotStorage'17*]

- **Multiple dynamic memory allocations**

Light-weight Block I/O Layer

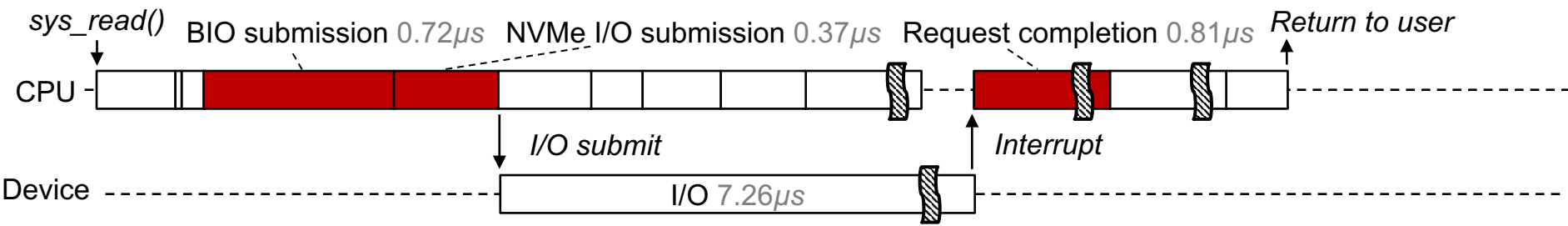


- **Light-weight bio (lbio) structure**
 - Contains only essential arguments for to make NVMe I/O request
 - Eliminates unnecessary structure conversions and allocations
- **Per-CPU lbio pool**
 - Supports lockless lbio object allocation
 - Supports tagging function
- **Single dynamic memory allocation**
 - NVMe PRP* list (device driver)

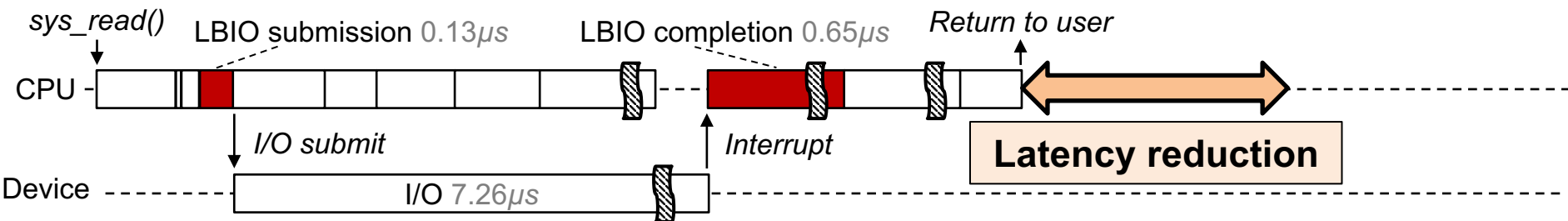
*PRP: physical region page

Read Path Comparison

Proposed Read Path (before applying light-weight block I/O layer)

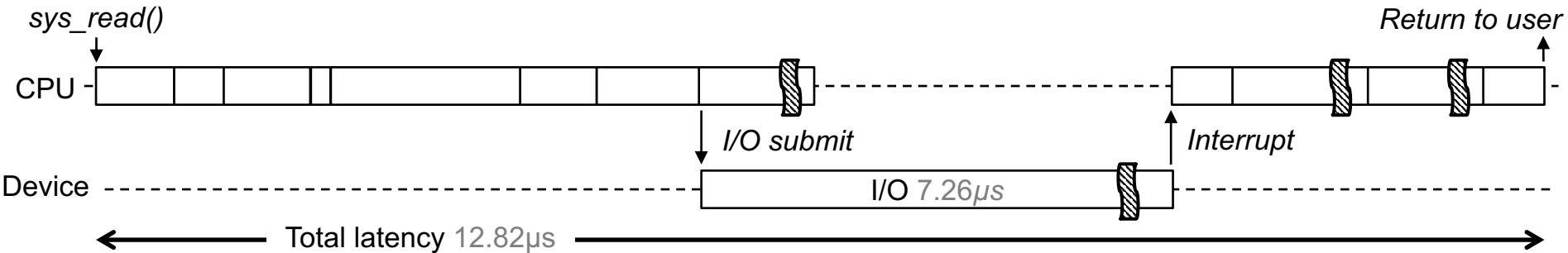


Proposed Read Path

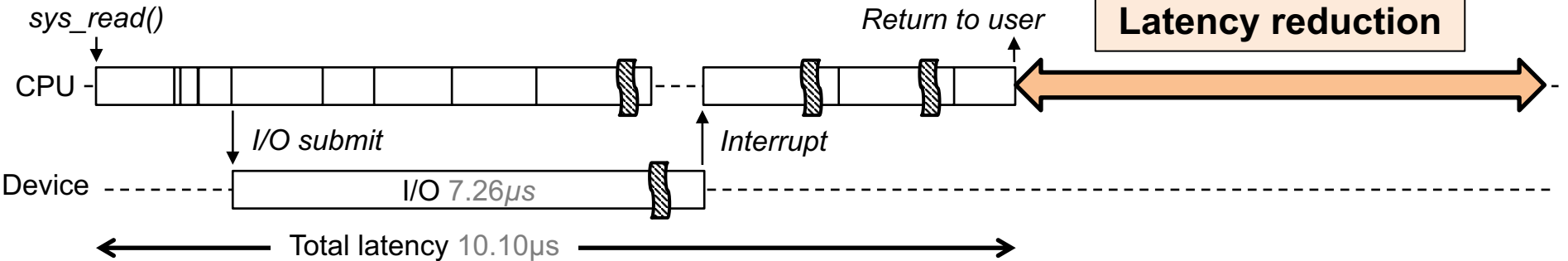


Read Path Comparison

Vanilla Read Path



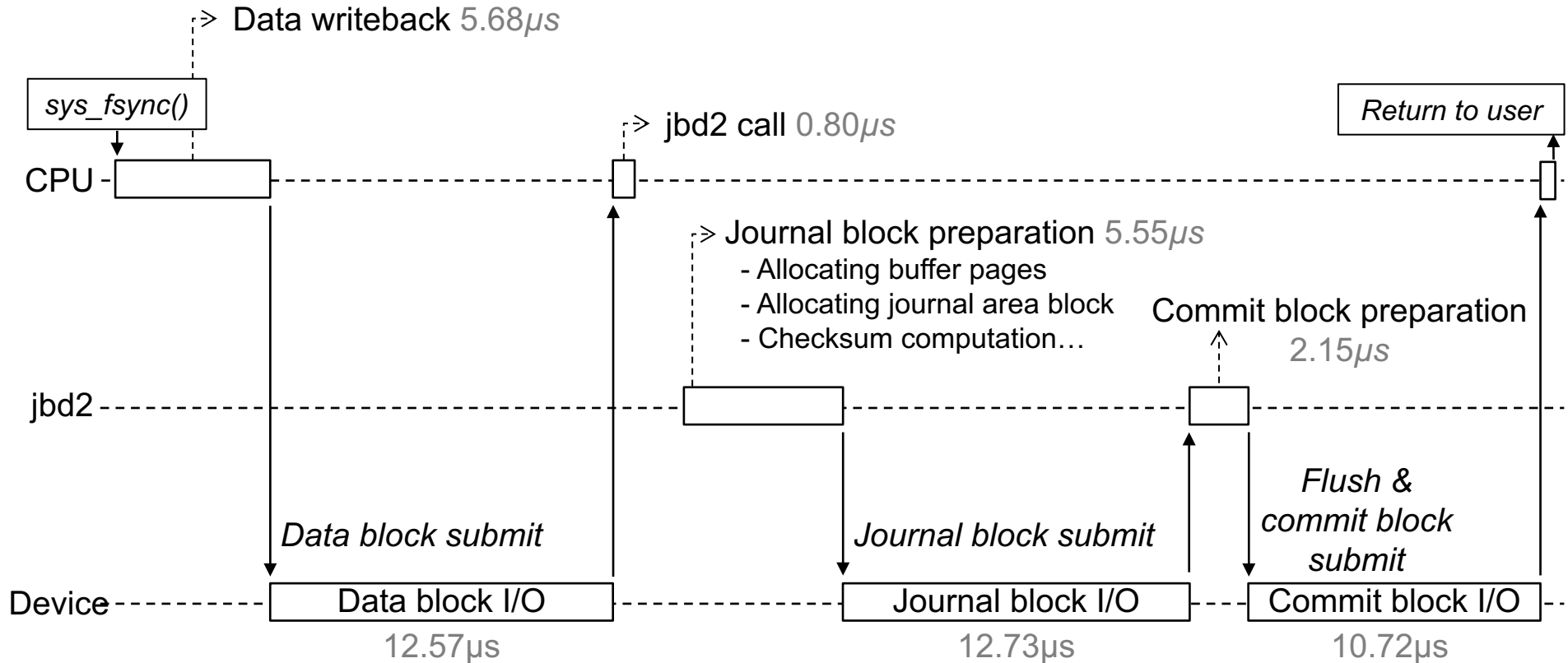
Proposed Read Path



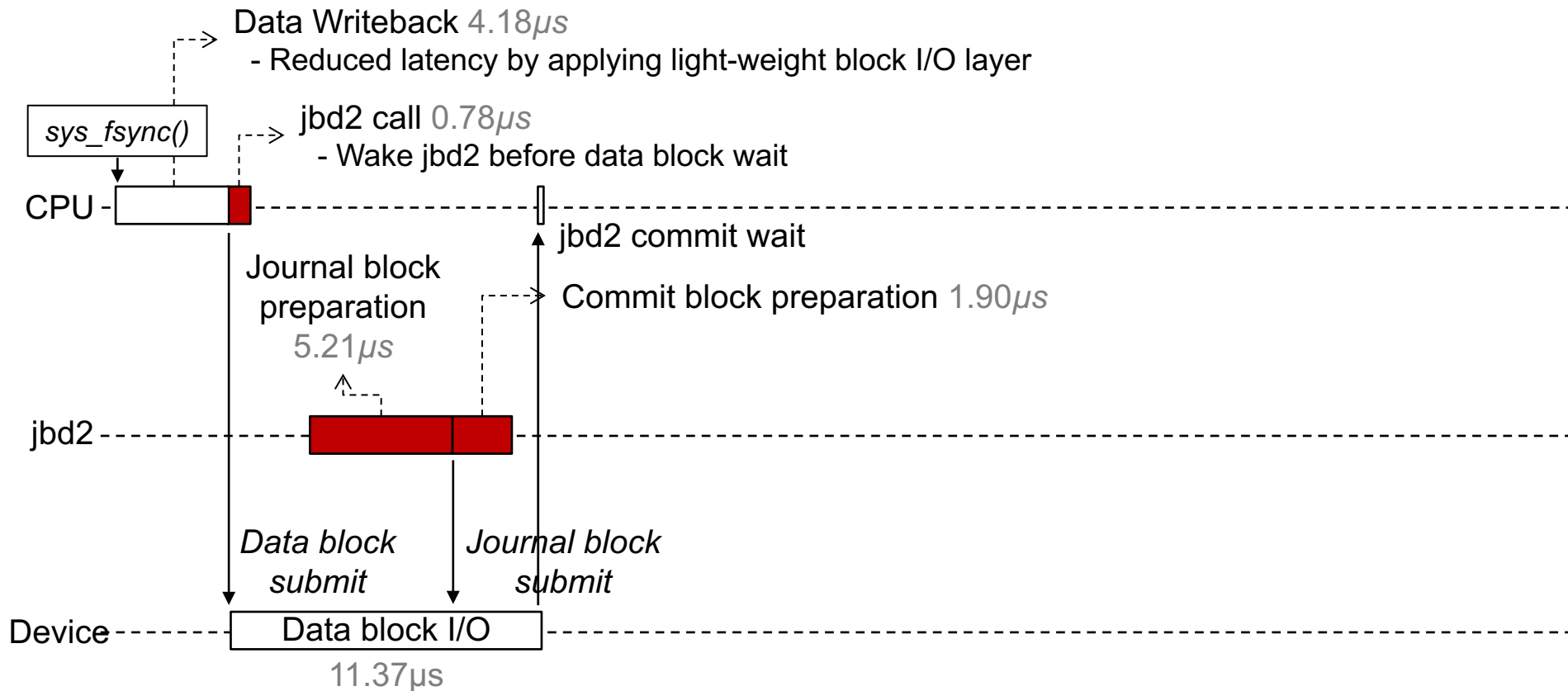
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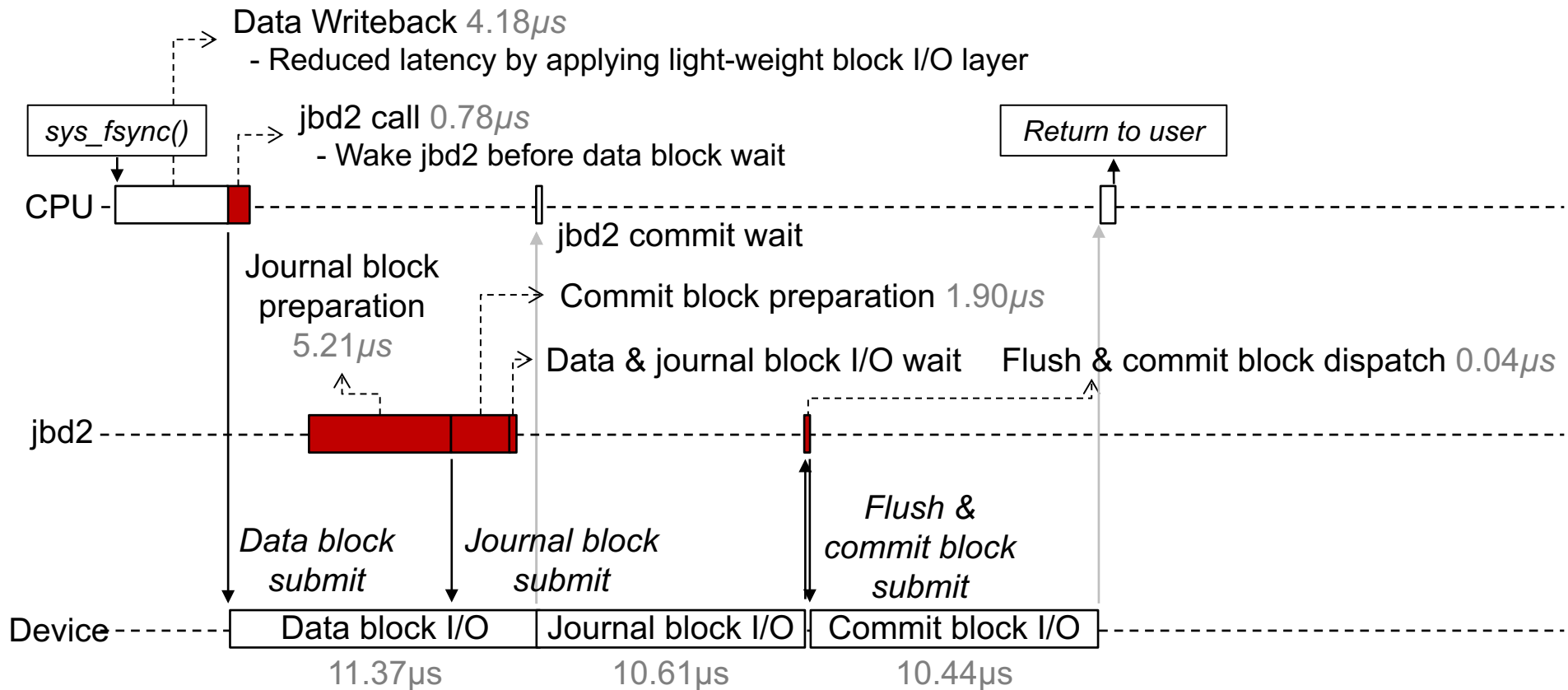
Analysis of Vanilla Fsync Path (Ext4 Ordered Mode)



Proposed Fsync Path (Ext4 Ordered Mode)

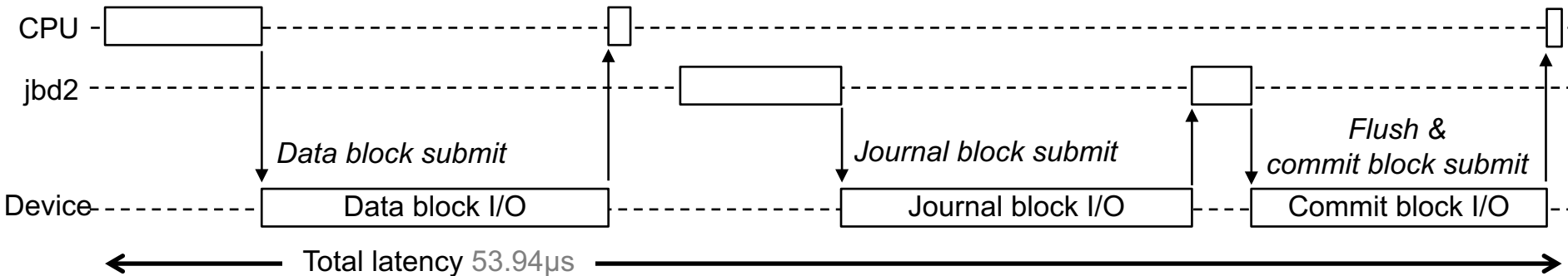


Proposed Fsync Path (Ext4 Ordered Mode)

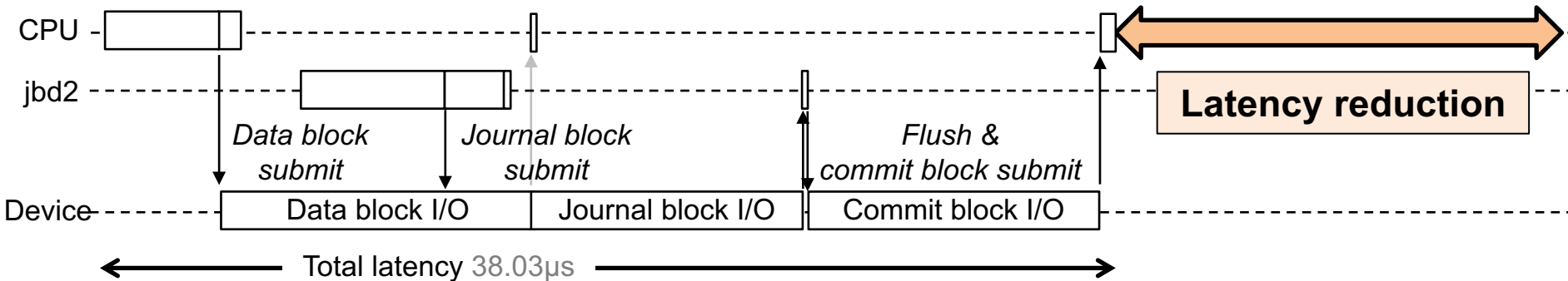


Fsync Path Comparison (Ext4 Ordered Mode)

Vanilla Fsync Path



Proposed Fsync Path



Agenda

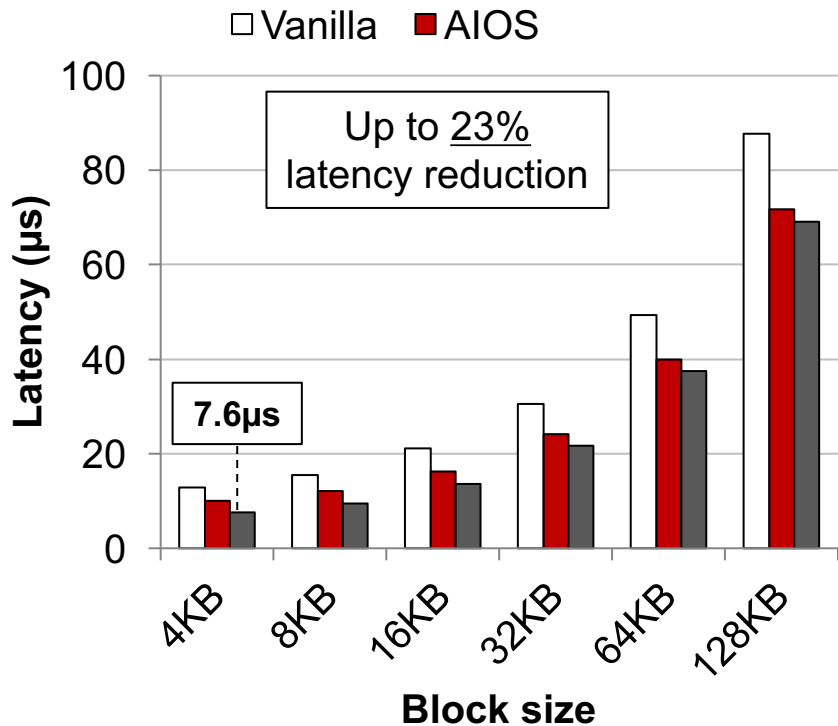
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Experimental Setup

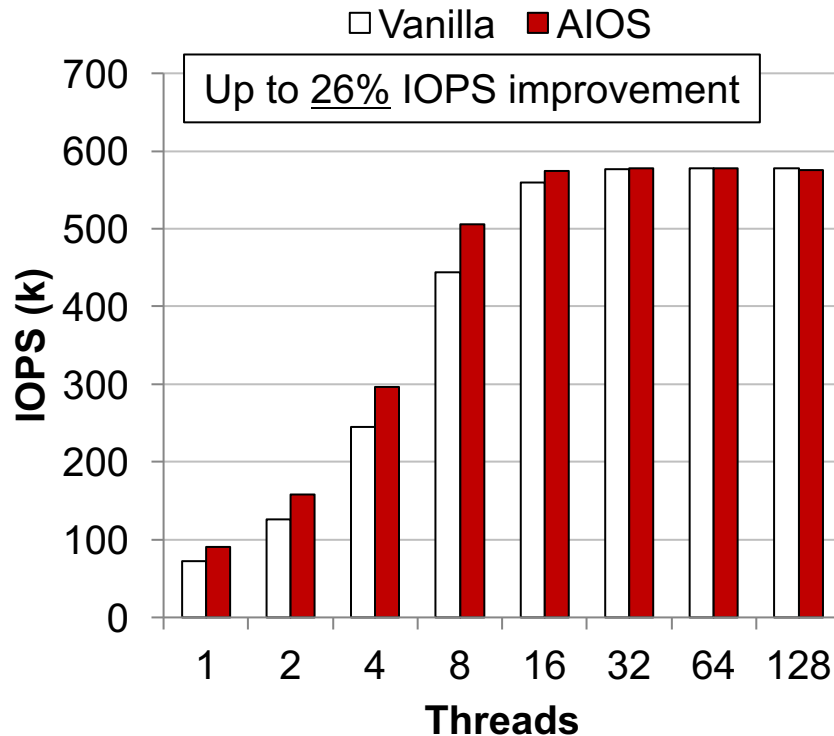
Server	Dell R730
OS	Ubuntu 16.04.4
Base kernel	Linux 5.0.5
CPU	Intel Xeon E5-2640v3 2.6GHz 8-cores
Memory	DDR4 32GB
Storage devices	Z-SSD: Samsung SZ985 800GB <u>Optane SSD: Intel Optane 905P 960GB</u>
Workloads	Synthetic micro-benchmark: FIO Real-world workload: RocksDB DBbench

FIO Performance (Random Read)

- **Single thread**

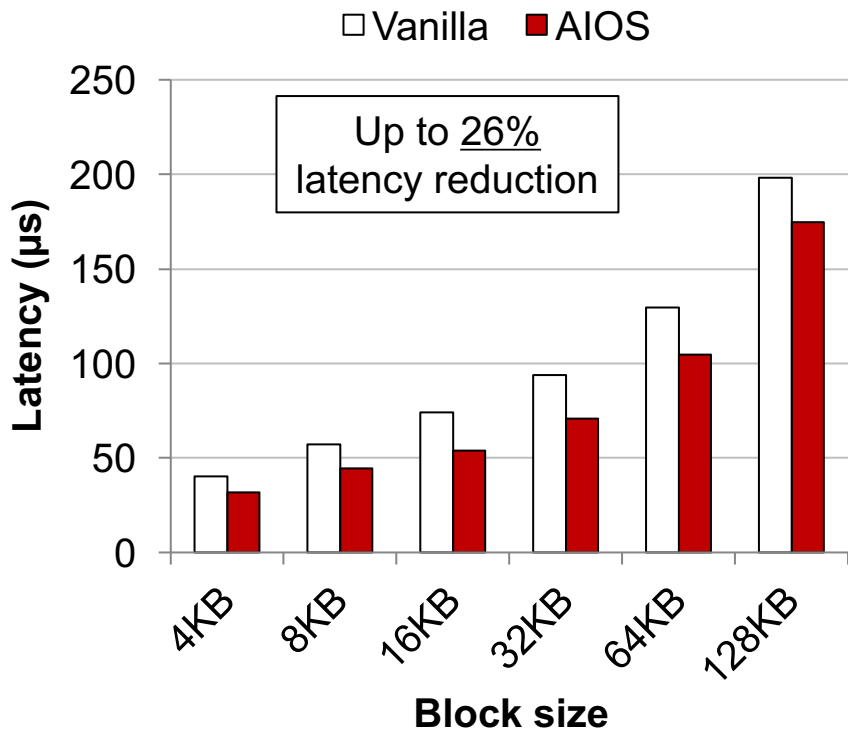


- **4KB block size**

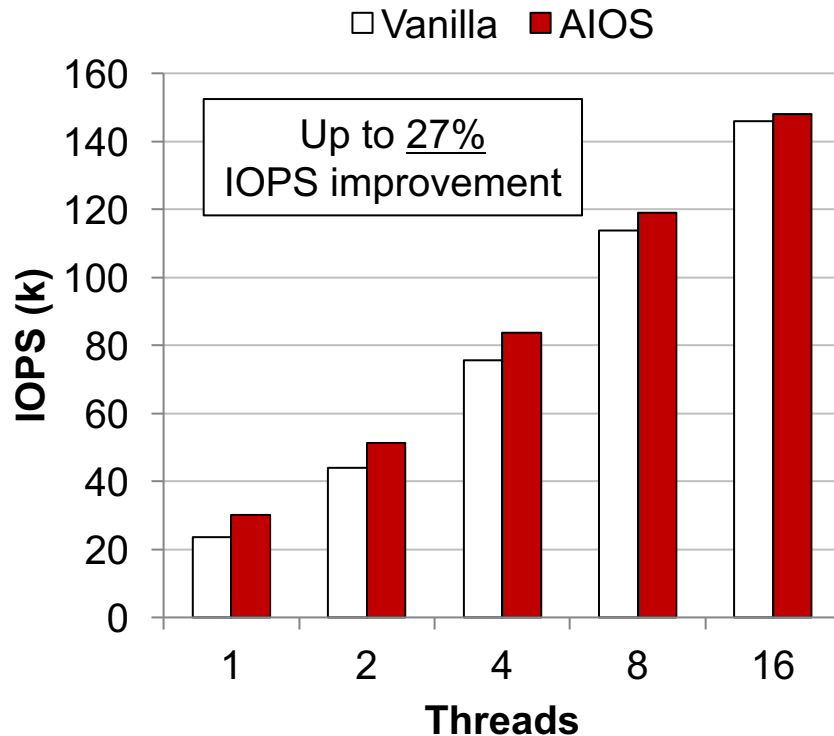


FIO Performance (Random Write+Fsync, Ext4 Ordered)

- **Single thread**



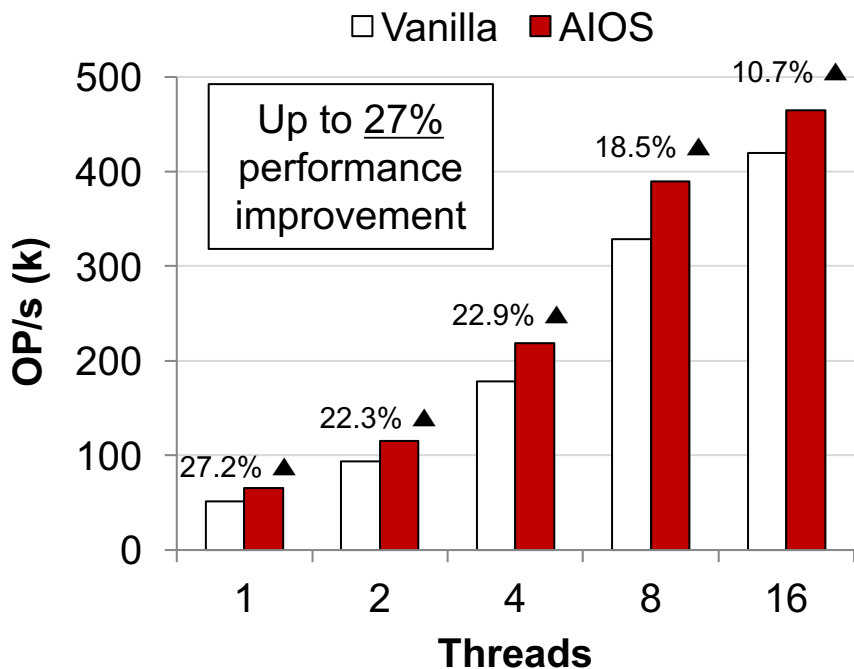
- **4KB block size**



RocksDB Performance

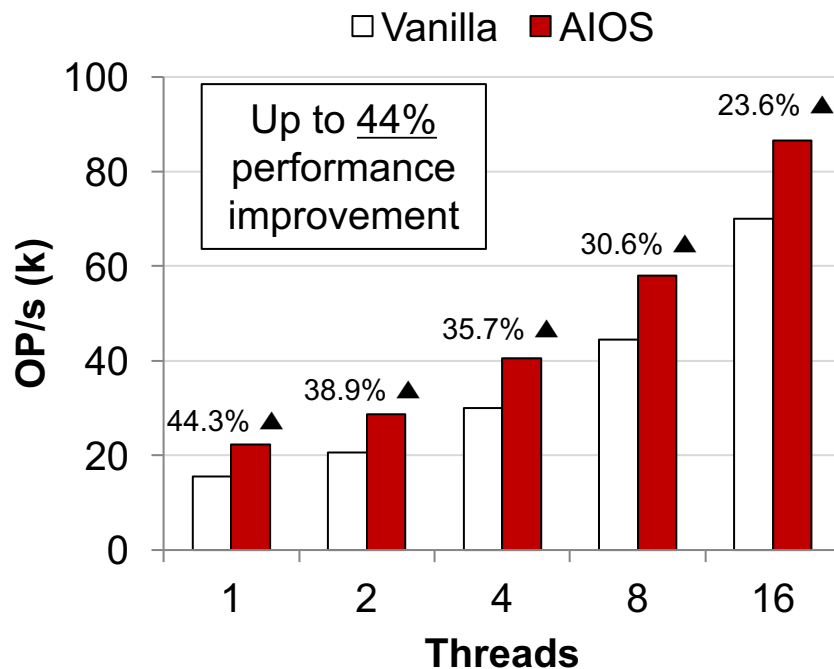
- **DBbench readrandom**

– 64GB dataset



- **DBbench fillsync**

– 16GB dataset



Conclusion

- **Asynchronous I/O stack**
 - Applies asynchronous I/O concept to the kernel I/O stack itself
 - Overlaps computation with I/O to reduce total I/O latency
- **Light-weight block I/O layer**
 - Provides low-latency block I/O services for low-latency NVMe SSDs
- **Performance evaluation**
 - Achieves a single-digit microsecond I/O latency on Optane SSD
 - Achieves significant latency reduction and performance improvement on real-world workloads

Source code: <https://github.com/skkucsl/aio>

Q&A

- **Thank you**