



# PERFORMANCE GUIDELINES FOR DCPM

# Agenda

- Different instructions to flush a cache-line
- ECC block size impact on performance of memcpy
- Cache misses and how to avoid them
- Achieving failure atomicity at a low cost
- Memory Interleaving and data location
- How to correctly measure performance

# Cache flush instructions - clflush

```
struct my_data {  
    char cacheline_A[64];  
    char cacheline_B[64];  
    int persistent;  
};  
struct my_data *data = mmap(...);  
  
memset(data->cacheline_A, 0xC, 64);  
memset(data->cacheline_B, 0xD, 64);  
__mm_clflush(data->cacheline_A);  
__mm_clflush(data->cacheline_B);  
  
data->persistent = true;  
__mm_clflush(&data->persistent);
```

- Invalidates the cache-line
- Stalls the CPU, serializes code execution
- Commits data to WPQ (Write Pending Queue), minimal required persistence domain (ADR)

# Cache flush instructions - clflushopt

```
struct my_data {  
    char cacheline_A[64];  
    char cacheline_B[64];  
    int persistent;  
};  
struct my_data *data = mmap(...);  
  
memset(data->cacheline_A, 0xC, 64);  
memset(data->cacheline_B, 0xD, 64);  
__mm_clflushopt(data->cacheline_A);  
__mm_clflushopt(data->cacheline_B);  
__mm_sfence();  
  
data->persistent = true;  
__mm_clflushopt(&data->persistent);  
__mm_sfence();
```

- Invalidates the cache-line
- Does not serialize execution
- Requires fencing to ensure ordering and persistence

# Cache flush instructions – clwb (cache-line write back)

```
struct my_data {  
    char cacheline_A[64];  
    char cacheline_B[64];  
    int persistent;  
};  
struct my_data *data = mmap(...);  
  
memset(data->cacheline_A, 0xC, 64);  
memset(data->cacheline_B, 0xD, 64);  
__mm_clwb(data->cacheline_A);  
__mm_clwb(data->cacheline_B);  
__mm_sfence();  
  
data->persistent = true;  
__mm_clwb(&data->persistent);  
__mm_sfence();
```

- Might not invalidate the cache-line
- Does not serialize execution
- Requires fencing to ensure ordering and durability

Identical to clflushopt on Cascade Lake platforms!  
Works with Ice Lake

# Cache flush instructions – libpmem

```
struct my_data {  
    char cacheline_A[64];  
    char cacheline_B[64];  
    int persistent;  
};  
struct my_data *data = mmap(...);  
  
pmem_memset(data->cacheline_A, 0xC, 64, PMEM_F_MEM_NODRAIN);  
pmem_memset(data->cacheline_B, 0xD, 64, PMEM_F_MEM_NODRAIN);  
pmem_drain();  
  
data->persistent = true;  
pmem_persist(&data->persistent, sizeof(data->persistent));
```

- Detects CPU features and uses the most efficient instructions available
- Automatically takes care of alignment and size of the buffer
- Has flags to enable better control over the memset/memcpy process
- Requires fencing to ensure ordering and durability
- If possible, applications should avoid flushing clean cache-lines.

# ECC block size and memory throughput

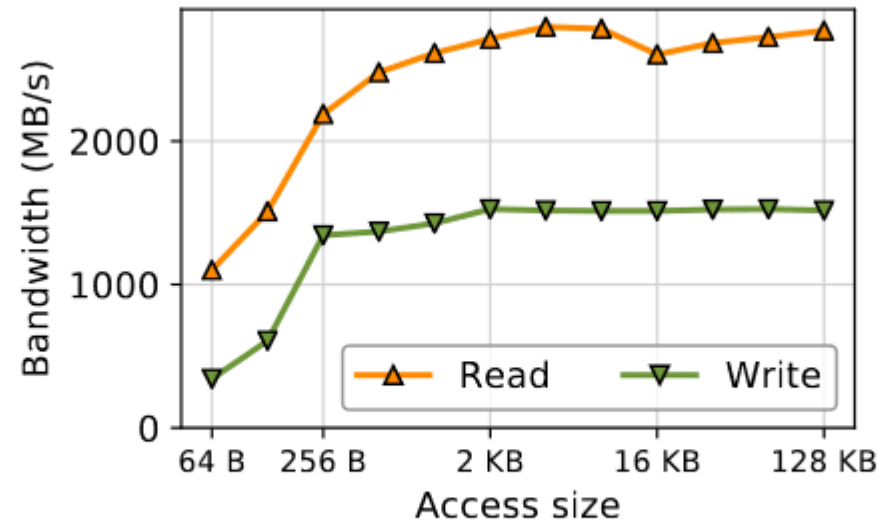


Figure 2: **Optane DC Random Access Bandwidth** Bandwidth for small accesses rises quickly but begins to taper off at 256 B. This data is for one thread accessing one DIMM.

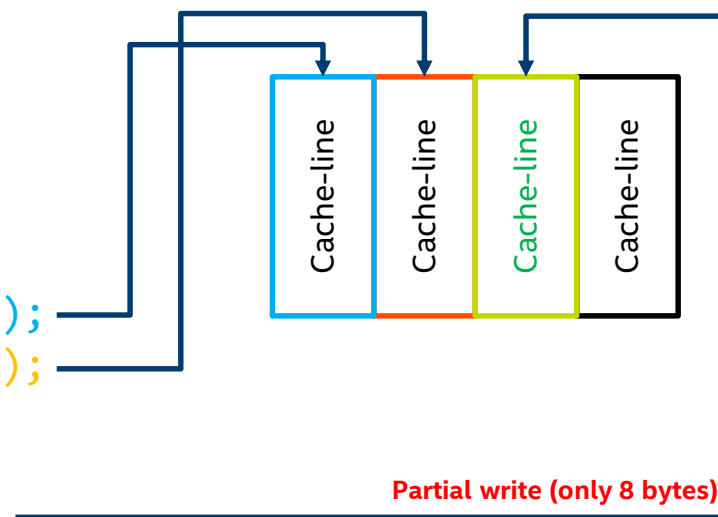
- Intel® Optane™ DC Persistent Memory achieves best throughput at 256 bytes.

Basic Performance Measurements of the Intel Optane DC Persistent Memory Module

<https://arxiv.org/abs/1903.05714>

# ECC block size and memory throughput

```
struct my_data {  
    char cacheline_A[64];  
    char cacheline_B[64];  
    int persistent;  
};  
  
pmem_memset(data->cacheline_A, ...);  
pmem_memset(data->cacheline_B, ...);  
  
data->persistent = true;  
pmem_persist(&data->persistent,  
             sizeof(data->persistent));
```



Size of the ECC block is hardware dependent,  
It may be different in other NVDIMMs and future  
generations of Intel® Optane™ DC Persistent Memory.

- The CPU transfers data in cache-lines, but DIMMs must write full 256 byte blocks
- To utilize the entire available bandwidth, applications must read and write data in 256 blocks
- This example utilizes only about ~50% of the available throughput

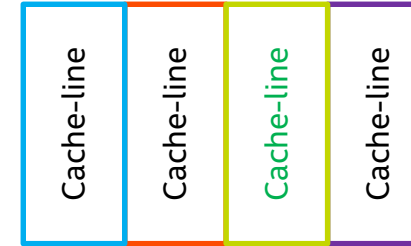


# Taking advantage of non-temporal stores

- Non-temporal stores bypass the CPU cache
  - No flushing is necessary!
- They are weakly-ordered
  - They require a fence to become visible to other threads and persistent
- They can take advantage of write-combining
  - This helps ensure that entire ECC blocks are written without back-filling
- libc does *\*not\** guarantee the use of non-temporals for any variants of memcpy. Applications must explicitly use them.
  - Possible through libpmem

# Avoiding cache misses and taking advantage of write-combining

```
struct my_data {  
    char cacheline_A[64];  
    char cacheline_B[64];  
    char cacheline_C[64];  
    char cacheline_D[64];  
};
```



```
struct my_data *data = mmap(...);
```

```
for (size_t i = 0; i < 256; ++i) *((char *)data + i) = 0xC; /* BAD example, uses temporal stores */  
-----
```

```
pmem_memset(data, 0xC, 256, PMEM_F_MEM_NONTEMPORAL); /* GOOD example, uses NT stores */
```

- The DIMMs must write entire ECC blocks, writing less than 256 bytes means that the remaining data will need to be fetched from its location.
- Similarly, but at the CPU level, reading/writing less than entire cache-lines can cause cache-misses to fetch the remaining data
- Applications can leverage non-temporal stores (and write-combining) to avoid the extra unnecessary cache-miss

# Faster failure atomicity – BAD example

```
struct my_data {
    char cacheline_A[64];
    char cacheline_B[64];
    int persistent;
};
struct my_data *data = mmap(...);

void init() {
    pmem_memset(data->cacheline_A, 0xC, 64, PMEM_F_MEM_NODRAIN); /* NO WRITE-COMBINING */
    pmem_memset(data->cacheline_B, 0xD, 64, PMEM_F_MEM_NODRAIN);
    pmem_drain(); /* FENCE */

    data->persistent = true; /* CACHE MISS */
    pmem_persist(&data->persistent, sizeof(data->persistent)); /* CLFLUSH + FENCE */
}

void recover() {
    if (data->persistent) {
        printf("my_data: %s %s", data->cacheline_A, data->cacheline_B);
    }
}
```

# Faster failure atomicity – GOOD example

```
struct my_data {
    struct cachelines {
        char A[64];
        char B[64];
    } clines;
    uint64_t checksum;
    char padding[56]; /* structure is padded to avoid a cache-miss on partial cache-line write */
};
struct my_data *data = mmap(...);
void init() {
    struct my_data stack_data; /* data prepared in DRAM on stack */
    memset(stack_data.clines.A, 0xC, 64); memset(stack_data.clines.B, 0xD, 64);
    stack_data.checksum = checksum_calc(&stack_data.clines); /* checksum is used for durability */
    pmem_memcpy(data, &stack_data, /* NT to avoid flushing and to take advantage of write-combining */
        sizeof(stack_data), PMEM_F_MEM_NONTEMPORAL);
}
void recover() {
    if (checksum_calc(&data->clines) == data->checksum)
        printf("my_data: %s %s", data->clines.A, data->clines.B);
}
```

0 Cache-misses, 1 fence and more efficient NVDIMM utilization

# Faster failure atomicity within the same cache-line

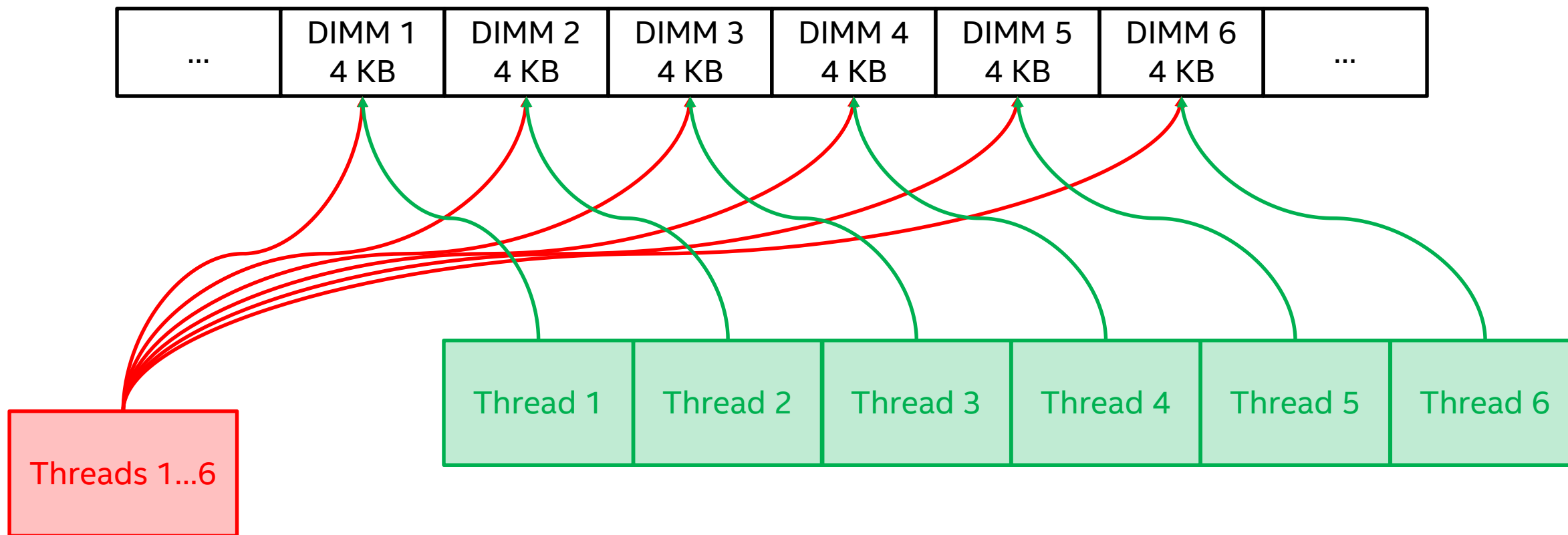
```
struct my_data {
    uint8_t A[32];
    uint8_t B[24];
    uint64_t persistent;
}; /* sizeof(struct my_data) == 64 */

struct my_data *data = mmap(...);

void init() {
    pmem_memset(data->B, 0xC, sizeof(data->B), PMEM_F_MEM_NODRAIN); /* can store data in any order */
    pmem_memset(data->A, 0xD, sizeof(data->A), PMEM_F_MEM_NODRAIN);
    uint64_t persistent = true;
    /* persistent flag must be stored last using either NT stores or with CLWB */
    pmem_memcpy(&data->persistent, &persistent, sizeof(persistent), PMEM_F_MEM_NONTEMPORAL);
}

void recover() {
    if (data->persistent) /* flag is guaranteed to be stored at the same or later time as rest of CL */
        printf("my_data: %s %s", data->A, data->B);
}
```

# Memory interleaving



When using interleaving, remember to spread the traffic across all the DIMMs, otherwise performance will suffer greatly.

# Measuring performance

- **When using App-Direct, make sure to use DAX mount option.**
  - **Forgetting it might silently make filesystem fallback to using page cache**
- Avoid benchmarking in shared or unstable (for example, overheating) environments.
- For reproducible results, disable hyper-threading and set a fixed clock-rate for the CPU.
- **Make sure that all memory pages are allocated and faulted before starting time measurements. Use MAP\_POPULATE mmap flag or manually prefault all pages.**
  - **Pages are allocated at the moment of first use. This can take a non-trivial amount of time.**
- Remember to set appropriate NUMA node to execute the application at.
  - The benchmark should be running on the same NUMA node on which the work is performed.
- **When benchmarking PMDK, make sure to use release libraries and that the prefault configuration option is enabled (PMEMOBJ\_CONF="prefault.at\_create=1;")**

# Summary

- Using Persistent Memory efficiently takes a bit of conscious effort and knowledge of the underlying hardware.
- PMDK helps with that by providing primitives which make it easy to fully utilize the hardware, as well as having an already optimized codebase.



