

# Refreshing Memories

## Non-Volatility in Volatile Address Spaces

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24 September 2020

- Byte-addressable, low latency, less energy consuming, persistent
- Commercially available
- Large and expected to be very cheap



Persistence with  
File Systems



Huge DRAM



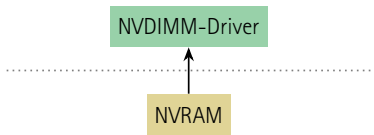
Huge Persistent  
Best-Effort Cache

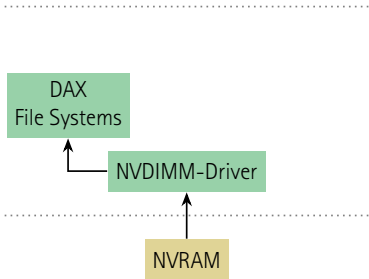
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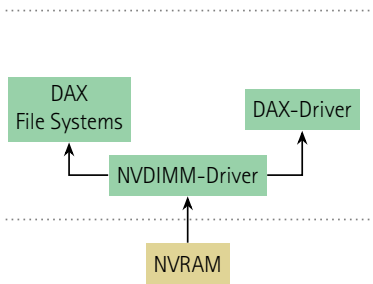
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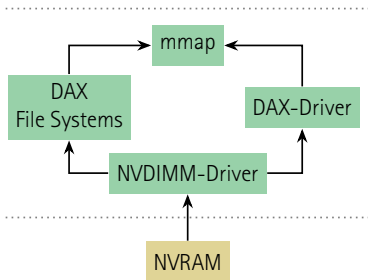
NVRAM

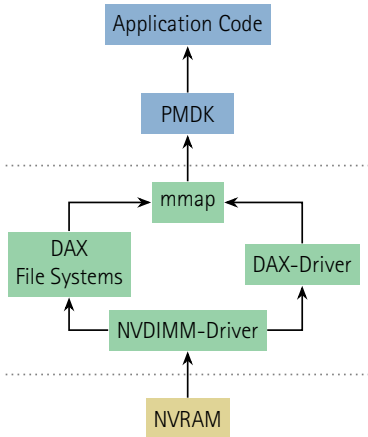
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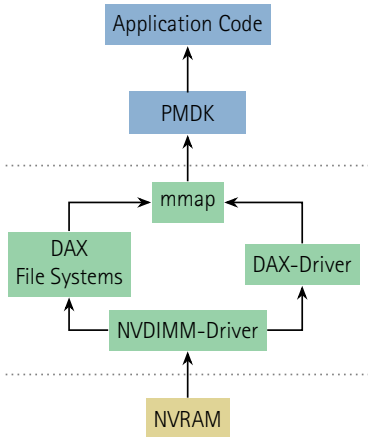




Persistent Memory Development Kit (PMDK):

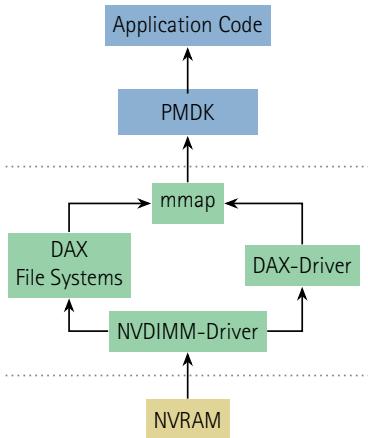
- Object pool management, including memory allocators





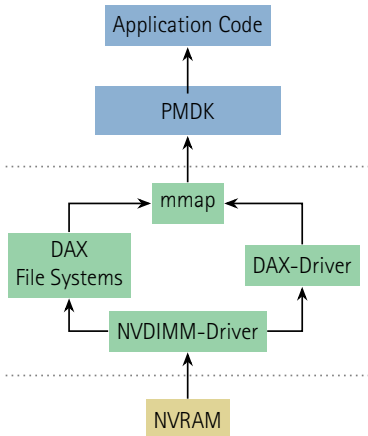
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- Crash consistency by transactions



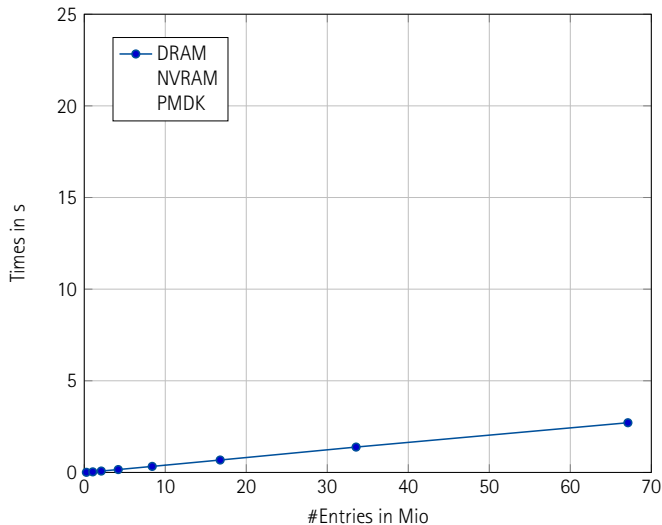
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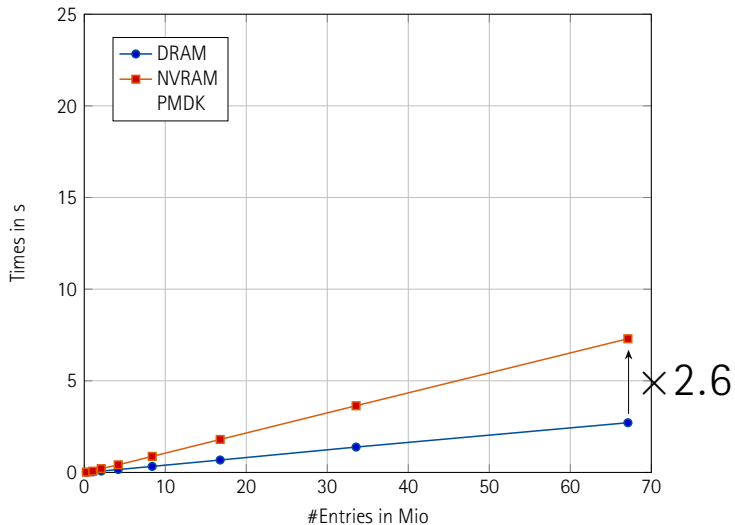
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- Crash consistency by transactions
- Bindings to several languages

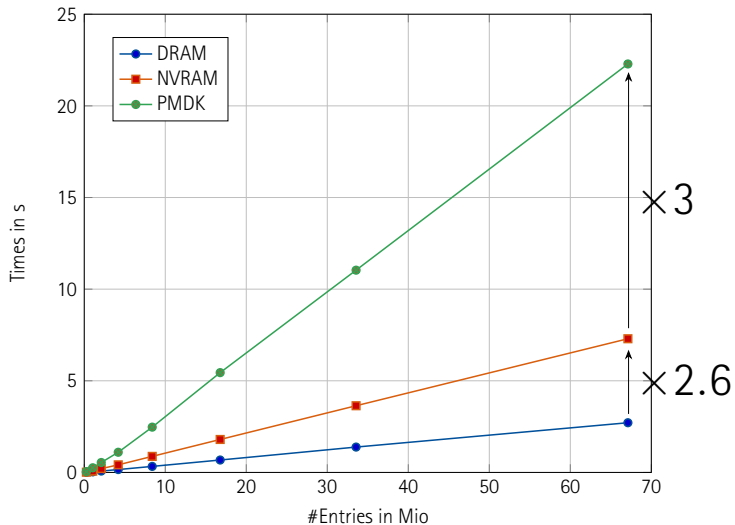


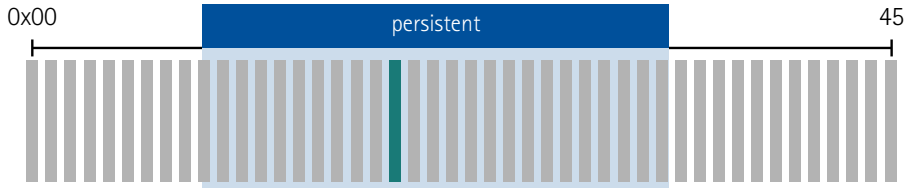
## Persistent Memory Development Kit (PMDK):

- Object pool management, including memory allocators
- Crash consistency by transactions
- Bindings to several languages
- Cons:
  - Uses an **own pointer format**
  - Reimplements libc-calls for its own pointers
  - SLOC: 126k & 115k C++ bindings





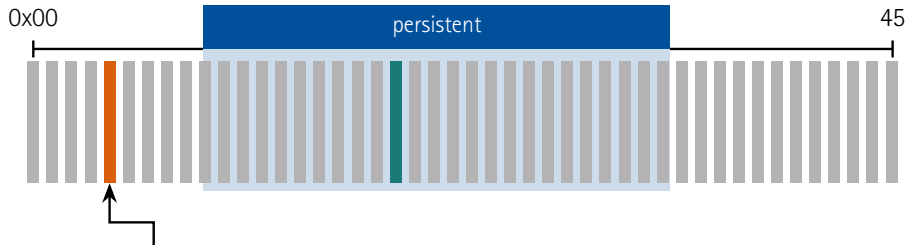




Pointer := ( Pool-UUID, Offset )

Problems:

1. Fat-Pointer dereference incurs hefty indirection overhead

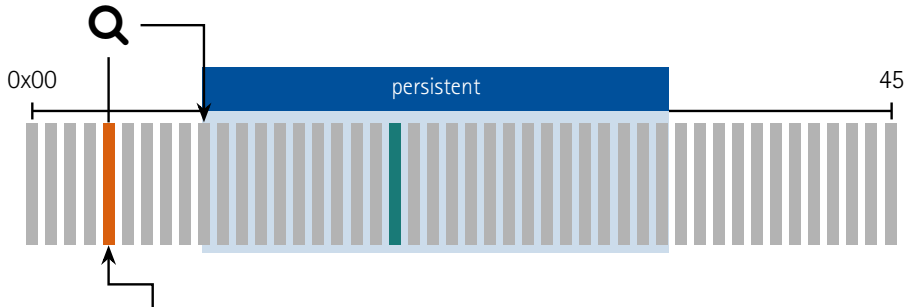


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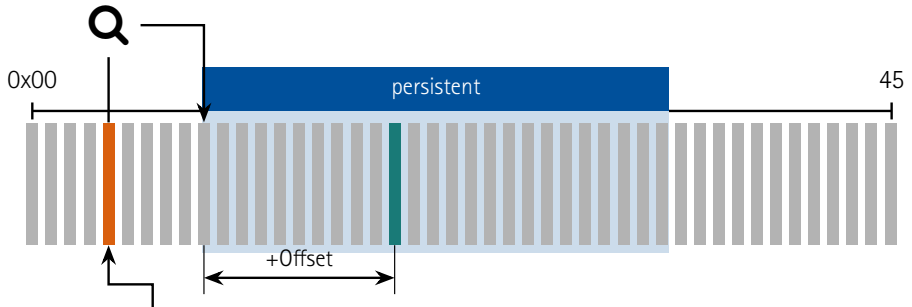




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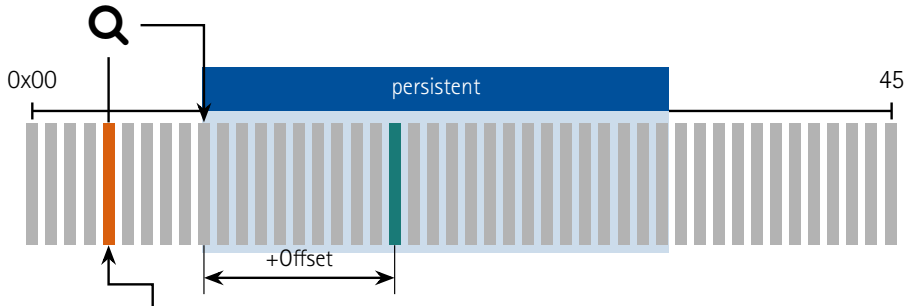
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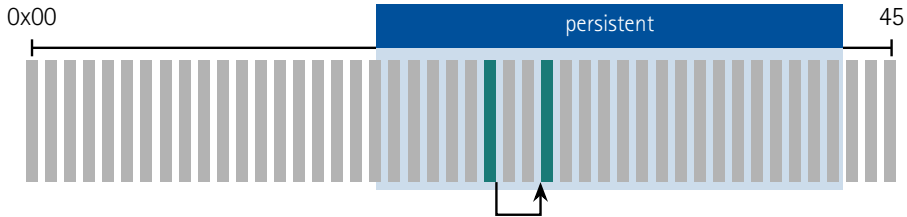
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2. Transactions and crash consistency

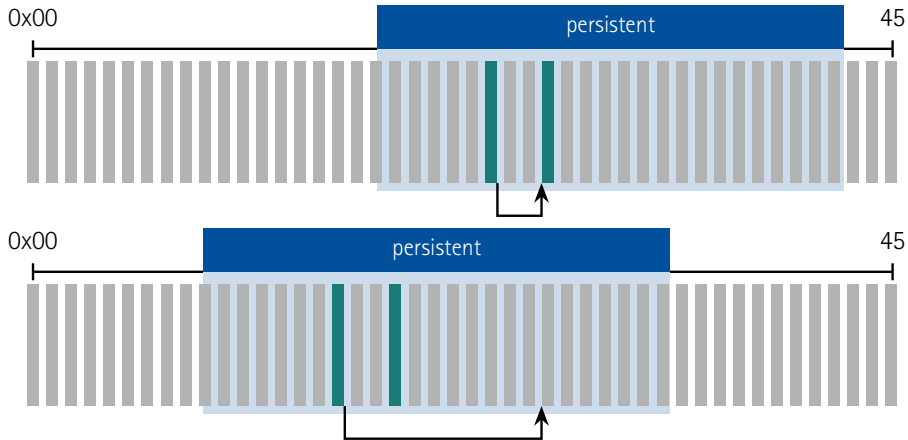
# Our Approach

# Our Approach

- Reduce indirections and overheads
  - Persist location as well as value
  - Don't inflate pointers



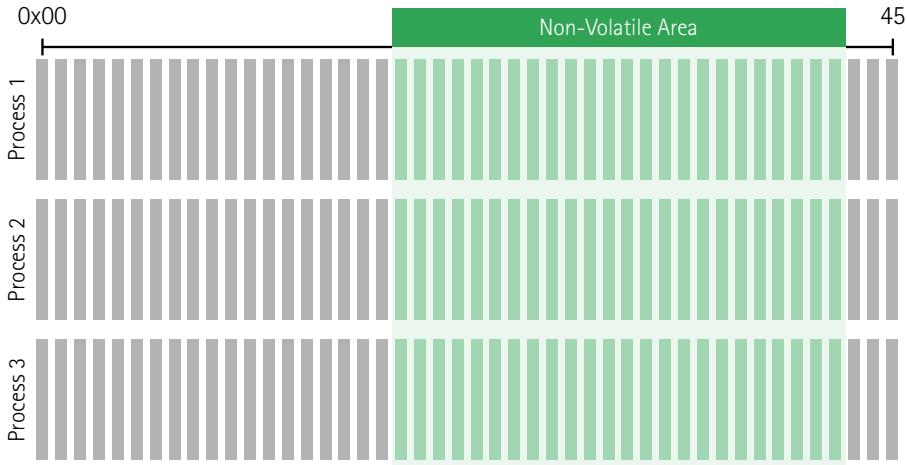




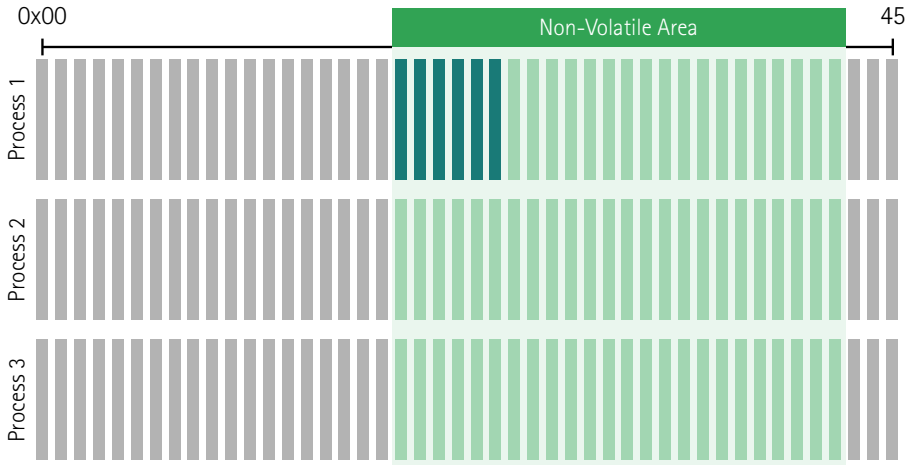




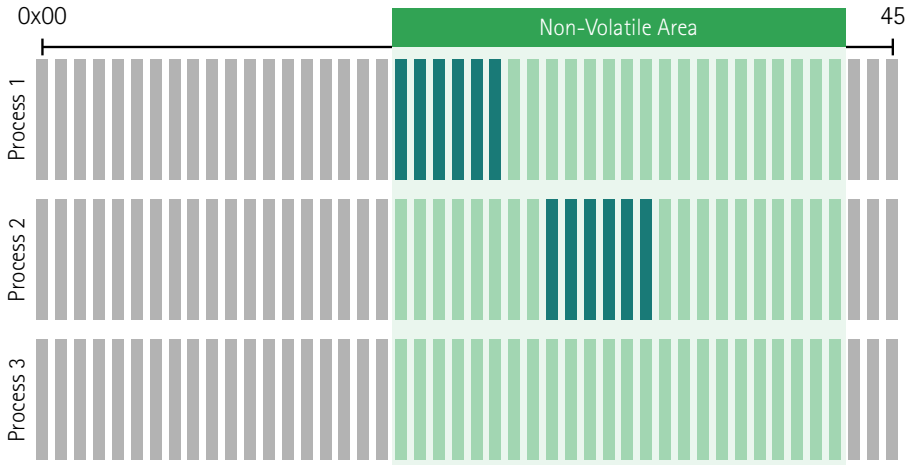
- Block an area of virtual memory for mapping NVRAM in every process



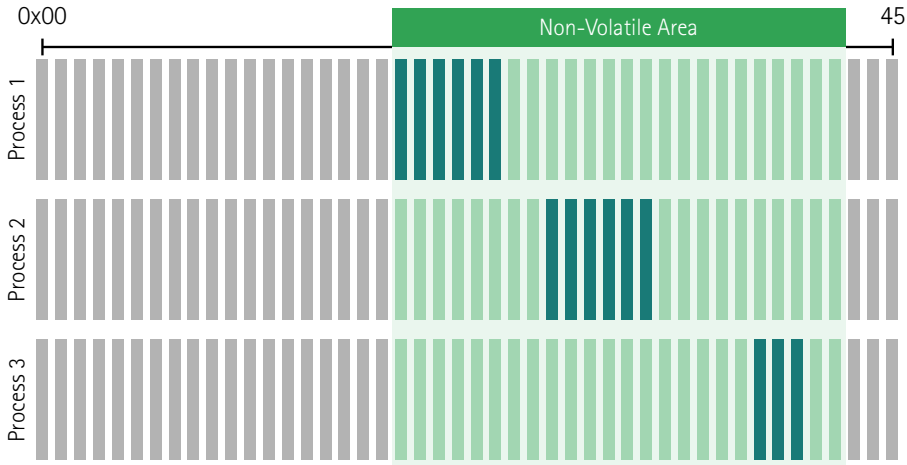
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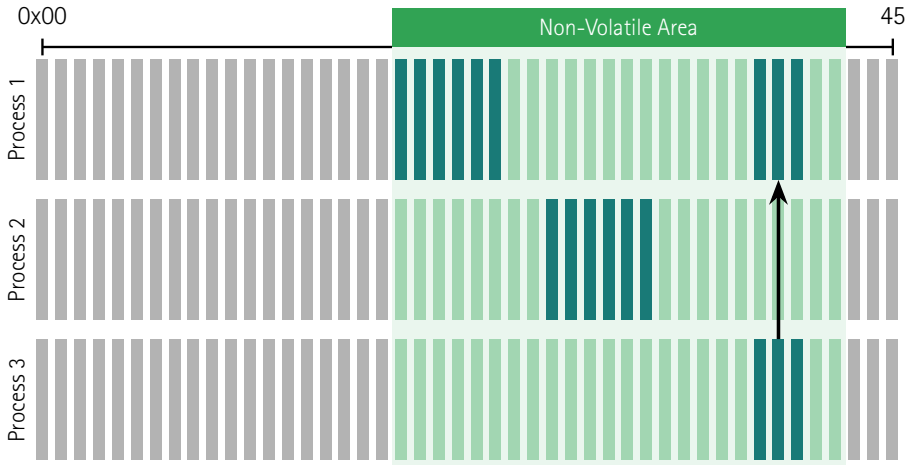
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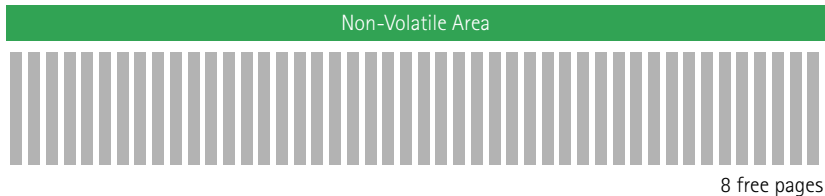


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## Assumptions

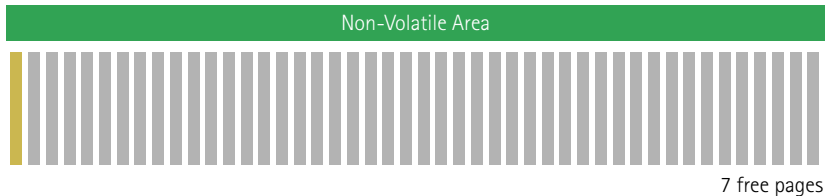
- New NVRAM namespaces are mapped first-fit inside our Non-Volatile area
- Page-granularity map and unmap-operations
- Discontinuous physical chunks are mapped continuously



needed space = 0

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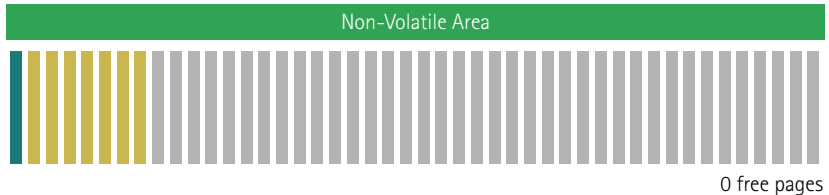


needed space = 1



## Assumptions

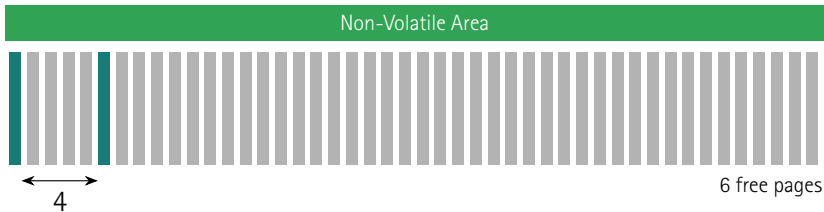
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needed space = 8

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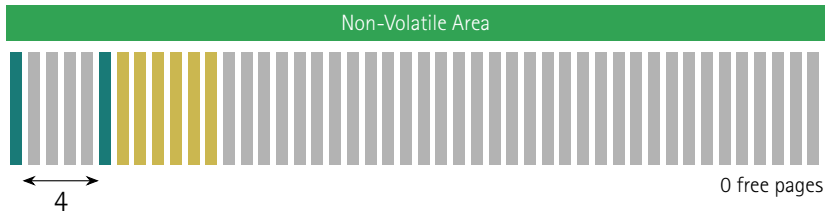
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$$\text{needed space} = 4 + 2$$

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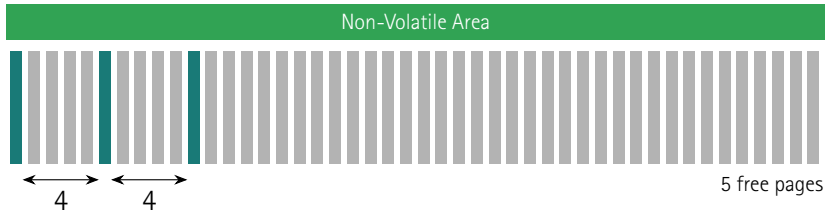
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$$\text{needed space} = 4 + 2 + 6$$

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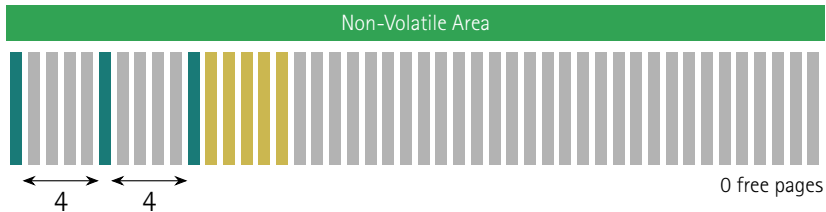
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$$\text{needed space} = 2 \times 4 + 3$$

## Assumptions

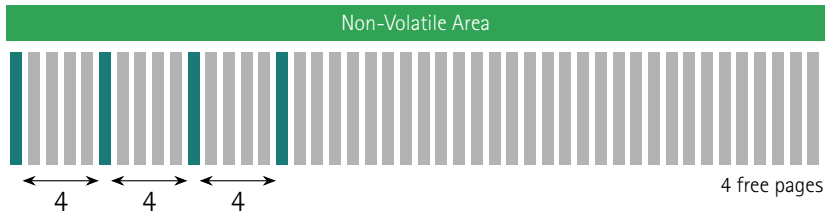
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$$\text{needed space} = 2 \times 4 + 3 + 5$$

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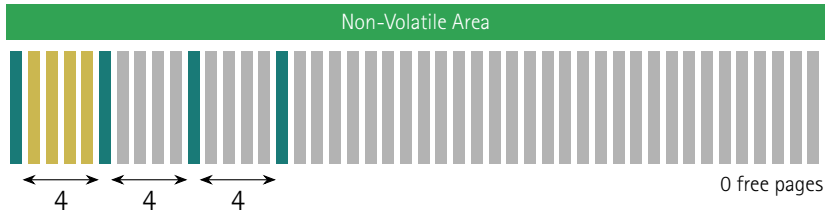
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$$\text{needed space} = 3 \times 4 + 4$$

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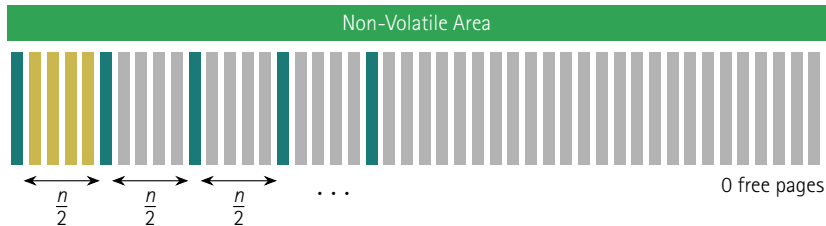
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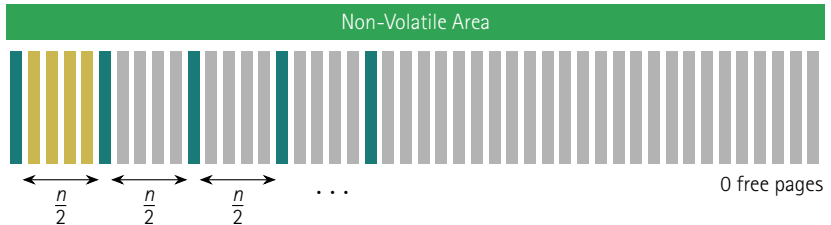


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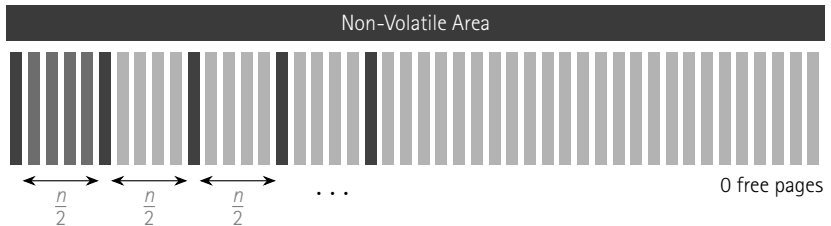
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4 KiB pages:  $2^{66}$  addresses

4 MiB pages:  $2^{56}$  addresses

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- ~~Page granularity map and unmap operations~~
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4 MiB pages:  $2^{56}$  addresses

- **Persistent locations of objects in NVRAM**  
Allows using normal pointers and brings compatibility with existing libraries
- **Memory allocations with a modified `malloc`**  
Allocate a persistent heap
- **Management of root-pointers**  
Store and find root-objects, used for referencing all other objects in NVRAM

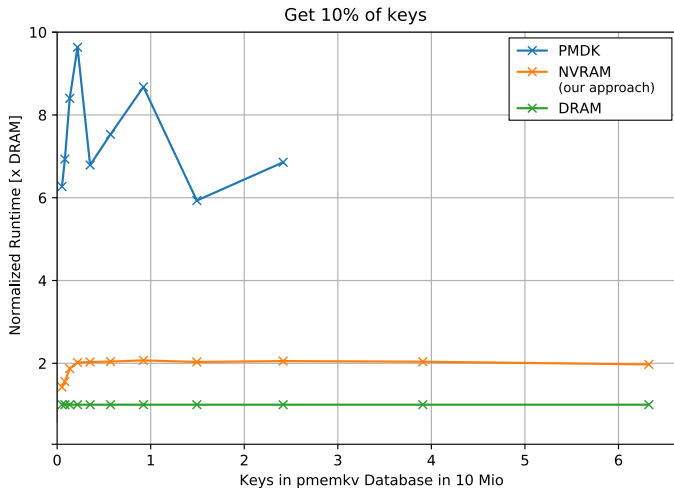
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- Best-Effort Consistency is good enough – if it crashes, parse the original XM

- Based on Concurrent Hash Map from Intel's Threading Building Blocks
- PMDK failed with Out-Of-Memory with 11 GB NVRAM at 39 Mio Entries





- PMDK tries to solve everything
  - Performance overheads
  - Memory Overheads



Persistence with  
File Systems



Huge DRAM



Huge Persistent  
Best-Effort Cache

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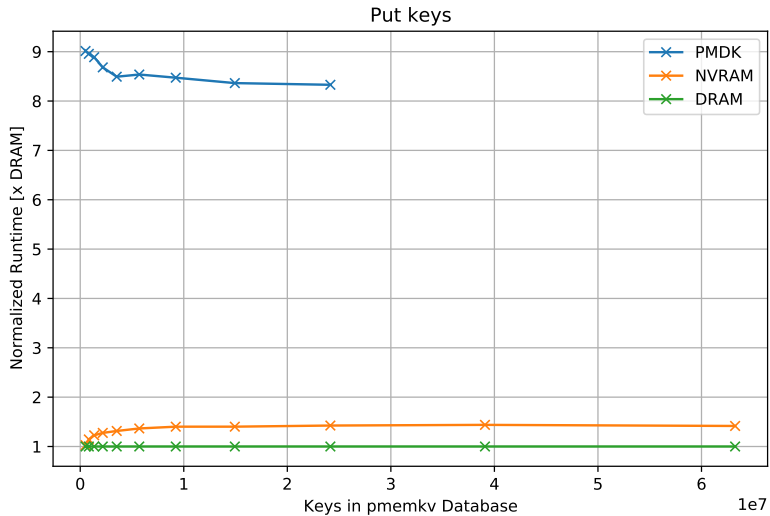


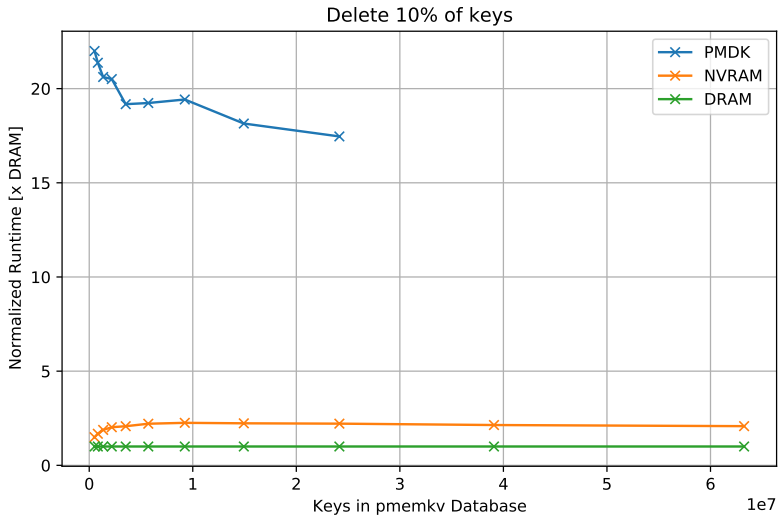
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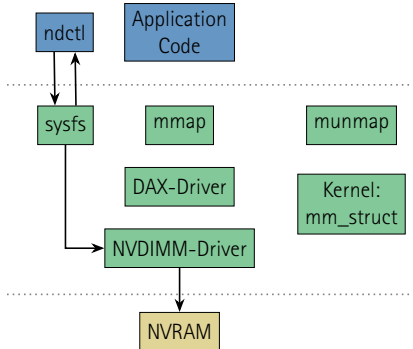
Stefan Naumann

Email: [naumann@sra.uni-hannover.de](mailto:naumann@sra.uni-hannover.de)



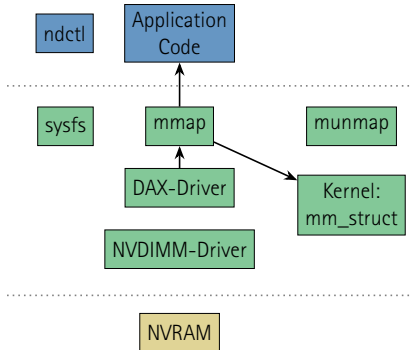




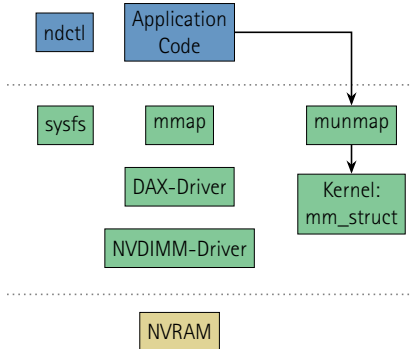


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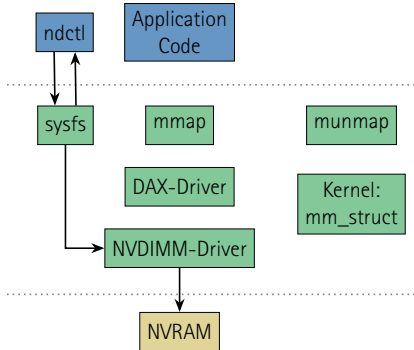




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- Create Namespace - destination pointer from user to driver
- `mmap` the device into user space
- `munmap` the device



- Create Namespace - destination pointer from user to driver
- **mmap** the device into user space
- **munmap** the device
- Destroy Namespace  
free partition for later re-use