

# ScalaCache:

## Scalable User-Space Page Cache Management with Software-Hardware Coordination

Peng, L., An, Y., Zhou, Y., Wang, C., Li, Q., Cheng, C., & Zhang, J.

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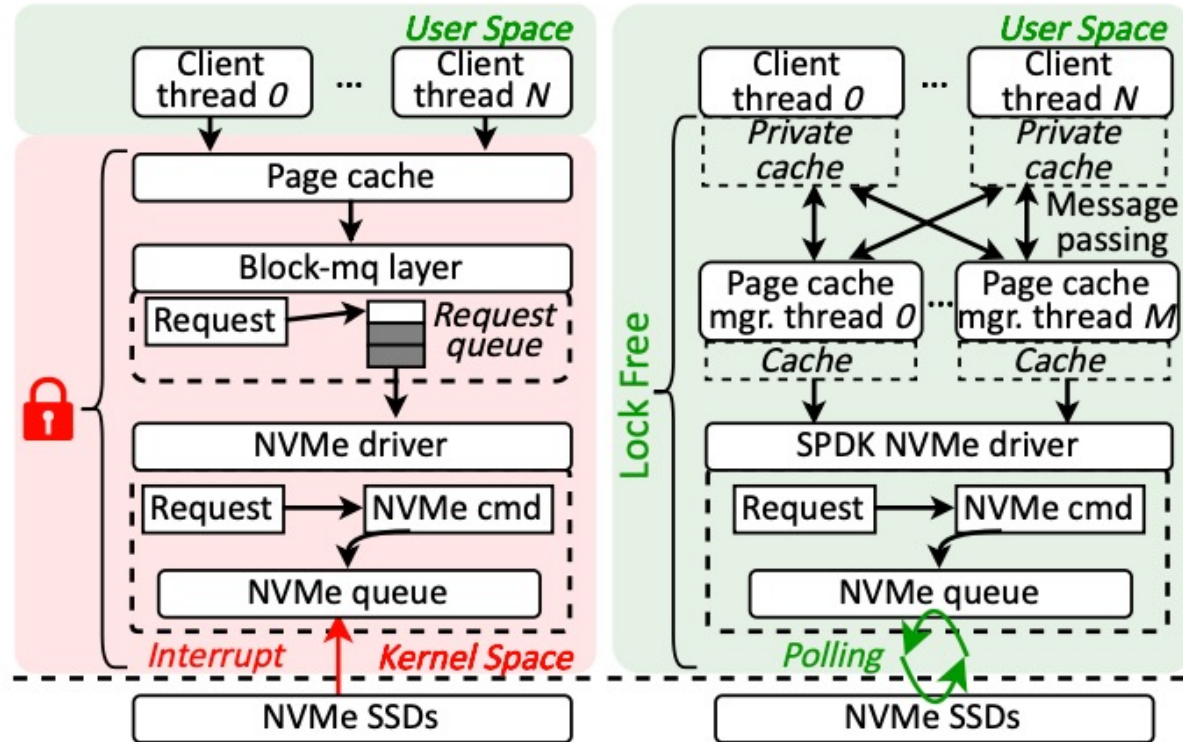
1. Introduction and Background
2. Problem
3. Challenges
4. ScalaCache
5. Evaluation
6. Conclusion

# 1. Introduction and Background

## The importance of cache

You know it well

## 2. Problem



(a) Kernel storage software stack. (b) User-space storage software stack.

Figure 3: Typical kernel and user-space software stacks.

### Kernel software stack

- Kernel space implementation
- Global locking
- Interrupt

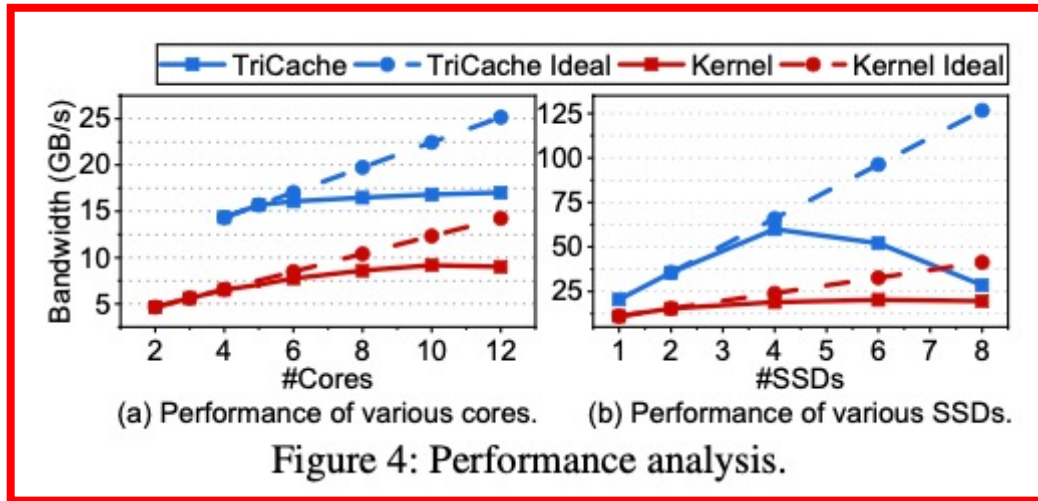
- Fails to follow up on SSD performance

### TriCache

- Efficient user-space SPDK I/O engine
- Multiple threads manage cache without lock
- Message passing

- Communication Overhead
- Small, non-contiguous IO requests

# 2. Problem



## Kernel software stack

- CPU time breakdown
  - IO engine : 21.45%
  - Lock : 18.96%
- I/O latency
  - I/O engine : 25.22%
  - Cache : 74.07%

## TriCache

- CPU time breakdown
  - Msg pass : 10.08%
  - Manager thread : 30.5%
  - 6.72x more NVMe cmd due to fragmentation
  - Msg poll : 68.14%
- I/O latency
  - C-M queuing : 10.02%
  - M-S queuing : 67.72%

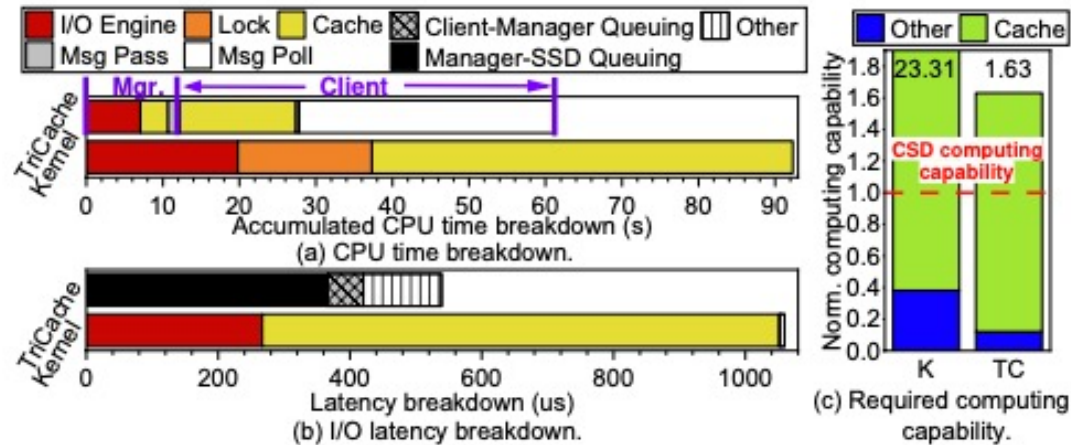


Figure 5: Breakdowns and required computing capability.

## 2. Problem

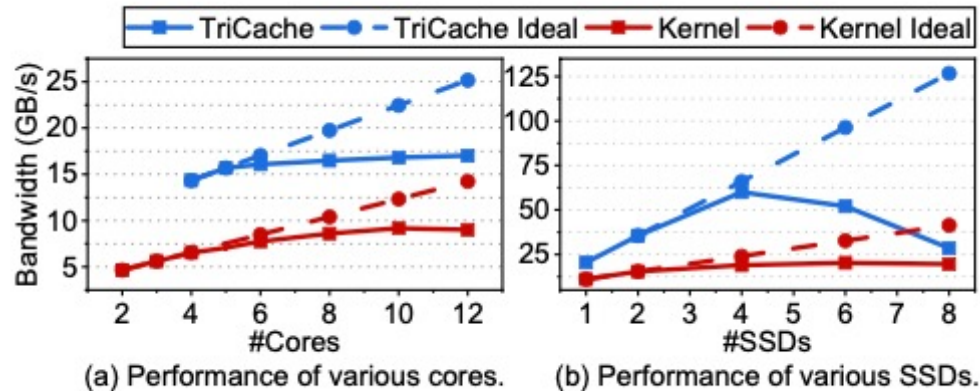


Figure 4: Performance analysis.

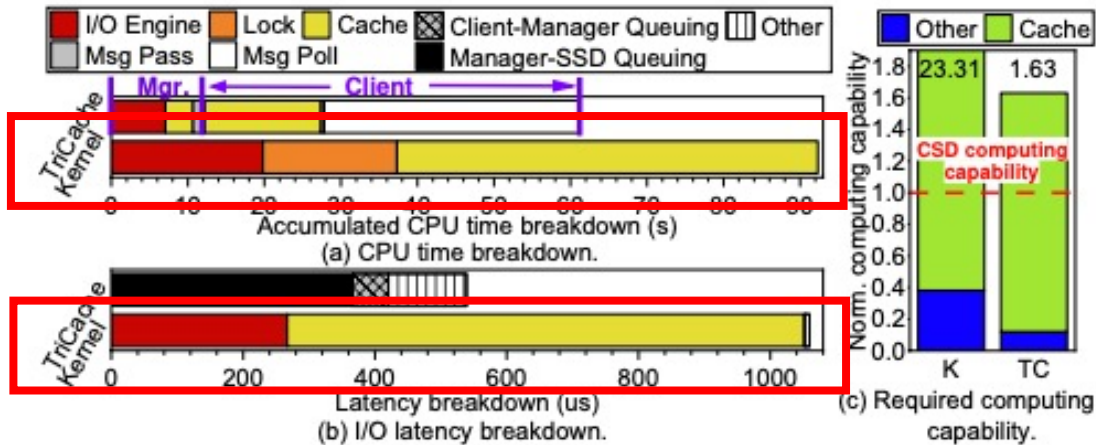


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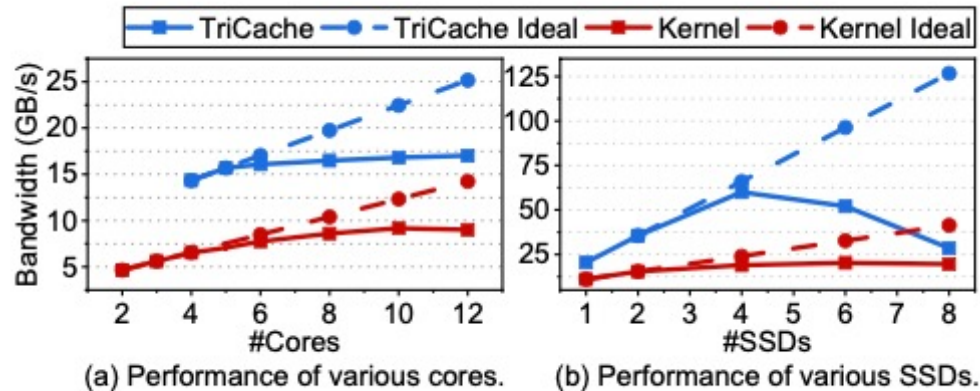


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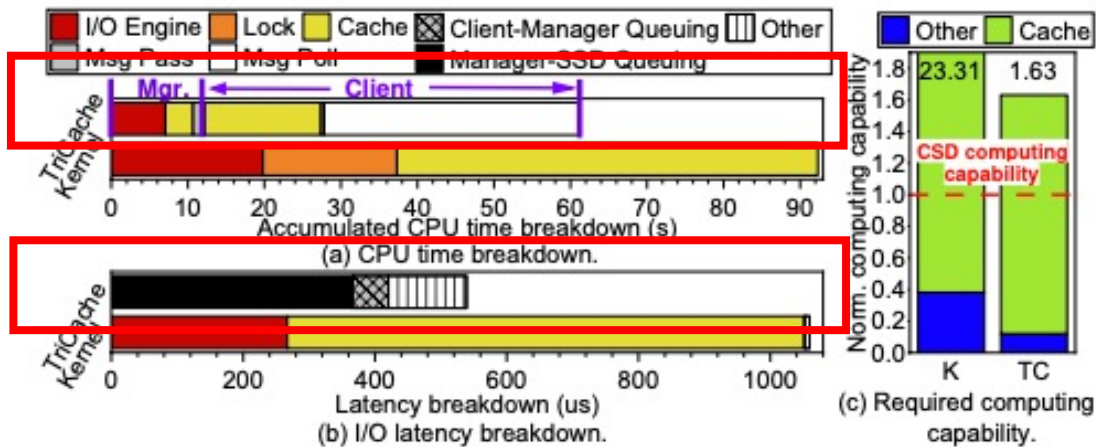


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# 3. Challenges

## CPU consumption

- Both kernel and TriCache **consume excessive computing resources** for cache operations
- The CPU dependency of **the host-centric design** worsens as the number of SSDs increases, causing scalability problems

## Communication cost

- **Heavy kernel IO engine** prevents efficient communication between kernel page cache and SSD
- TriCache requires **frequent communication** between client, cache manager thread, and page cache manager thread

## GC interference

- **GC activity** on SSDs inadvertently blocks cache management
- Host-centric design is difficult to mitigate because it **separates this layer from the SSDs**



# 4. ScalaCache

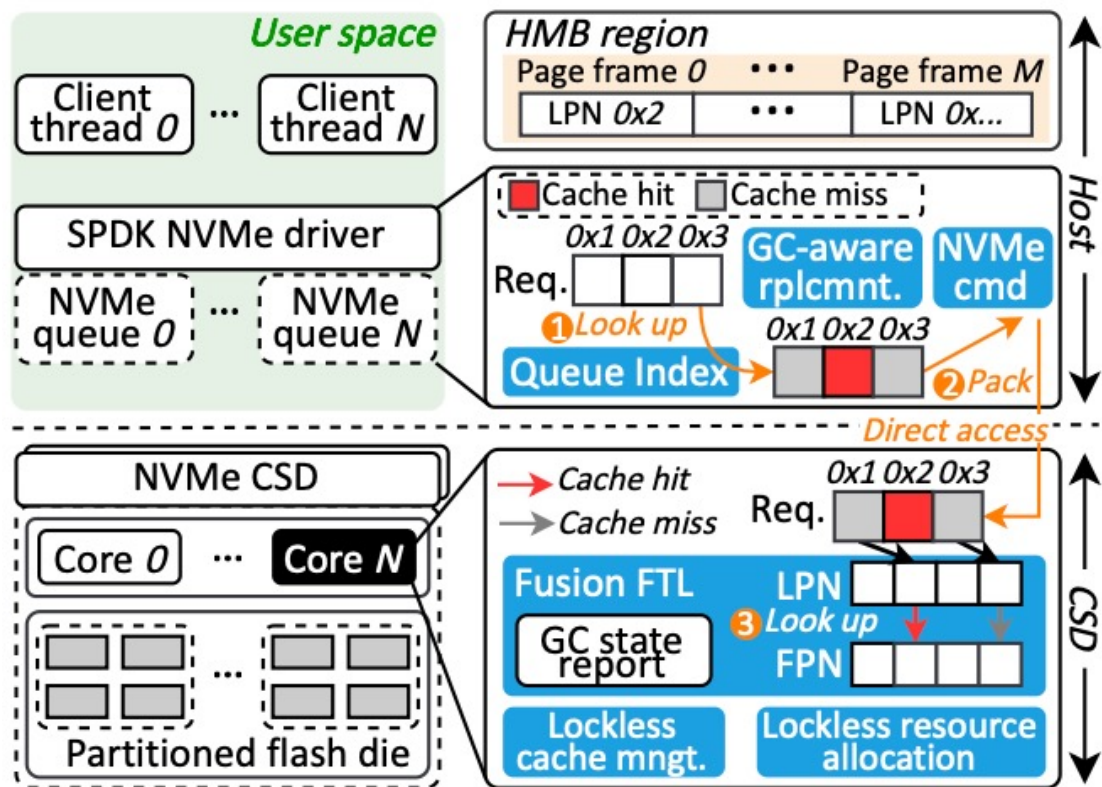


Figure 6: Overview of ScalaCache.

- Offload the page cache manager to CSD (Computational Storage drives)
- FusionFTL
- Queue index
- Partitioning for concurrent access

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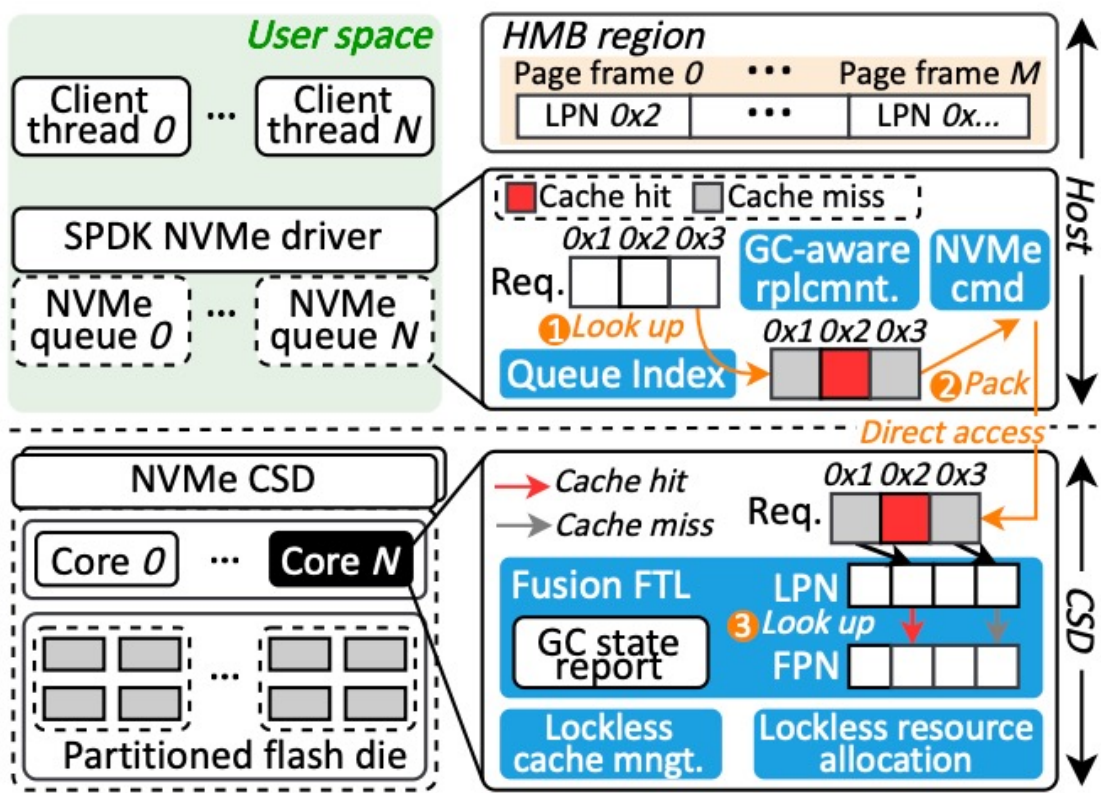


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## FusionFTL

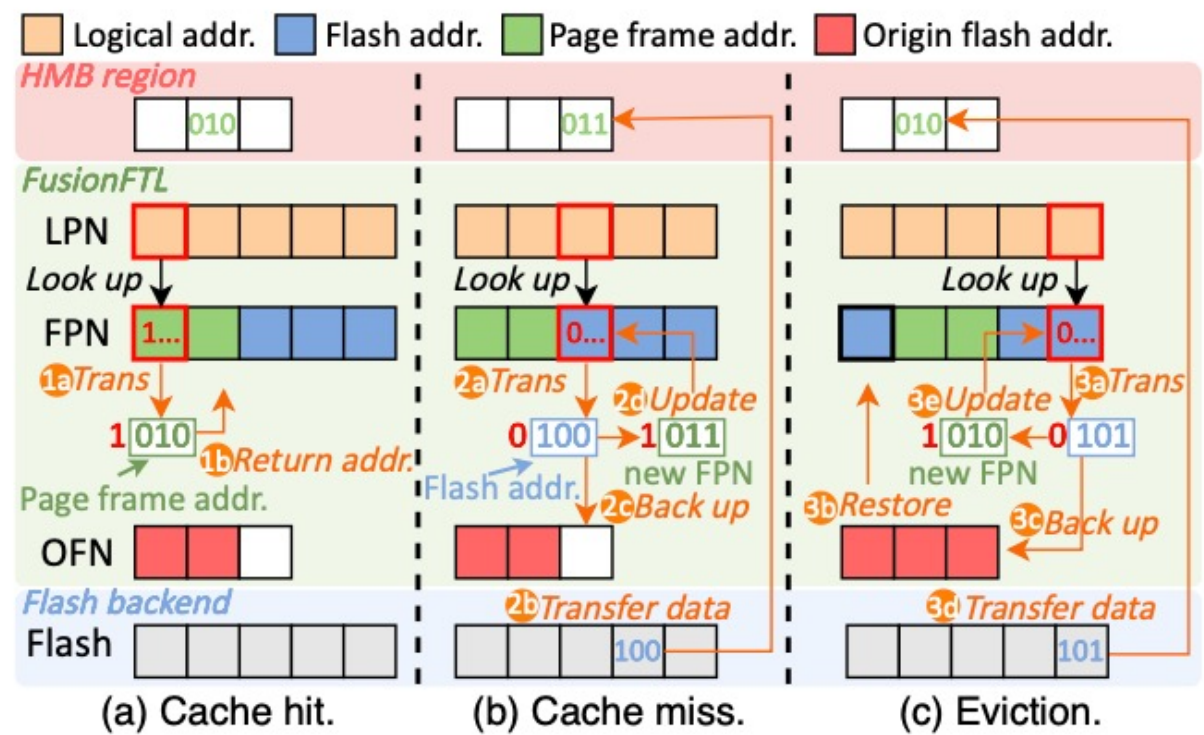


Figure 7: Details of FusionFTL.

# 4. ScalaCache

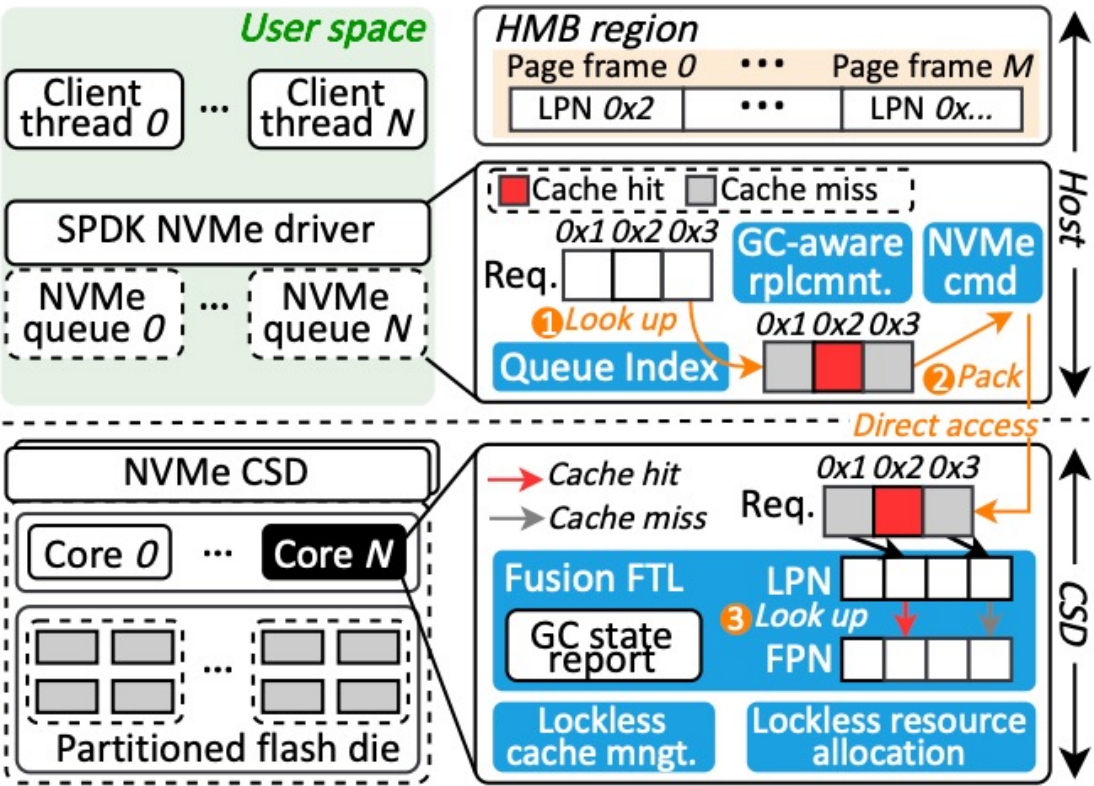


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## Queue index

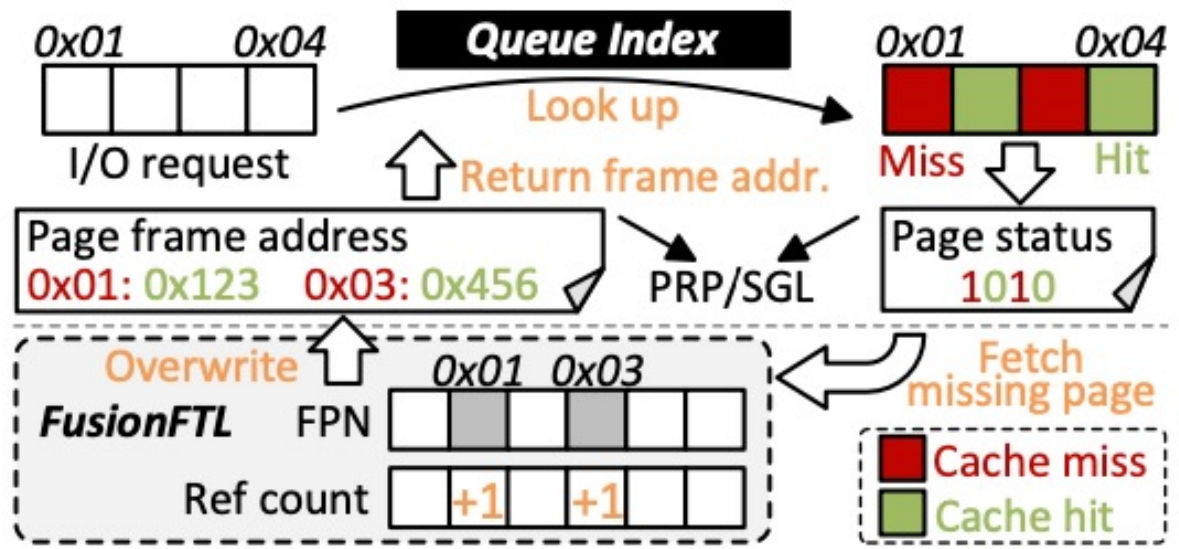


Figure 9: Coordination between Queue Index and FusionFTL.



# 4. ScalaCache

- Partitioning for concurrent access

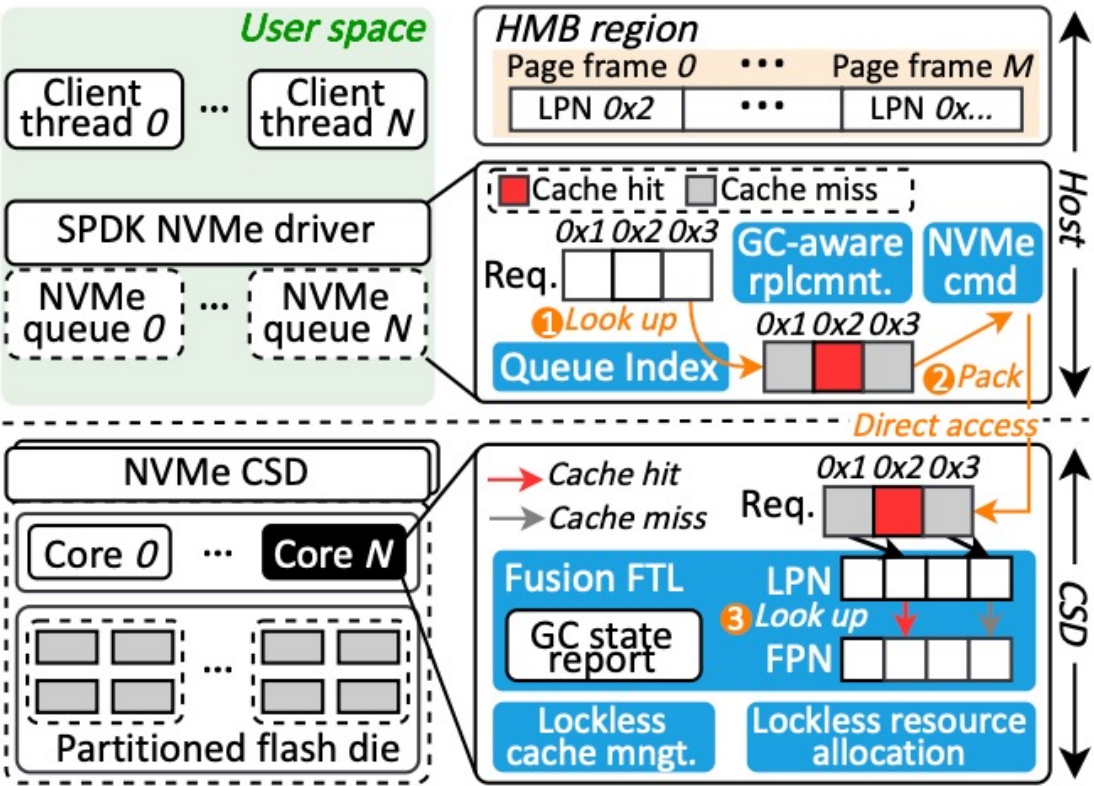


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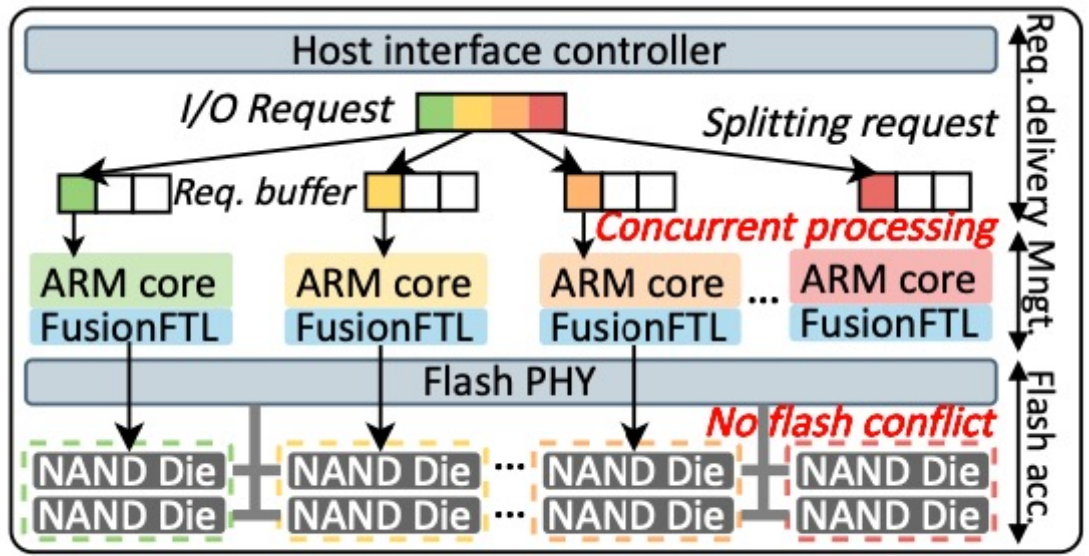


Figure 8: Concurrent I/O processing within CSD.

# 5. Evaluation

## Set up

| Host system |                   | FEMU  |   | Software        |         |
|-------------|-------------------|-------|---|-----------------|---------|
| CPU         | AMD EPYC 9654     | VM    | 24 Core /<br>128 GB DRAM                            | Linux<br>kernel | 6.8     |
|             | 96 Core / 2.4 GHz |       | Rd./Prog.: 18/35 us                                 |                 |         |
| Mem.        | 768 GB DRAM       | Flash | 8 Channel / 4 Die / 1024<br>Block / 512 Page / 4 KB | SPDK            | 22.01.2 |
|             |                   |       |   | Cache size      | 18.75%  |

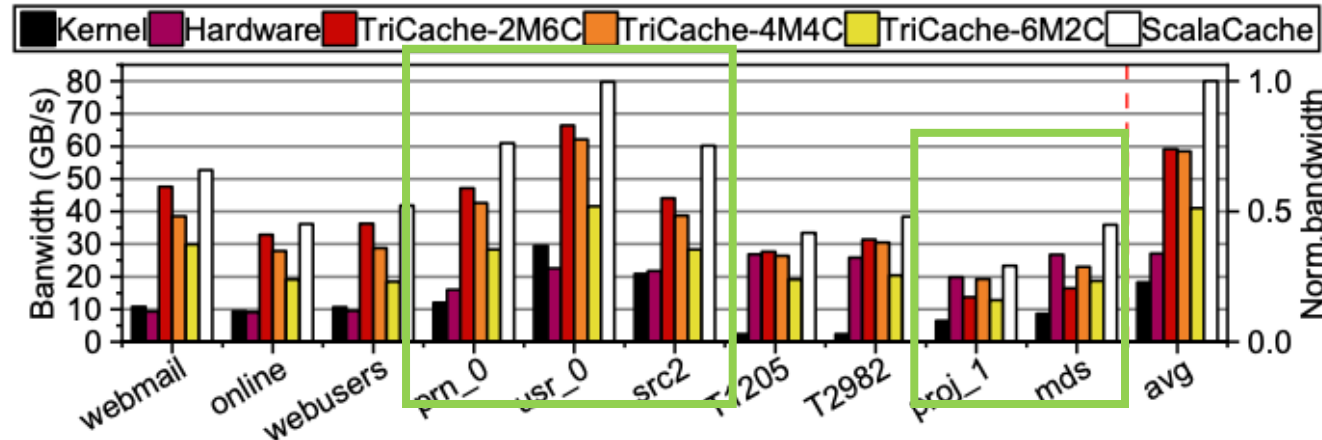
Table 1: System configurations.

| Trace    | Req cnt.<br>(Mops) | Avg req size<br>(KB) | Data size<br>(GB) | Hit ratio | Randomness | Hotness [19]<br>(reuse dis. (GB)) |
|----------|--------------------|----------------------|-------------------|-----------|------------|-----------------------------------|
| webmail  | 7.80               | 4                    | 29.74             | 0.96      | 0.22       | 0.21                              |
| online   | 5.70               | 4                    | 21.80             | 0.94      | 0.26       | 0.62                              |
| webusers | 5.70               | 4.22                 | 22.90             | 0.71      | 0.30       | 0.40                              |
| prn_0    | 5.59               | 11.09                | 59.09             | 0.89      | 0.77       | 0.81                              |
| usr_0    | 2.24               | 22.66                | 48.37             | 0.96      | 0.89       | 1.05                              |
| src2     | 3.37               | 34.19                | 109.97            | 0.90      | 0.95       | 0.47                              |
| T1205    | 0.33               | 160.10               | 50.47             | 0.61      | 0.89       | 1.45                              |
| T2982    | 1.06               | 65.55                | 66.02             | 0.67      | 0.97       | 2.59                              |
| proj_1   | 23.64              | 34.42                | 775.93            | 0.78      | 0.87       | 1.02                              |
| mds      | 2.85               | 36.56                | 99.33             | 0.76      | 0.91       | 0.50                              |

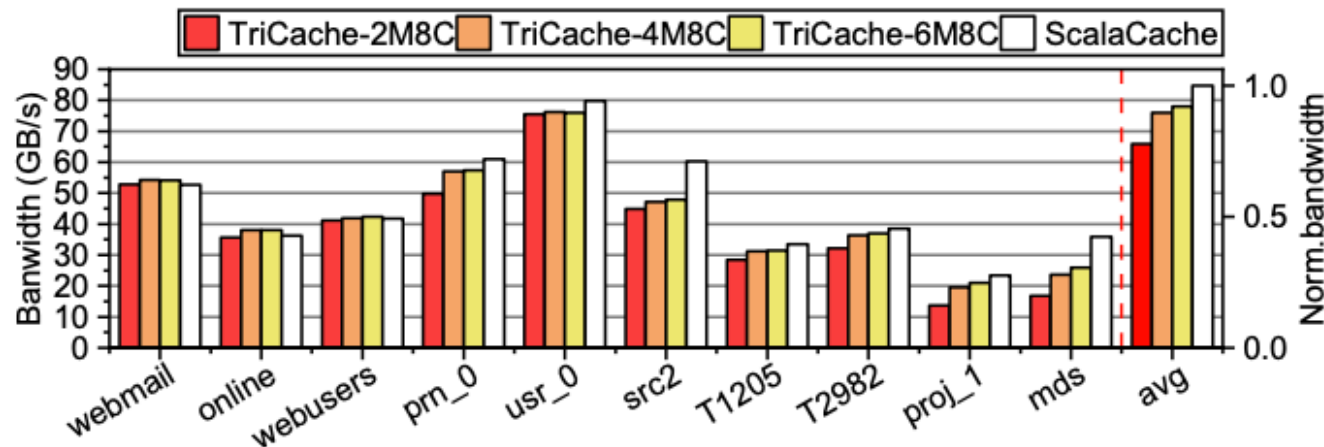
Table 2: The characteristics of examined workloads.

# 5. Evaluation

## Performance



(a) Bandwidth comparison with fixed (8) host CPU cores.



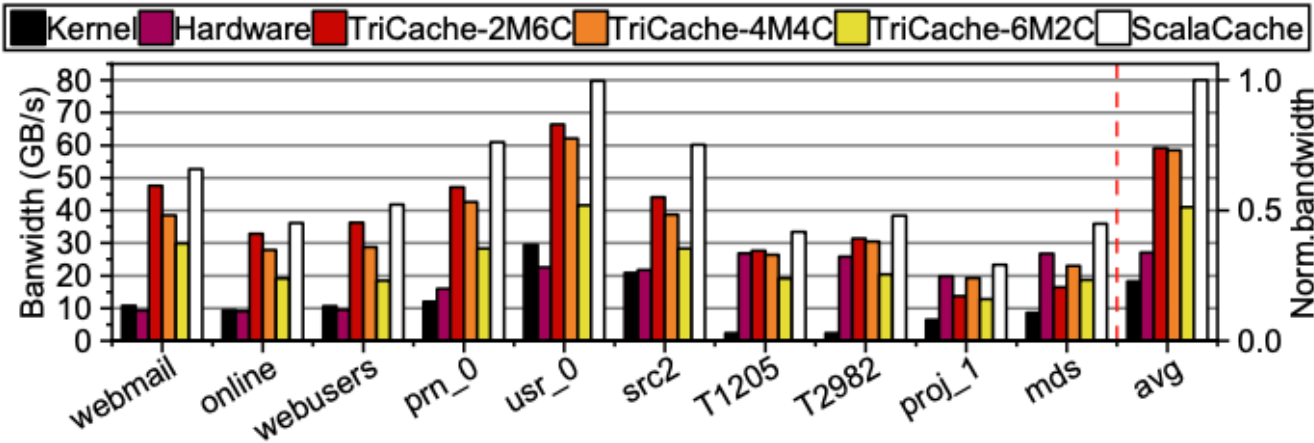
(b) Bandwidth comparison with fixed (8) client threads.

- 8 Host CPU
- 5.12× and 1.95× bandwidth improvement compared to Kernel and Hardware
- 35.30% and 94.78% bandwidth improvement compared to TriCache

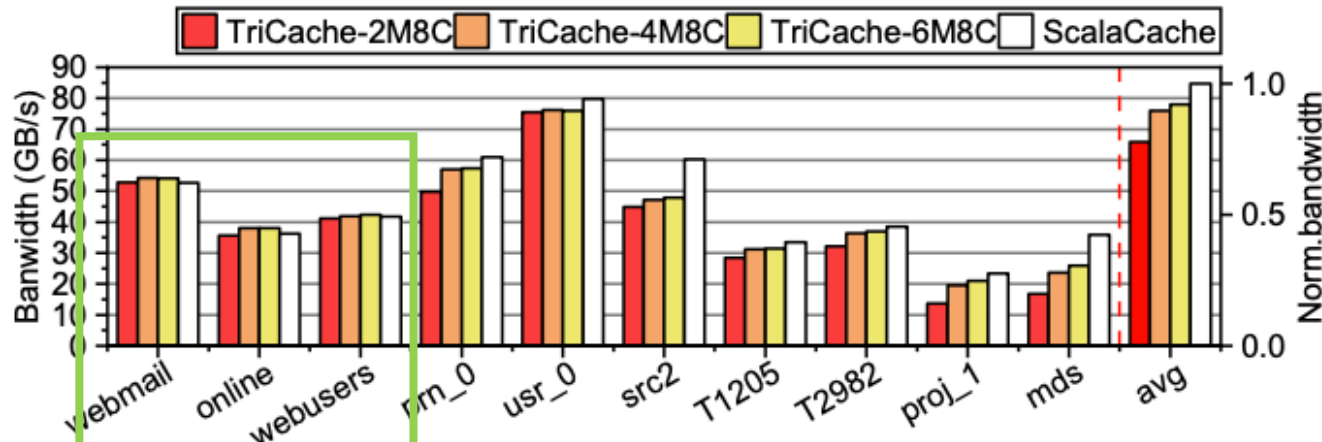


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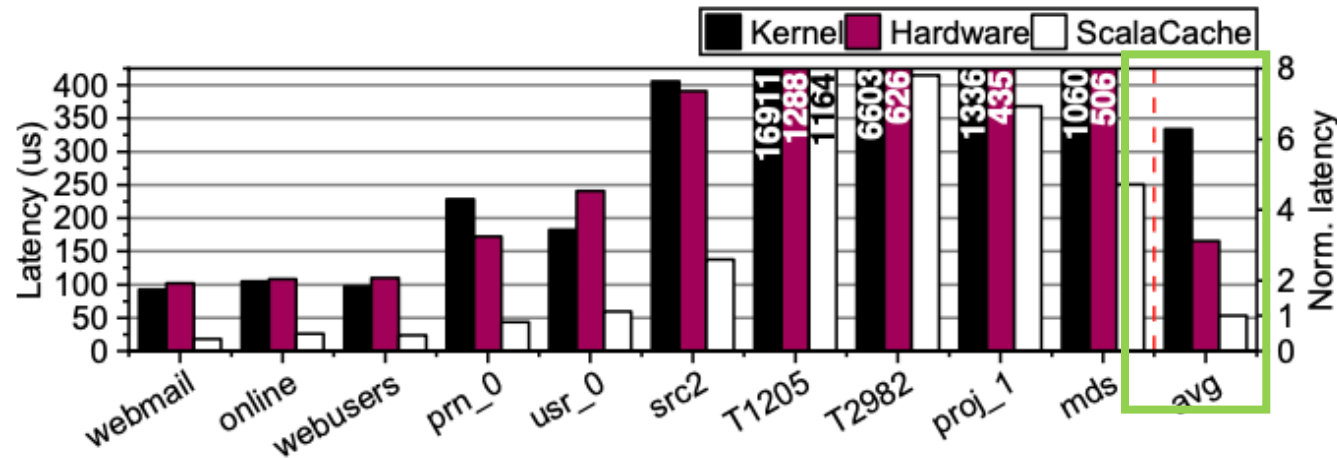
- Fixed 8 core for client threads
- outperforms 2M8C by 29%

| Trace    | Req cnt. (Mops) | Avg req size (KB) | Data size (GB) | Hit ratio | Randomness | Hotness [19] (reuse dis. (GB)) |
|----------|-----------------|-------------------|----------------|-----------|------------|--------------------------------|
| webmail  | 7.80            | 4                 | 29.74          | 0.96      | 0.22       | 0.21                           |
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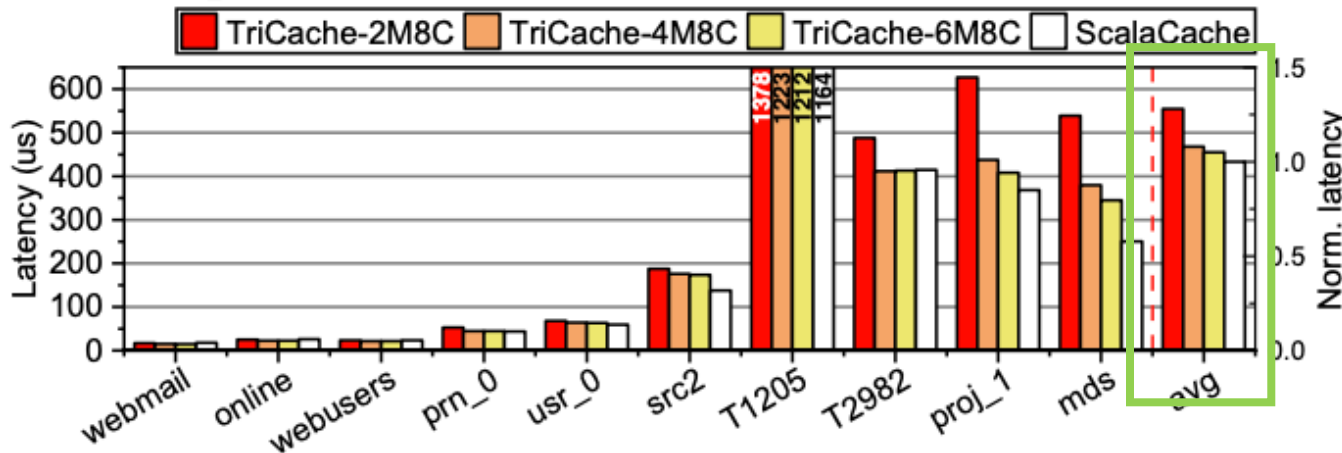
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## Latency



(a) Latency comparison with fixed (8) host CPU cores.



(b) Latency comparison with fixed (8) client threads.

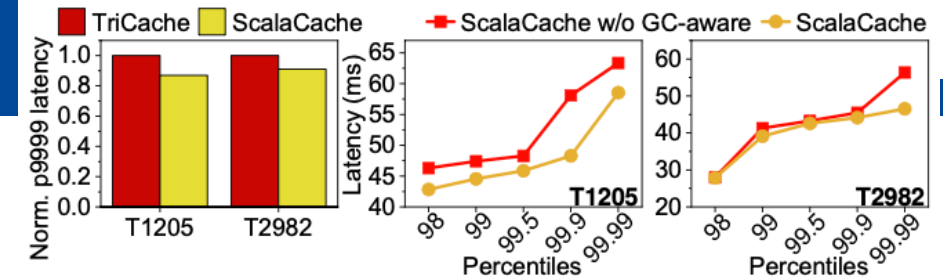


Figure 13: Tail latency comparison.

- 78.13% lower latency  
Compare to Kernel
- 56.07% lower latency  
Compare to Hardware
- 53.50%, 33.97%, and 27.33%  
lower latency  
Compare to TriCache
- 11% 99.99th latency reduction  
compared to TriCache

# 5. Evaluation

## Breakdown

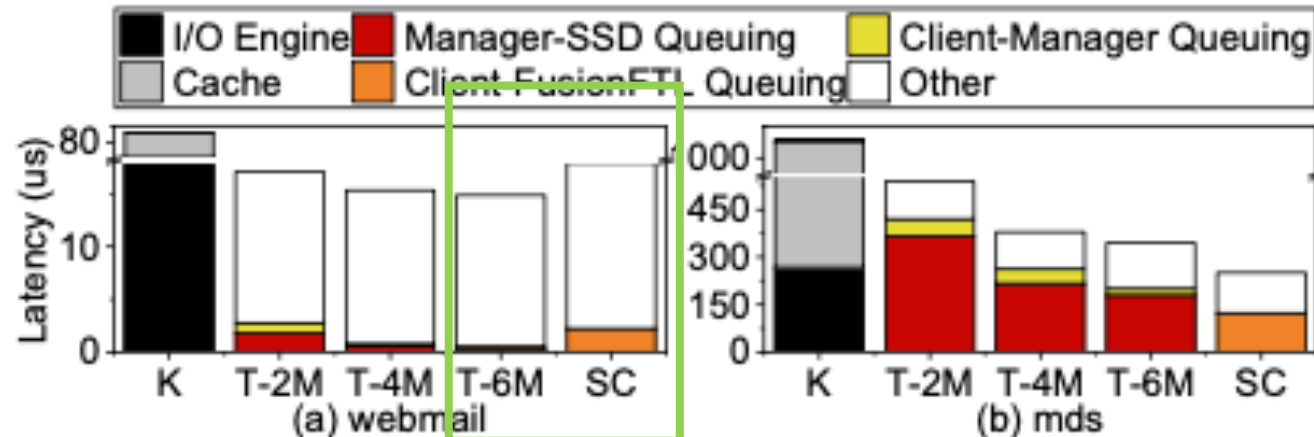


Figure 14: I/O latency breakdown.

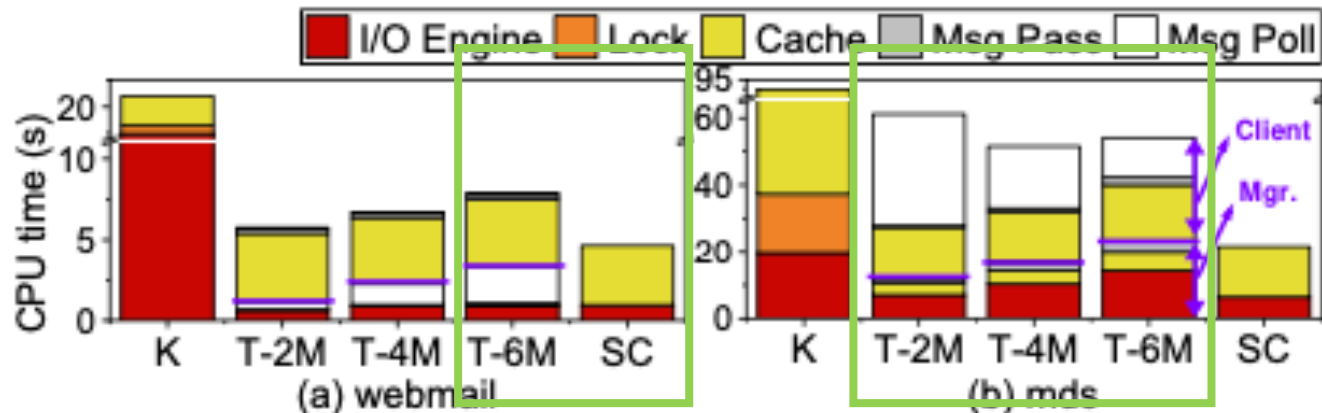


Figure 15: CPU time breakdown.

- Other is an action unrelated to the cache
- Reduced 47.09%
- But,  
Slow operation of CSD affects IO performance
- SC does not have msg poll
- TriCache has  
request fragmentation

# 5. Evaluation

## Scalability

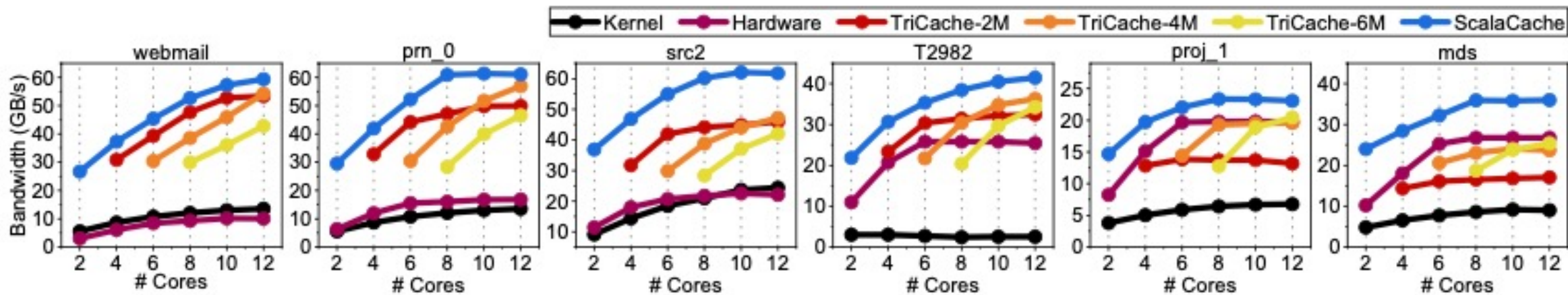
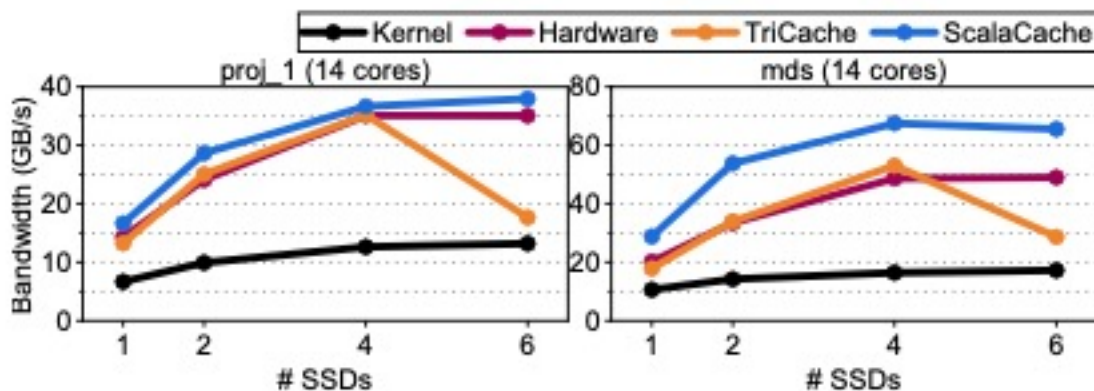
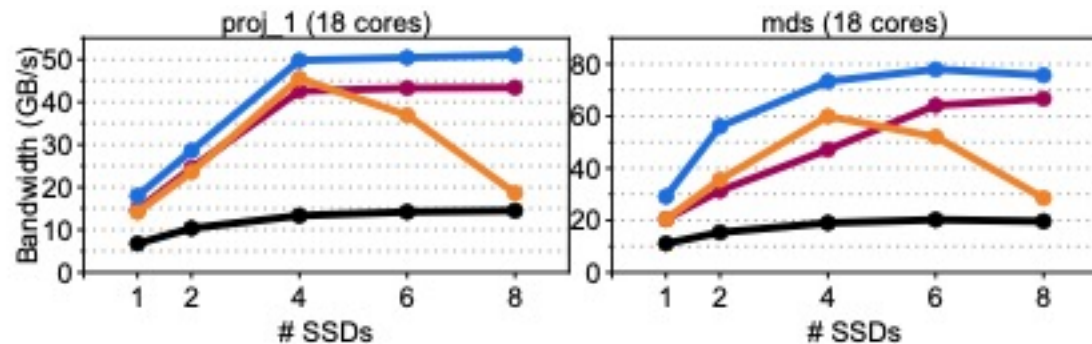


Figure 17: Scalability with host CPU cores.



(a) Performance with 14 host CPU cores.



(b) Performance with 18 host CPU cores.

Figure 18: Scalability with varying CPU cores and SSDs.

## 6. Conclude

- **User-space cache with software-hardware collaboration:**  
Take advantage of both user-space design and software-hardware collaboration.
- **Lightweight cache management in CSD:**  
They propose a lightweight index structure called FusionFTL to address the difficulty of delegating cache management to CSD.
- **Enabling concurrent I/O processing for CSD:**  
They build a lock-free resource allocation framework within CSD to enable multiple CSD cores to access resources without locks.



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Thank you!  
Q & A ?

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