

Mitigating Asymmetric Read and Write Costs in Cuckoo Hashing for Storage Systems

Yuanyuan Sun, Yu Hua, Zhangyu Chen, Yuncheng Guo Huazhong University of Science and Technology

USENIX ATC 2019

Query Services in Cloud Storage Systems

Large amounts of data

300 new profiles and more than 208 thousand photos per minute [September 2018@Facebook]



Query Services in Cloud Storage Systems

Large amounts of data

300 new profiles and more than 208 thousand photos per minute [September 2018@Facebook]



Demanding the support of low-latency and high-throughput queries



Hash structures

✓ Constant-scale read performance

• Widely used in key-value stores and relational databases



Hash structures

✓ Constant-scale read performance

• Widely used in key-value stores and relational databases



x High latency for handling hash collisions

- Multi-choice hashing
- > Handling hash collisions: kick-out operations



Multi-choice hashing

> Handling hash collisions: kick-out operations



- Multi-choice hashing
- > Handling hash collisions: kick-out operations



- Multi-choice hashing
- > Handling hash collisions: kick-out operations
- For lookups, only limited positions are probed => O(1) time complexity



- Multi-choice hashing
- > Handling hash collisions: kick-out operations
- For lookups, only limited positions are probed => O(1) time complexity



- Multi-choice hashing
- > Handling hash collisions: kick-out operations
- For lookups, only limited positions are probed => O(1) time complexity
- For insertions, endless loops may occur! => slow-write performance



- Multi-choice hashing
- > Handling hash collisions: kick-out operations
- For lookups, only limited positions are probed => O(1) time complexity
- > For insertions, endless loops may occur! => slow-write performance



- Multi-choice hashing
- > Handling hash collisions: kick-out operations
- For lookups, only limited positions are probed => O(1) time complexity
- For insertions, endless loops may occur! => slow-write performance



- Multi-choice hashing
- > Handling hash collisions: kick-out operations
- For lookups, only limited positions are probed => O(1) time complexity
- For insertions, endless loops may occur! => slow-write performance





- Multi-choice hashing
- > Handling hash collisions: kick-out operations
- For lookups, only limited positions are probed => O(1) time complexity
- For insertions, endless loops may occur! => slow-write performance



Concurrency in Multi-core Systems

- > Existing concurrency strategy for cuckoo hashing
 - locking two buckets before each kick-out operation (libcuckoo@EuroSys'14)

Concurrency in Multi-core Systems

- Existing concurrency strategy for cuckoo hashing
 - locking two buckets before each kick-out operation (libcuckoo@EuroSys'14)
- > Challenges:
 - Poor insertion performance
 - Poor scalability

Concurrency in Multi-core Systems

- Existing concurrency strategy for cuckoo hashing
 - locking two buckets before each kick-out operation (libcuckoo@EuroSys'14)
- > Challenges:
 - Poor insertion performance
 - Poor scalability
- > Design goal:
 - A high-throughput and concurrency-friendly cuckoo hash table

Our Approach: CoCuckoo

Pseudoforests to predetermine endless loops

- Efficient concurrency strategy
 - A graph-grained locking mechanism
 - Concurrency optimization to reduce the length of critical path

> Higher throughput than state-of-the-art scheme, i.e., libcuckoo

Mitigating Asymmetric Read and Write Costs in Cuckoo Hashing for Storage Systems

Parallelism & Synchronization, Technical Sessions Track 2 10:25 am – 10:45 am, Thursday, July 11

USENIX ATC 2019