

# Unveil Remote Persistent Memory Access

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- Remote Direct Memory Access
- Combining RDMA with PMEM
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- Remote Persistent Memory Access library
- RDMA extension
  - New RDMA FLUSH and RDMA ATOMIC WRITE operations
  - New RDMA FLUSH and RDMA ATOMIC WRITE packages over SoftRoCE
- Conclusion and future work

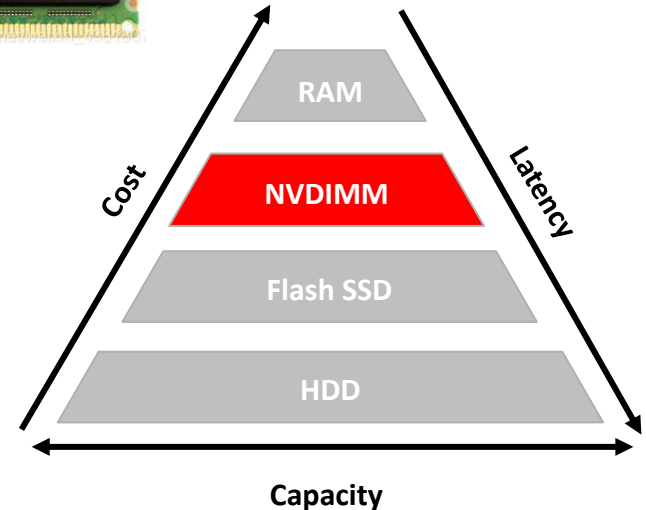
# Persistent Memory

- Persistent Memory (PMEM) is a high-performance and byte-addressable memory device which resides on the memory bus.



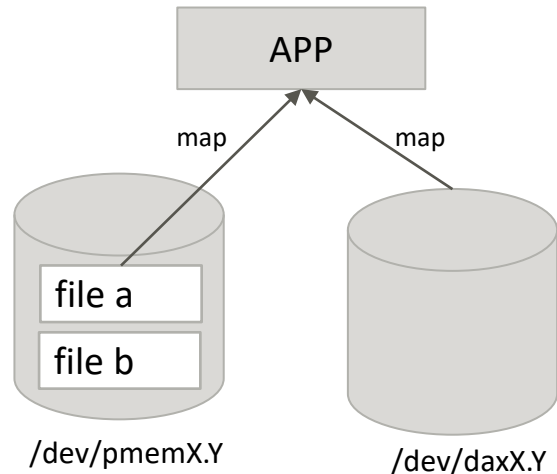
- Advantages

- data is not volatile after power interruption
- have nearly the same speed and latency of DRAM
- provide large capacity like flash SSD
- cheaper than DRAM



# Operating modes of PMEM

- Memory mode (as memory)
- App Direct mode (as storage)
  - fsdax, devdax, sector and raw
- Filesystem-DAX (fsdax)
  - Create a block device(/dev/pmemX.Y)
  - Bypass the page cache
  - Allow mmap() to establish direct mappings to files on PMEM
- Device-DAX (devdax)
  - Create a character device (/dev/daxX.Y)
  - Allow mmap() to establish a direct mapping to the whole PMEM

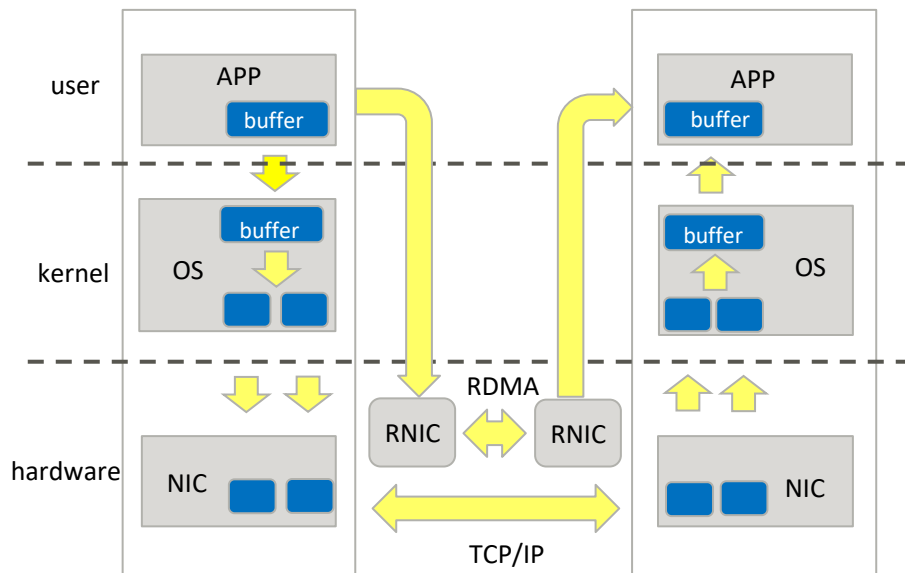


# Remote Direct Memory Access

- Remote Direct Memory Access (RDMA) is a technology that enables computers in a network to exchange data in the main memory without involving operating system of either computer.

- Advantages

- Zero copy between kernel space and user space
- Bypass the host system's software TCP/IP stack
- Move data without CPU involvement by DMA engine



# RDMA operation flow

## ■ RDMA operations

### ■ RDMA two-sided operations

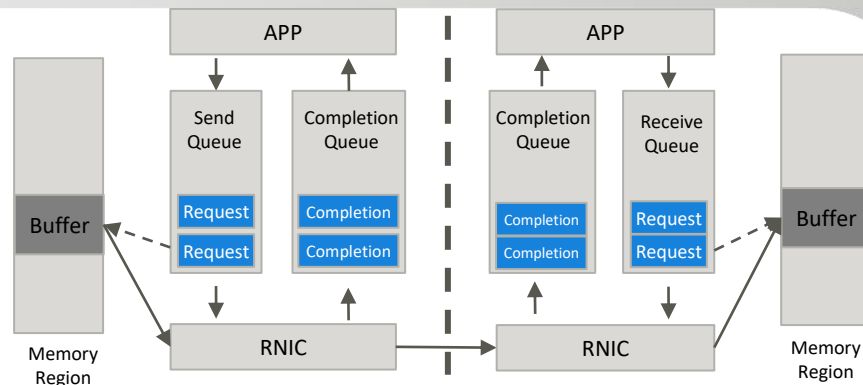
- RDMA SEND
- RDMA RECEIVE

### ■ RDMA one-sided operations

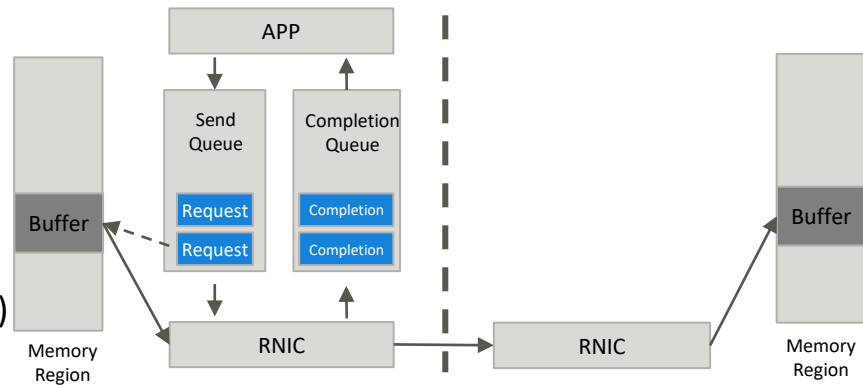
- RDMA READ
- RDMA WRITE
- RDMA ATOMIC

## ■ RDMA elements

- Memory Region
- Queue pair (Send Queue & Receive Queue)
- Completion Queue
- Work Request/Work Queue entry (Request)
- Work Completion/Completion Queue entry (Completion)



RDMA SEND & RDMA RECEIVE

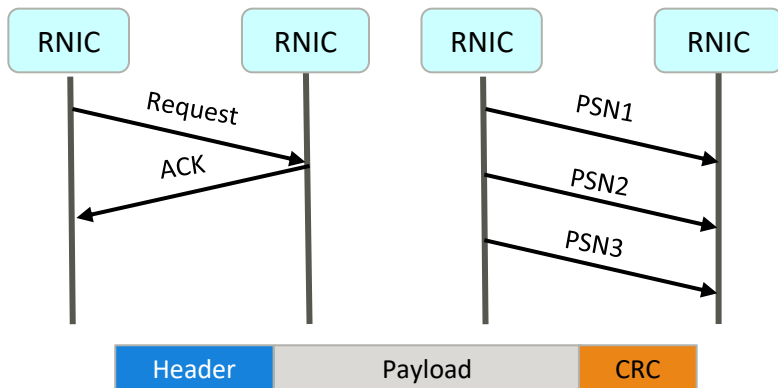


RDMA WRITE

# Services of RDMA

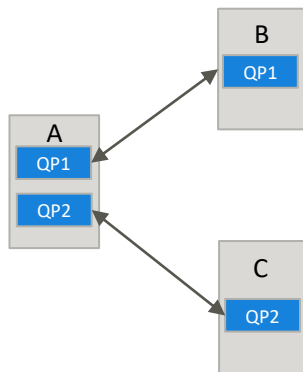
## Types of Service

- Reliable Service
- Unreliable Service
- Connection oriented Service
- Datagram Service

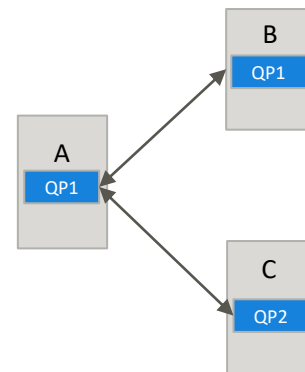


Reliable Service

| Connection oriented |                                 | Datagram                 |
|---------------------|---------------------------------|--------------------------|
| Reliable            | <b>Reliable Connection (RC)</b> | Reliable Datagram (RD)   |
| Unreliable Service  | Unreliable Connection (UC)      | Unreliable Datagram (UD) |



Connection oriented Service



Datagram Service

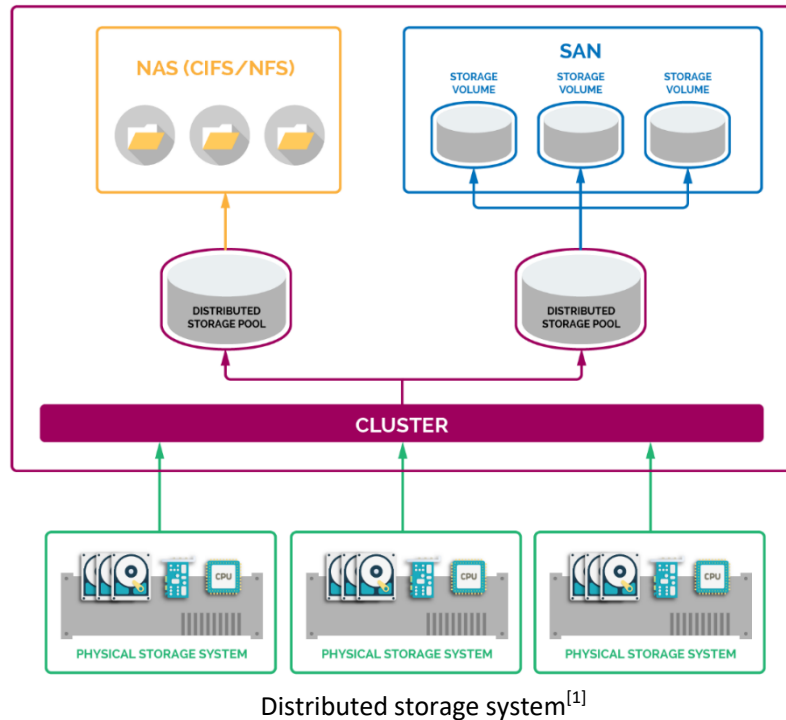
# Motivation of combining RDMA with PMEM

## ■ Use case

- Distributed storage system
- Distributed database

## ■ Performance

- Improve performance of IO by PMEM on local storage node
- Improve the performance of network by RDMA between storage nodes



[1] <https://docs.bmc.com/docs/discovery/contentref/distributed-storage-model-concept-and-principles-997880678.html>

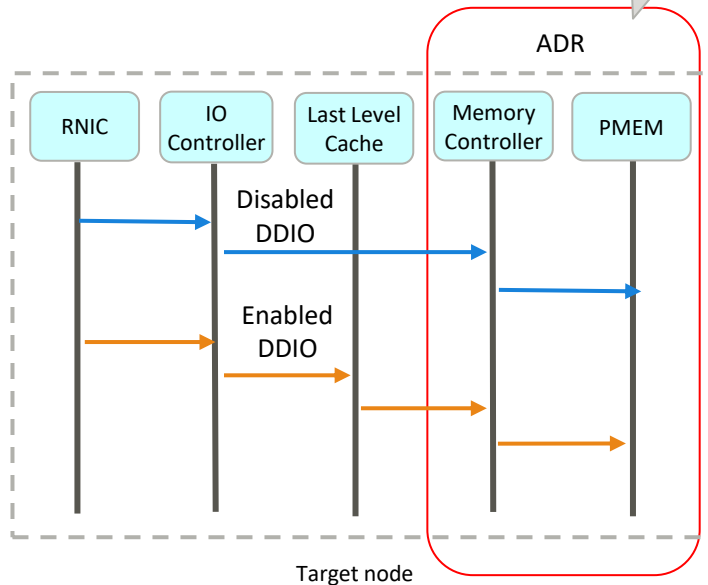
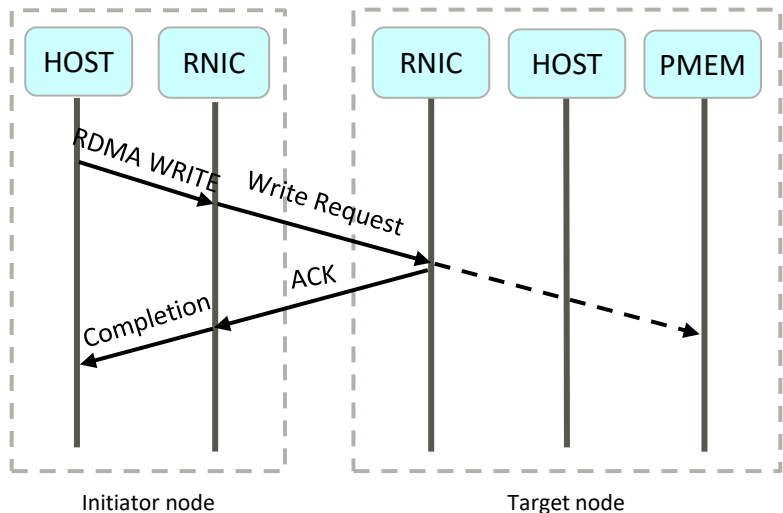


# Shortcomings of combining RDMA with PMEM(1/2)

## ■ Data persistency

- RDMA WRITE operation can only ensure that the written data reaches the remote RNIC.
- Flushing the preceding written data into the remote PMEM is influenced by DDIO.
  - ※ DDIO (Data Direct I/O Technology) makes NICs and controllers talk directly to the processor cache (LLC) without a detour via system memory.

Require  
FLUSH operation!

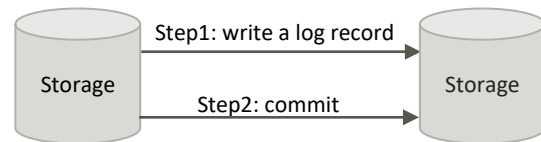


# Shortcomings of combining RDMA with PMEM(2/2)

## ■ Data availability

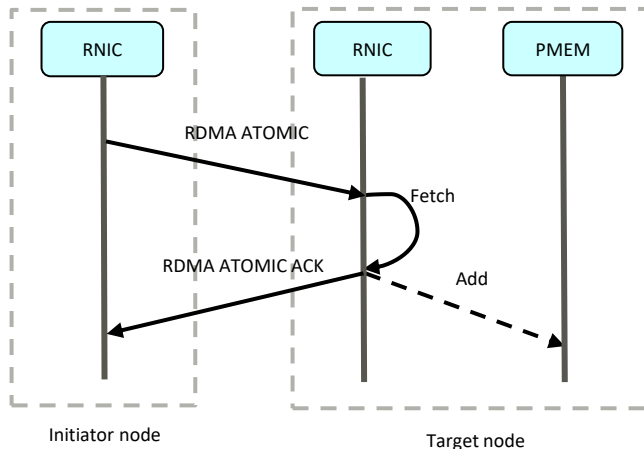
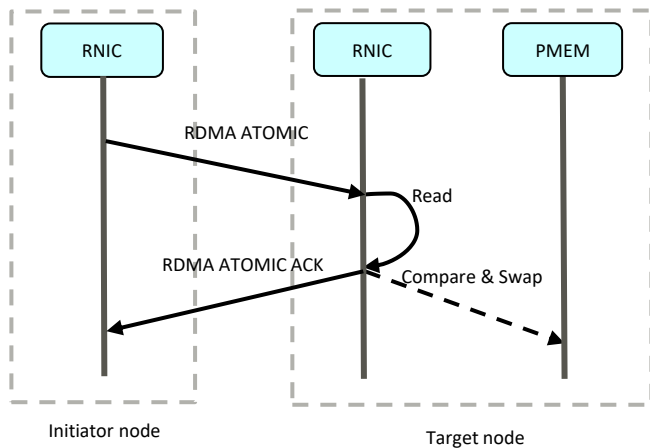
### ■ No dedicated ATOMIC WRITE operation

- Two phase commit for databases or log-based filesystems
  - Step 1: Write a log record through multiple packages
  - Step 2: Mark the log record as valid by update a write pointer (8 bytes) atomically



Two phase commit

### ■ RDMA ATOMIC operation (Cmp/Swap or Fetch/Add) is too heavy



Require  
ATOMIC WRITE  
operation!

# Remote Persistent Memory Access library

■ Remote Persistent Memory Access library (librpma)<sup>[1]</sup> is designed to support accessing Remote PMEM over RDMA.

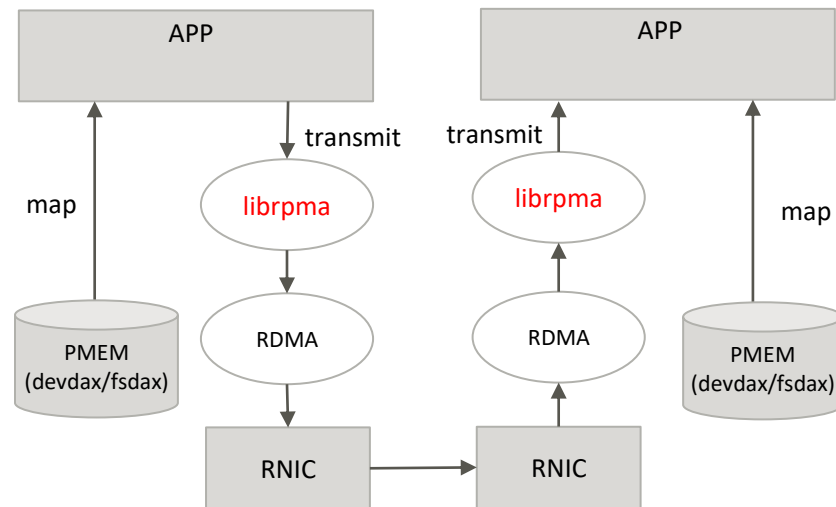
■ Solve the shortcomings of RDMA with PMEM

- FLUSH operation
- ATOMIC WRITE operation

■ Simplify the usage of RDMA

■ Main contributors

- Intel, Fujitsu



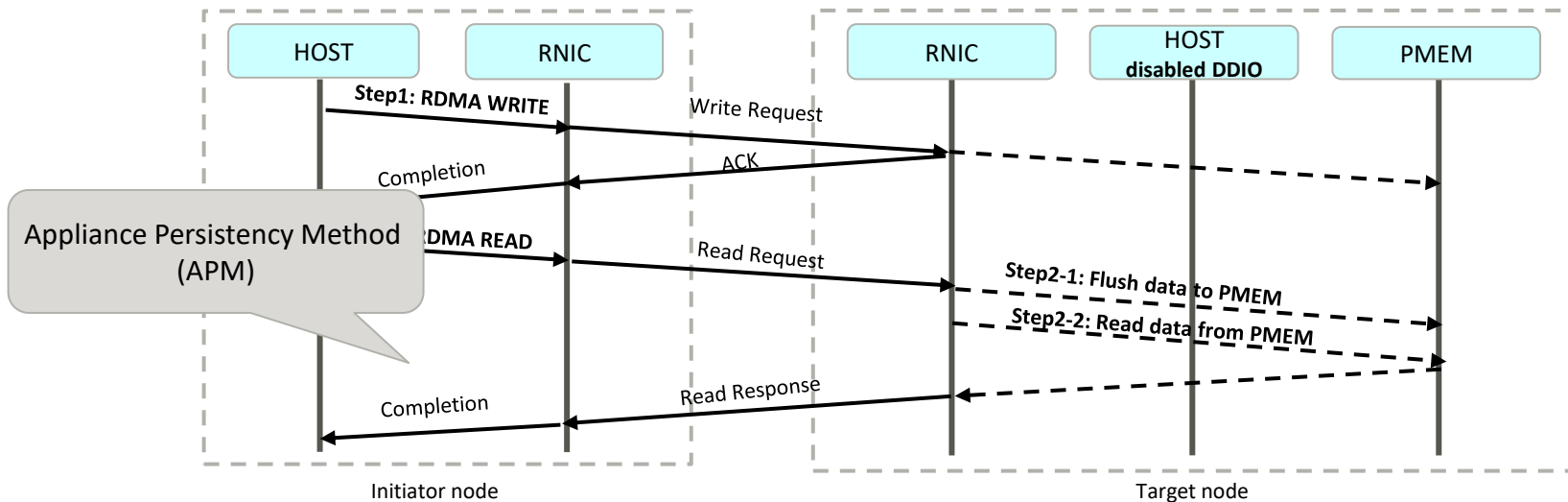
[1] <https://github.com/pmem/rpma>

# Implement FLUSH operation on librpma(1/2)

## ■ Implement FLUSH operation by RDMA READ

### ■ Situation: DDIO is off that always skips LLC(Last Level Cache)

- Step 1: Do a sequence of RDMA WRITE operations
- Step 2: Do a following RDMA READ operation
  - Step 2-1: Flush all written data from RNIC to the remote PMEM
  - Step 2-2: Read data from the remote PMEM

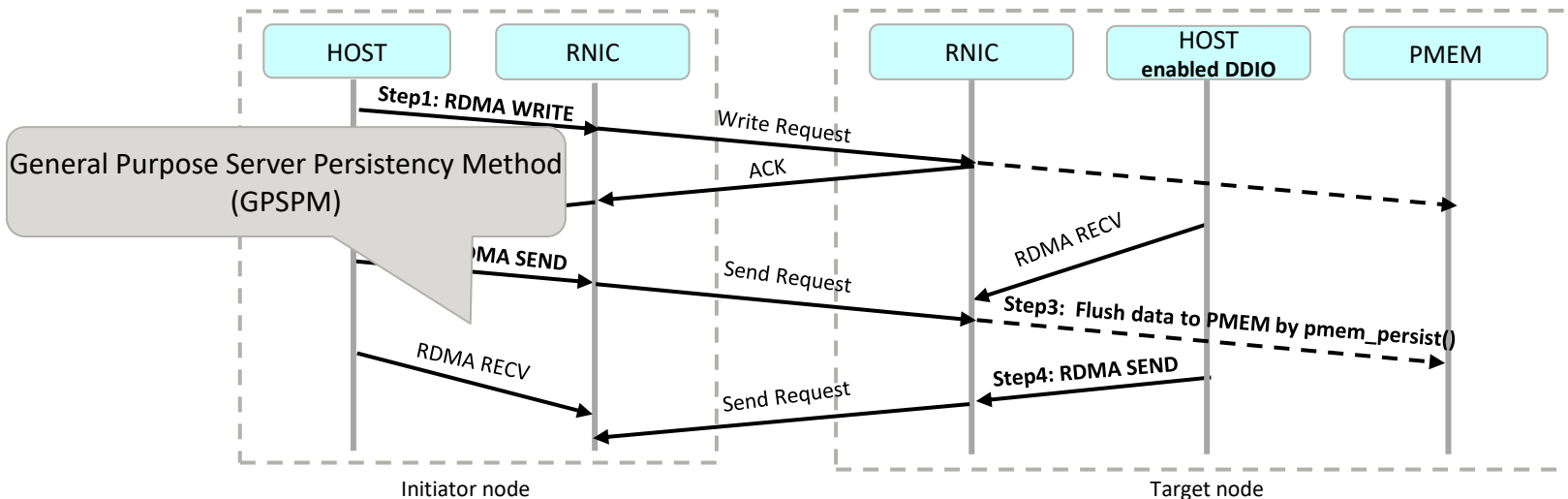


# Implement FLUSH operation on librpma(2/2)

## ■ Implement FLUSH operation by RDMA SEND and RECEIVE

■ Situation: DDIO is on that always use LLC(Last Level Cache).

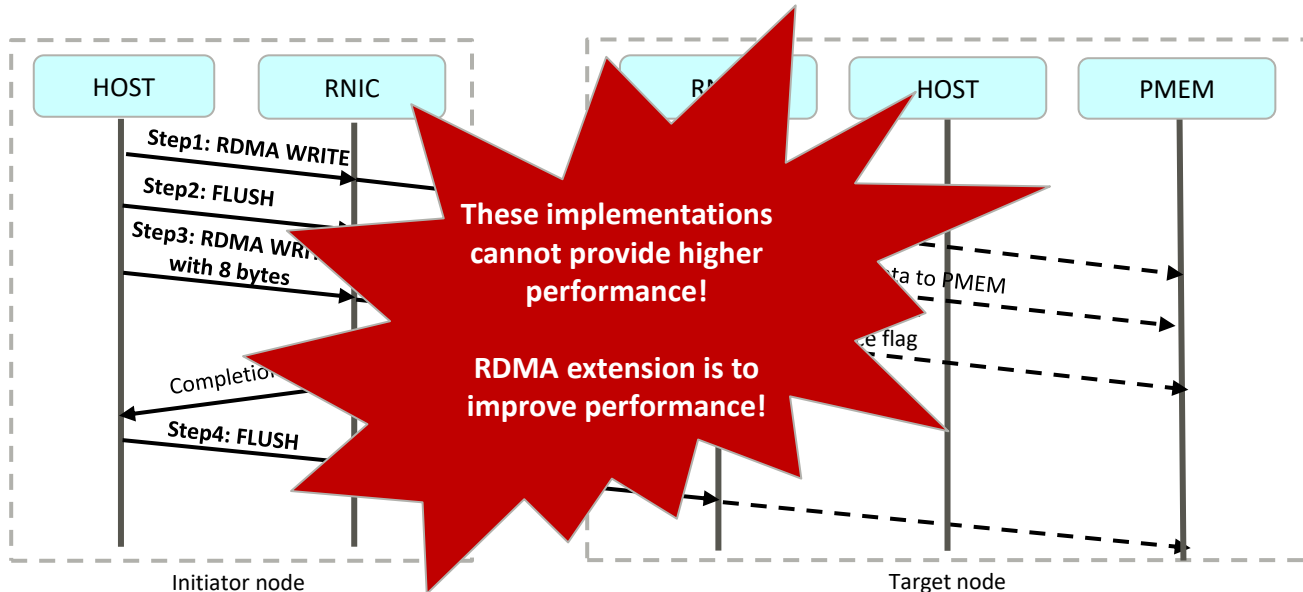
- Step 1: Do a sequence of RDMA WRITE operations
- Step 2: Do a following RDMA SEND operation
- Step 3: On target node, flush all written data from LLC to PMEM according to the contents received
- Step 4: Another RDMA SEND operation notifies the Initiator node that data has been written into PMEM



# Implement ATOMIC WRITE operation on librpma

## ■ Implement ATOMIC WRITE operation by RDMA WRITE with 8 bytes

- Step 1: Do a sequence of RDMA WRITE operations
- Step 2: Do a following FLUSH operation
- Step 3: Do a RDMA WRITE operation with 8 bytes to update the write pointer
- Step 4: Do a following FLUSH operation



# A new RDMA FLUSH operation

## ■ Usage of RDMA FLUSH

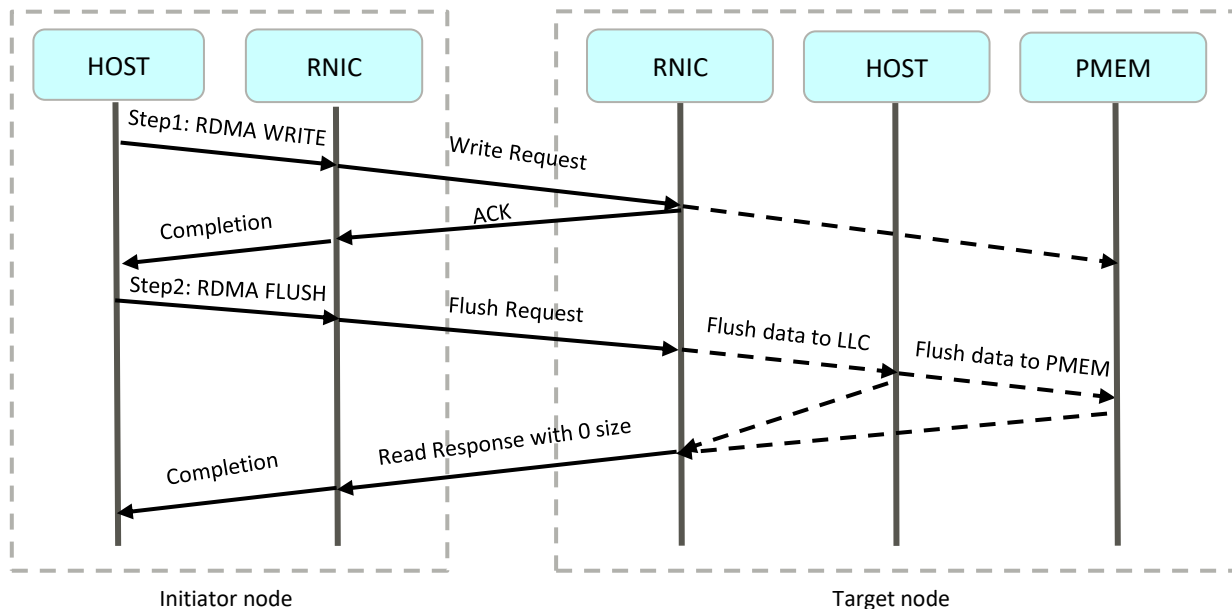
- Step1: Do a sequence of RDMA WRITE operations
- Step2: Do a following RDMA FLUSH operation with two options(type and range)

## ■ Type

- Visibility
- Persistence

## ■ Range

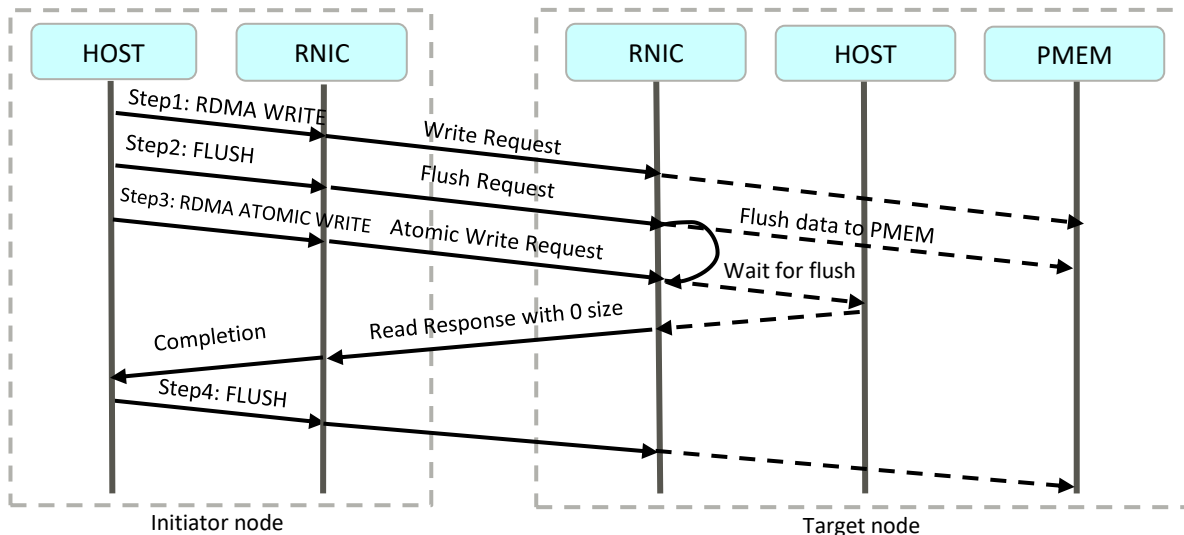
- A specified range
- Entire memory region



# A new RDMA ATOMIC WRITE operation

## ■ Usage of RDMA ATOMIC WRITE

- Step 1: Do a sequence of RDMA WRITE operations
- Step 2: Do a following FLUSH operation
- Step 3: Do a RDMA ATOMIC WRITE operation to update the write pointer
- Step 4: Do a following FLUSH operation





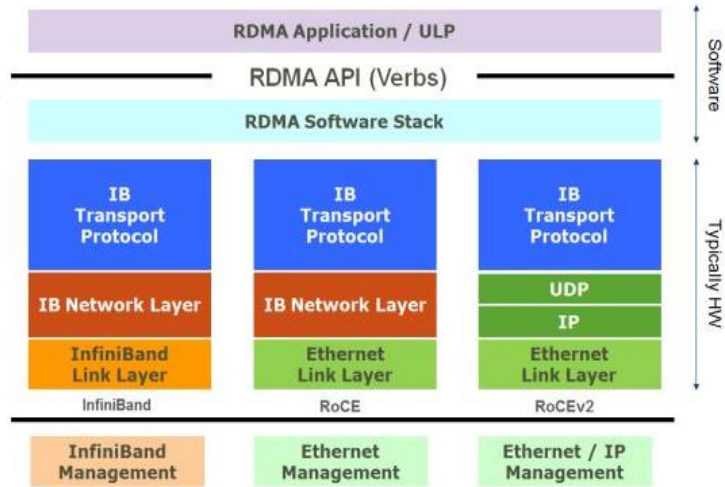
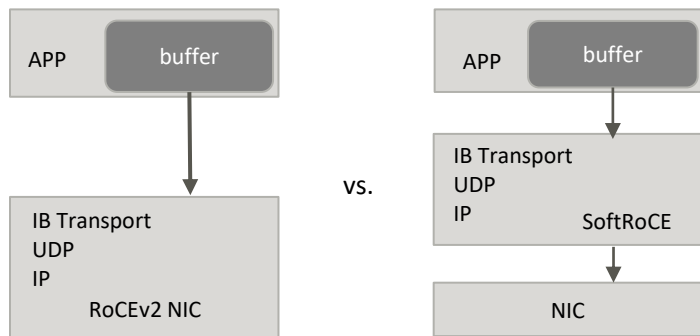
# Network protocols supporting RDMA

- InfiniBand (IB)
- RDMA over Converged Ethernet (RoCEv1)
- IP ROUTABLE RDMA over Converged Ethernet (RoCEv2)

■ RoCEv2 packet format



■ Hardware RoCEv2 vs. Software-based RoCEv2 (SoftRoCE)

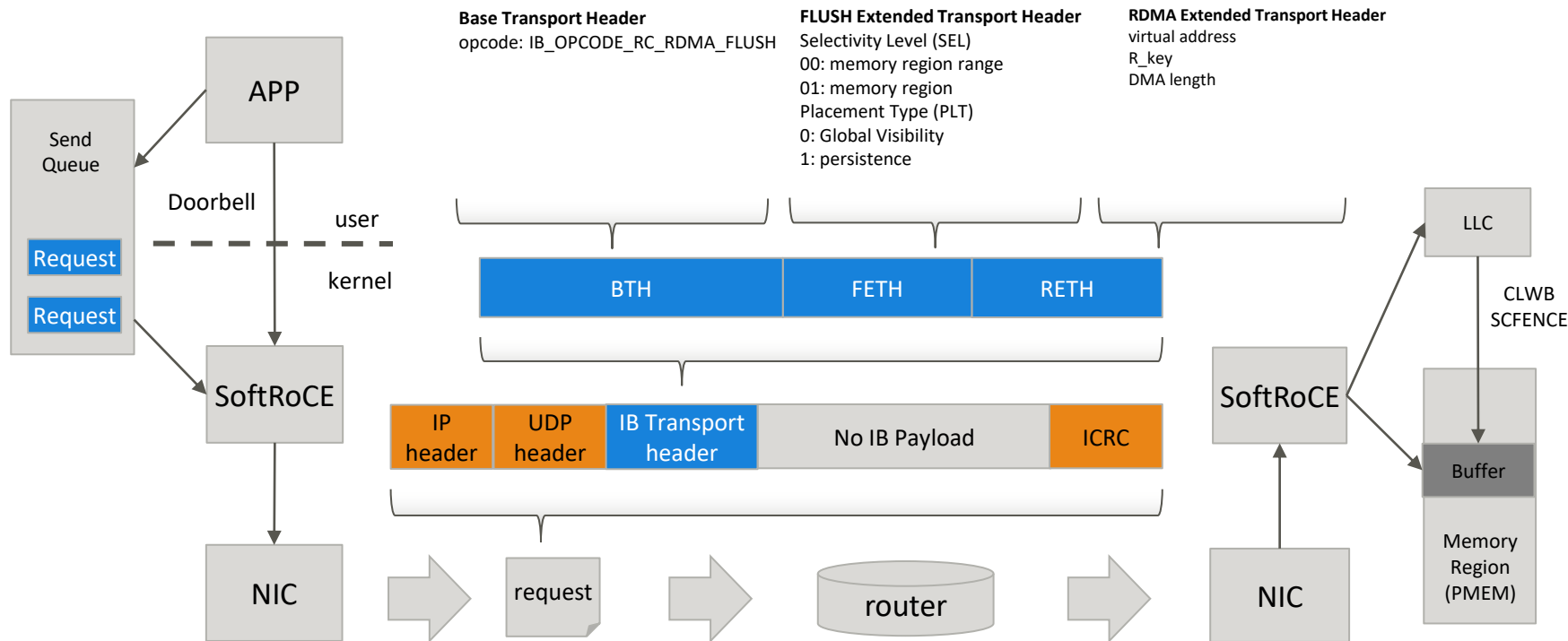


Protocol Stack<sup>[1]</sup>

[1] InfiniBand™ Architecture Specification Volume 1 Release 1.5, P1958

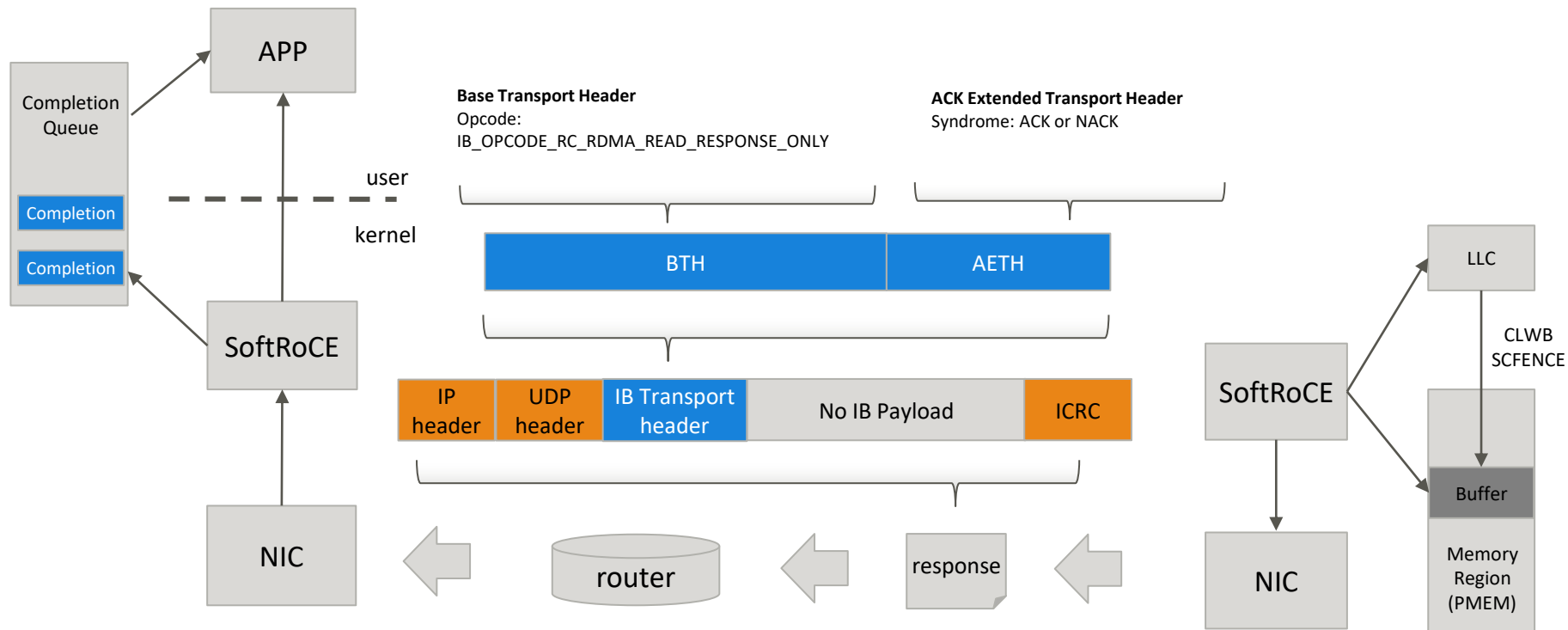
# New RDMA FLUSH packages (1/2)

## ■ Implement RDMA FLUSH Request over SoftRoCE (RC service)



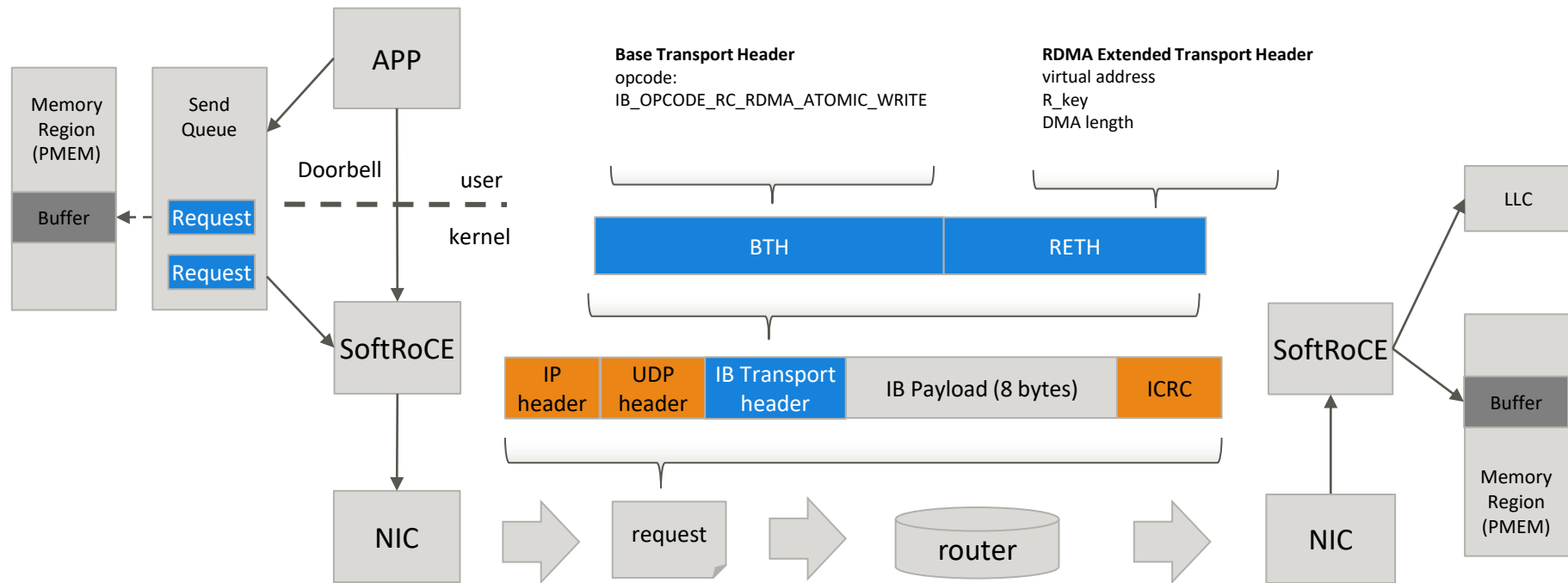
# New RDMA FLUSH packages (2/2)

## ■ Implement RDMA FLUSH Response over SoftRoCE (RC service)



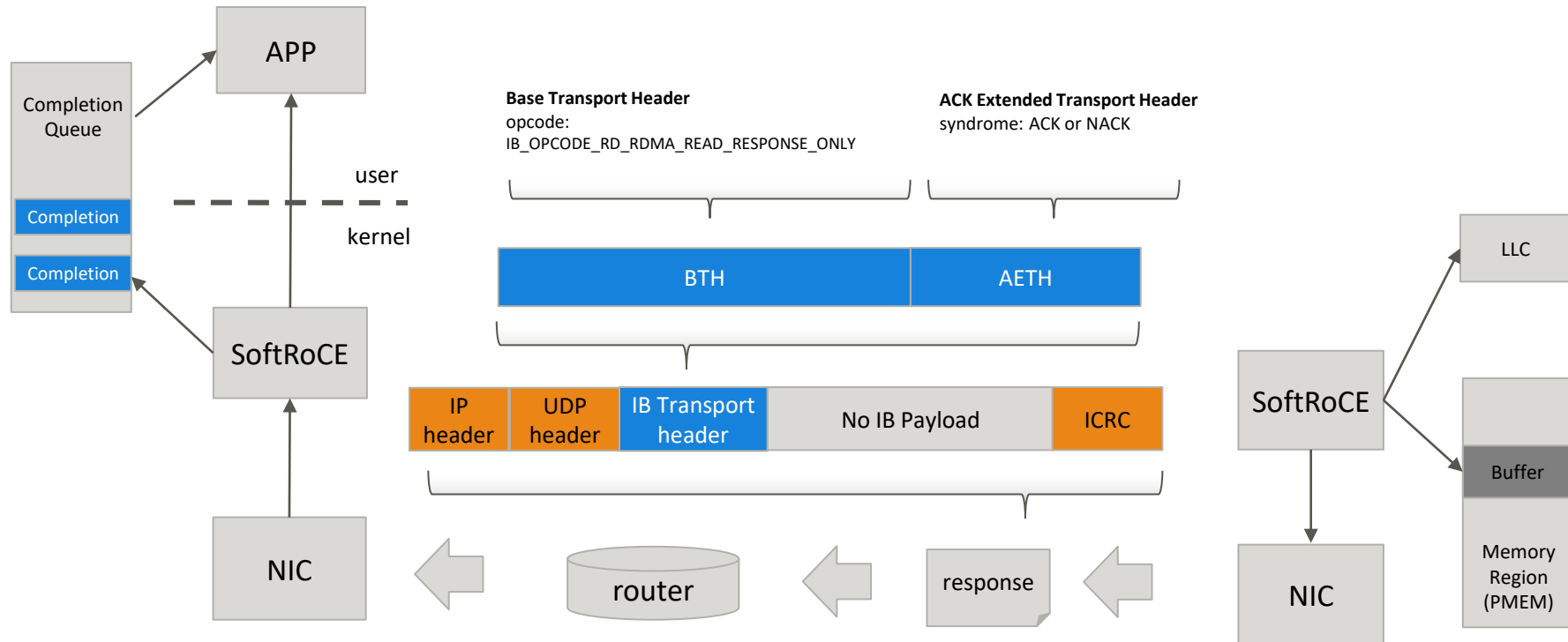
# New RDMA ATOMIC WRITE packages (1/2)

## ■ Implement RDMA ATOMIC WRITE Request over SoftRoCE (RC service)



# New RDMA ATOMIC WRITE packages (2/2)

## ■ Implement RDMA ATOMIC WRITE Response over SoftRoCE (RC service)

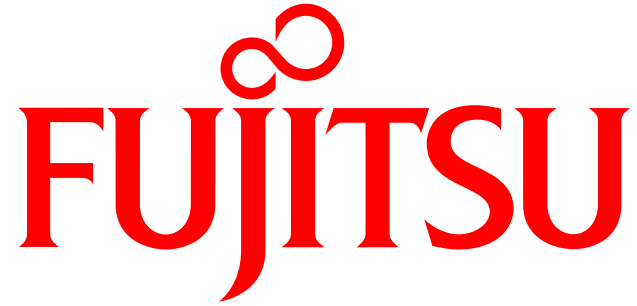


## ■ Conclusion

- Basis of PMEM and RDMA
- Shortcomings of combining RDMA with PMEM
- Basis of librpma
- Implement RDMA FLUSH and RDMA ATOMIC WRITE over SoftRoCE

## ■ Future work

- Make librpma support RDMA FLUSH and RDMA ATOMIC WRITE
- Implement RDMA VERIFY over SoftRoCE
- Make librpma support RDMA VERIFY



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