# Dandelion Hashtable: Cracking the Billion Requests Barrier—Effortlessly

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## ABSTRACT

This paper presents DLHT, a concurrent in-memory hashtable. Despite efforts to optimize hashtables, that go as far as sacrificing core functionality, state-of-the-art designs still incur multiple memory accesses per request and block request processing in three cases. First, most hashtables block while waiting for data to be retrieved from memory. Second, open-addressing designs, which represent the current state-of-the-art, either cannot free index slots on deletes or must block all requests to do so. Third, index resizes block every request until all objects are copied to the new index. Defying folklore wisdom, DLHT forgoes open-addressing and adopts a fully-featured and memory-aware closed-addressing design based on bounded cache-line-chaining. This design ❶ offers lock-free operations and deletes that free slots instantly, ❷ completes most requests with a single memory access, ❸ utilizes software prefetching to hide memory latencies, and ❹ employs a novel non-blocking and parallel resizing. In a commodity server and a memory-resident workload, DLHT surpasses 1.6B requests per second and provides 3.5× (12×) the throughput of the state-of-the-art closed-addressing (open-addressing) resizable hashtable on Gets (Deletes).

## 1 INTRODUCTION

Concurrent in-memory hashtables are essential and versatile data structures in the modern cloud. They are responsible for storing and accessing large amounts of data in main memory via thread-safe *Get*, *Put*, *Insert*, and *Delete* requests. To ensure requests complete rapidly as the dataset expands, hashtables must be also able to efficiently *Resize* their index. In-memory hashtables serve a wide spectrum of applications, including in-memory storage, online services, caching, key-value stores, and transactional databases [1, 3, 4, 7, 10].

To meet the ever-growing performance demands [1, 5], state-of-the-art hashtables from industry and academia offer designs that attain close to a billion requests per second on a single server [2, 8, 9, 11, 12, 14, 15]. Problematically, their evaluation hints that such high throughput is reachable only under *cache-resident* workloads where accesses are served by hardware caches and seldom reach main memory – i.e., due to small datasets [2], data partitioning [11, 14, 15], or highly skewed accesses [8, 9, 12]. So we pose the following question: *Can state-of-the-art in-memory hashtables attain a billion requests per second under a memory-resident workload?*

To answer this question, we evaluate eight state-of-the-art designs over a *memory-resident* workload of 100 million objects accessed uniformly on a commodity server. As shown in Figure 1, almost all hashtables are more than 2× slower than a billion requests per second. The most recent work, DRAMHiT [13], is the only one close to the target (in Gets), but its open-addressing design hinders Deletes and Resizes. Hence, achieving a billion requests per second without forfeiting core functionality on a commodity server remains a challenge for memory-resident workloads.

In a deeper inspection (detailed in our poster), state-of-the-art designs offer lock-free accesses but sacrifice core functionality, incur multiple memory accesses per request, and block processing in three cases. First, most hashtables stall processing on every request when accessing memory. Second, open-addressing designs offer impaired Deletes that either cannot reclaim index slots or must cease processing and rebuild the entire index to do so. Third, those that support index Resizes block every request until all objects are copied to the new index. These stalling factors impede the throughput of state-of-the-art hashtables, rendering them *practically blocking* under memory-resident workloads.

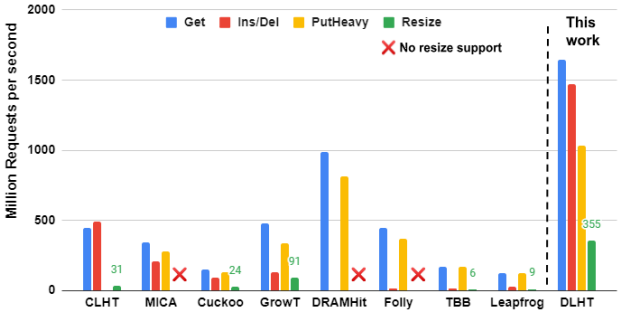


**Figure 1:** *Throughput of state-of-the-art hashtables and DLHT with 64 threads in a memory-resident workload (100M objects).*

In this work, we introduce DLHT, a concurrent hashtable that is *memory access aware* and *practically non-blocking* (i.e., alleviates stalling) to transcend a billion requests per second in memory-resident workloads. Defying folklore wisdom [12, 13, 16], DLHT forgoes open-addressing and adopts a closed-addressing approach. Its design is based on bounded cache-line-chaining and has the following features. First, it enables lock-free index operations, including deletes with immediate index slot reclamation. Second, it minimizes memory traffic and completes most requests with a single memory access. Third, it exploits software prefetching to overlap the memory latency of a request with productive work on other requests. Finally, it incorporates a novel, non-blocking (but not lock-free) Resize where requests complete with strong consistency while a multi-threaded index migration occurs in parallel.

Unlike state-of-the-art designs that trade core functionality for throughput [2, 6, 9, 12], DLHT provides a complete set of implemented features to accommodate its clients' needs. Beyond core functionality, this includes namespaces, variable-sized key-value pairs, efficient single-thread and hashset variants, as well as pointer APIs that minimize copies.

We extensively evaluate DLHT on a commodity server using micro-benchmarks, sensitivity studies, application examples, and standard single- and multi-key OLTP benchmarks (YCSB, TATP, and Smallbank). We compare DLHT with eight state-of-the-art concurrent in-memory designs. DLHT surpasses 1.6B Get (1.4B Inserts/Deletes, 1B Gets/Puts) requests per second. This is more than 3.5× (3×, 2.7×) the performance of the fastest closed-addressing design and an order of magnitude faster Deletes than open-addressing designs. Finally, the parallel and non-blocking resize of DLHT allows for a population that is 3.9× faster than the state-of-the-art.

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## Concurrent Growing Hashtables

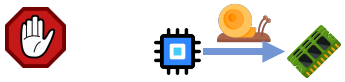



- **Ubiquitous** in todays cloud
- Offer ***Get, Put, Insert, Delete*** and index ***Resizes*** to store and access KV pairs

## State-of-the-art

- Keep data **in-memory**
- Ensure **strong consistency**
- Exploit **concurrency** to cope with **high throughput** needs of modern services

## Deficiencies of Existing Work



Strongly consistent but **cannot maximize throughput in memory-resident workloads**

1. **Block excessively**
2. **Handle memory accesses inefficiently**

### Concurrent but ***practically blocking*** ✗

Prior art may offer non-blocking Gets but compromise *Deletes*/*Inserts*/Resizes

1. Inserts leading to Resize block every request until all objects copied to larger index
2. Open-addressing designs: slow Deletes that block all requests to free index slots

### In-memory but **not *memory aware*** ✗

1. Multiple memory accesses even for small (16B) KVs, no collision/resizes
2. No overlapped memory accesses: stall each Get,Insert,Delete waiting for data from memory
3. Bad occupancy: few index slots filled before resize → harms memory/performance

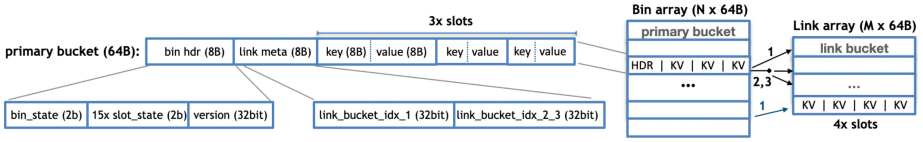
| | Collision handling | Practically non-blocking operations: Gets | Puts | Inserts | Deletes (that free index slots) | Resizes (non-blocking: safe Get,..,Del during resize) | Memory access awareness: Overlaps memory accesses (i.e., exploits s/w prefetch) | Minimizes memory traffic (e.g., supports index inlining) | Occupancy until resize (from § 5.1.5 with wyhash) |
|---|---|---|---|---|---|---|---|---|---|
| **GrowT** | open-addressing | ✓ | ✓ | ✓ | Blocking (until all index is transferred) | Parallel, Blocking | ✗ | ✓ | 30-50% |
| **Folly** | open-addressing | ✓ | ✓ | ✓ | ✗ | ✗ | ✗ | ✓ | – |
| **DRAMHiT** | open-addressing | ✓ | Only upserts | | ✗ | ✗ | ✓ Reorders requests | ✓ | – |
| **MICA** | closed-addressing | ✓ | Blocking | | Blocking | ✗ | ✓ | ✗ | – |
| **CLHT** | closed-addressing | Unique values | ✗ | ✓ | ✓ | Serial, Blocking | ✗ | ✓ | 1-5% |
| **DLHT** | closed-addressing | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | ✓ | 61-72% |

*Key features for memory-resident performance across state-of-the-art concurrent in-memory hashtables and DLHT.*

## *DLHT* to the rescue!!

**No open-addressing = no severe blocking on deletes**

Get, Insert, Delete via **extending non-blocking algorithms of CLHT** based on **8B header (per bin) for synchronization**.

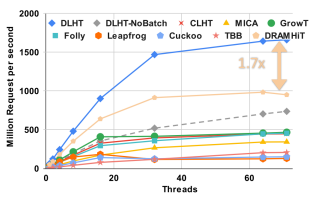



*DLHT layout: bins composed of a primary bucket (a bin header and 3 slots) and up to 3 extra linked buckets (4 slots each).*

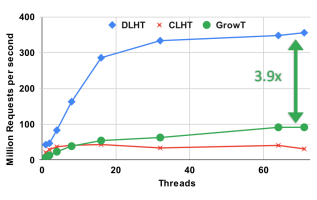
+ **Memory compact design** of bin header ✓
  1. includes *bin state* for **practically non-blocking resizes**
  2. *states for* up to 15 slots to **improve occupancy** over lock-free CLHT

+ **Batched API** pipelined processing ✓
  1. Software prefetching to **overlap memory accesses**
  2. Guaranteed **in-order request completion**

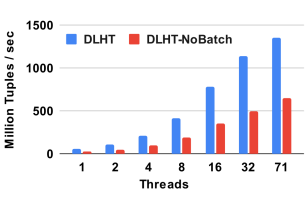
+ **Bounded cacheline chaining** ✓
  **Link array: 4-8x smaller** than Bin array (non-blocking resize if full)
  Most bins = 1 bucket → **Most requests = 1 memory access**



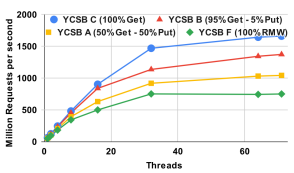

*Get*



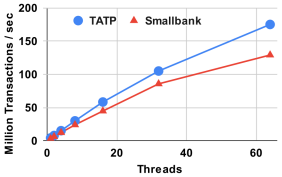

*Inserting 800M keys (a growing index)*



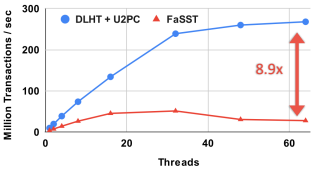

*Hash Joins*



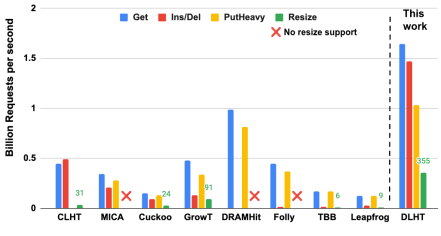

*Single-key YCSB*




*Multi-key Transactions*




*Fault-tolerant Distributed Transactio*
*(TATP, 5 servers, 3-way replication)*




| Baseline | Comparison with DLHT |
|---|---|
| CLHT | - 3.5x lower Get throughput \| 8x slower Population<br>- more than 10x worse occupancy (cannot chain buckets)<br>- Blocking resize, no Puts, assumes unique values, ≤ 8B keys/values |
| MICA | - 4.8x lower Get throughput<br>- Non-resizable, lock-based, non-inlining |
| GrowT | - 3.5x lower Get throughput \| 3.9x slower Population<br>- 12.8x lower InsDel throughput (tombstone-based deletes) |
| Folly | - 3.5x lower Get throughput<br>- Non-resizable, deletes cannot reclaim slots, ≤ 8B keys/values only |
| DRAMHiT | - 1.7x lower Get throughput<br>- Non-resizable, deletes cannot reclaim slots, ≤ 8B keys/values only<br>- Only Upserts (no pure Insert/Put), batching may reorder requests |

Commodity server: *18-core Intel Xeon Gold 6254 (2 sockets), 8x 32GB DDR4-2933*

Workload: *>4GB random memory-resident*

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