

Persistent Memory Programming Workshop

Virtual Workshop

<https://github.com/pmemhackathon/hackathon>

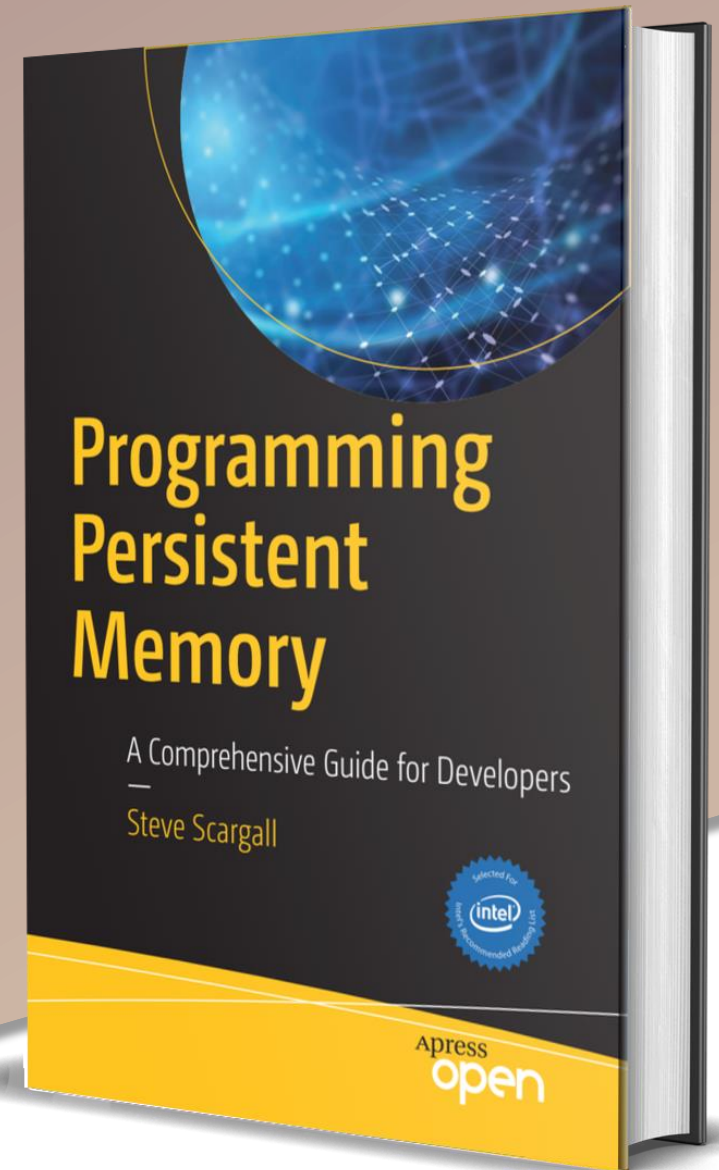
```
51 int  
52 main(int argc, char *argv[])  
53 {  
54     if (argc != 2) {  
55         printf("Usage: %s filename\n", argv[0]);  
56         return 1;  
57     }  
58     printf("Opening file %s\n", argv[1]);  
59     FILE *f = fopen(argv[1], "r");  
60     if (f == NULL) {  
61         printf("Error opening file\n");  
62         return 1;  
63     }  
64     char line[1024];  
65     while (fgets(line, 1024, f) != NULL) {  
66         printf("%s", line);  
67     }  
68     fclose(f);  
69     return 0;  
70 }
```

Master Persistent Memory Programming

Are you ready to begin?



Start Reading

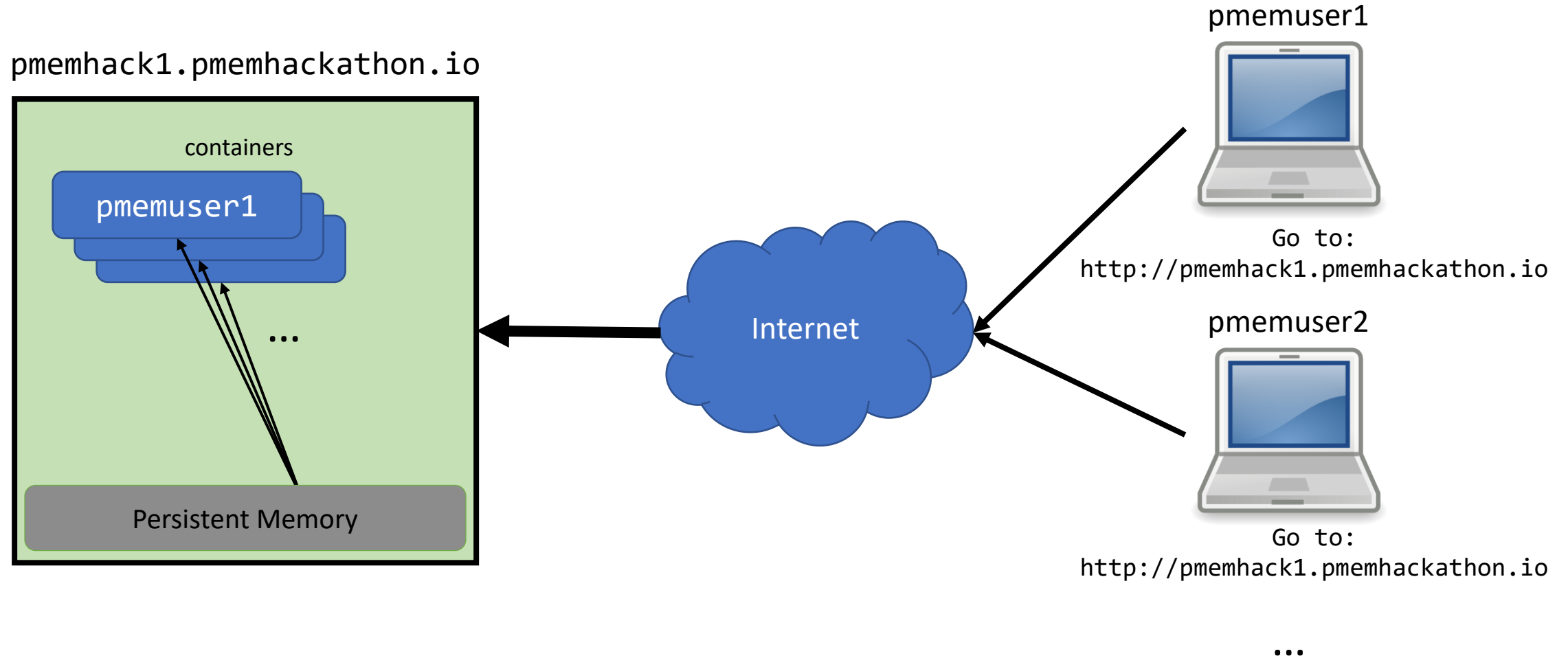


<https://www.apress.com/us/book/9781484249314> ²

Agenda

- Essential Background Slides, covering:
 - Logistics: how you access persistent memory from your laptop
 - The minimum you need to know about persistent memory
 - Walk through the first example or two together
- Goal is to get you hands-on with pmem programming quickly
 - All slides and examples are in the repo
 - Lots more detail in additional slide decks in the repo

Logistics: The *webhackathon* Tool



Username and Password handed out to each attendee

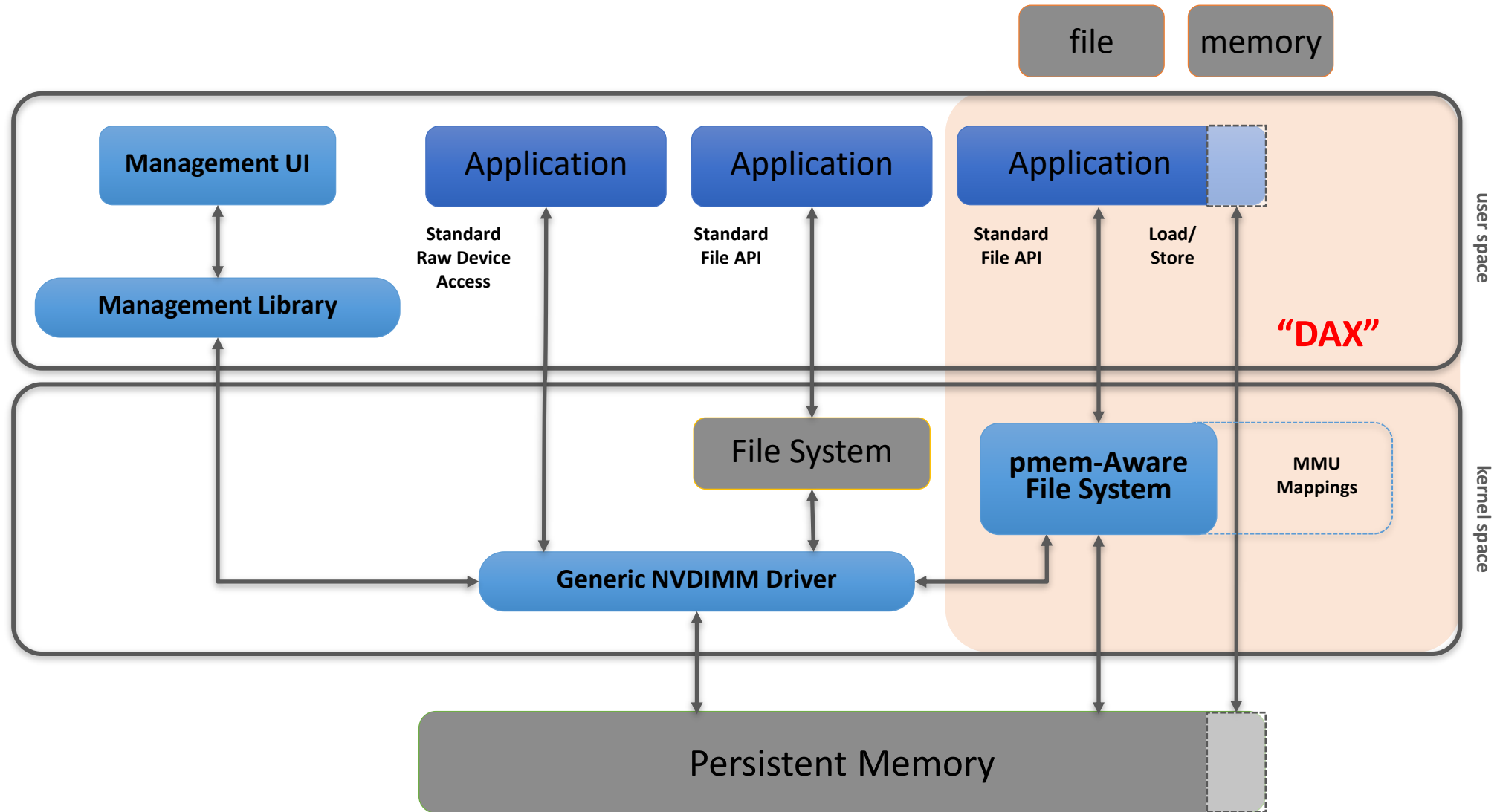
Webhackathon Basics

- List of examples presented on main page
 - First three **recommended** to provide essential background
 - We will walk through some of these together
 - Pick examples that are interesting to you (task, language, etc)
 - Use them as a starting point for your own code
- Menu provides:
 - Access to these background slides
 - Browse your copy of the repo (to download something you want to keep)
 - Browser-based shell window for your container (for users who need it)
- Everything you do runs in your own container on the server
 - With your own copy of the hackathon repo
 - The path to the persistent memory is /pmem
- We're all friends here: **please no denial-of-service attacks on server!**

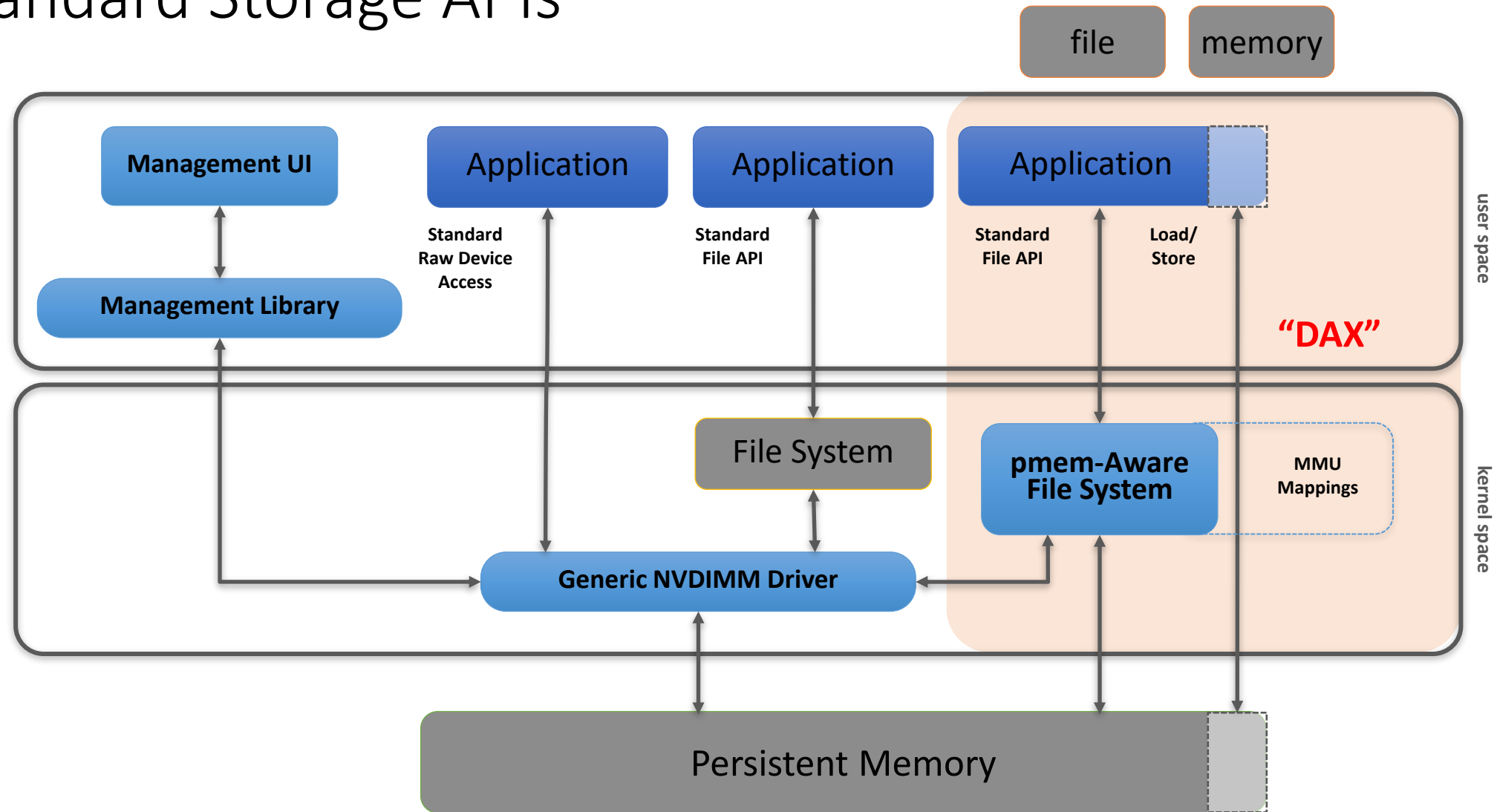
Essential pmem Programming Background

- Lots of ways to use pmem with existing programs
 - Storage APIs
 - Libraries or kernels using pmem transparently
 - Memory Mode
- This workshop doesn't cover the above (too easy!)
 - We assume you want direct access to pmem
 - We show code, but also concepts
 - There are lots of paths you can take, these are just examples

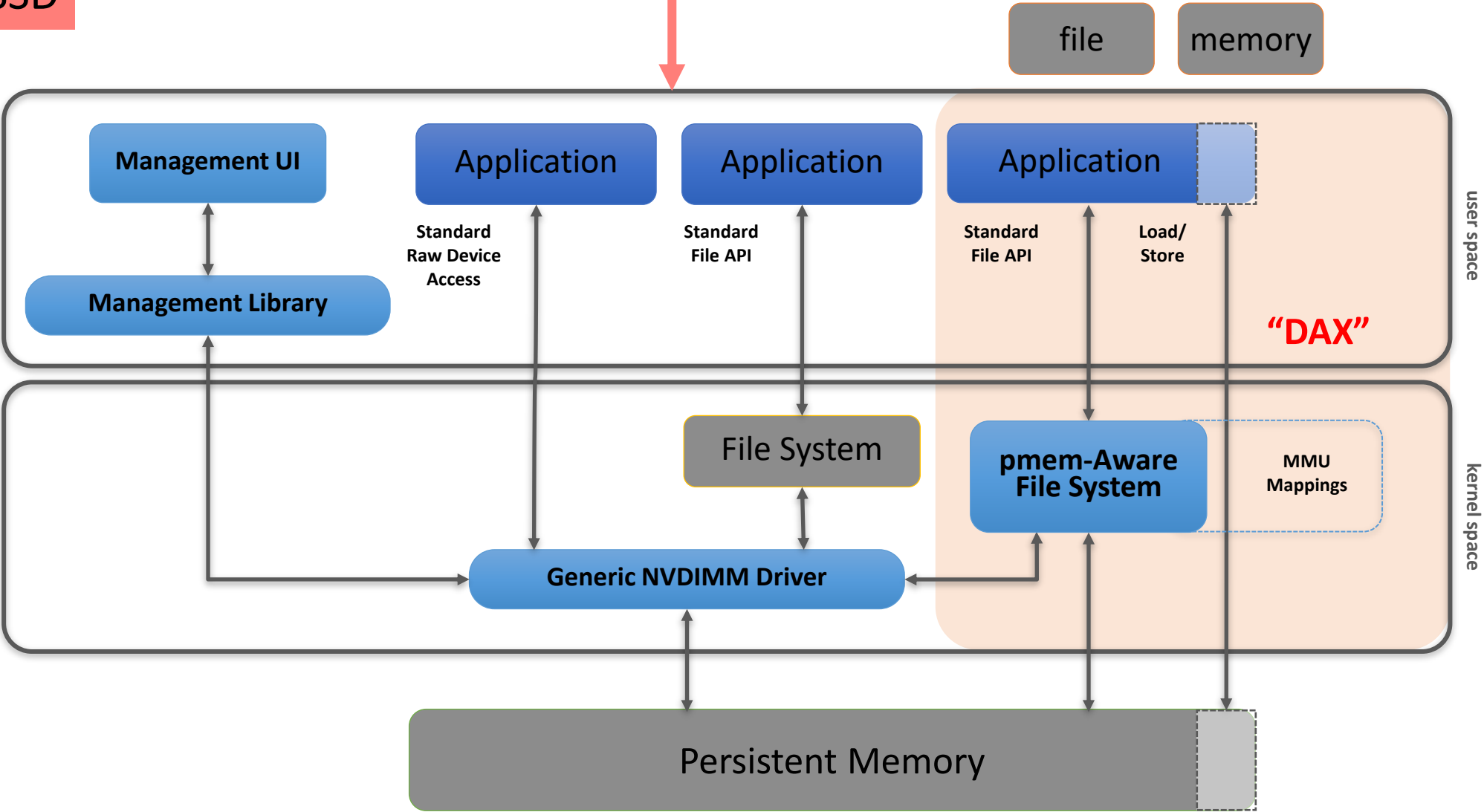
The SNIA NVM Programming Model



Don't Forget: The NVM Programming Model Starts With Standard Storage APIs

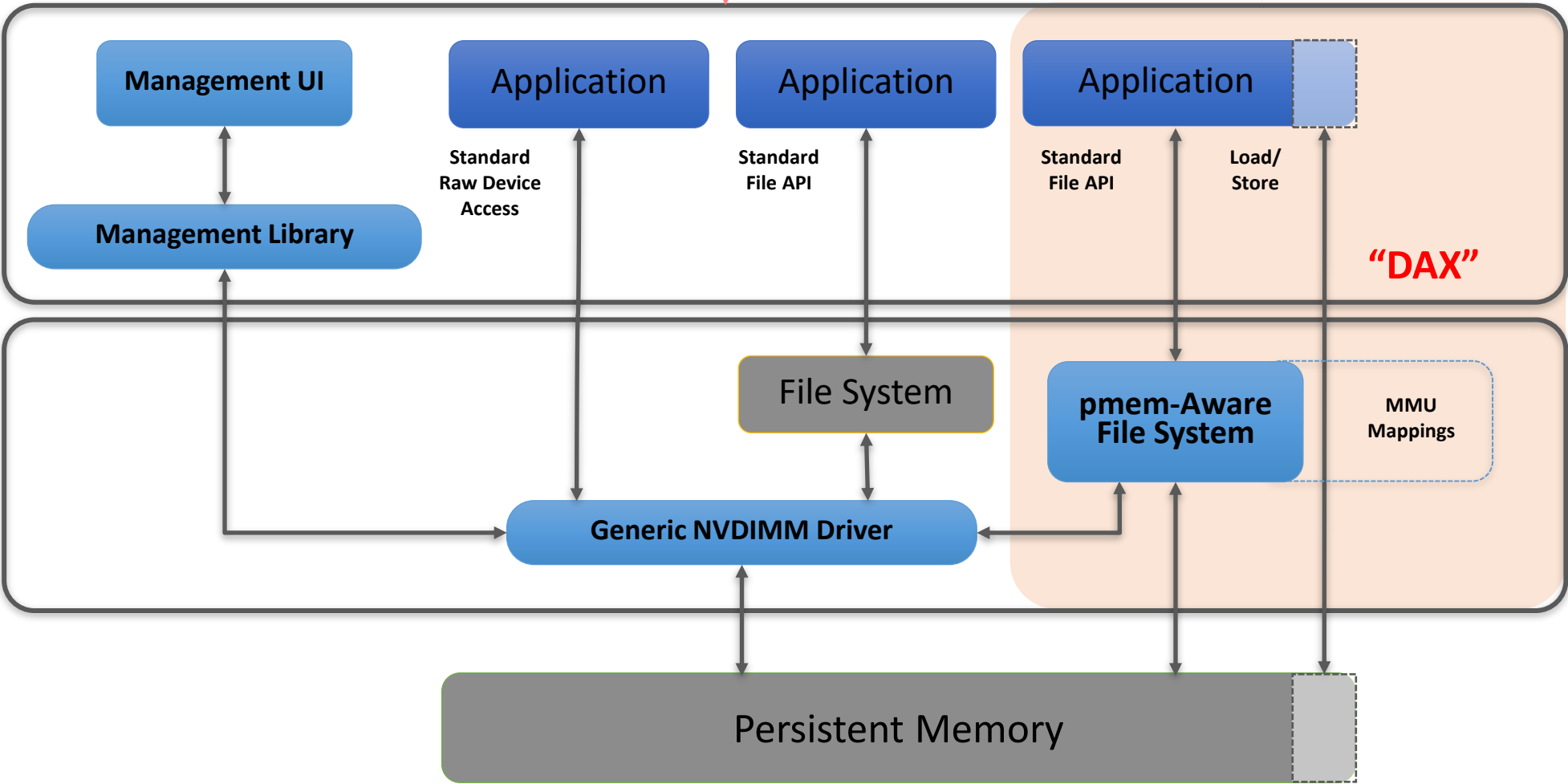


Use PM
Like an SSD



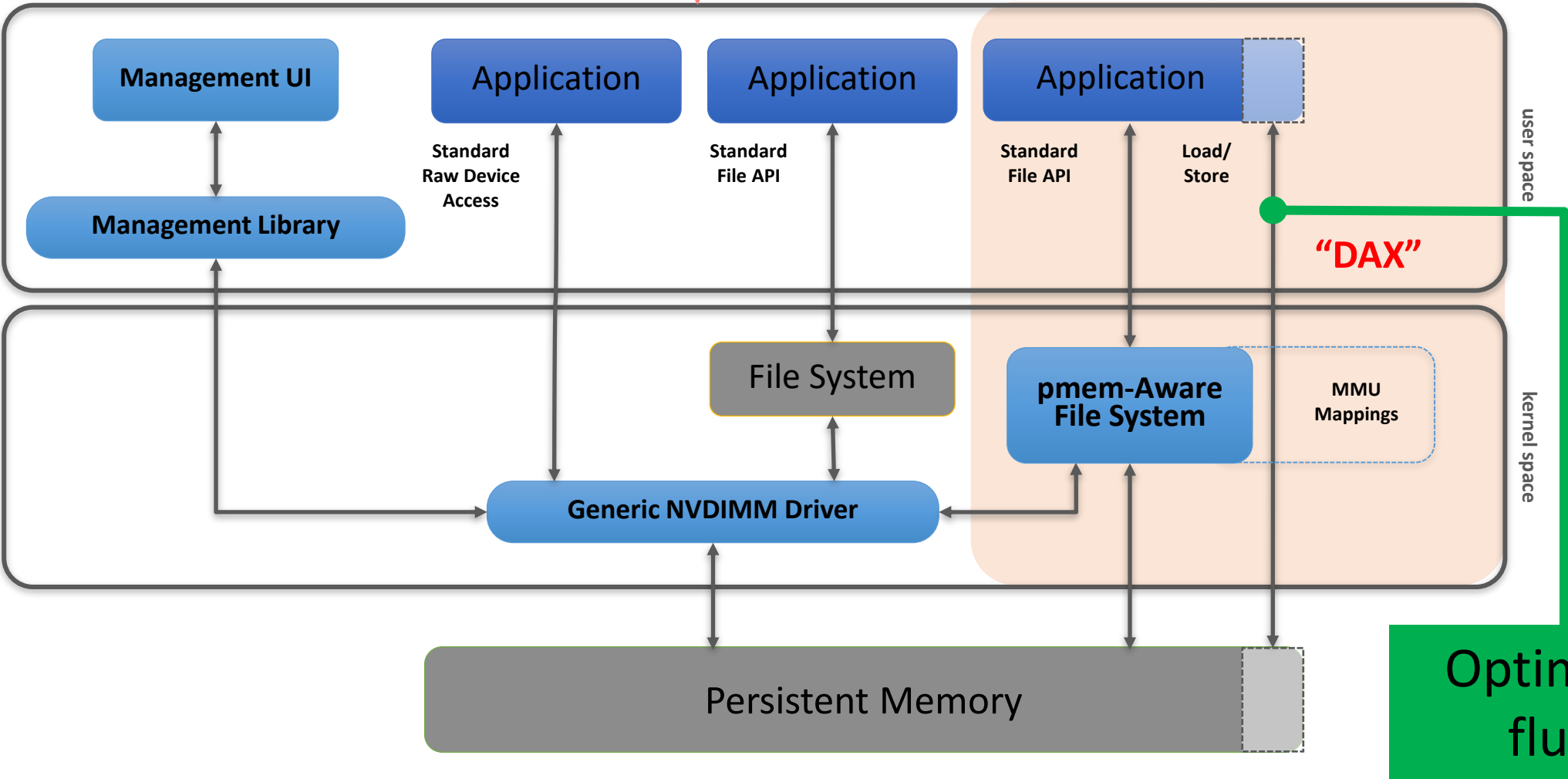
Use PM
Like an SSD

Use PM
Like an SSD
(no page cache)

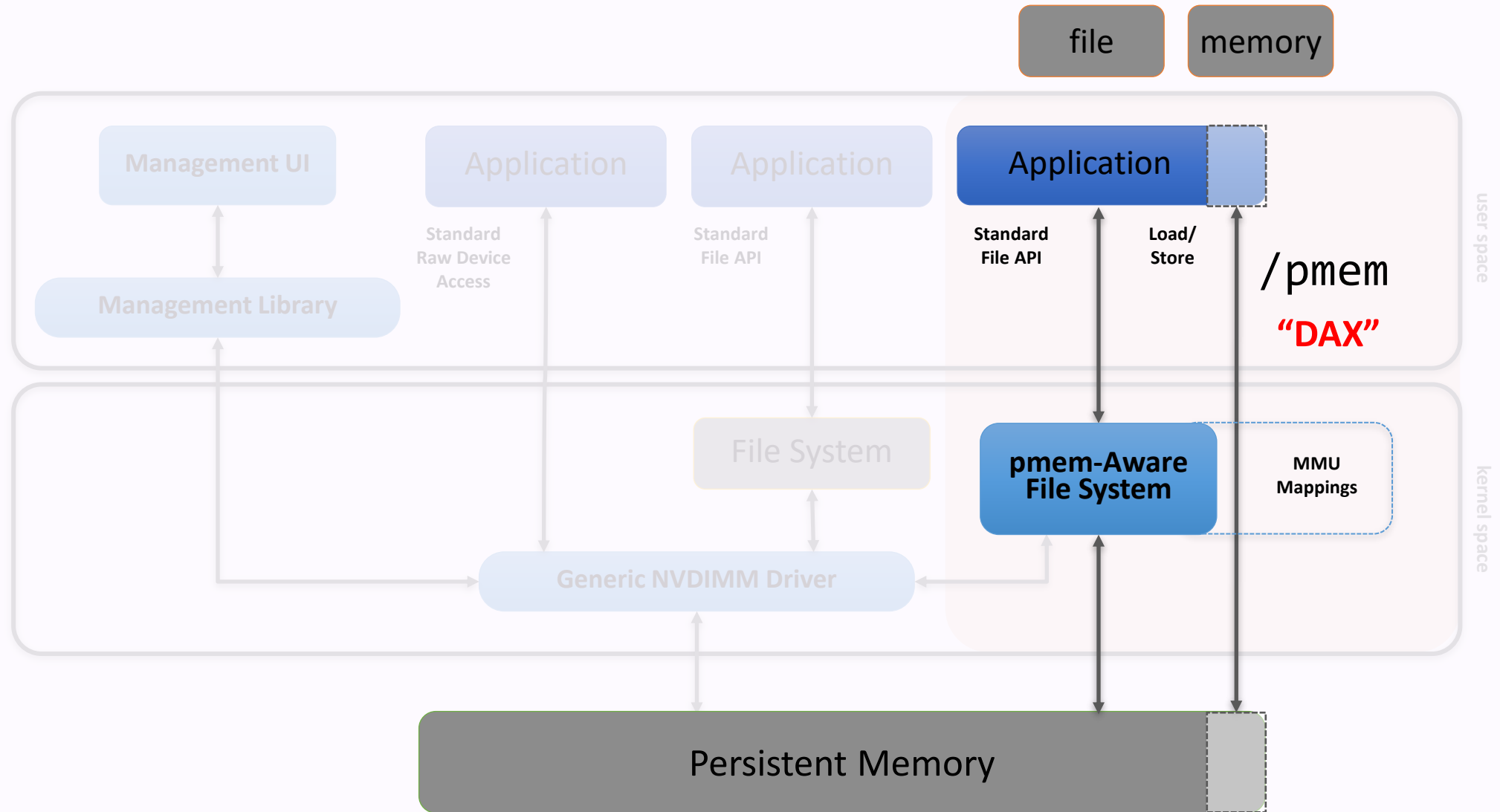


Use PM
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Use PM
Like an SSD
(no page cache)



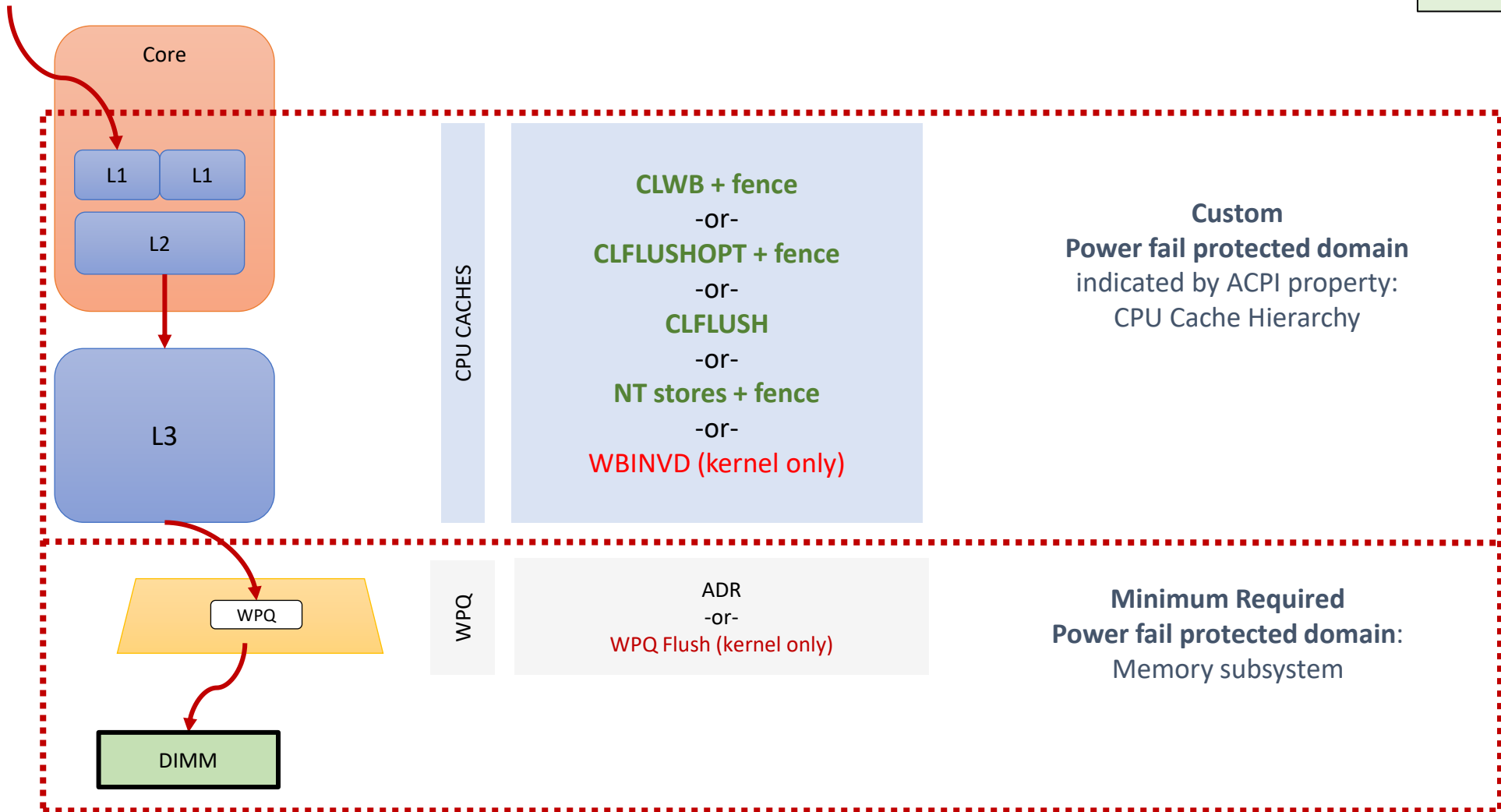
Today's focus



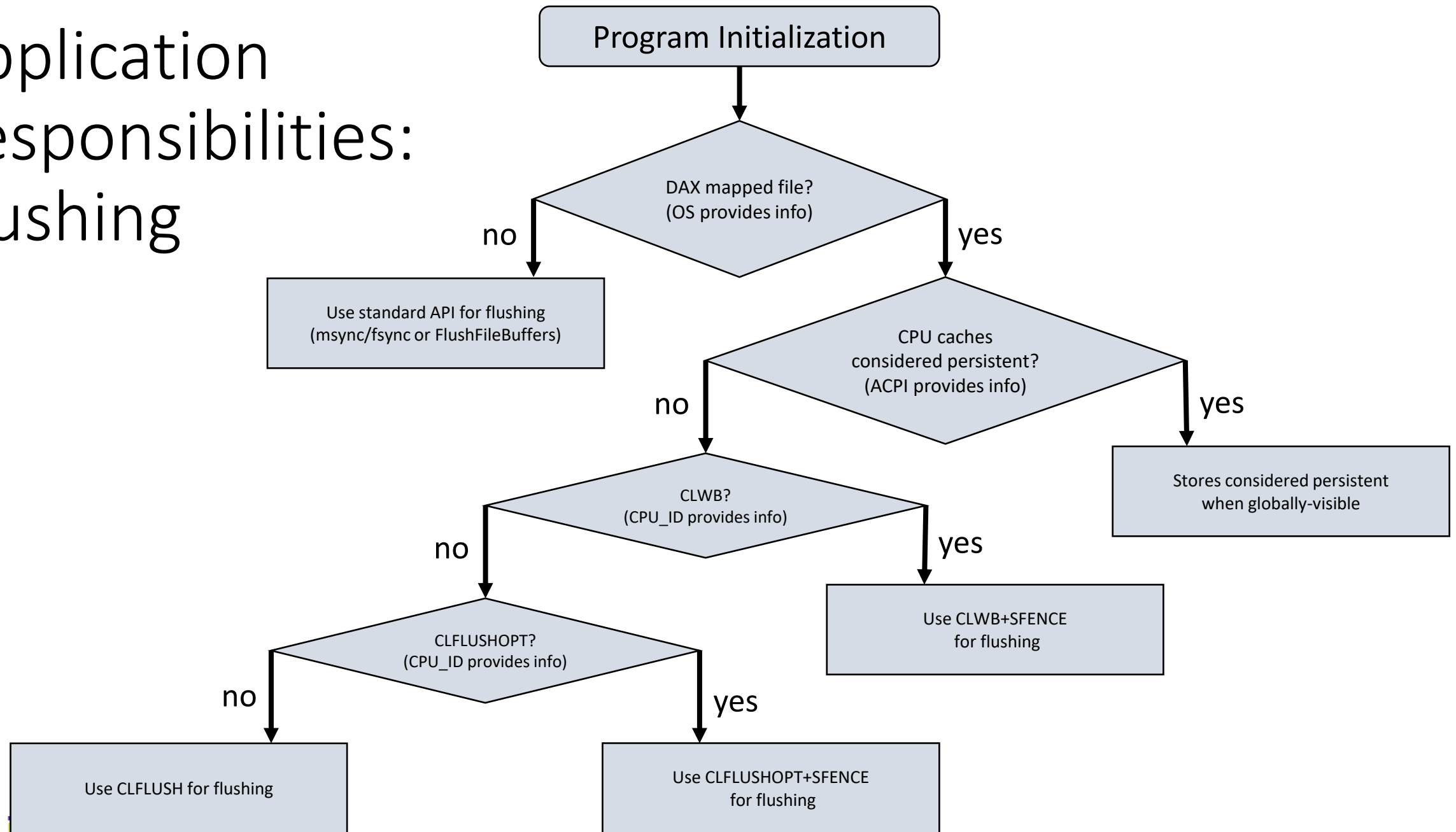
How the Hardware Works

MOV

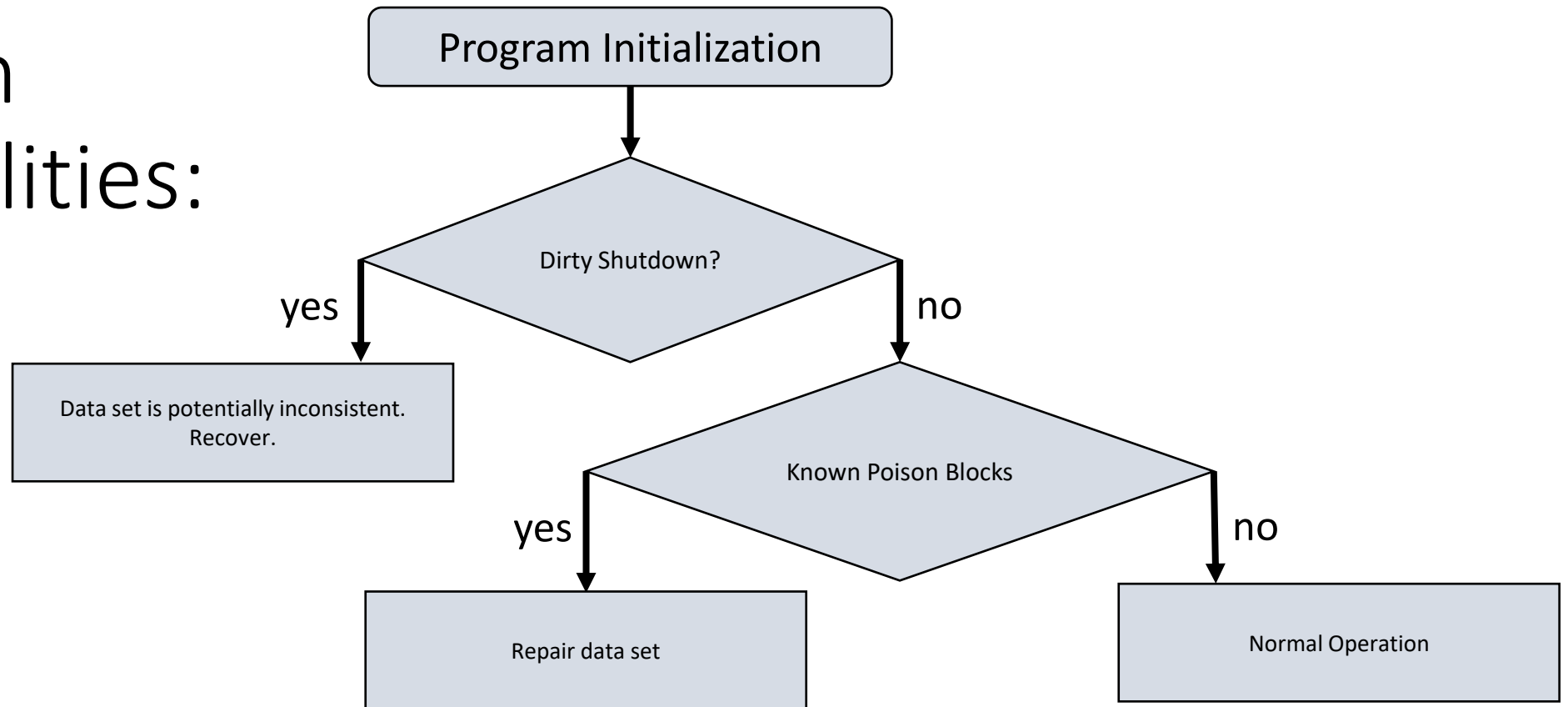
Not shown:
MCA
ADR Failure Detection



Application Responsibilities: Flushing



Application Responsibilities: Recovery



Application Responsibilities: Consistency

```
open(...);  
  
mmap(...);  
  
strcpy(pmem, "Hello, World!");  
  
msync(...);
```

 Crash

Result

1. "\0\0\0\0\0\0\0\0\0\0..."
2. "Hello, w\0\0\0\0\0\0..."
3. "\0\0\0\0\0\0\0\0world!\0"
4. "Hello, \0\0\0\0\0\0\0\0"
5. "Hello, World!\0"

Application Responsibilities: Consistency

```
open(...);  
  
mmap(...);  
  
strcpy(pmem, "Hello, World!");  
  
pmem_persist(pmem, 14); ← Crash
```

`pmem_persist()` may be faster,
but is still **not** transactional

Result

1. "\0\0\0\0\0\0\0\0\0\0..."
2. "Hello, w\0\0\0\0\0\0..."
3. "\0\0\0\0\0\0\0\0world!\0"
4. "Hello, \0\0\0\0\0\0\0\0"
5. "Hello, World!\0"

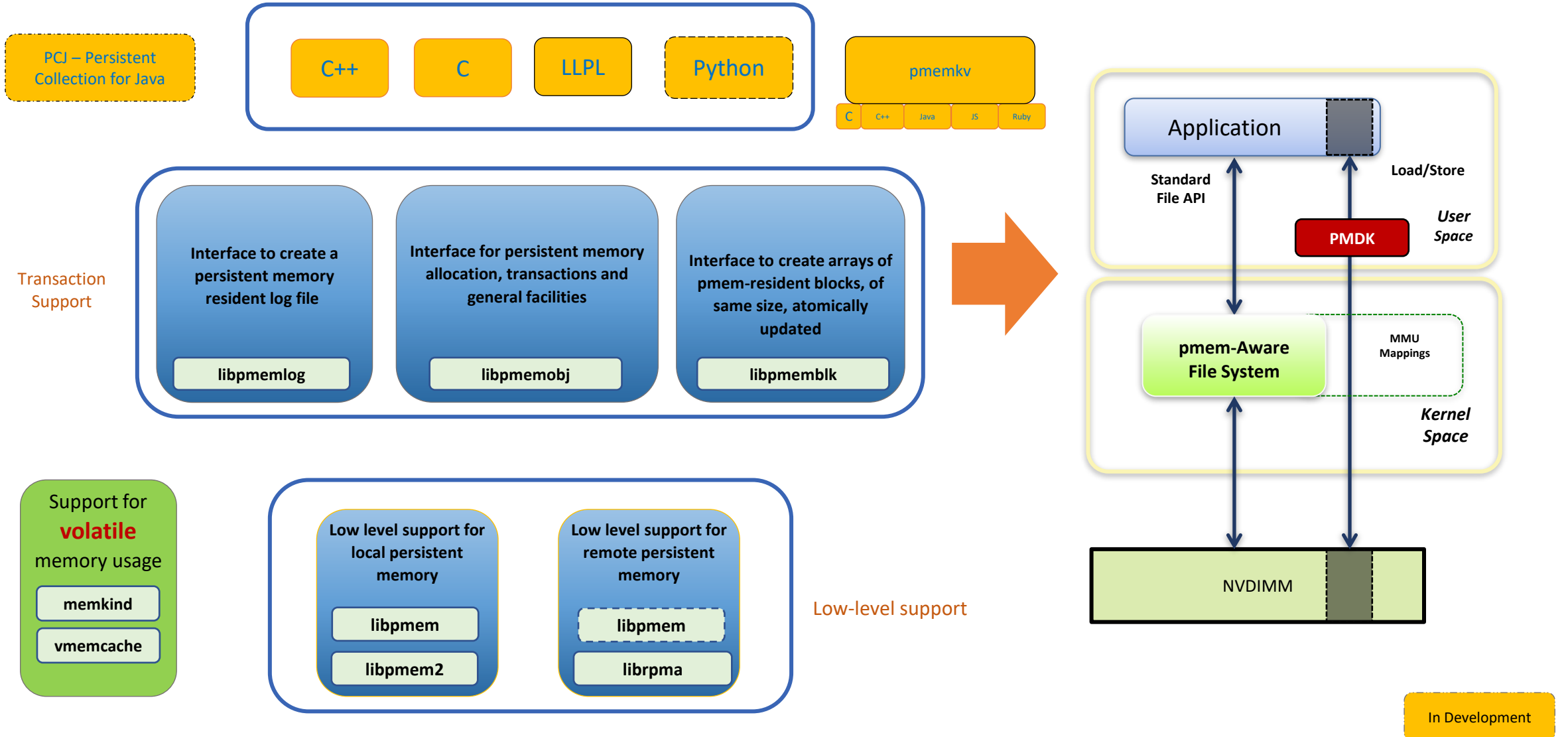
The Persistent Memory Development Kit

PMDK <http://pmem.io>

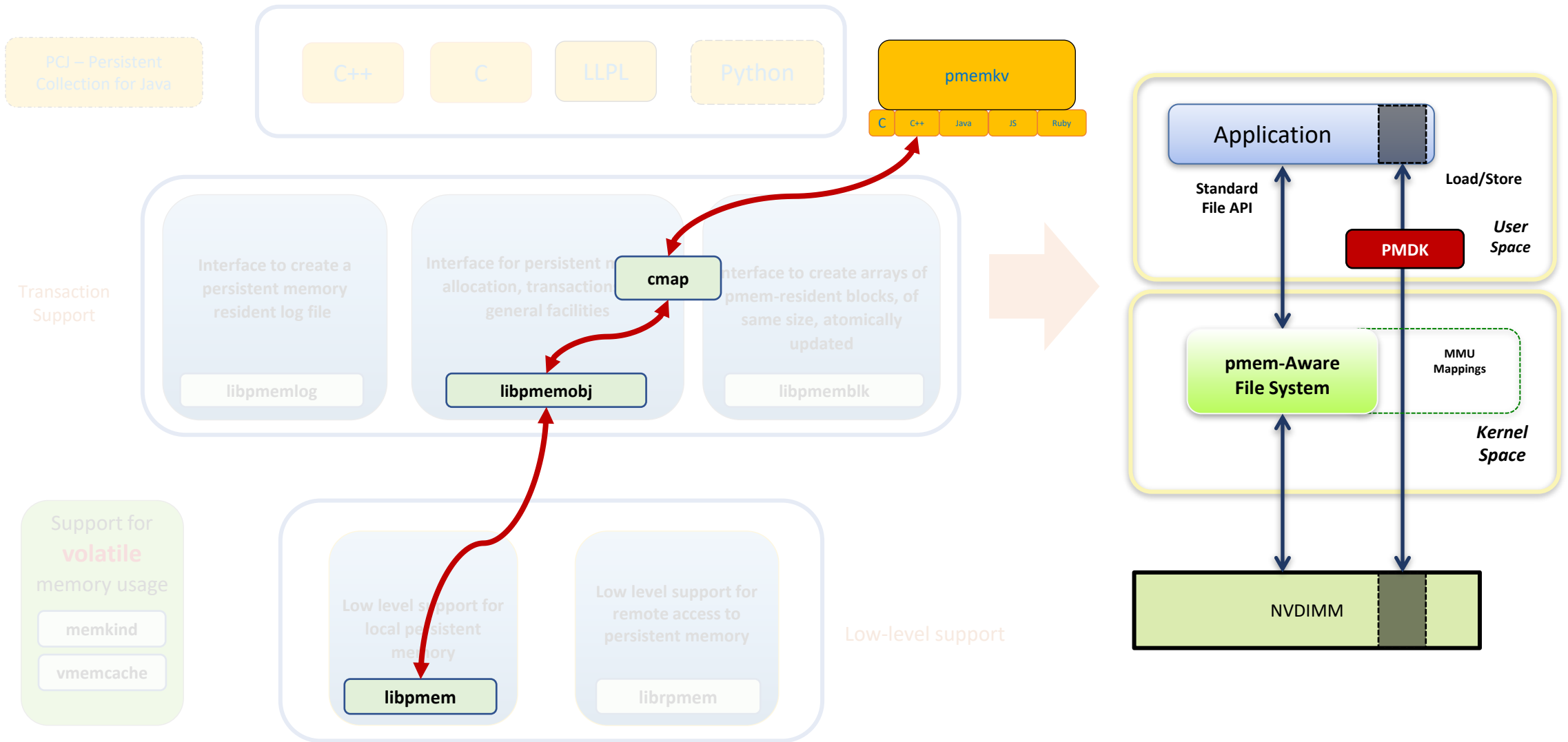
- PMDK is a collection of libraries
 - Developers pull only what they need
 - Low level programming support
 - Transaction APIs
 - Fully validated
 - Performance tuned.
- Open Source & Product neutral



PMDK Libraries

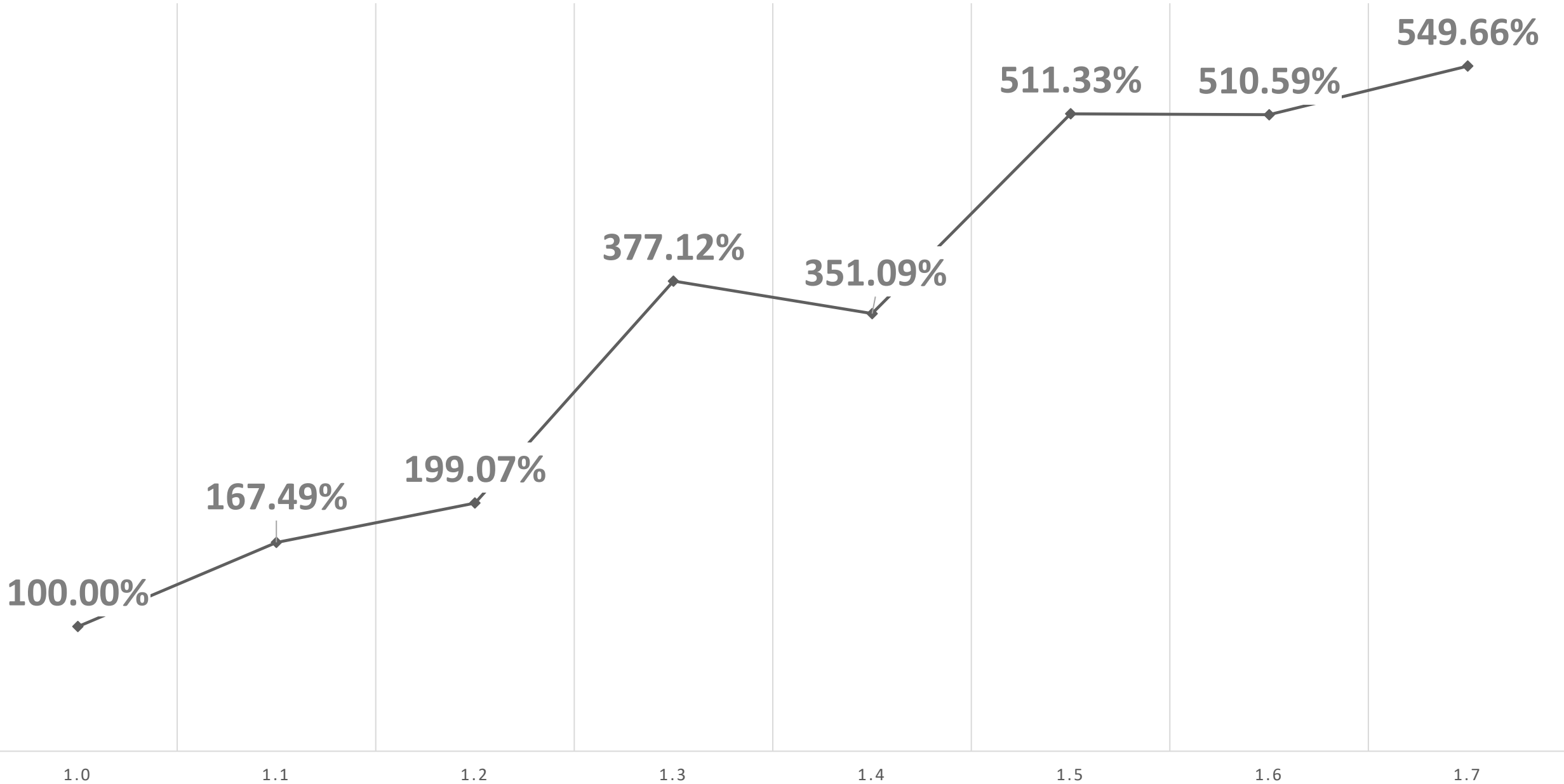


PMDK Libraries



libpmemobj Relative Performance Across Versions

(B-Tree benchmark)



Login to server...

`http://pmemhack2.pmemhackathon.io`

Click [Request Access](#) to get a login

More Background Information

Read as necessary, or just keep working through the examples – whatever works best for you

Resources

- PMDK Resources:
 - Home: <https://pmem.io>
 - PMDK: <https://pmem.io/pmdk>
 - PMDK Source Code : <https://github.com/pmem/PMDK>
 - Google Group: <https://groups.google.com/forum/#!forum/pmem>
 - Intel Developer Zone: <https://software.intel.com/persistent-memory>
 - Memkind: <https://github.com/memkind/memkind> (see memkind_pmem(3))
 - libpmemkv: <https://github.com/pmem/pmemkv>
- NDCTL: <https://pmem.io/ndctl>
- SNIA NVM Programming Model:
https://www.snia.org/tech_activities/standards/curr_standards/npm
- Getting Started Guides: <https://docs.pmem.io>

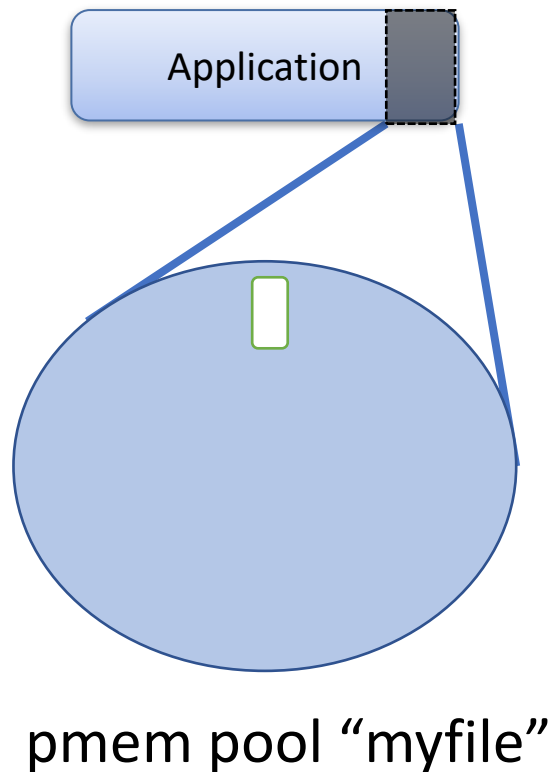
More Developer Resources

- Find the PMDK (Persistent Memory Development Kit) at <http://pmem.io/pmdk/>
- Getting Started
 - Intel IDZ persistent memory - <https://software.intel.com/en-us/persistent-memory>
 - Entry into overall architecture - <http://pmem.io/2014/08/27/crawl-walk-run.html>
 - Emulate persistent memory - <http://pmem.io/2016/02/22/pm-emulation.html>
- Linux Resources
 - Linux Community Pmem Wiki - <https://nvdimm.wiki.kernel.org/>
 - Pmem enabling in SUSE Linux Enterprise 12 SP2 - <https://www.suse.com/communities/blog/nvdimm-enabling-suse-linux-enterprise-12-service-pack-2/>
- Windows Resources
 - Using Byte-Addressable Storage in Windows Server 2016 - <https://channel9.msdn.com/Events/Build/2016/P470>
 - Accelerating SQL Server 2016 using Pmem - <https://channel9.msdn.com/Shows/Data-Exposed/SQL-Server-2016-and-Windows-Server-2016-SCM--FAST>
- Other Resources
 - SNIA Persistent Memory Summit 2018 - <https://www.snia.org/pm-summit>
 - Intel manageability tools for Pmem - <https://01.org/ixpdimm-sw/>

Basic libpmemobj Information

This is the most flexible of the PMDK libraries,
supporting general-purpose allocation & transactions

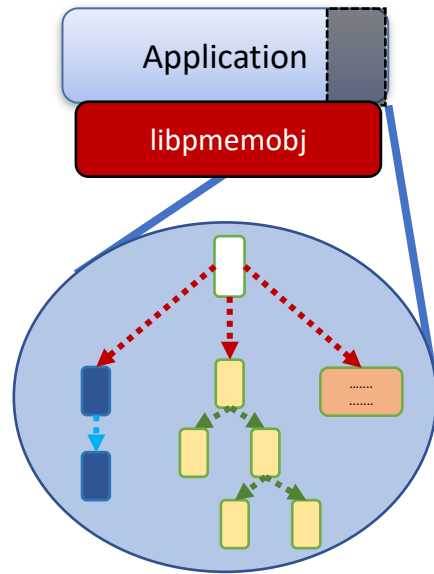
The Root Object



root object:

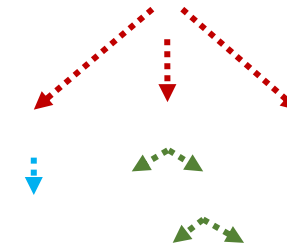
- assume it is always there
- created first time accessed
- initially zeroed

Using the Root Object



Link pmem data structures in pool
off the root object to find
them on each program run

“pointers” are really *Object IDs*



C Programming with libpmemobj

Transaction Syntax

```
TX_BEGIN(Pop) {  
    /* the actual transaction code goes here... */  
} TX_ONCOMMIT {  
    /*  
     * optional - executed only if the above block  
     * successfully completes  
     */  
} TX_ONABORT {  
    /*  
     * optional - executed if starting the transaction fails  
     * or if transaction is aborted by an error or a call to  
     * pmemobj_tx_abort()  
     */  
} TX_FINALLY {  
    /*  
     * optional - if exists, it is executed after  
     * TX_ONCOMMIT or TX_ONABORT block  
     */  
} TX_END /* mandatory */
```

Properties of Transactions

Powerfail
Atomicity

Multi-Thread
Atomicity

```
TX_BEGIN_PARAM(Pop, TX_PARAM_MUTEX, &D_RW(ep)->mtx, TX_PARAM_NONE) {  
    TX_ADD(ep);  
    D_RW(ep)->count++;  
} TX_END
```

Caller must
instrument code
for undo logging

C++ Programming with libpmemobj

C++ Queue Example: Declarations

```
/* entry in the queue */  
struct pmem_entry {  
    persistent_ptr<pmem_entry> next;  
    p<uint64_t> value;  
};
```

<code>persistent_ptr<T></code>	Pointer is really a position-independent Object ID in pmem. Gets rid of need to use C macros like <code>D_RW()</code>
<code>p<T></code>	Field is pmem-resident and needs to be maintained persistently. Gets rid of need to use C macros like <code>TX_ADD()</code>

C++ Queue Example: Transaction

```
void push(pool_base &pop, uint64_t value) {  
    transaction::run(pop, [&] {  
        auto n = make_persistent<pmem_entry>();  
  
        n->value = value;  
        n->next = nullptr;  
        if (head == nullptr) {  
            head = tail = n;  
        } else {  
            tail->next = n;  
            tail = n;  
        }  
    });  
}
```

Transactional
(including allocations & frees)

Intel Developer Support & Tools

- **PMDK Tools**

- Valgrind plugin: pmemcheck
- Debug mode, tracing, pmembench, pmreorder

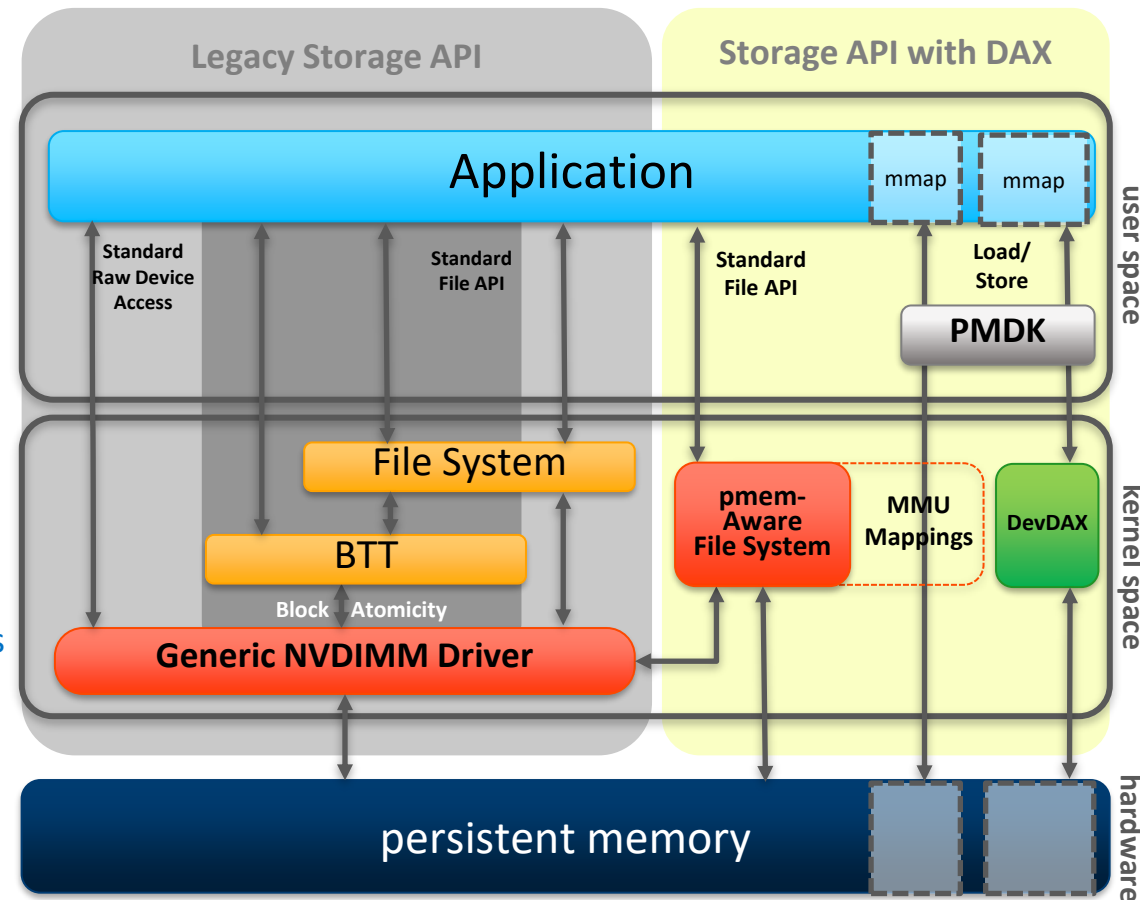
pmem.io

- **New features to support Intel® Optane™ DC persistent memory**

- Intel® VTune™ Amplifier – Performance Analysis
- Intel® Inspector – Persistence Inspector finds missing cache flushes & more
- Free downloads available

software.intel.com/pmem

Possible ways to access persistent memory



- Code changes may be required*
- Bypasses file system page cache
- Requires DAX enabled file system
 - XFS, EXT4, NTFS
- No Kernel Code or interrupts
- No interrupts
- Fastest IO path possible

* Code changes required for load/store direct access if the application does not already support this.

*Requires Linux

Hackathon Contributors...

- Piotr Balcer
- Eduardo Berrocal
- Steve Dohrmann
- Jim Fister
- Stephen Bates
- Zhiming Li
- Lukasz Plewa
- Szymon Romik
- Andy Rudoff
- Steve Scargall
- Peifeng Si
- Pawel Skowron
- Usha Upadhyayula

With lots of input & feedback from others along the way...