

# Pangolin: A Fault-tolerant Persistent Memory Programming Library

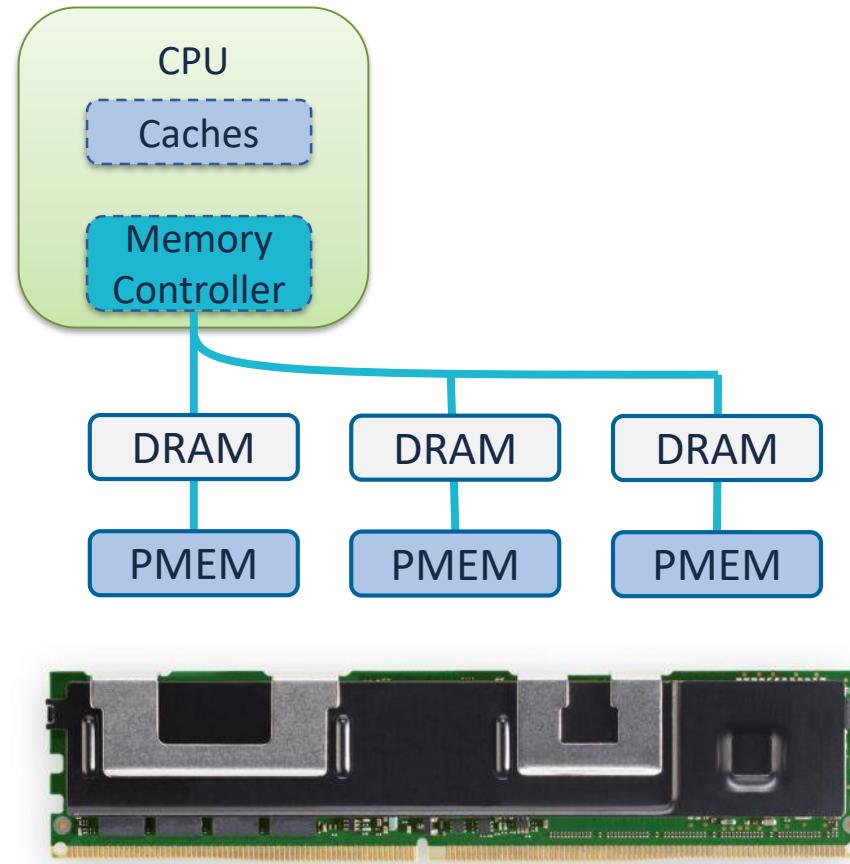
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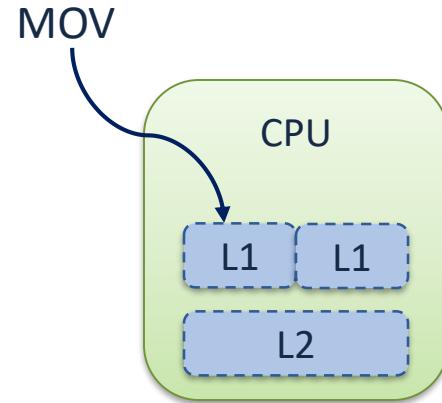
# Persistent memory (PMEM) finally arrives

- Working alongside DRAM
- New programming model
  - Byte addressability
  - Memory semantics
  - Direct access (DAX)



# Challenges with PMEM programming

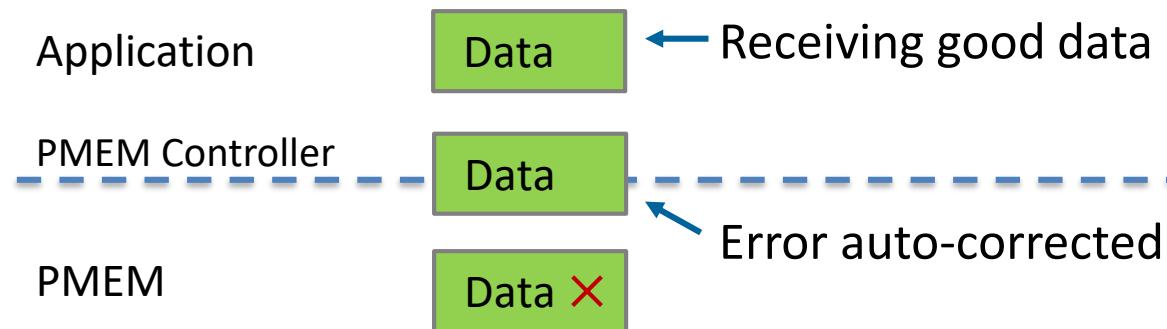
- Crash consistency
  - Volatile CPU caches
  - 8-byte store atomicity
- Fault tolerance
  - Media errors
  - Software bugs



A vertical sequence of binary digits (0s and 1s) is displayed. The sequence starts with a series of green '0's and '1's. In the middle, there is a red '1' followed by the word 'ERROR' in red capital letters, which is surrounded by green binary digits. This visualizes a media error or a corrupted data block in a memory space.

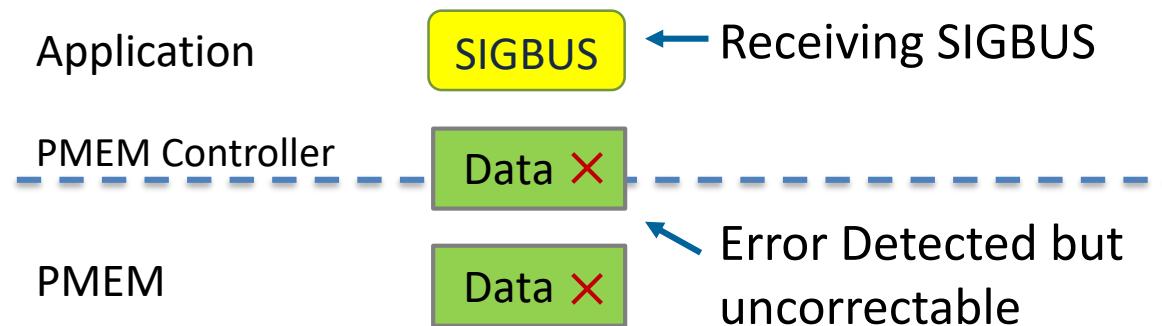
# Persistent memory error types

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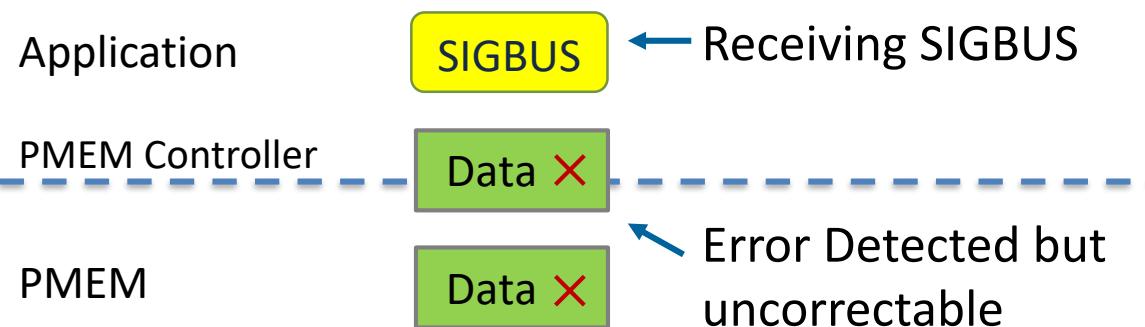
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  - ECC-detectable & correctable errors do not need software intervention
  - ECC-detectable but uncorrectable ones require signal handling
  - ECC-undetectable errors demand software detection and correction



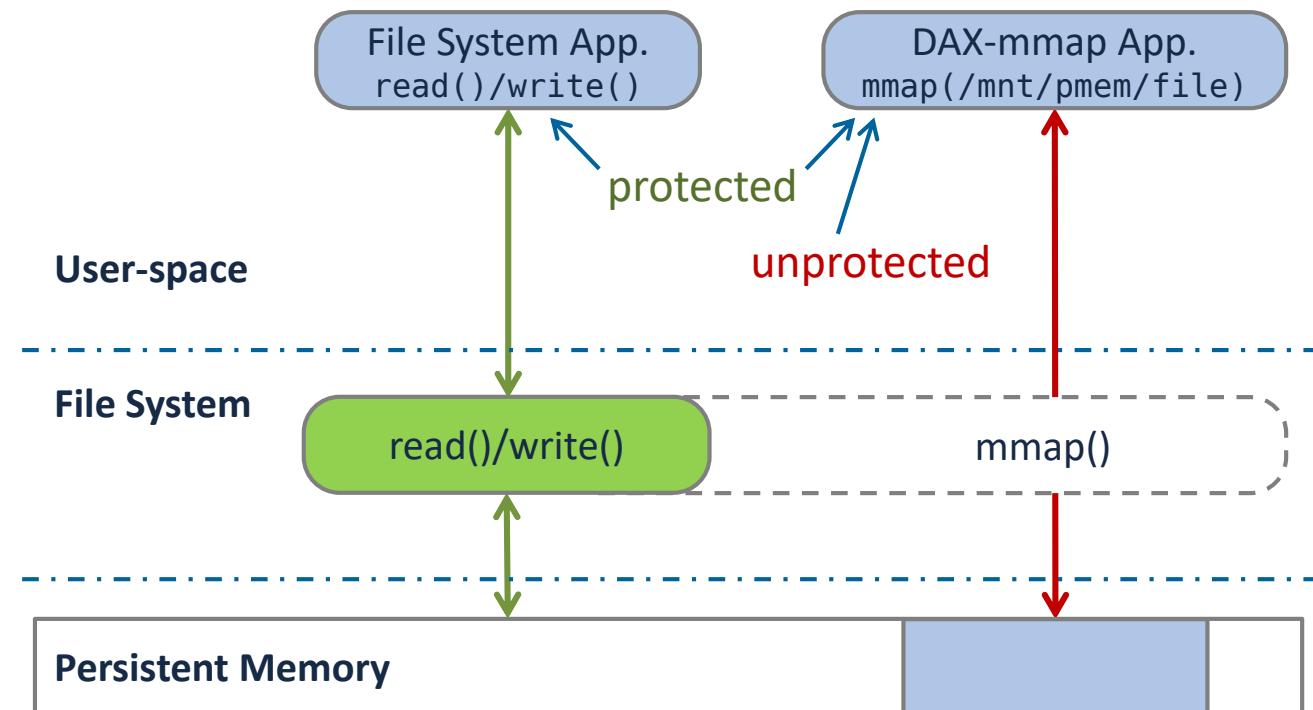
# Handle uncorrectable & undetectable errors

- Prepare some redundancy for recovery
- Implement software-based error detection and correction



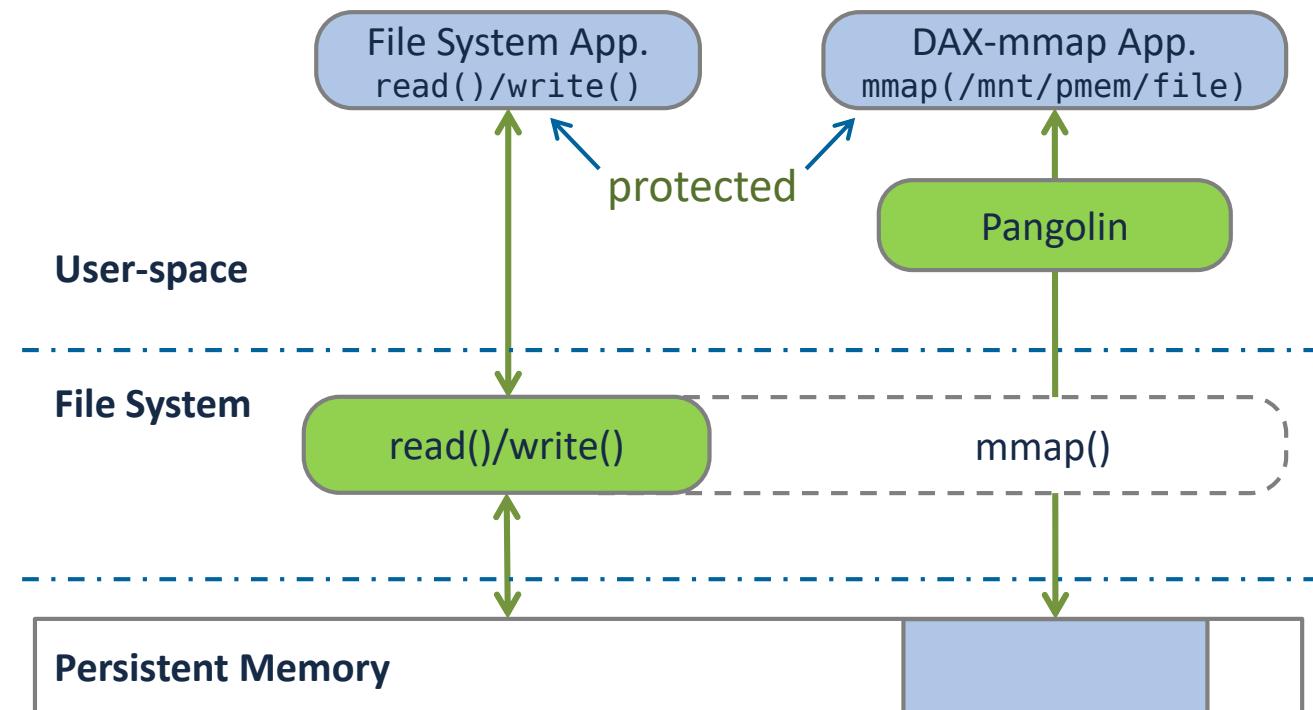
# DAX-filesystem cannot protect mmap'ed data

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- No known filesystem can protect DAX-mmap'ed PMEM data



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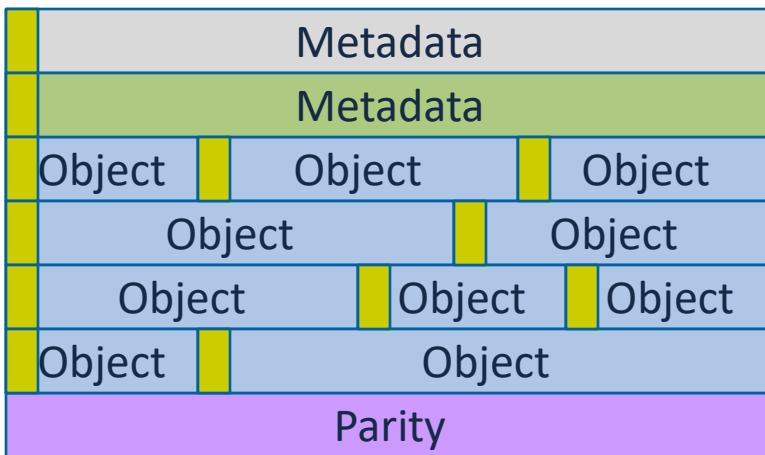


# Pangolin design goals

- Ensure crash consistency
- Protect application data against media and software errors
- Require very low storage overhead (1%) for fault tolerance

# Pangolin – Replication, parity, and checksums

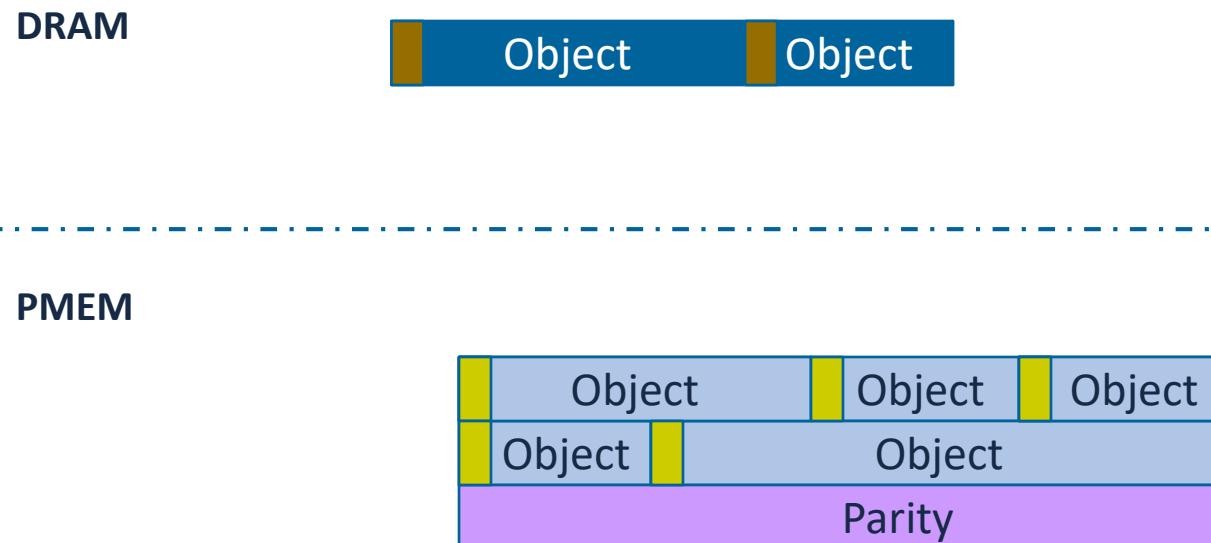
- Combines replication and parity as redundancy
  - Similar performance compared to replication
  - Low space overhead (**1%** of gigabyte-sized object store)



- Checksums all metadata and object data

# Pangolin – Transactions with micro-buffering

- Provides micro-buffering-based transactions
  - Buffers application changes in DRAM
  - Atomically updates objects, checksums, and parity

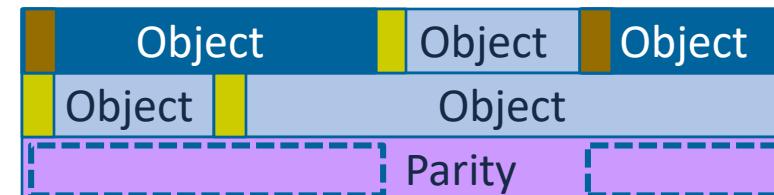


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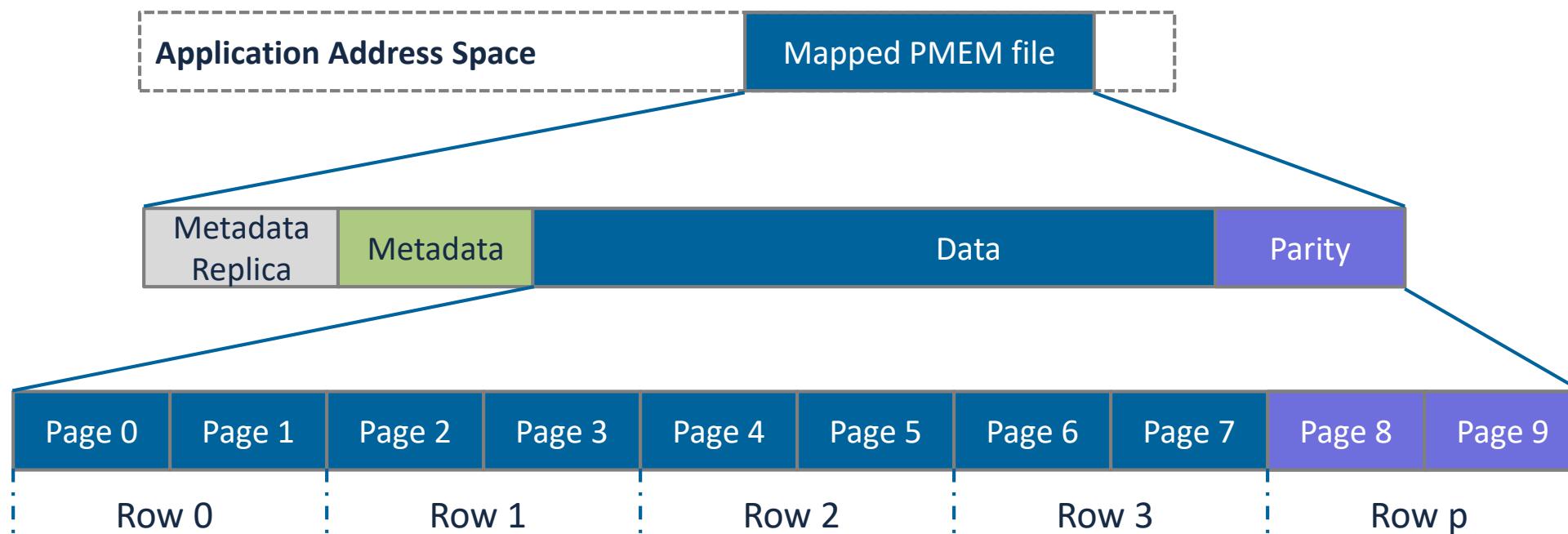
DRAM

PMEM



# Pangolin's data redundancy

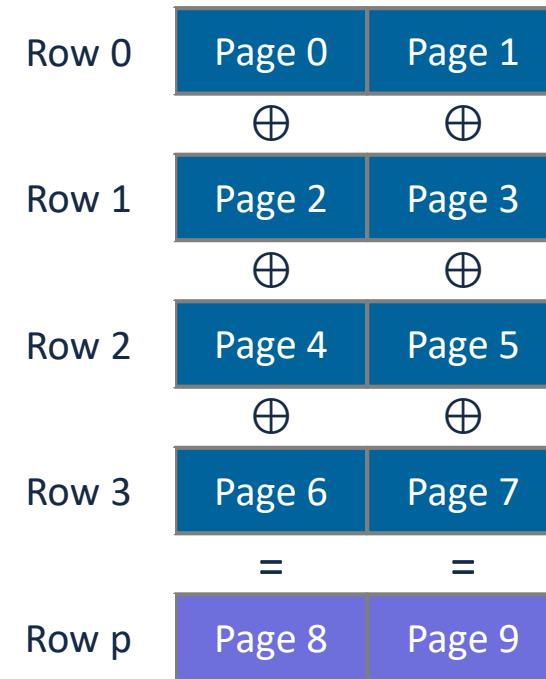
- Reserve space for metadata replication and object parity
- Organize object data pages into “rows”



Row size: default 160 MB (1% of a data “zone”)

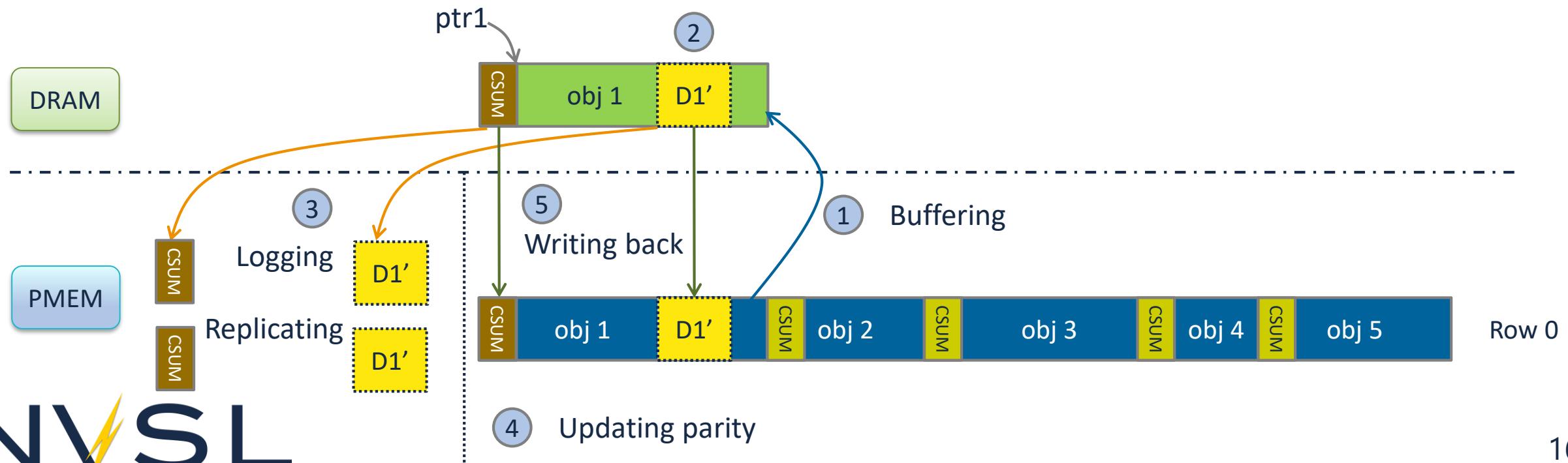
# Pangolin's parity coding

- Compute a parity page vertically across all rows
- Afford losing one whole row of data
- By default, Pangolin implements 100 rows per data zone

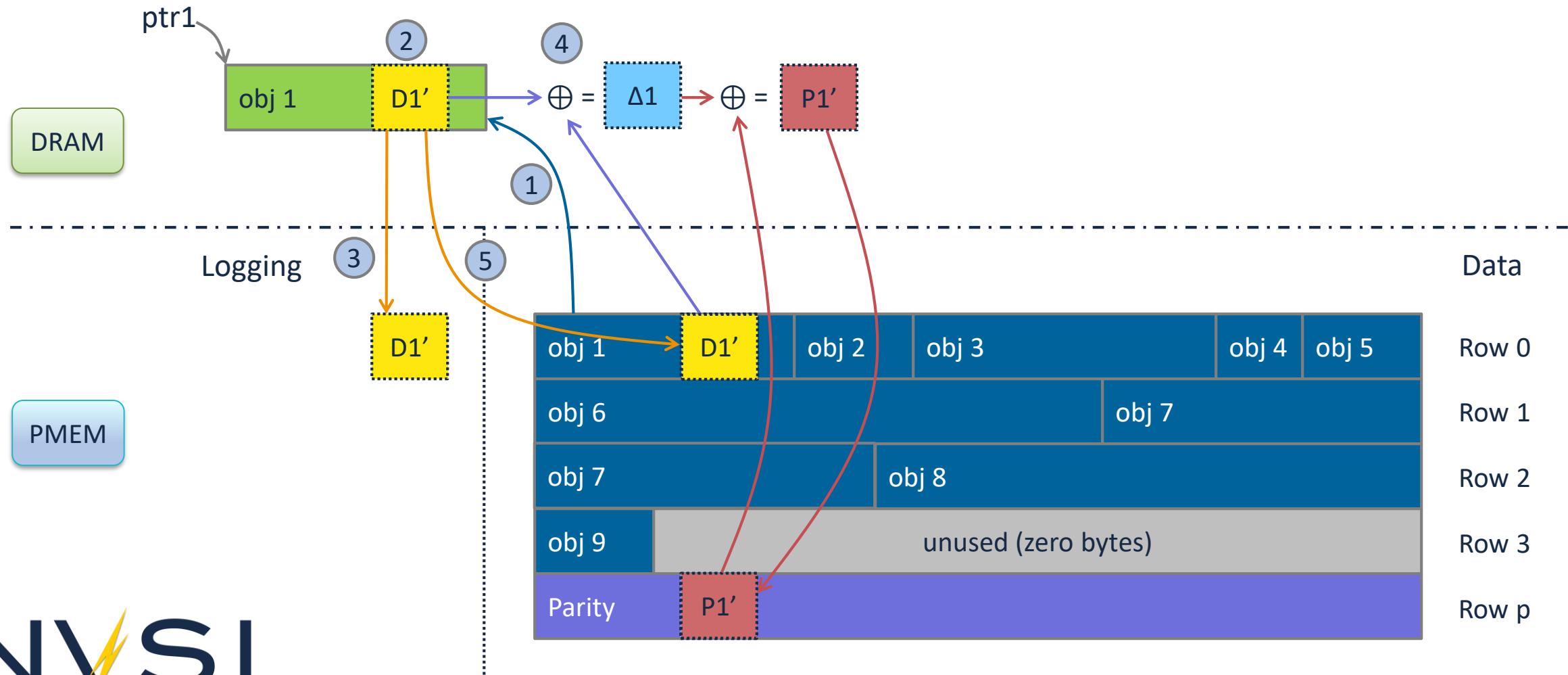


# Micro-buffering provides transactions

- Move object data in DRAM and perform data integrity check
- Buffer writes to objects and write back to PMEM on commit
- Guarantee consistency with redo logging (replicated)

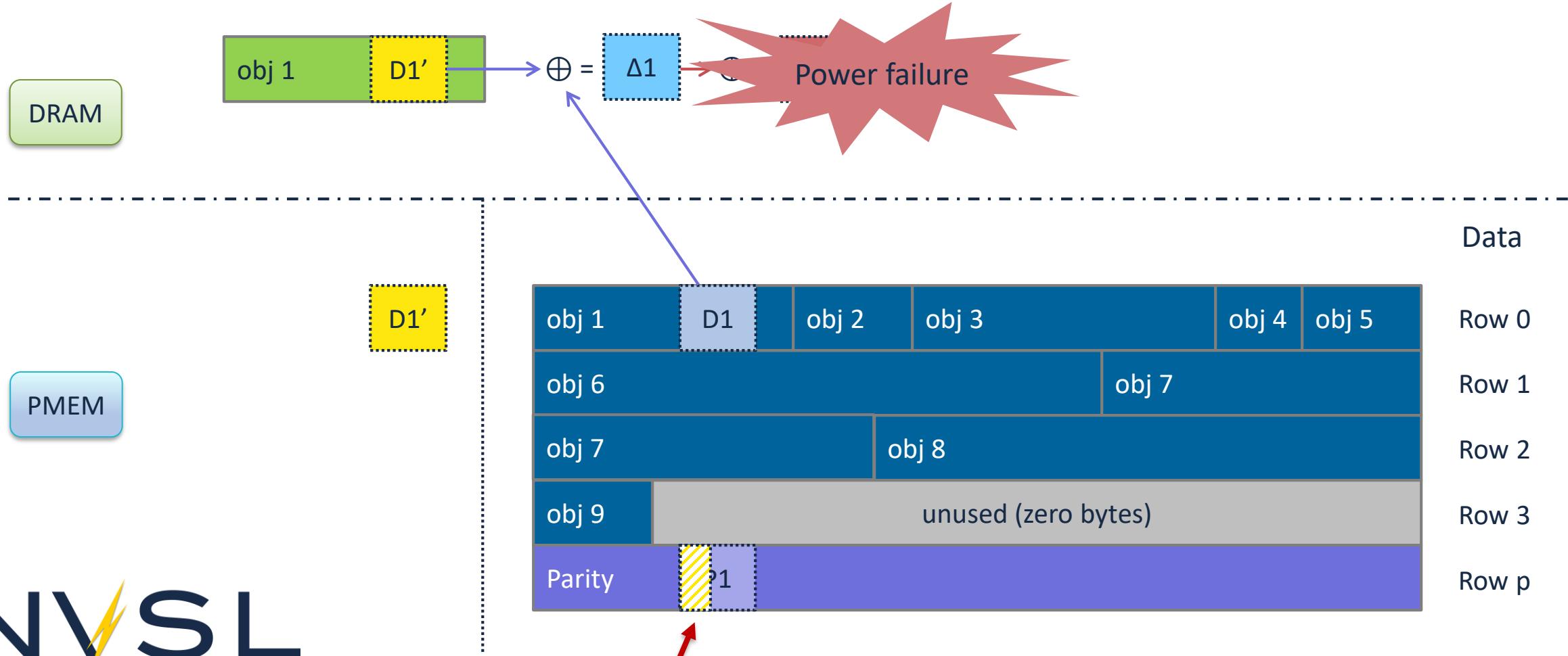


# Updating parity using only modified ranges



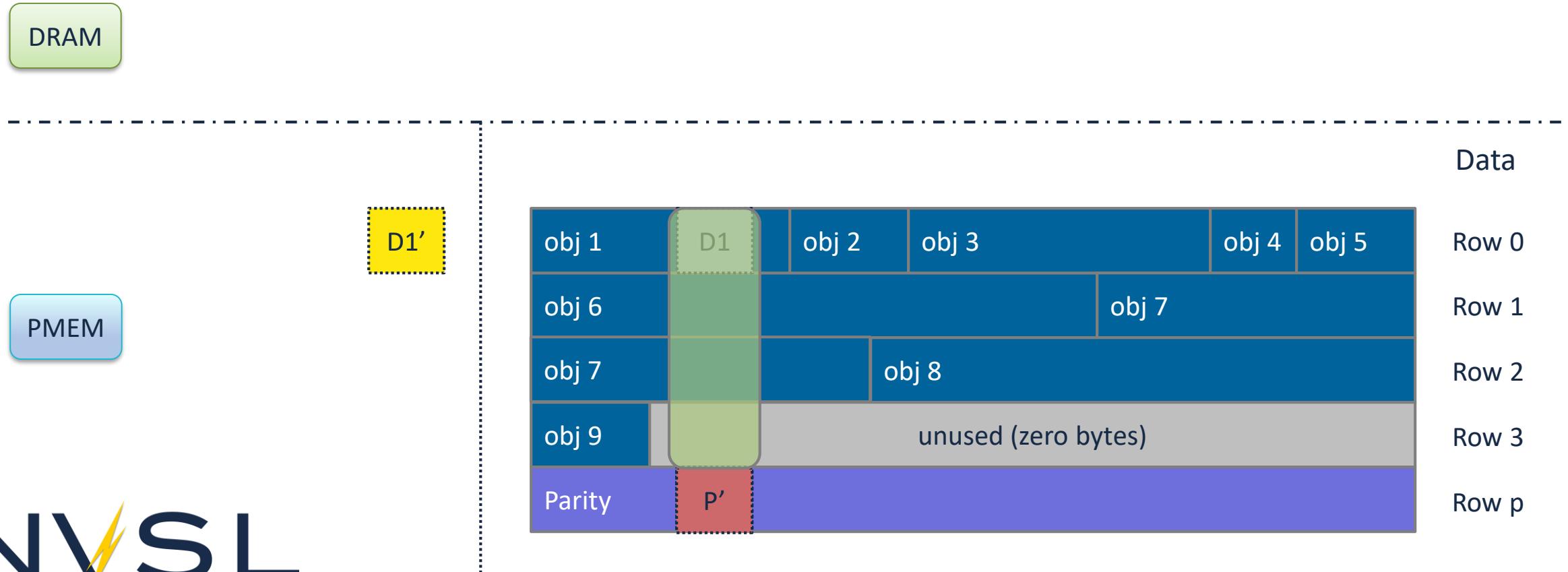
# Parity's crash consistency depends on object logs

- Apply all redo-logs (if exist) and then re-compute parity



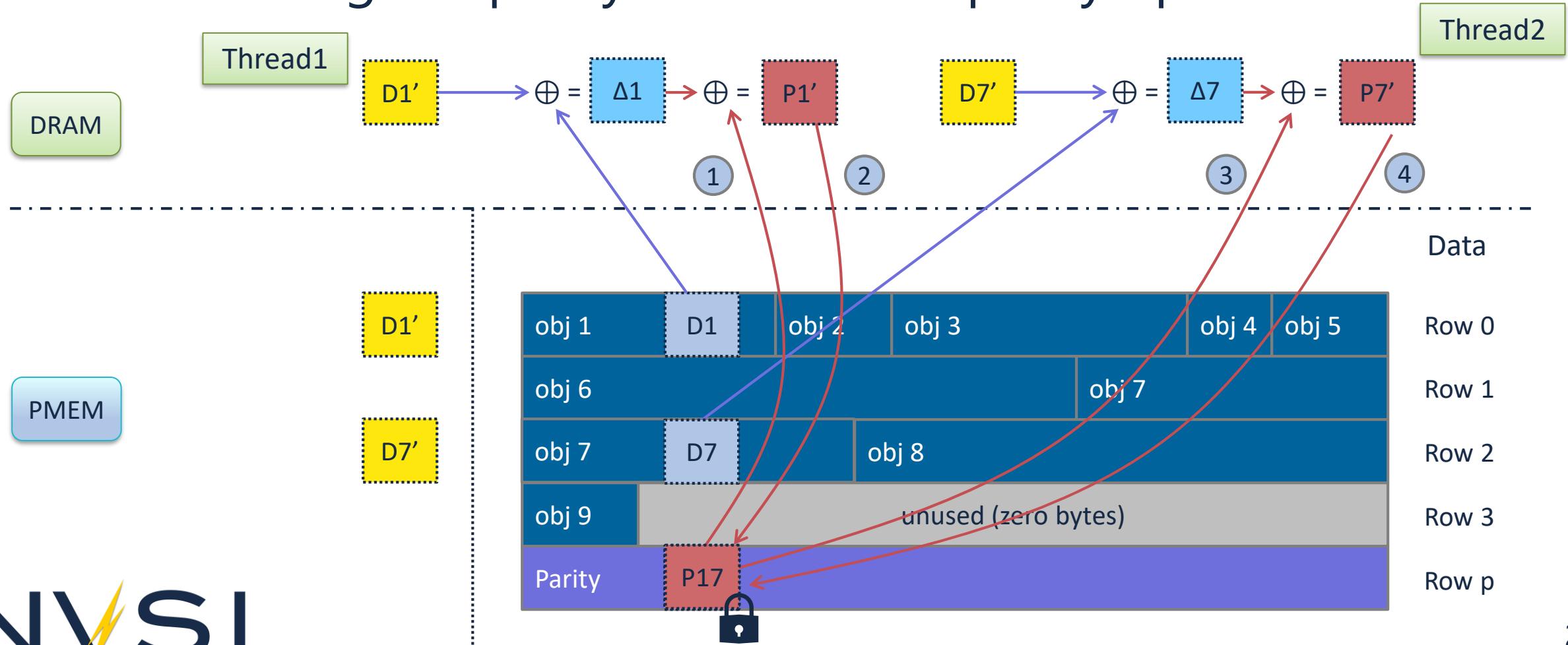
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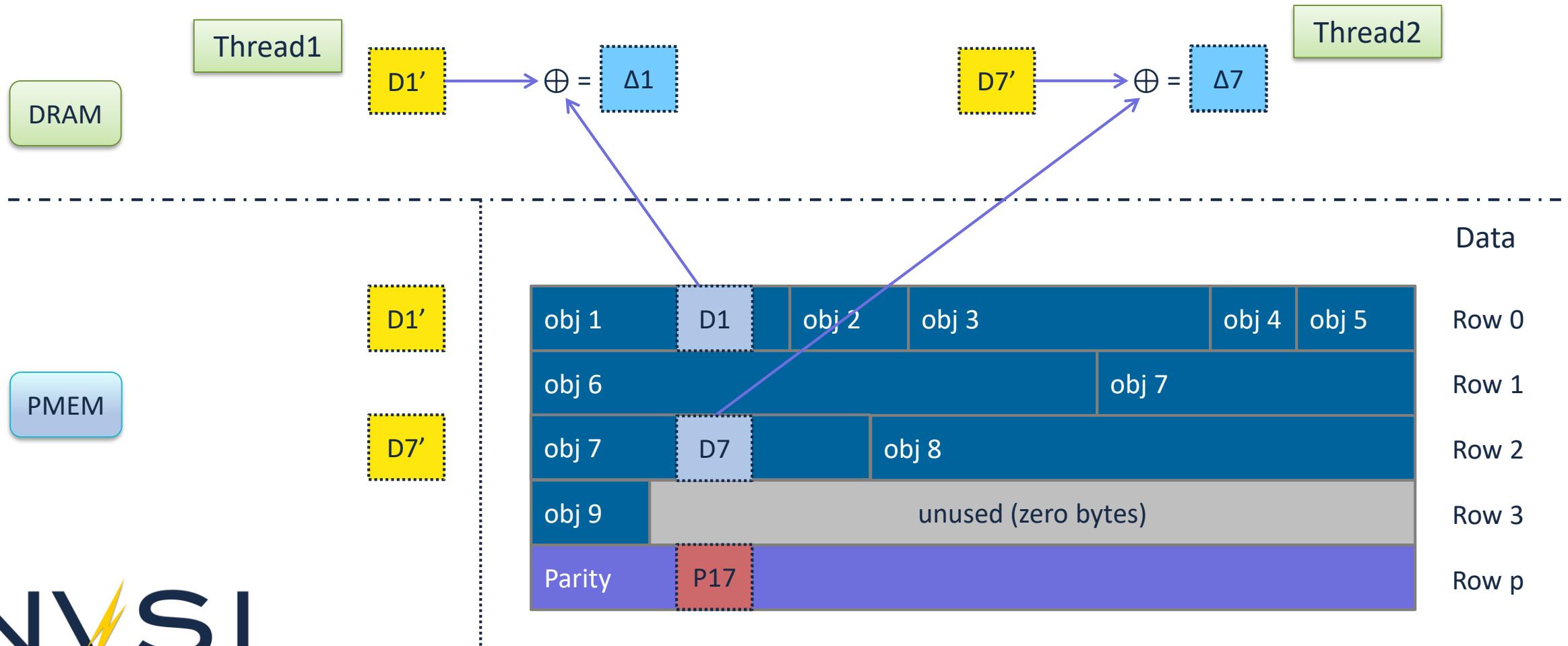
# Multithreaded update – Lock parity ranges

- Lock a range of parity and serialize parity updates



# Multithreaded update – Atomic XORs

- Parity range can update, lock-free, with atomic XORs

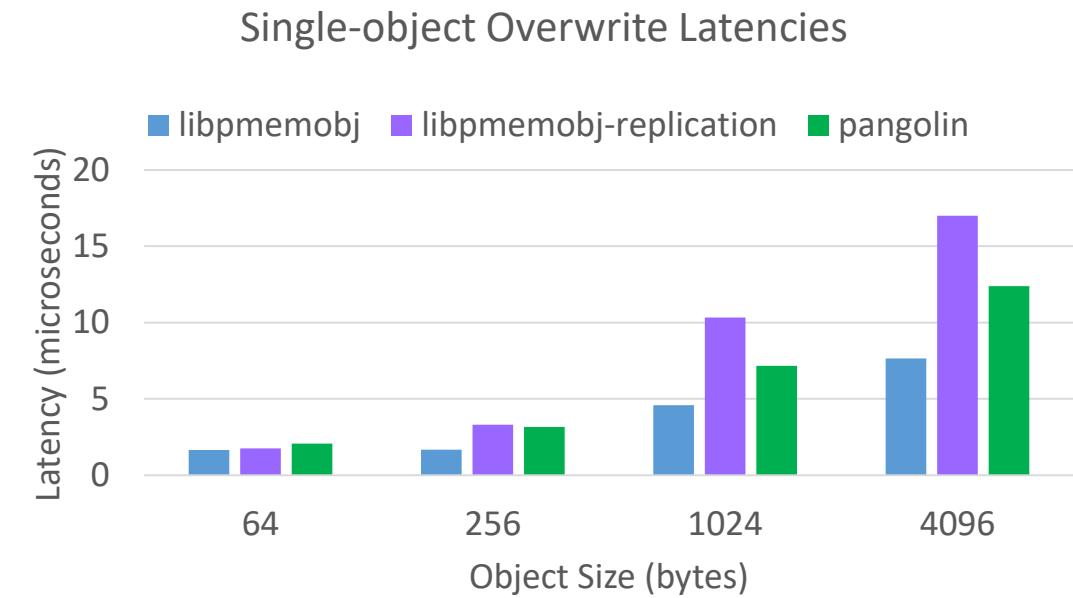


# Multithreaded update – Hybrid scheme

- Atomic XORs can be slower than vectorized ones
- Use shared mutex to coordinate both methods
- Small updates (< 8KB)
  - Take shared lock of a parity range (8 KB)
  - Update parity concurrently with atomic XORs
- Large updates ( $\geq$  8KB)
  - Take exclusive locks of parity ranges (8 KB each)
  - Update parity using vectorized XORs (non-atomic)

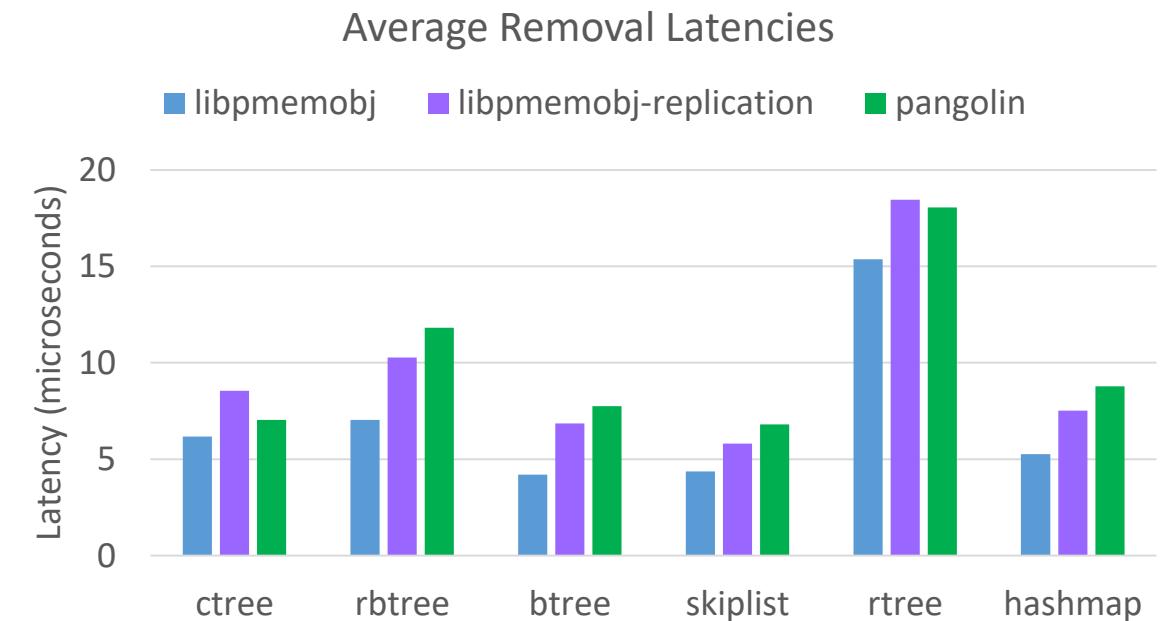
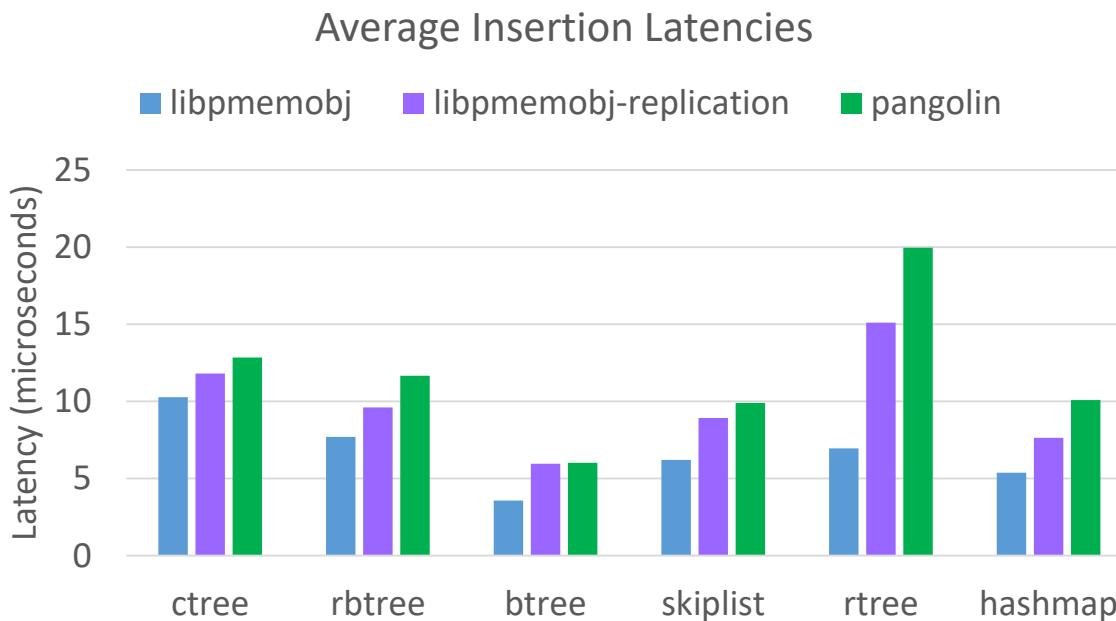
# Performance – Single-object transactions

- Evaluation based on Intel's Optane DC persistent memory
- On average, Pangolin's latency is 11% lower than libpmemobj with replication.



# Performance – Multi-object transactions

- Performance of Pangolin is 90% of libpmemobj's with replication
- Pangolin incurs about 100× less space overhead



# Conclusion

- PMEM programming libraries should also consider fault tolerance for critical applications.
- Parity-based redundancy provides similar performance compared to replication and significantly reduces space overhead.
- Micro-buffering-based transactions can both support crash consistency and provide fault tolerance.