XRP: In-Kernel Storage Functions with eBPF

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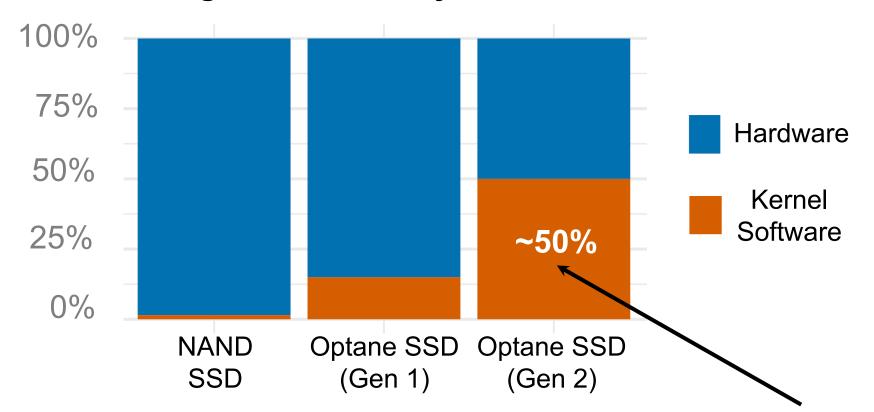






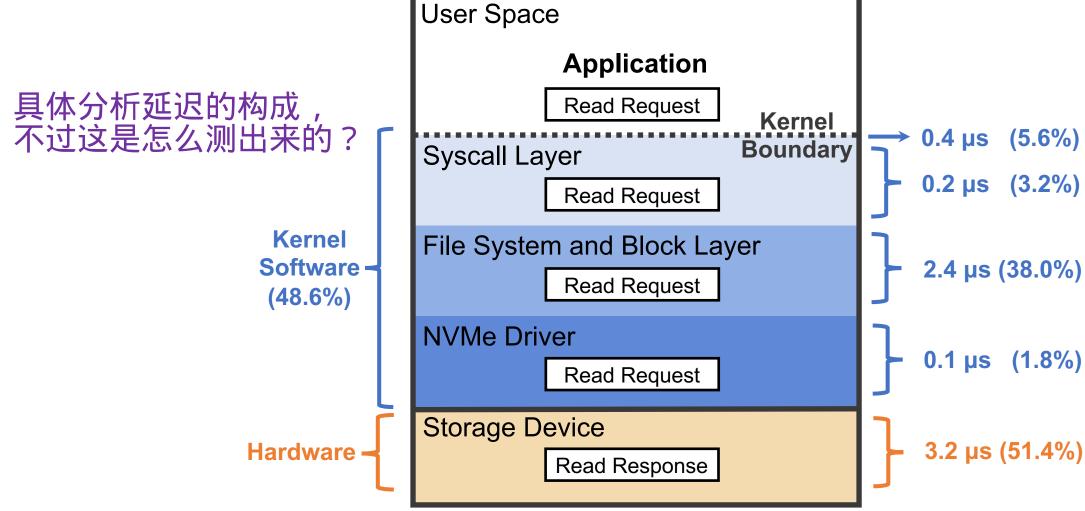
Kernel Software is Becoming the Bottleneck for Storage

Average Read Latency Breakdown



Kernel software overhead accounts for ~50% of read latency on Optane SSD Gen 2

Where Does the Latency Come From?



Kernel Bypass

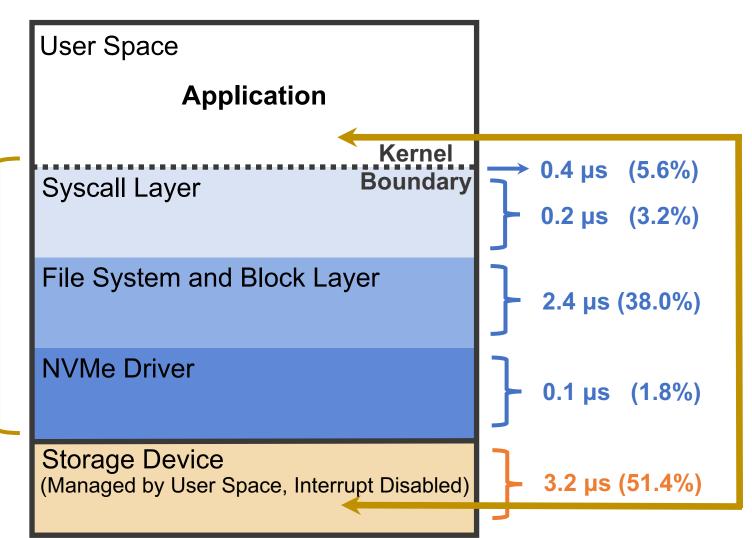
Bypass Kernel to Eliminate Overhead

Academic Work

Demikernel (SOSP '21), Shenango (NSDI '19), Snap (SOSP '19), IX (SOSP '17), Arrakis (OSDI '14), mTCP (NSDI '14),

In industry, the most common library is SPDK

Reduce read latency by 49%



Kernel Bypass is Not a Panacea

Kernel

Bypass

User Space Application Kernel **Boundary** Syscall Layer File System and Block Layer **NVMe Driver Storage Device** (Managed by User Space, Interrupt Disabled)

- Does not incur the overhead of the kernel storage stack
- X No fine-grained access control
- X Requires busy polling for completion

Processes cannot yield CPU when waiting for I/O

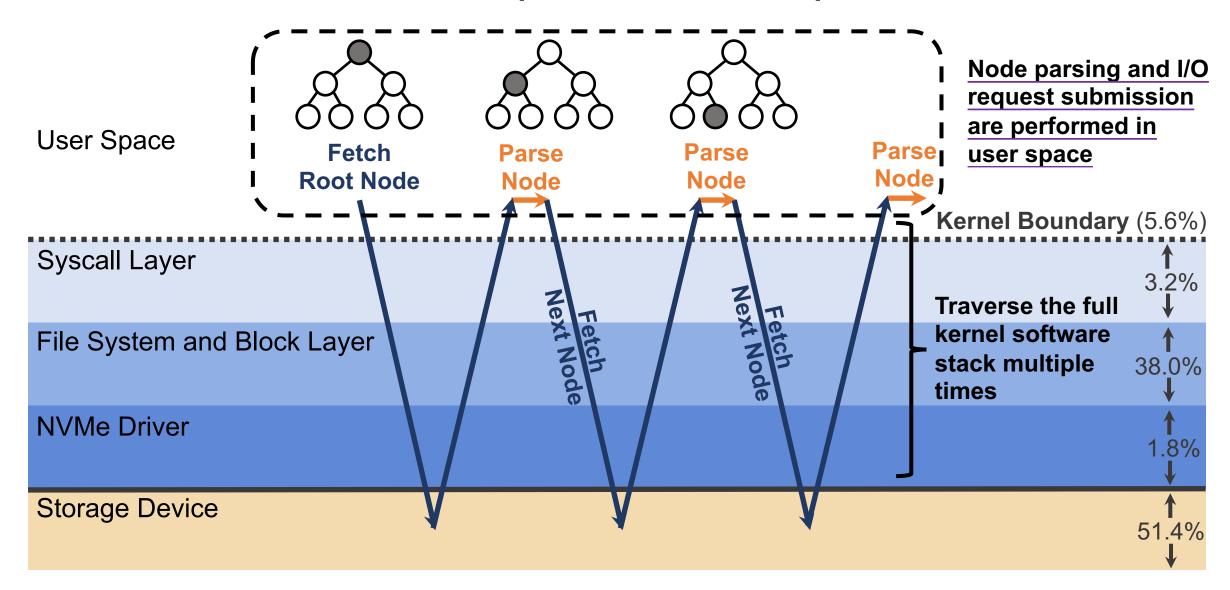
CPU cycles are wasted when I/O utilization is low

CPU cannot be shared efficiently among multiple processes

Move Application Logic Into the Kernel

User Space kernel 提供隔离和资源调度 **Application (**共享?) **Custom Function** Kernel **Boundary** Syscall Layer **Potentially** reduce read Kernel File System and Block Layer latency by Software -2.4 µs (38.0%) up to 47% (48.6%) Submit read requests **NVMe Driver** Process read responses 0.1 µs (1.8%) Read Request **Storage Device** 3.2 µs (51.4%) Read Response

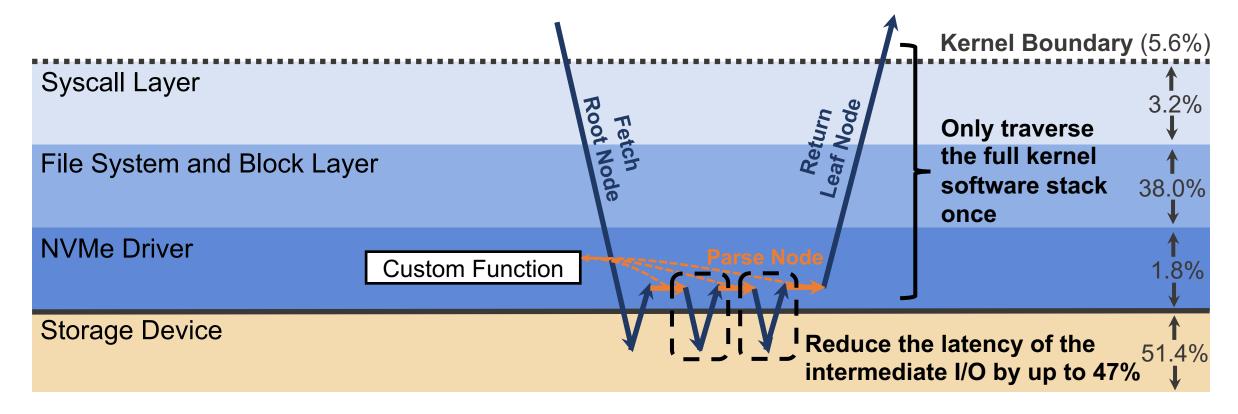
B+ Tree Index Lookup from User Space



B+ Tree Index Lookup With an In-Kernel Function

A Chain of Dependent Read Requests:

User Space



Chains of Dependent Read Requests are Very Common

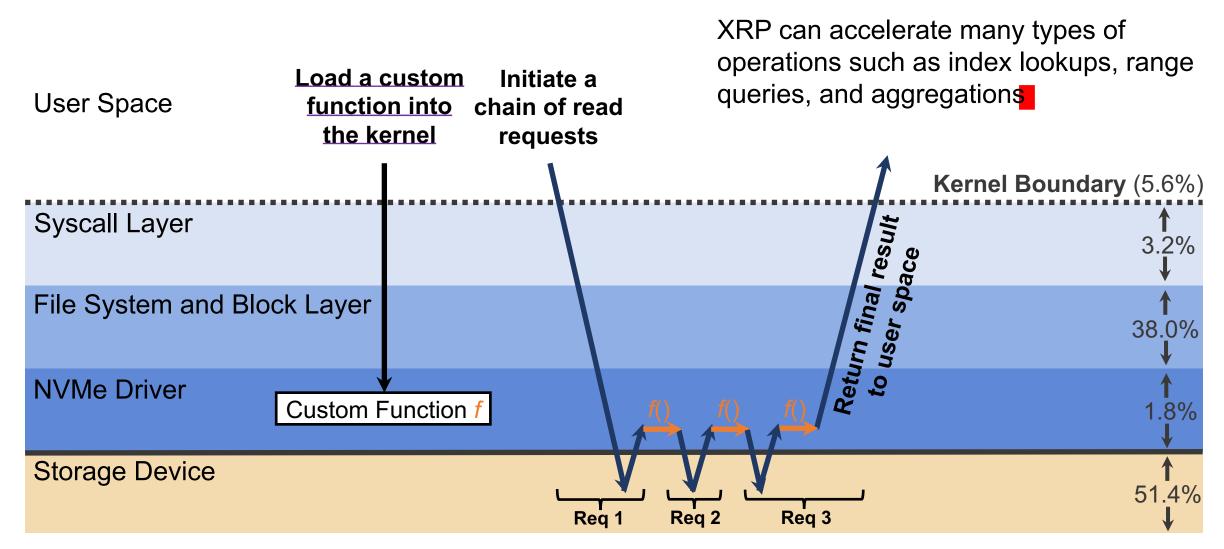




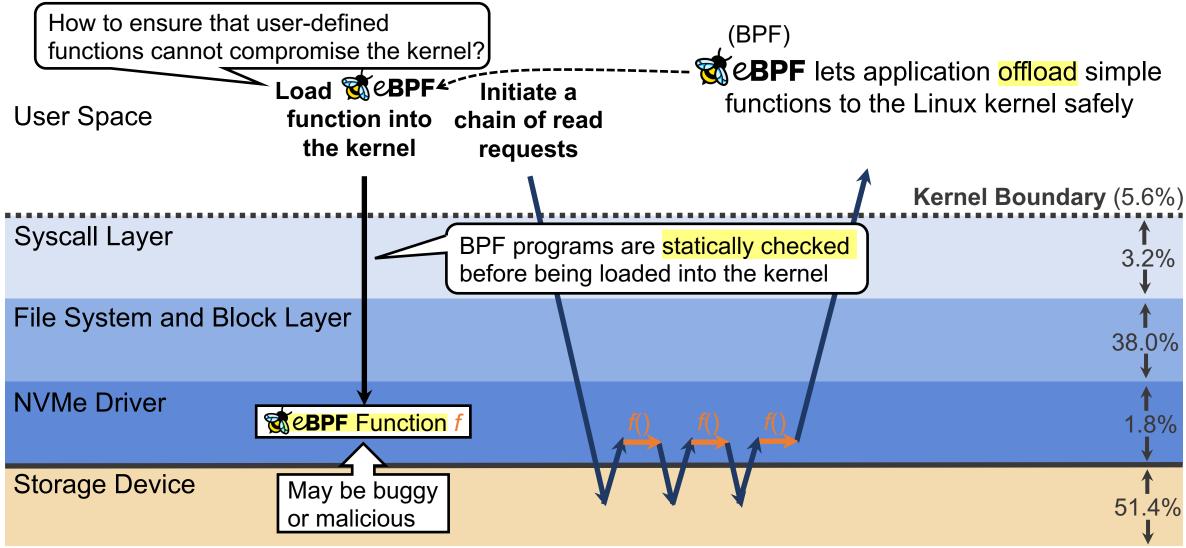
Issue dependent read requests to perform lookups

Goal: Build a framework for storage engines to accelerate dependent read requests using in-kernel functions

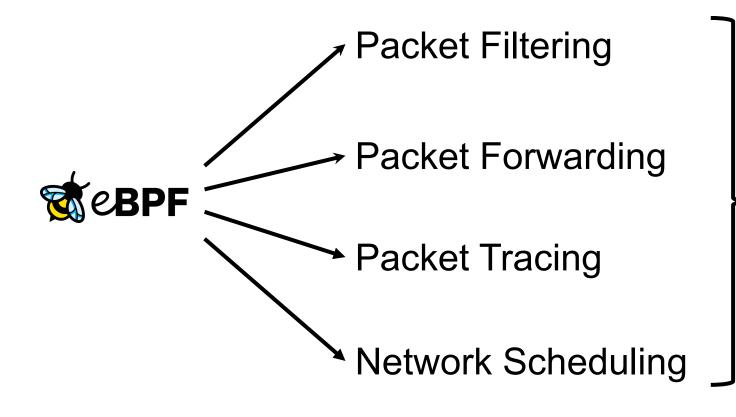
XRP: A Framework for In-Kernel Storage Functions



Using BPF to Offload Custom Functions Safely



BPF is Widely Used in Networking



A BPF program can operate on each packet independently

However, a storage BPF program needs to traverse a large on-disk data structure in a stateful way

Adopting BPF in Storage is Challenging

XRP is the first system that adopts BPF to reduce the kernel software overhead for storage

Key research challenges:

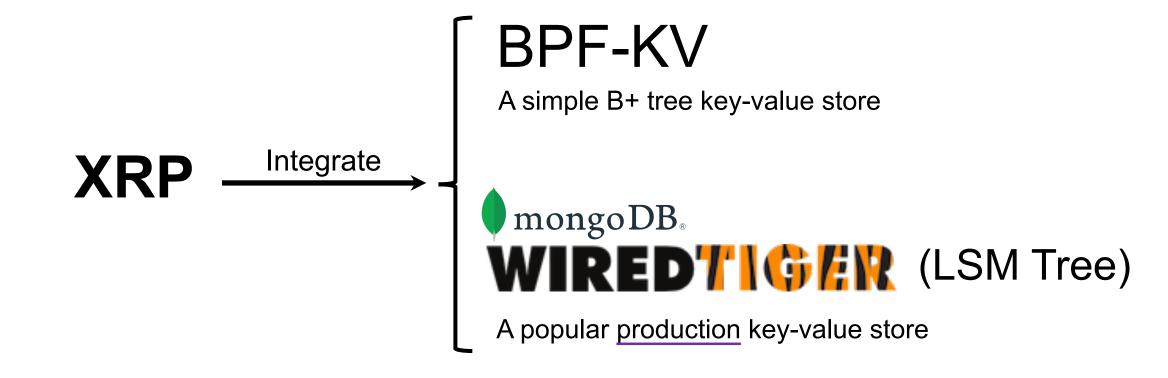
- Translating file offsets in the NVMe driver
- Augmenting the BPF verifier to support storage use cases
- Resubmitting NVMe requests
- Interaction with application-level caches

BPF Can Traverse Different Types of Data Structures

```
u32 btree lookup(struct bpf xrp *context) {
struct node *n = (struct node *) context->data;
                                                            Data Buffer
                                                                              Scratch Buffer
u64 search key = *(u64 *) context->scratch;
                                                                               search key
                                                              type
if (node->type == LEAF) {
                                                             fanout
    context->done = true;
                                                              key[0]
    return 0;
                     MAX_FANOUT ensures for loop is
                                                              key[1]
                     bounded
                                                               . . .
int i;
                                                                                (unused)
                                                              key[n]
for (i = 1; i < MIN(n->fanout, MAX FANOUT); ++i) {
                                                             addr[0]
    if (search_key < n->key[i]) break;
                                                               . . .
context->done = false;
                                                             addr[n]
context->next_addr[0] = n->addr[i - 1];
                                                         (Data fetched from disk)
return 0;
```

(Private scratch space)

XRP: In-Kernel Storage Functions with eBPF



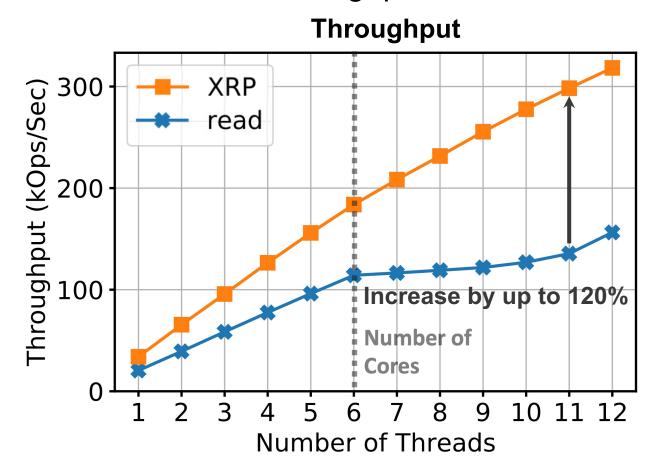
Evaluation

- What is the performance benefit of XRP?
- How does XRP compare to kernel bypass?
- What types of operations can XRP support?
- Can XRP accelerate a production key-value store?

See the paper

XRP Nearly Eliminates the Kernel Software Overhead

Multi-threaded throughput in BPF-KV with uniform random 512B read:

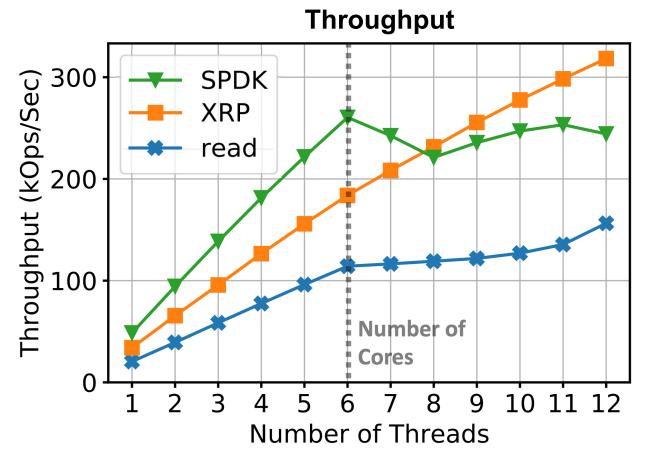


XRP can scale well even if the number of threads exceeds the number of cores

This is because XRP alleviates the CPU contention by reducing the CPU overhead per IO request

XRP Handles CPU Contention, SPDK Not So Much

Multi-threaded throughput in BPF-KV with uniform random 512B read:

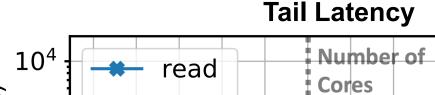


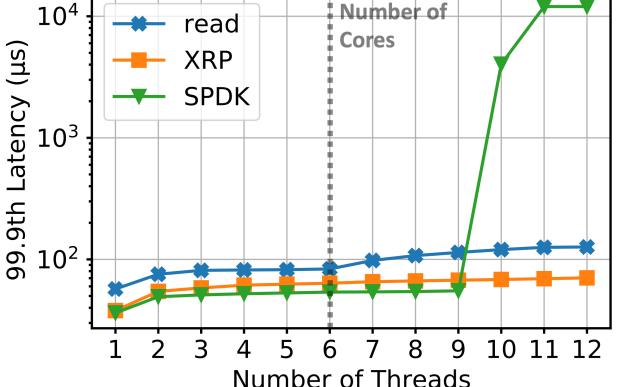
SPDK fails to scale beyond 6 threads because SPDK threads cannot yield CPU when waiting for I/O to complete

XRP provides performance that is close to/better than SPDK without sacrificing isolation and CPU efficiency

XRP Handles CPU Contention, SPDK Not So Much

Multi-threaded tail latency in BPF-KV with uniform random 512B read:





Compared to read, XRP improves tail latency by up to 45%

Tail latency of SPDK spikes to ~10 ms when the number of threads is greater than the number of cores by more than 50%

Conclusions







- XRP is the first system to use BPF to accelerate common storage functions
- XRP captures most of the performance benefit of kernel bypass, without sacrificing CPU utilization and access control

We are actively integrating XRP with other popular key-value stores including RocksDB

Try it out: http://xrp-project.com/

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