

OPTR: Order-Preserving Translation and Recovery Design for SSDs with a Standard Block Device Interface

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USENIX
ATC '19



Solid-State Drives (SSDs)

- Inherit the **interface** and a **weak guarantee** from HDDs
 - **Permit** persisting write requests in an **arbitrary order**
- Implication to FS and DBS
 - Need to frequently **flush** SSDs to ensure order
 - At the cost of performance degradation



1989



1999

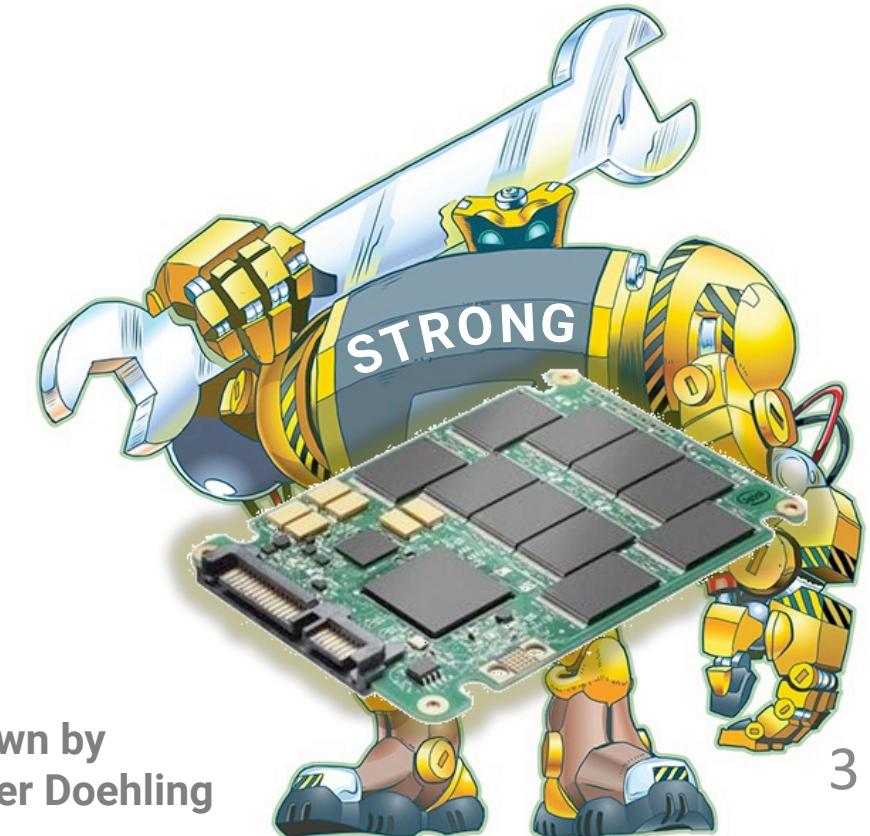


2009

2019

Order-Preserving SSDs (OP-SSDs)

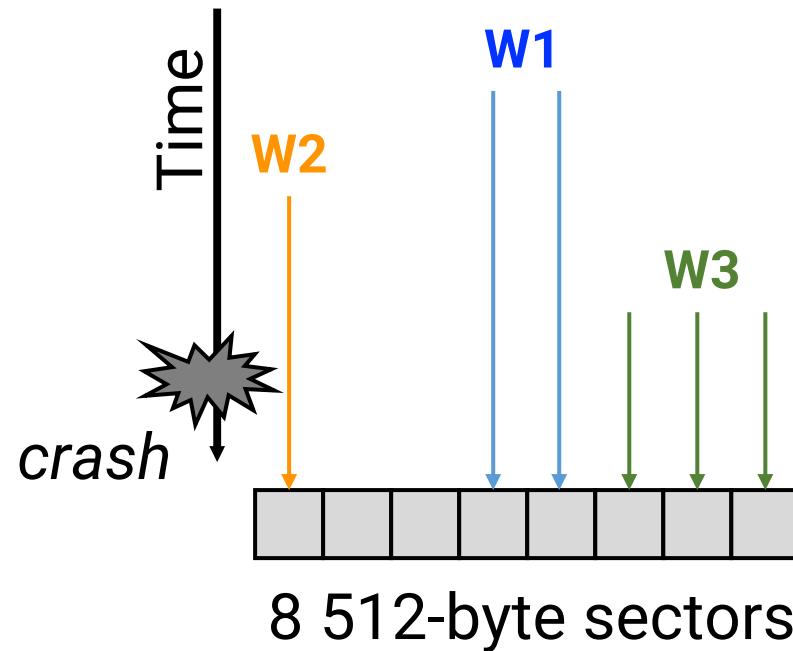
- **Strong** request-level guarantees
 - Persist all write requests **in order**
 - Persist each write request **atomically** (a bonus)
- Invariants
 - **Identical** interface to existing software, i.e., read, write, and flush
 - **Comparable** performance to traditional SSDs



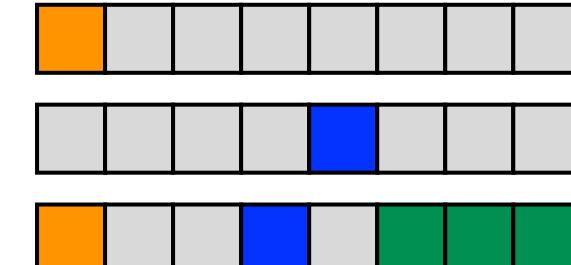
Robot drawn by
Christopher Doebling

Traditional SSD: Weak Crash Guarantees

- Write requests can be persisted **out-of-order**
- Each write request can be **partially complete**



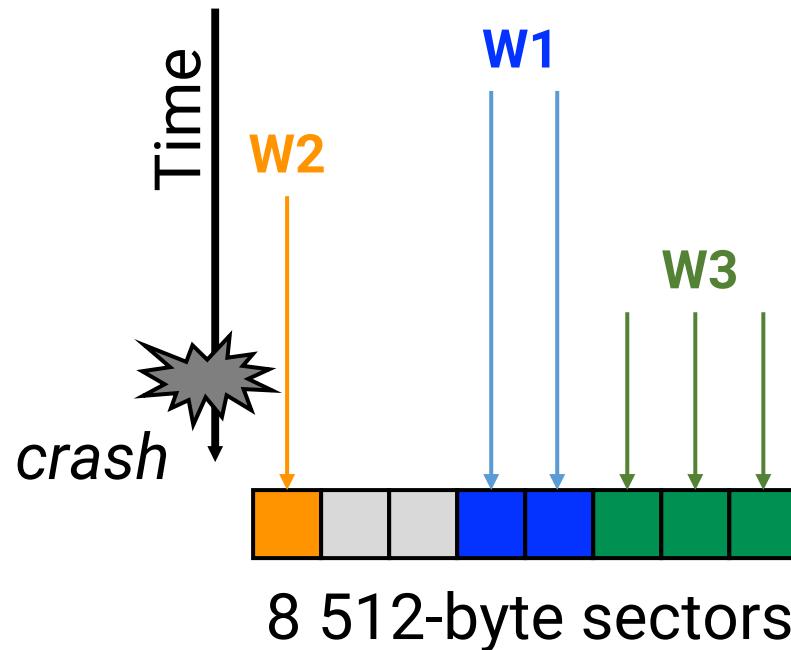
Valid post-crash states



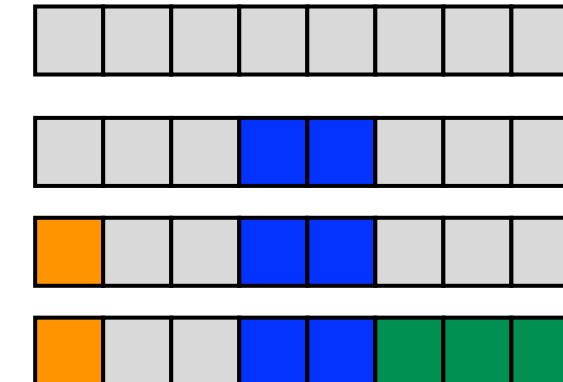
of valid post-crash states: 2^6

OP-SSD: Strong Crash Guarantees

- Write requests are persisted **in-order**
- Each write request is **atomic**, regardless of its size



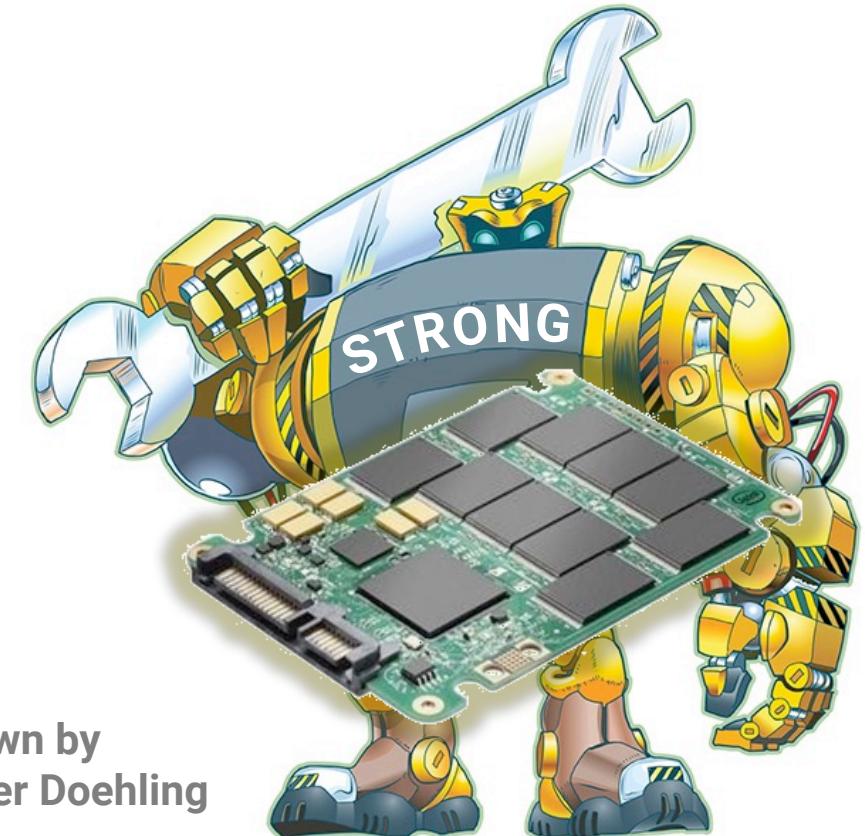
Valid post-crash states



of valid post-crash states: **4**

OP-SSDs in Computer Systems

- Optimize **existing FS and DBS**
 - Remove unnecessary flushes
 - Practical and manageable because OP-SSDs keep the interface intact
- Inspire **new FS and DBS**
 - Exploit the strong crash guarantees
- New SSD **industrial standard**
- New SSD **research area**
 - Flash-translation layers (FTLs)



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Christopher Doebling

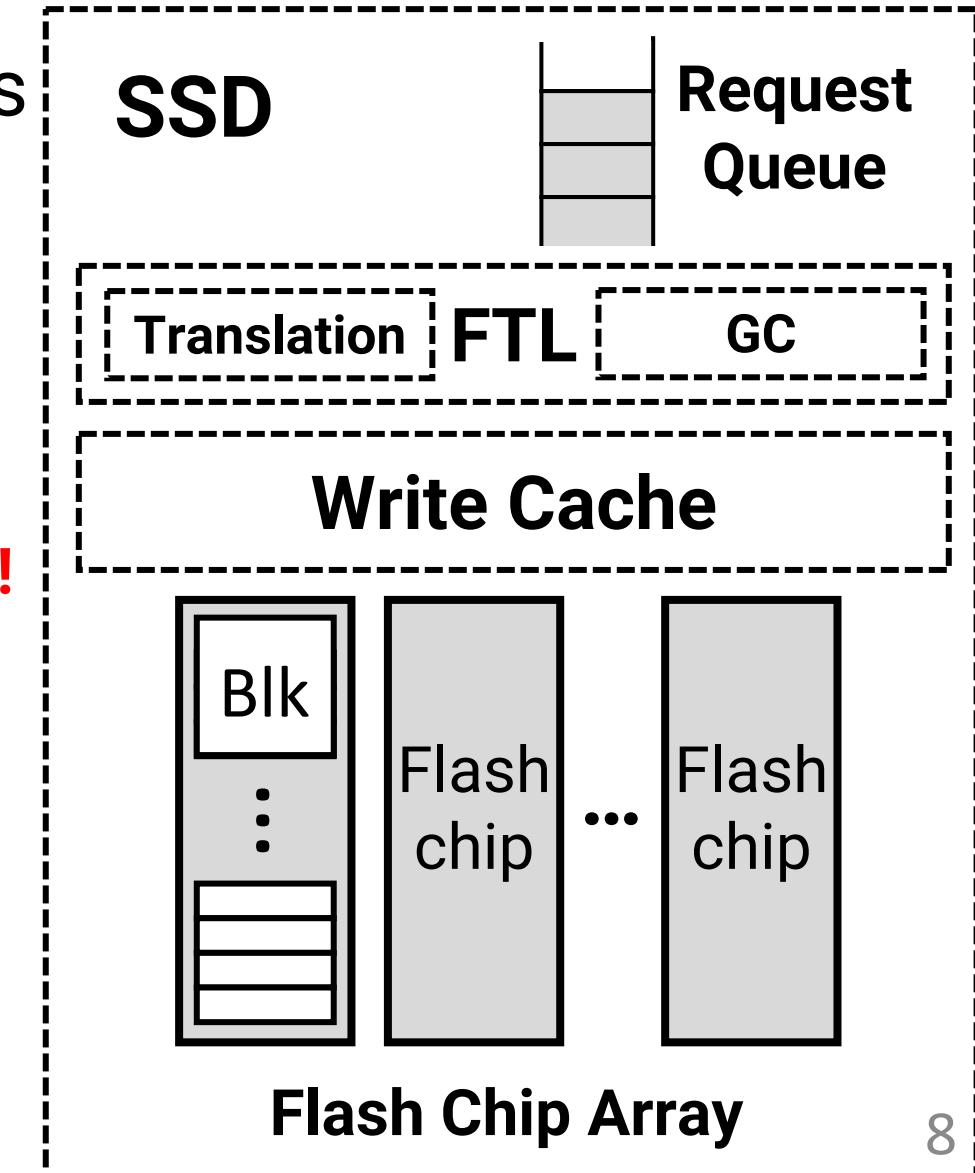
Outline

- Order-preserving SSDs
- Background
- Order-preserving design
- System optimizations and evaluation
- Conclusion

Background: A Simple SSD Model

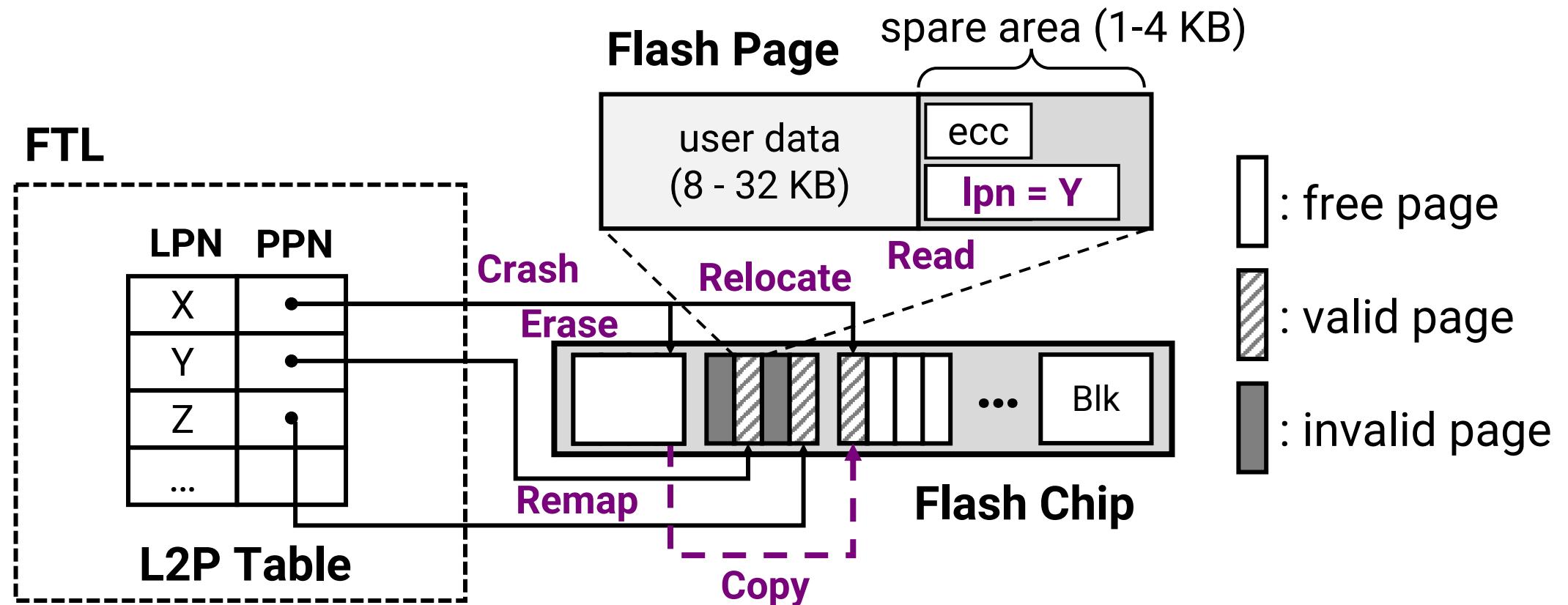
- FTL (flash translation layer) performs logical-to-physical address mapping
 - Constraint of flash: No in-place update
- High performance schemes
 - Flash parallelism
 - Request reordering
 - Write cache
- Garbage collection
- Crash recovery

Breaking the order!



Background: GC and SSD Recovery

- **GC** is required to reclaim space for future writes
- **Crash recovery**: Since L2P table is kept in RAM, FTL has to reconstruct the L2P table after a crash

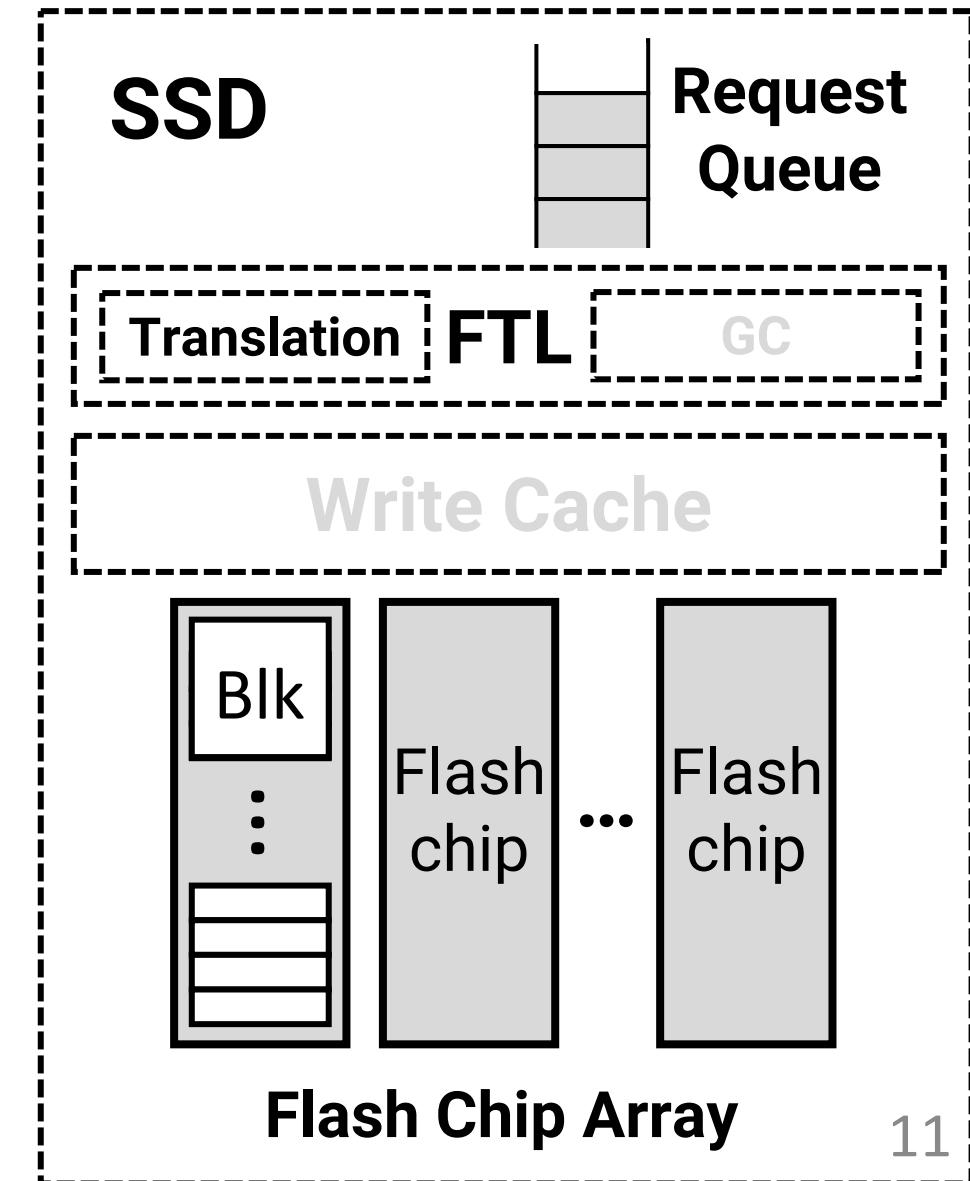


Goal of Order-Preserving Design

- High performance schemes are still kept
 - Flash parallelism
 - Request reordering
 - Write cache (coalescing)
- Write requests are not necessarily processed in order
- **Recovery procedure** of FTL is extended
 - Rollback SSD to a desired state
 - Create an order-preserving **illusion**

An Incomplete SSD Model

- Let's first assume an SSD without a write cache and GC
- We'll remove these (impractical) assumptions in a minute

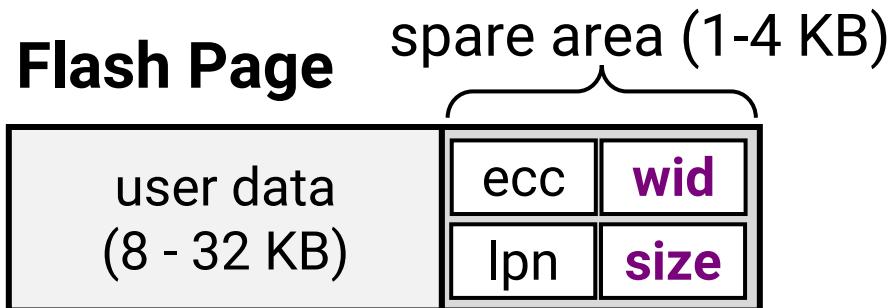


Order-Preserving Recovery

- **Idea:** During recovery, if we know exactly which writes are complete, we can recover until the first incomplete write
 - E.g., if the 1st, 2nd, 3rd, 5th writes are complete, then we can simply recover the first three writes, but not any other write
- **Write completion tracking:** If a write contains N pages, and during recovery, we find N pages for the write, then the write is indeed complete; otherwise, the write is incomplete

Order-Preserving Recovery

- **wid** (8 B): a sequence number assigned to a write according to the order in which writes are received by the SSD
- **size** (4 B): the number of pages the write contains

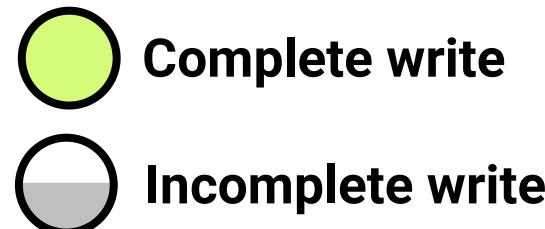
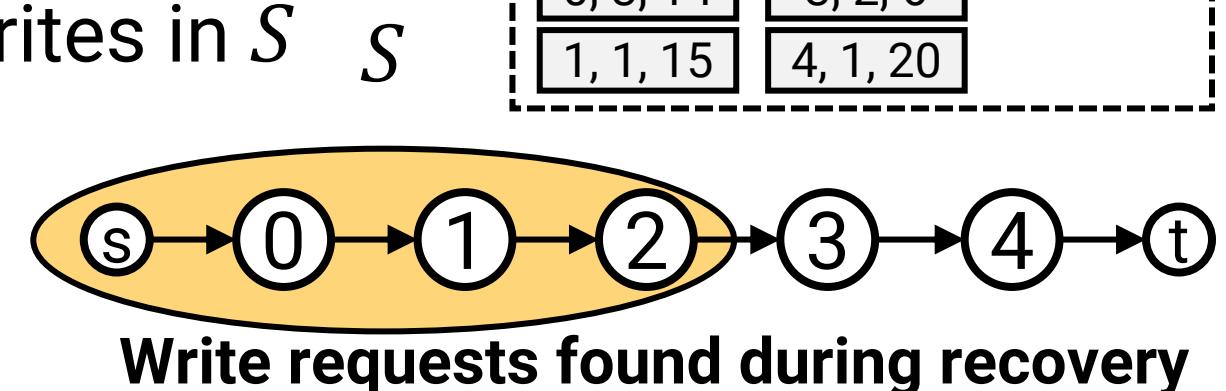


Status	Condition
Complete	# pages found = size
Incomplete	# pages found < size

Recovery Procedure (without write cache and GC)

- Read out all the programmed pages
- Determine whether each write is complete or incomplete
- Construct a flow network with each node representing a write request and each edge pointing from W_i to W_{i+1}
- Find a s-t cut $C = (S, T)$ such that
 - Every write in S is complete
 - $|S|$ is maximized
- Recover all and only the writes in S

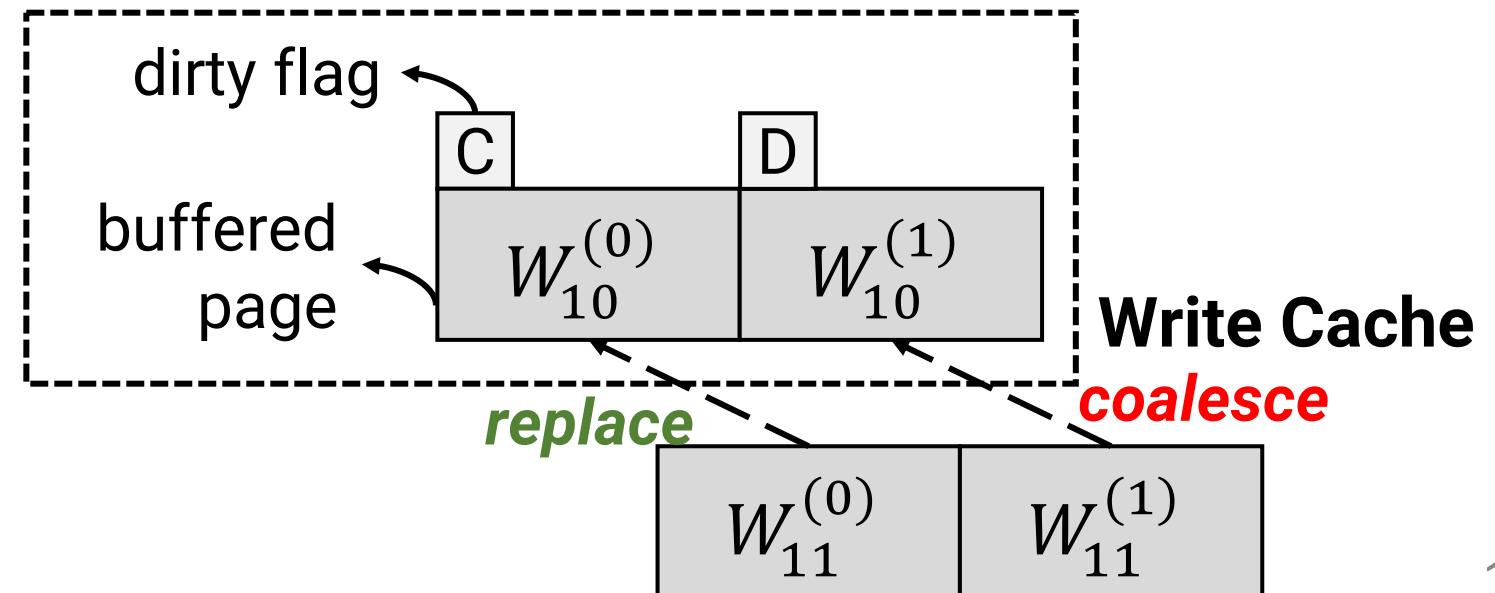
Flash Page		wid, size, lpn
0, 3, 12	2, 2, 14	SSD
0, 3, 13	2, 2, 15	
0, 3, 14	3, 2, 6	
1, 1, 15	4, 1, 20	



Support for Write Coalescing

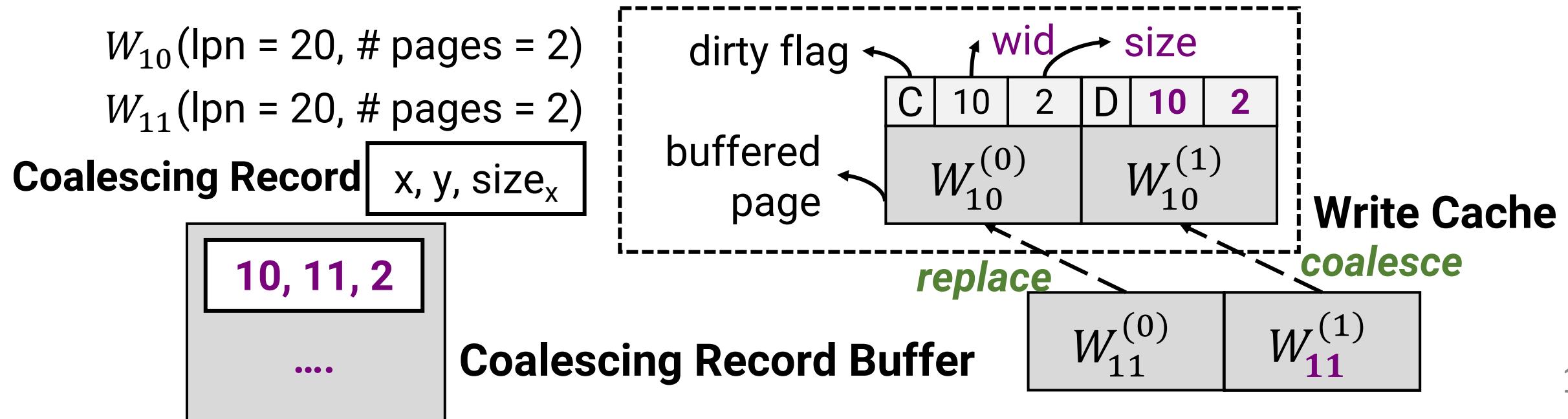
- Write coalescing improves performance and lifetime
- **Challenge:** The number of pages found during recovery can no longer match the number of pages the write contains
- Naïve solution: Forbid write coalescing

W_{10} (lpn = 20, # pages = 2)
 W_{11} (lpn = 20, # pages = 2)



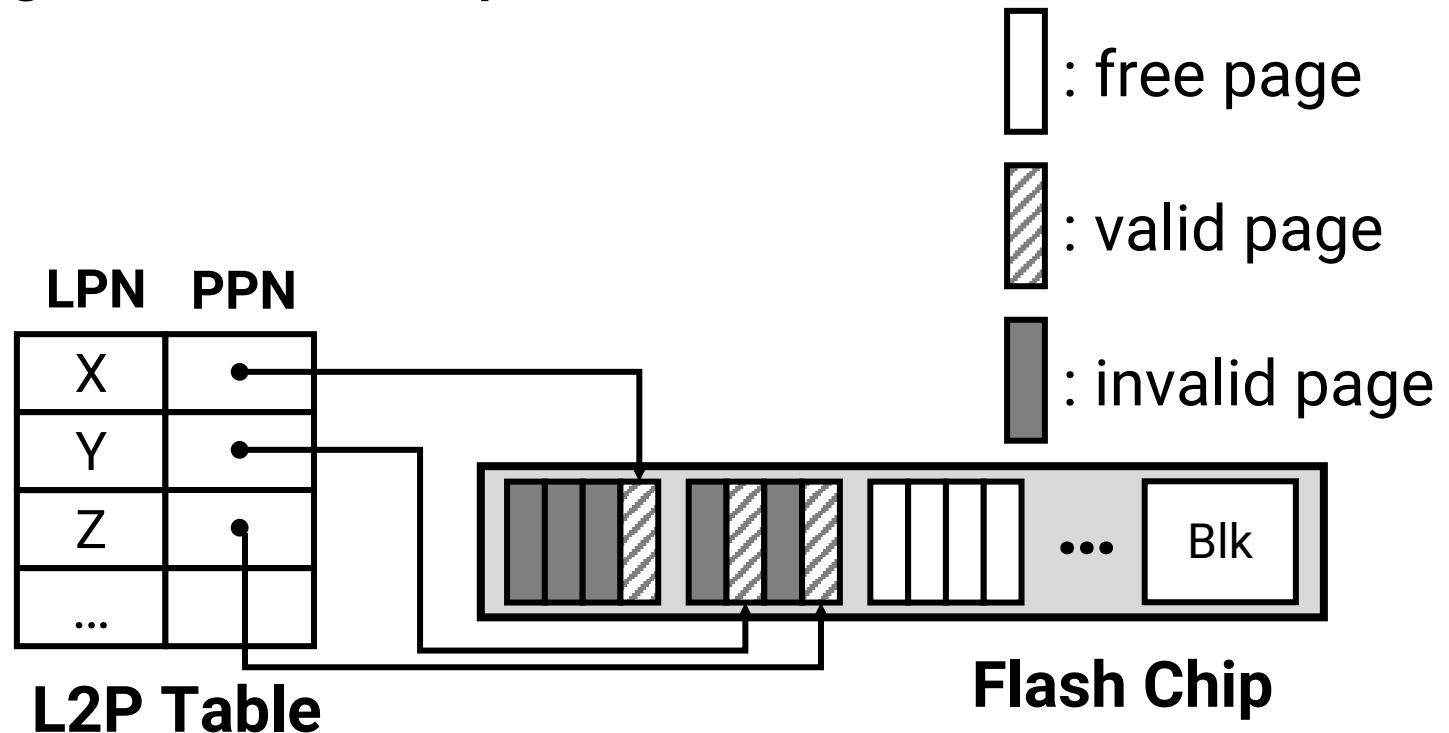
Write Coalescing Tracking

- **Coalescing records** keep track of coalescing events
 - Recovery procedure expect one less page for each record
 - Write requests that coalesce are atomic as a whole
- A batch of coalescing records are written to flash when the buffer is full or upon receiving a flush request



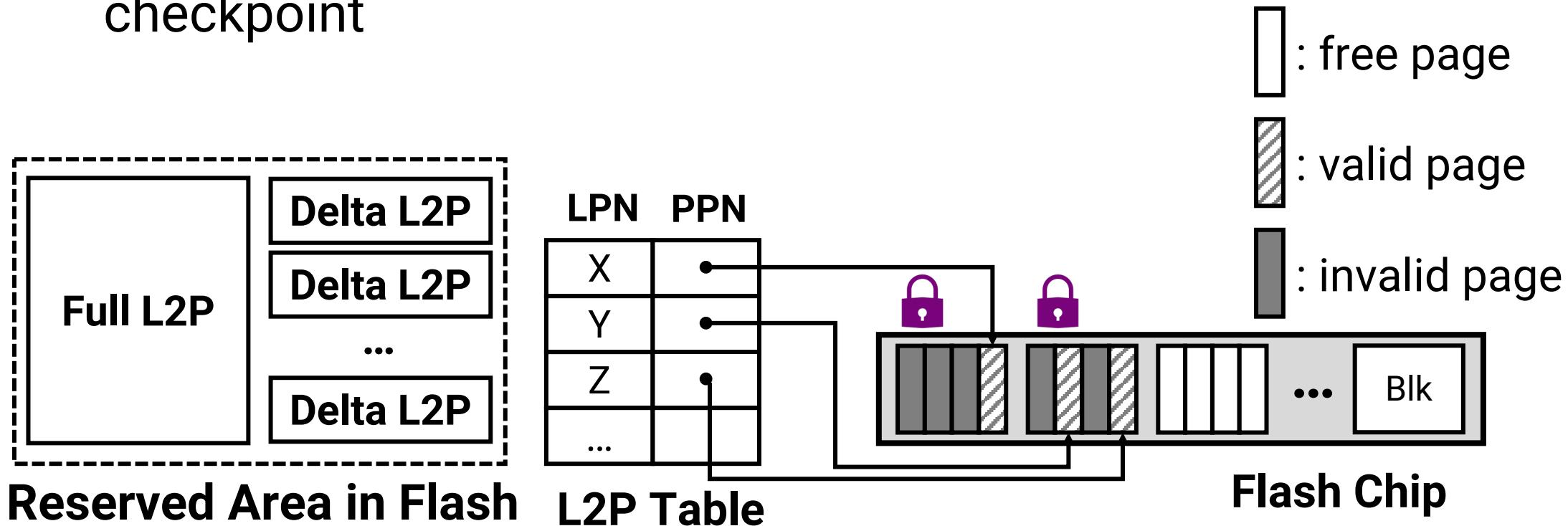
Support for Garbage Collection

- The job of a garbage collector is to reclaim invalid pages
- However, our recovery procedure relies on these invalid pages to determine whether each write is complete
- **Solution:** Mapping table checkpoint



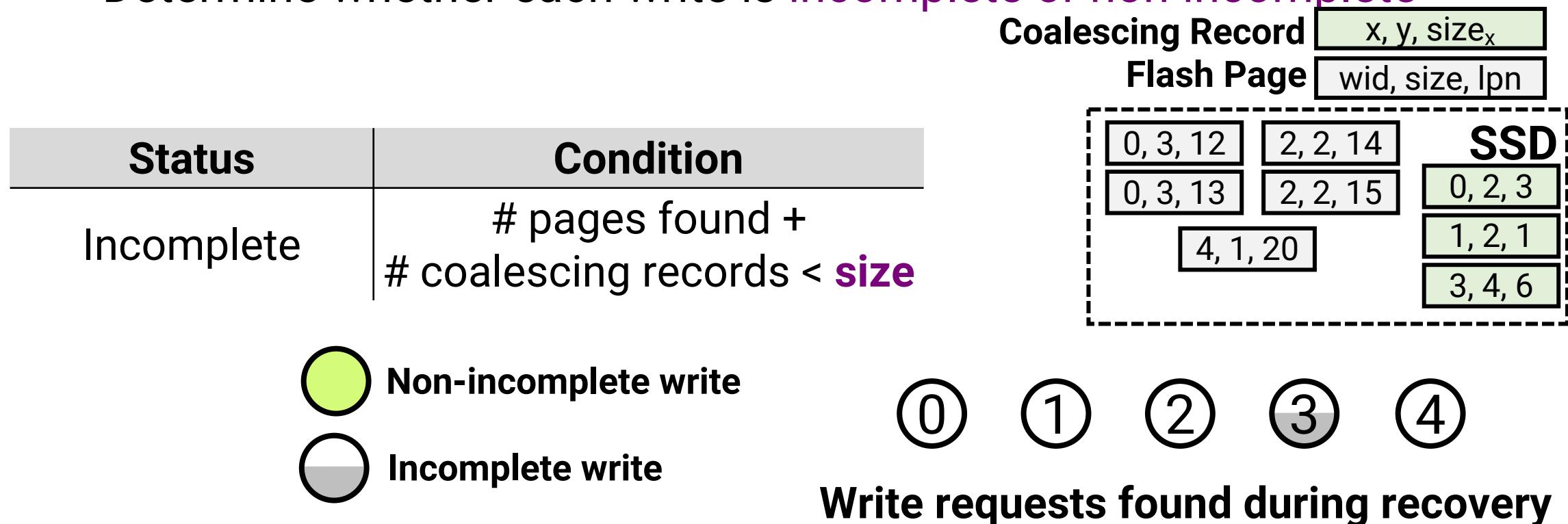
Mapping Table Checkpointing

- Perform incremental and full checkpoint
- Once a checkpoint is successfully created, all write requests prior to the checkpoint is guaranteed recoverable
- Restrict GC to only reclaim pages programmed **before** a checkpoint



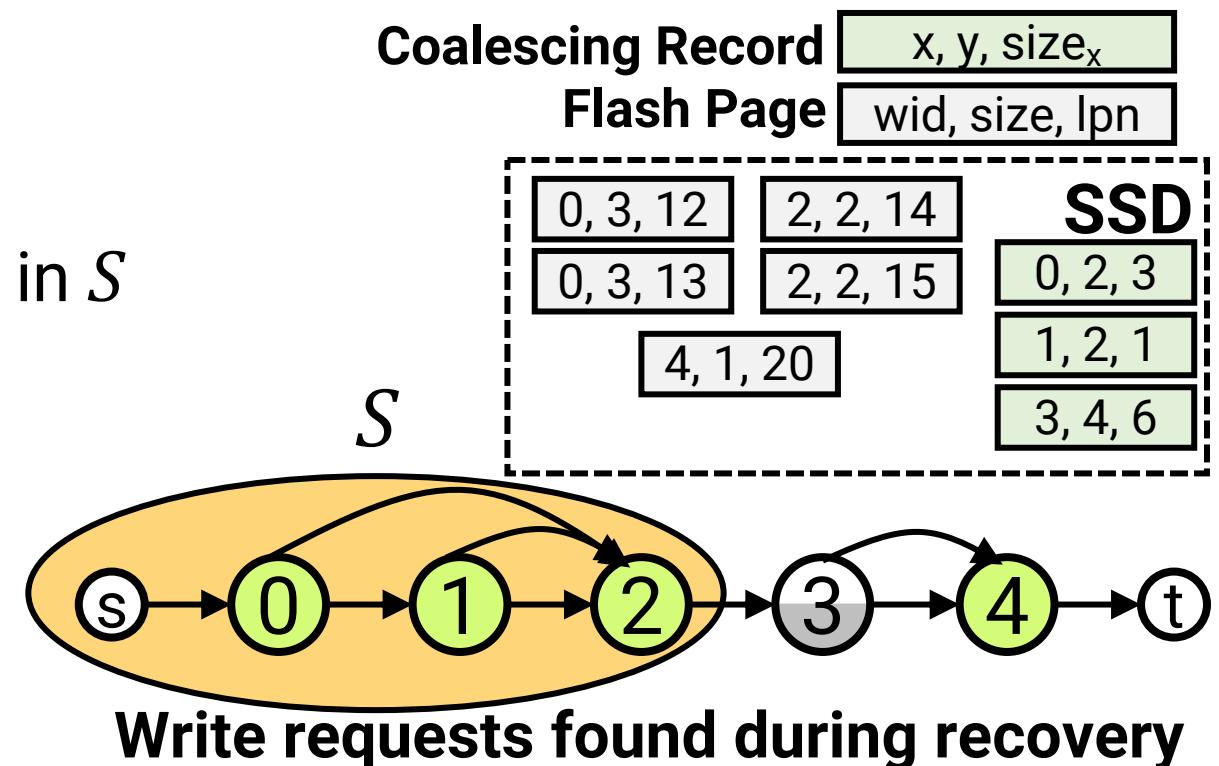
Recovery Procedure (with write cache and GC)

- Sequentially apply all checkpoints
- Read out all the pages programmed after the latest chkpt
- Read out all the coalescing records created after the latest chkpt
- Determine whether each write is incomplete or non-incomplete

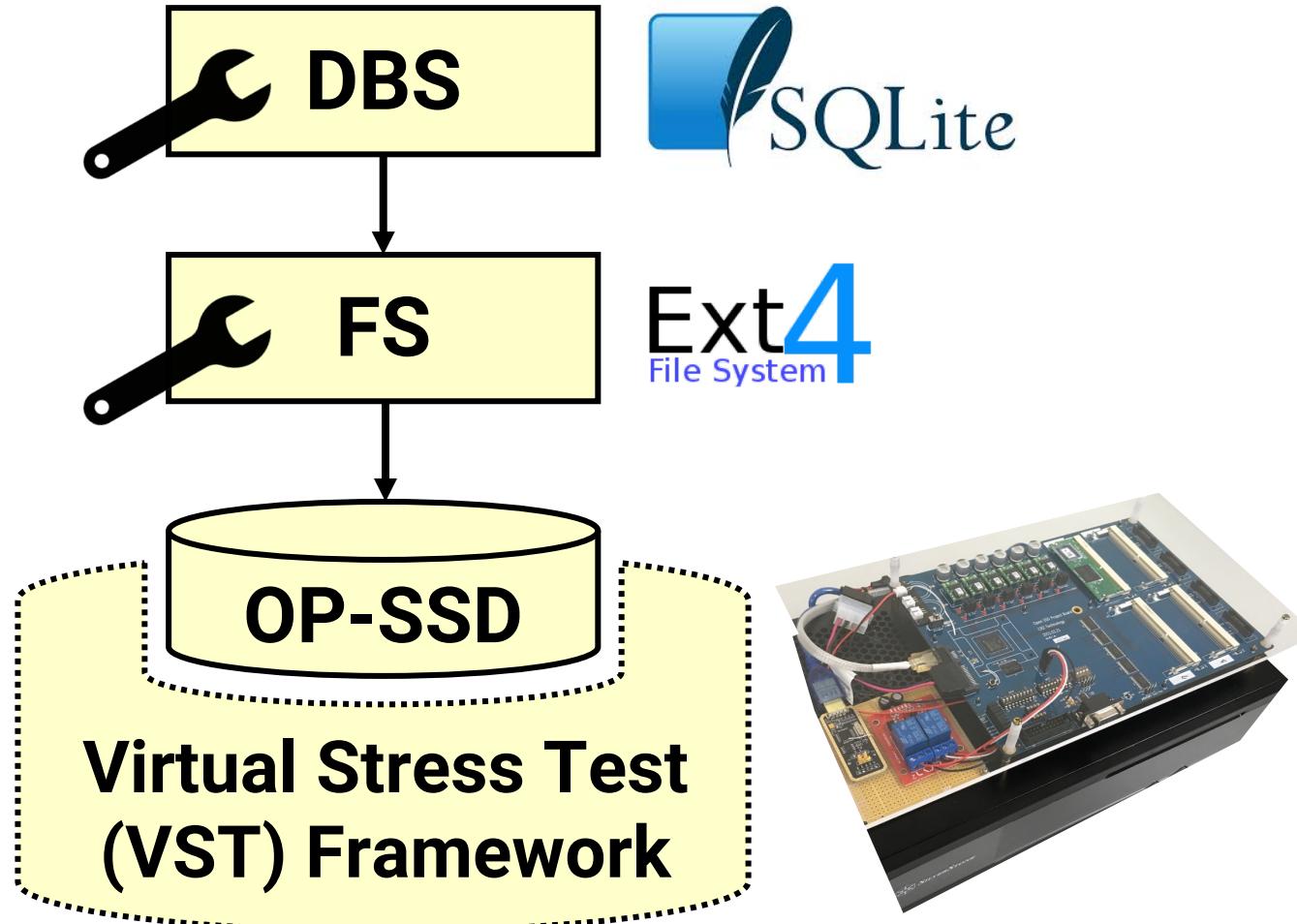


Recovery Procedure (with write cache and GC)

- Construct a flow network with each node representing a write request, each directed edge pointing from W_i to W_{i+1} , and each bent edge pointing from x to y for each coalescing record $\langle x, y, \text{size}_x \rangle$
- Find a s-t cut $C = (S, T)$ such that
 - No writes in S are incomplete
 - $|S|$ is maximized
 - The cut size is equal to one
- Recover all and only the writes in S



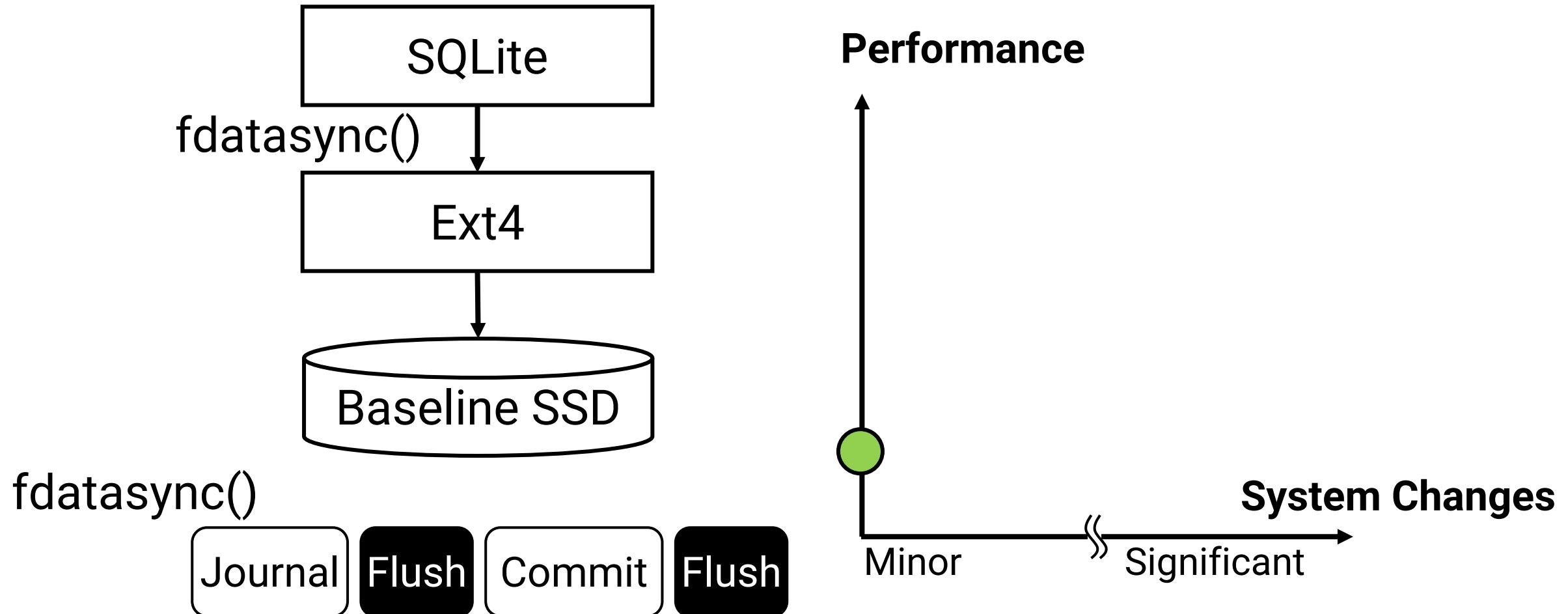
System Optimizations and Evaluation



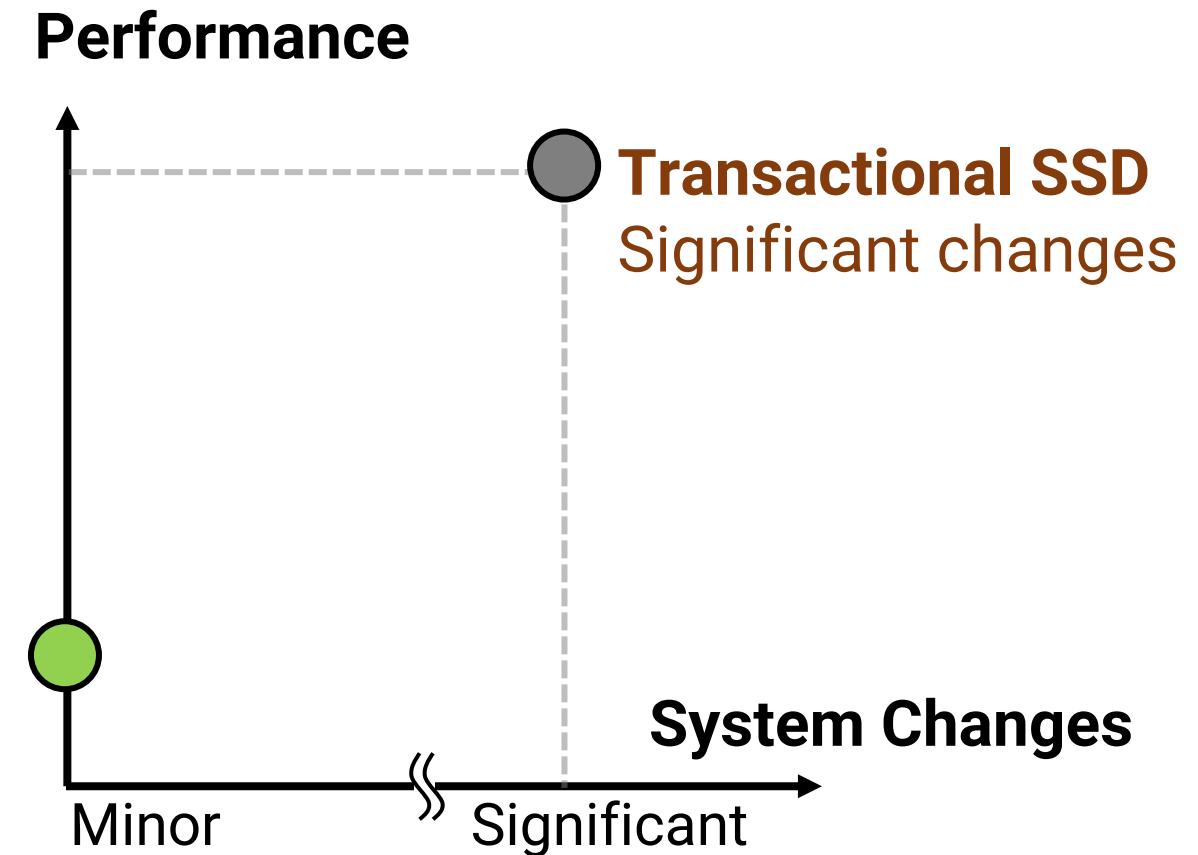
System Optimizations and Evaluation

B	<i>fdatasync</i>	 writes flush writes flush
1	<i>fdatasync</i>	 writes writes flush
2	<i>fdatasync</i>	 writes writes flush
	<i>fdatafence</i>	 writes writes
3	<i>fdatasync</i>	 writes writes

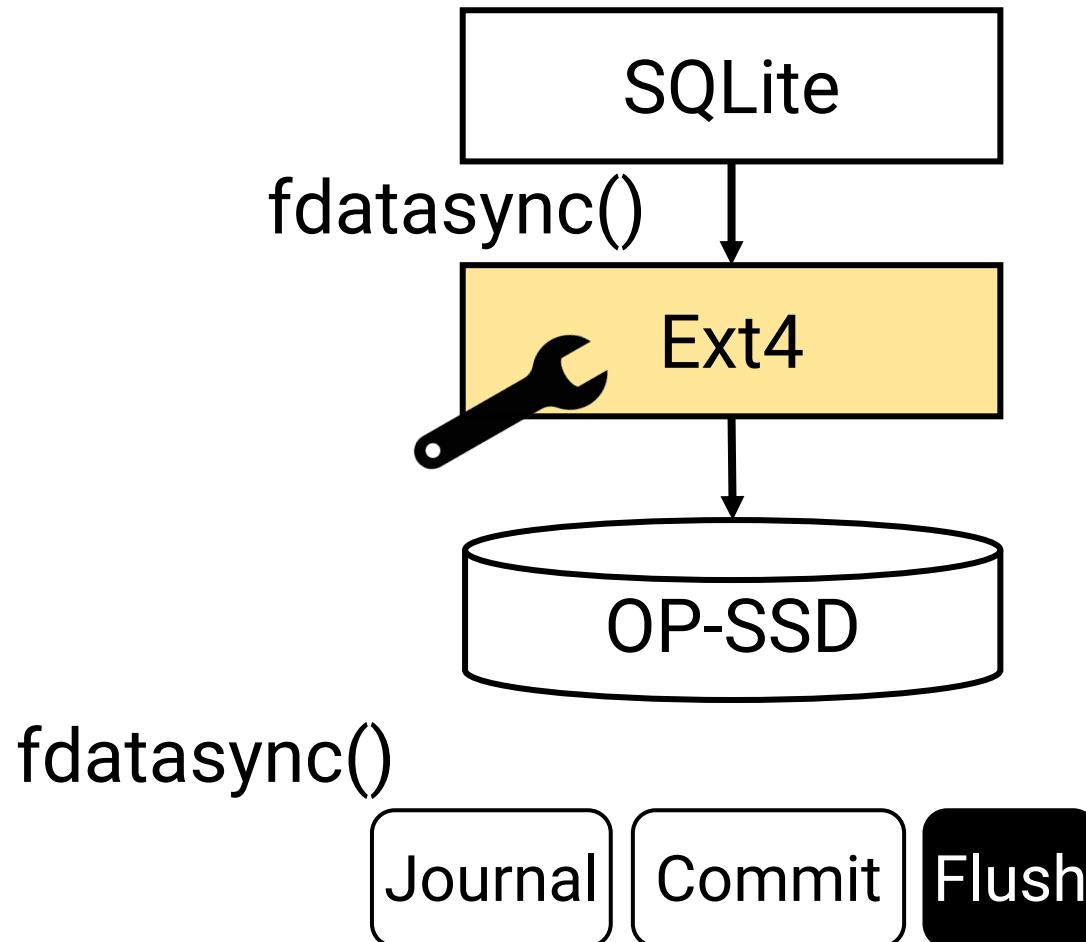
Baseline Systems



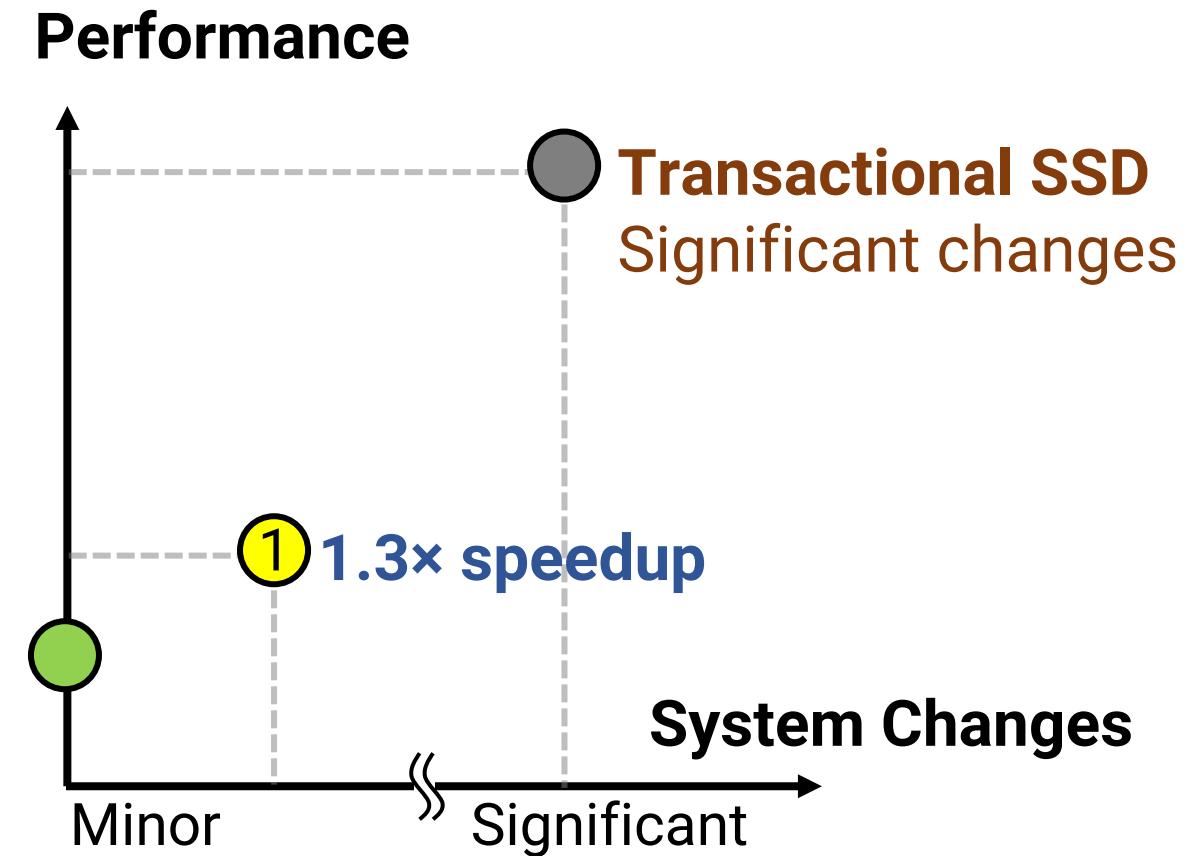
Systems Using Transactional SSDs



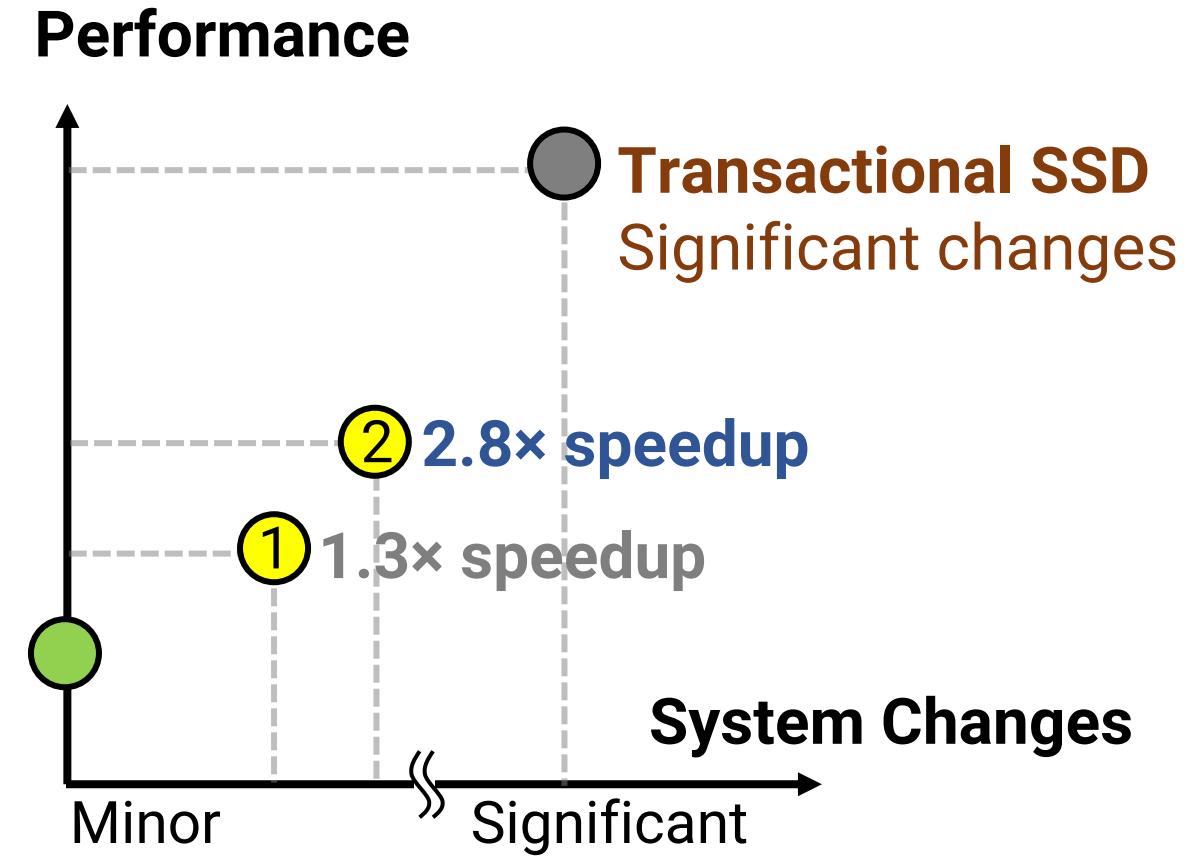
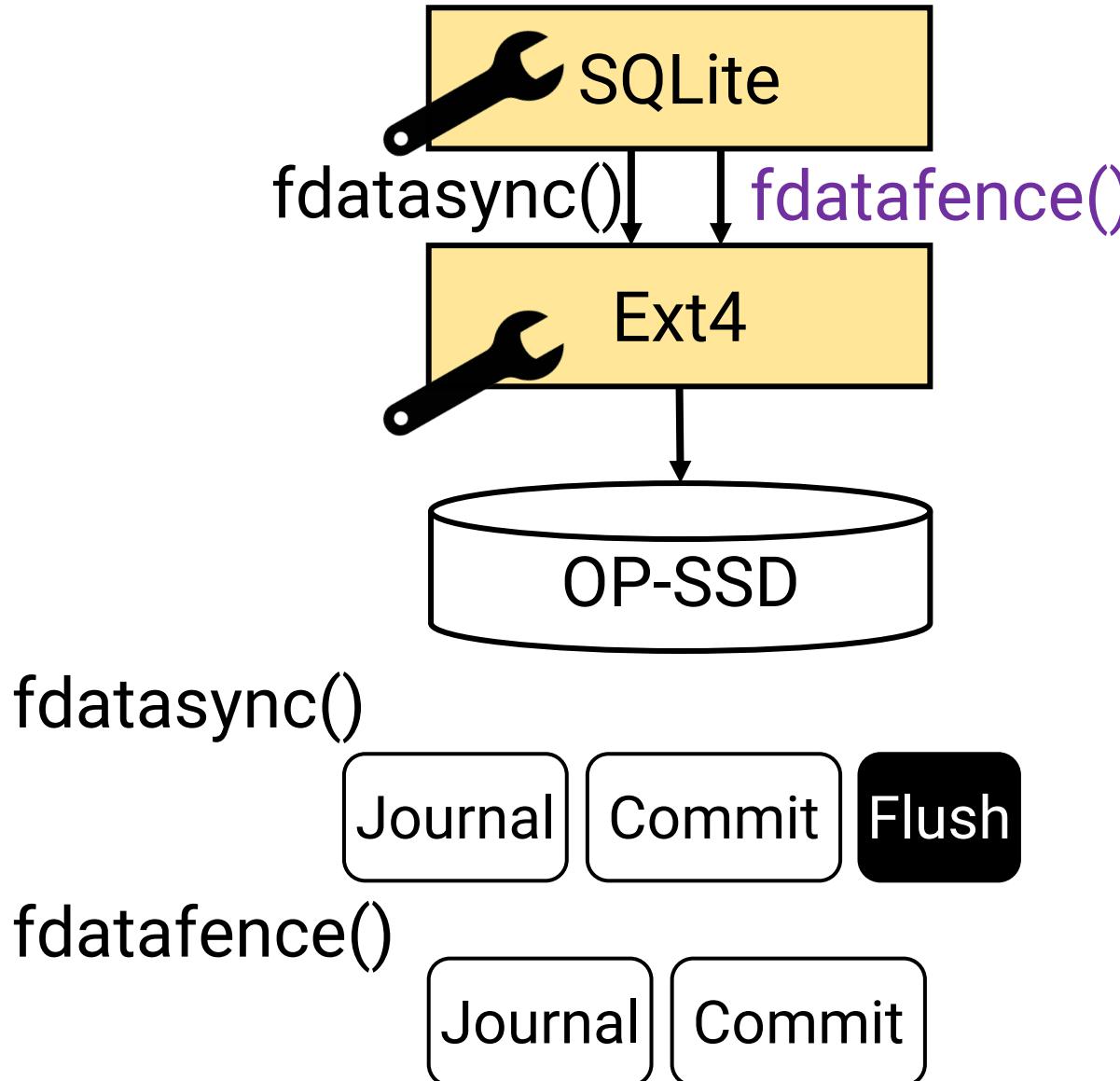
1st System Optimization with OP-SSDs



Only one flush per fdatasync()



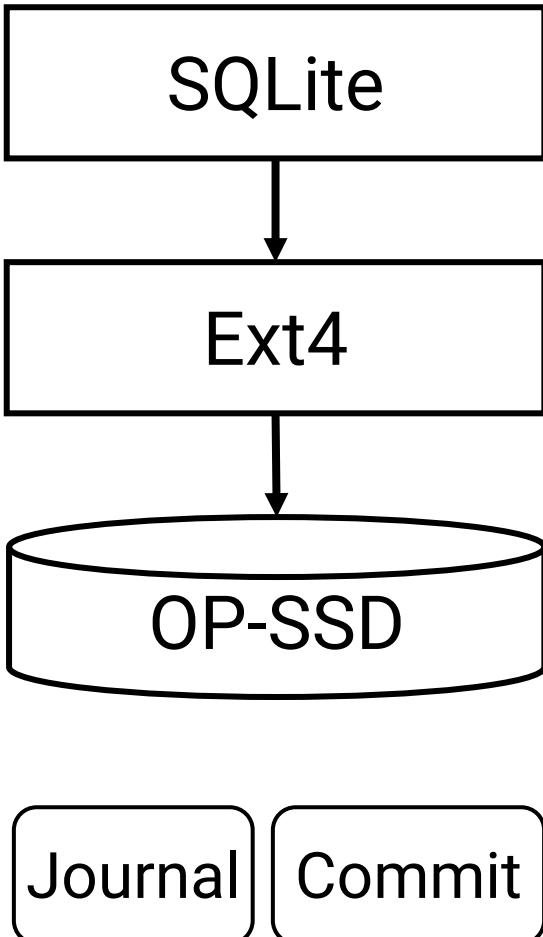
2nd System Optimization with OP-SSDs



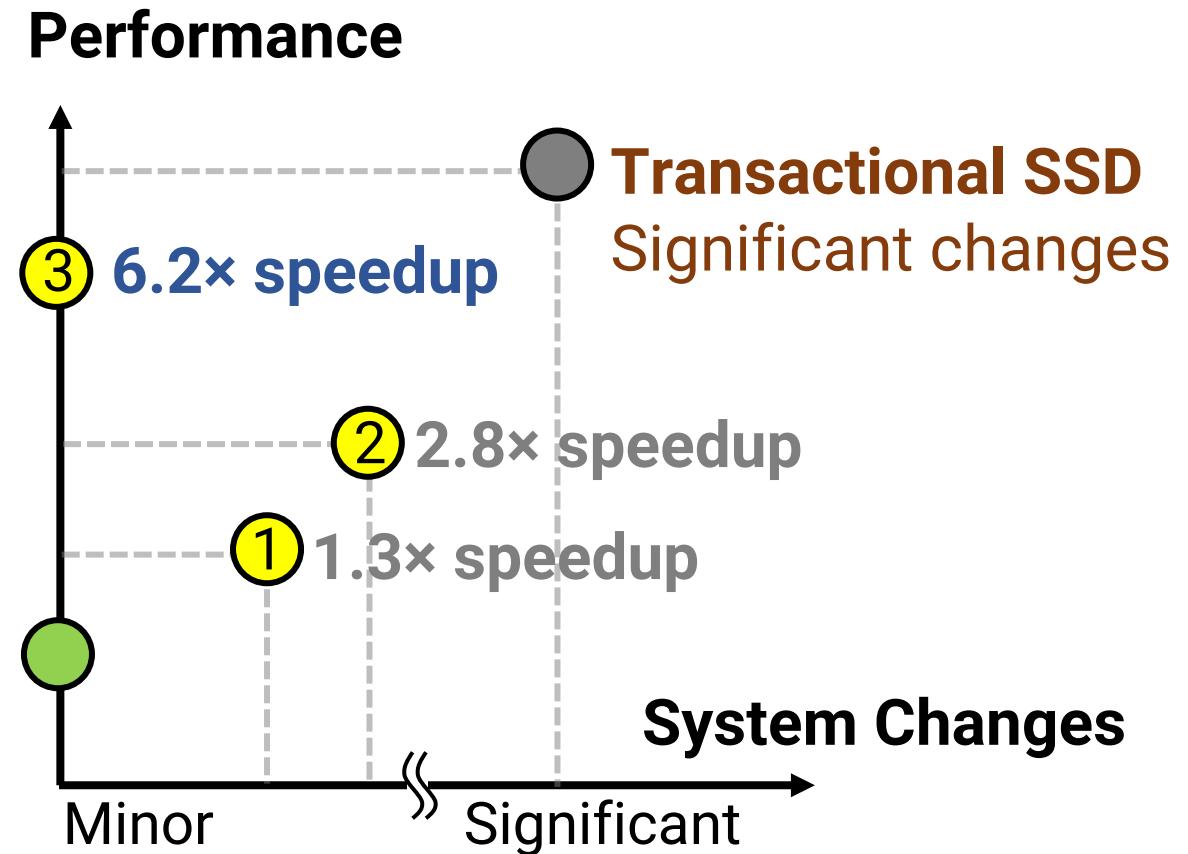
3rd System Optimization with OP-SSDs

Mount with
-o nobarrier

`fdatasync()`



Relaxed durability + guaranteed consistency



Conclusion

- We propose **order-preserving SSDs**
 - **Strong** request-level guarantees
 - Persist all write requests **in order**
 - Persist each write request **atomically**
 - Impacts of OP-SSDs to computer systems
 - Optimize **existing FS and DBS** → Show three optimizations
 - Inspire **new FS and DBS**
 - New SSD **industrial standard**
 - New SSD **research area**
-) Future work
→ Realize a prototype

Order-Preserving SSDs

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(Available before Aug 15)

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