



STORAGE DEVELOPER CONFERENCE

SNIA ■ SANTA CLARA, 2015

Storage Intelligence in SSDs and Standards

Bill Martin, Principal Engineer

Changho Choi, PhD, Principal Engineer

Memory Solutions Lab

Samsung Semiconductor, Inc.

What issues are we addressing?

- ❑ Currently hosts have no mechanism to understand the storage device internal features
 - ❑ Inefficient operation of background operations
 - ❑ Inefficient placement of data
- ❑ Current technology requires multiple translation layers
 - ❑ Key/Value to Block Storage
- ❑ Data and computational processing is not co-located
 - ❑ Increased IO traffic
 - ❑ Under-utilized compute power in storage device
 - ❑ Over utilized compute power in host/storage system

How do we solve these issues?

- ❑ Currently hosts have no mechanism to understand the storage device internal features
 - ❑ Inefficient operation of background operations
 - ❑ Inefficient placement of data
- ❑ Current technology requires multiple translation layers
 - ❑ Key/Value to Block Storage
- ❑ Data and computational processing is not co-located
 - ❑ Increased IO traffic
 - ❑ Under-utilized compute power in storage device
 - ❑ Over utilized compute power in host/storage system

STORAGE INTELLIGENCE

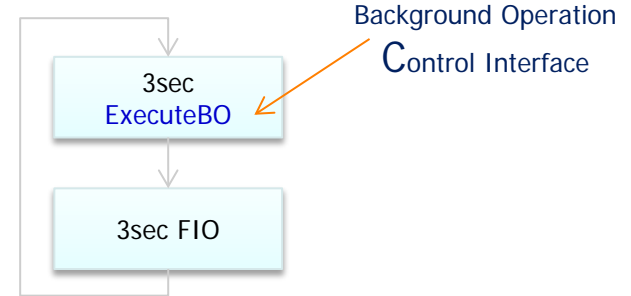
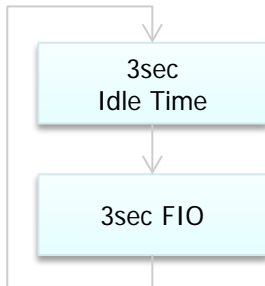
What is Storage Intelligence?

- ❑ An interface to provide better collaboration between SSD and storage systems
 - ❑ Background operation control
 - ❑ Advanced garbage collection
 - ❑ Stream operation
 - ❑ Stores data with similar lifetime in associated physical locations
- ❑ A mechanism to offload performance operations to SSD
 - ❑ Object Storage
 - ❑ Defines a Key Value Storage API
 - ❑ In-Storage Compute
 - ❑ Framework for offloading processing to storage device

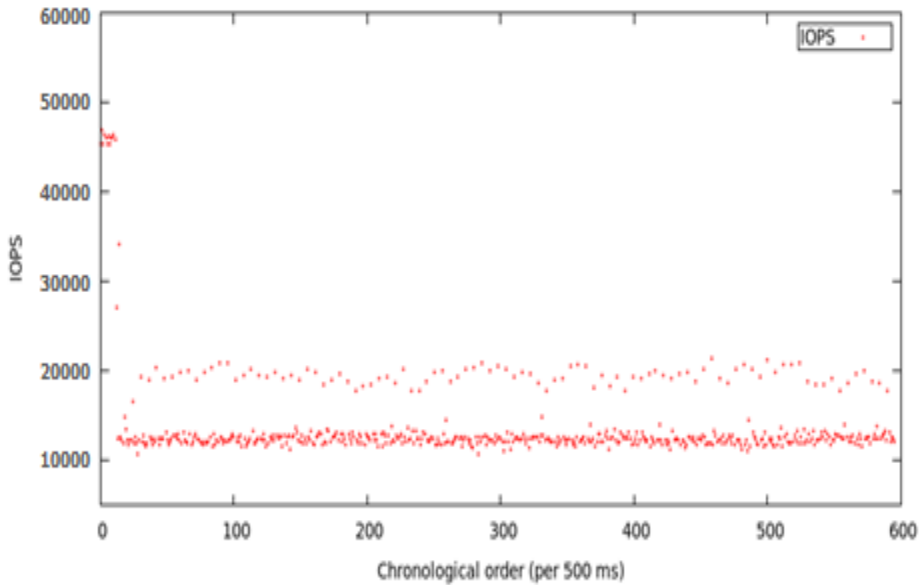
Background operation control

- ❑ Allows a host to control background operations
 - ❑ Set background operation mode
 - ❑ Start/Stop background operation
 - ❑ Retrieve background operation status
- ❑ Specifies a time period that the device may perform background operation with minimal impact to system performance
- ❑ Why background operation control?
 - ❑ IO performance is degrade when background operations occur at the same time as IO
 - ❑ Avoids overlap of IO and background operations
- ❑ Provides predictable and consistent performance

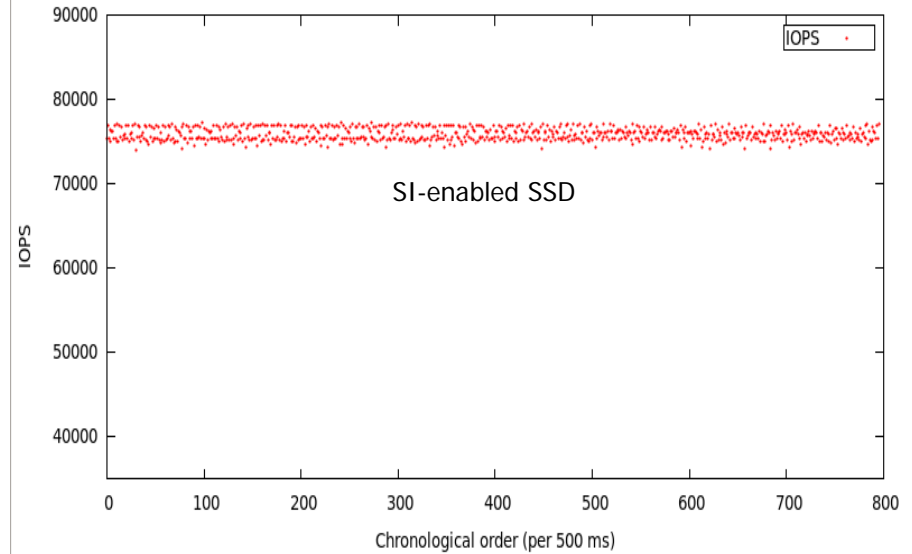
Predictable & consistent performance



iops fio 4k random Write 100% with GC



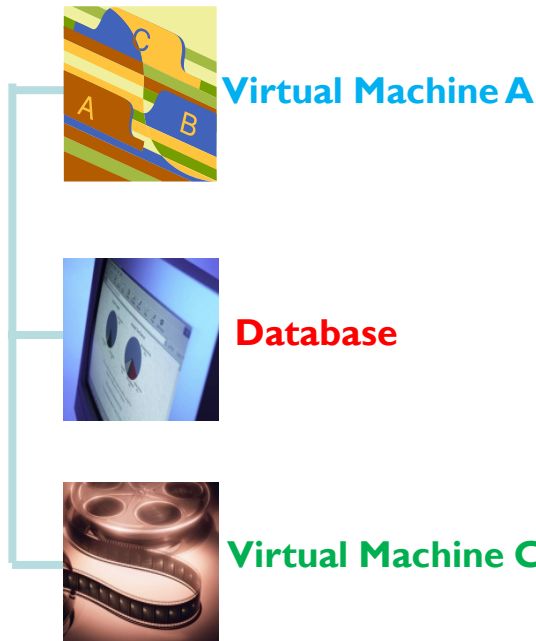
iops fio 4k random Write 100% with GC



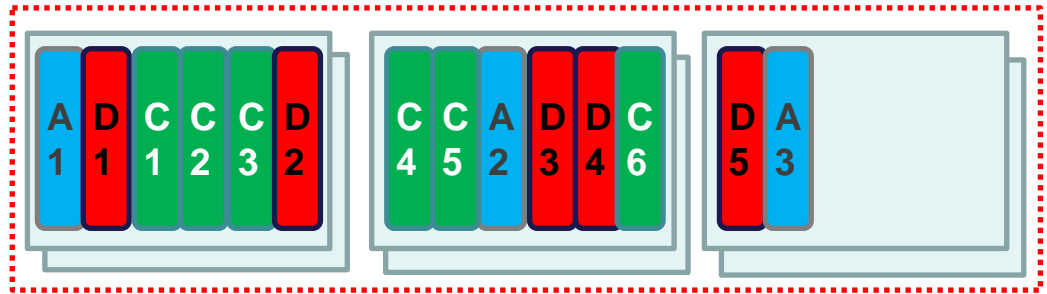
Stream operation

- ❑ Allows host to associate each write operation with a stream
- ❑ Device places all data associated with a stream in physically associated locations
- ❑ All data associated with a stream is expected to be invalidated at the same time (e.g., trimmed, unmapped)
- ❑ Why stream operation?
 - ❑ When different lifetime data is intermixed
 - ❑ Garbage Collection overhead increases
 - ❑ Write Amplification Factor increases
- ❑ Improves system performance
- ❑ Improves device endurance

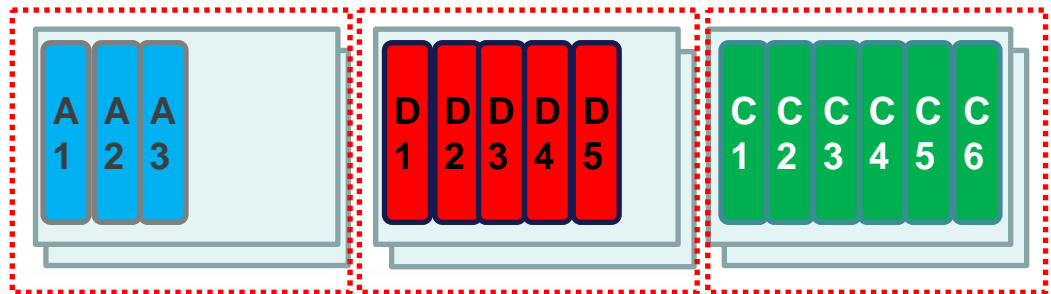
Stream comparison



Non Stream
Data is written in order writes are processed

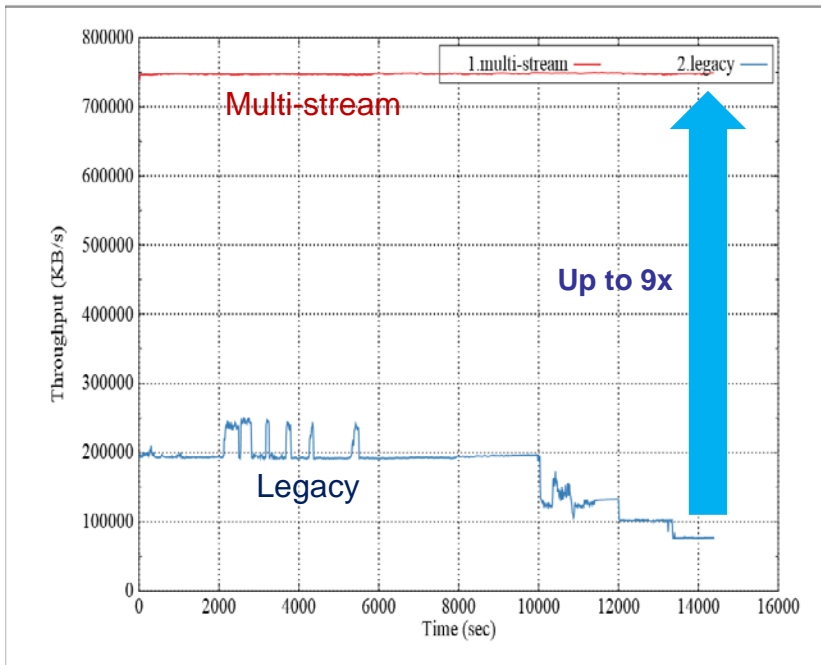


Stream
Data is grouped according to stream

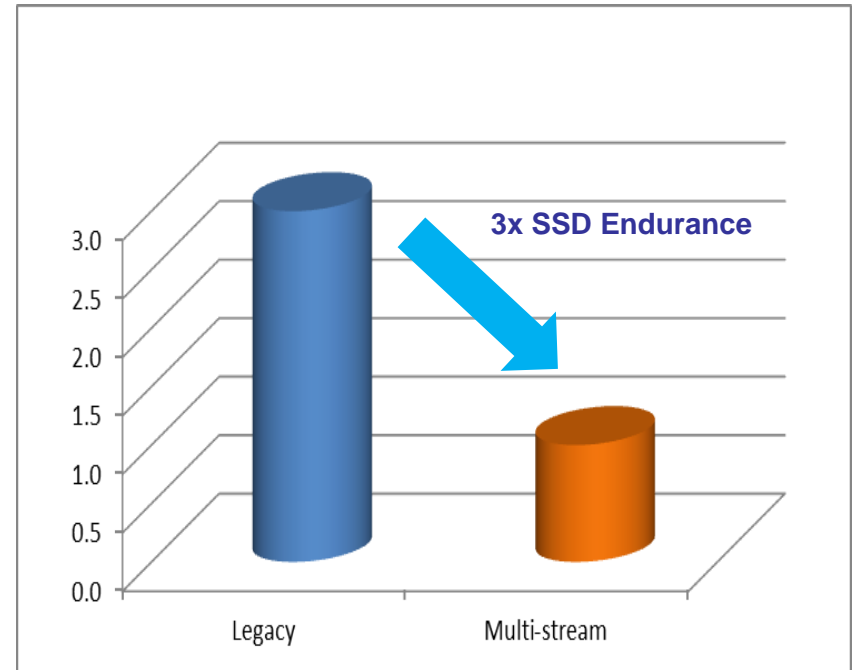


Up to 9x performance and 3x SSD endurance

Write Throughput



WAF



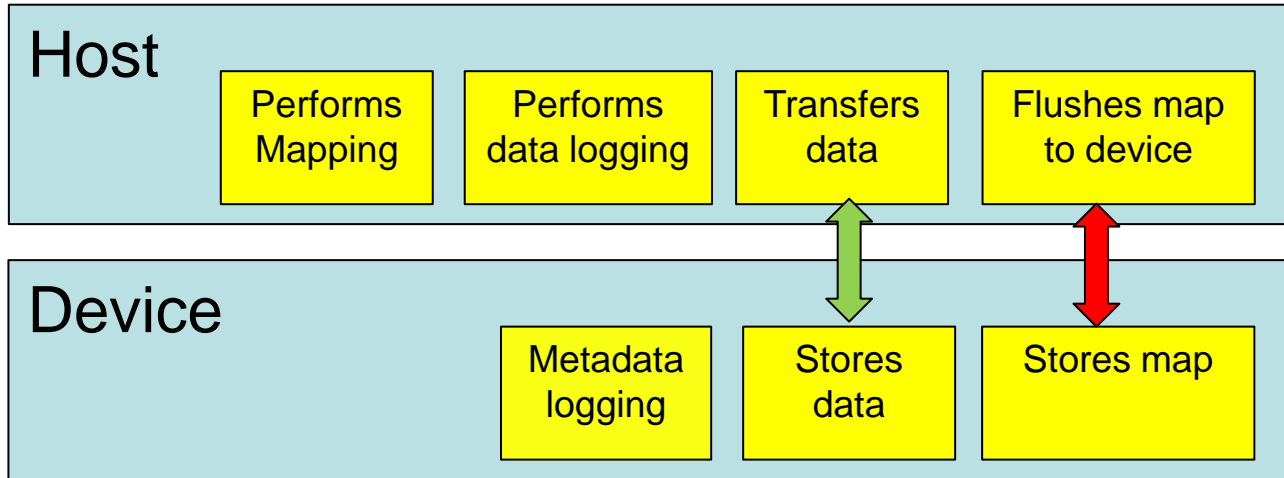
FIO 100% 128K writes with four different lifetime data

Object Storage

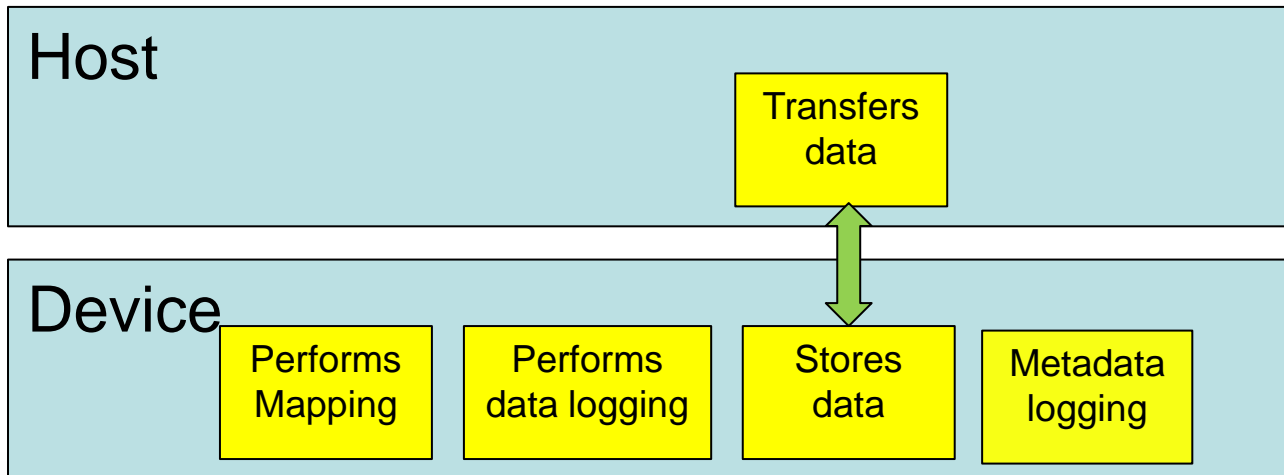
- ❑ Uses a Key Value Storage model (not block storage model)
- ❑ Key value mapping to physical location done by the storage device
- ❑ Why object storage?
 - ❑ Translation from Key Value to Block Storage protocol consumes host compute cycles and mapping must be stored in host
 - ❑ Double logging occurs
 - ❑ Key Value map may need to be retrieved from storage device at initialization time
- ❑ Reduce host compute for Key Value mapping
- ❑ Reduce host memory footprint

Object Storage Comparison

Current



Object Storage

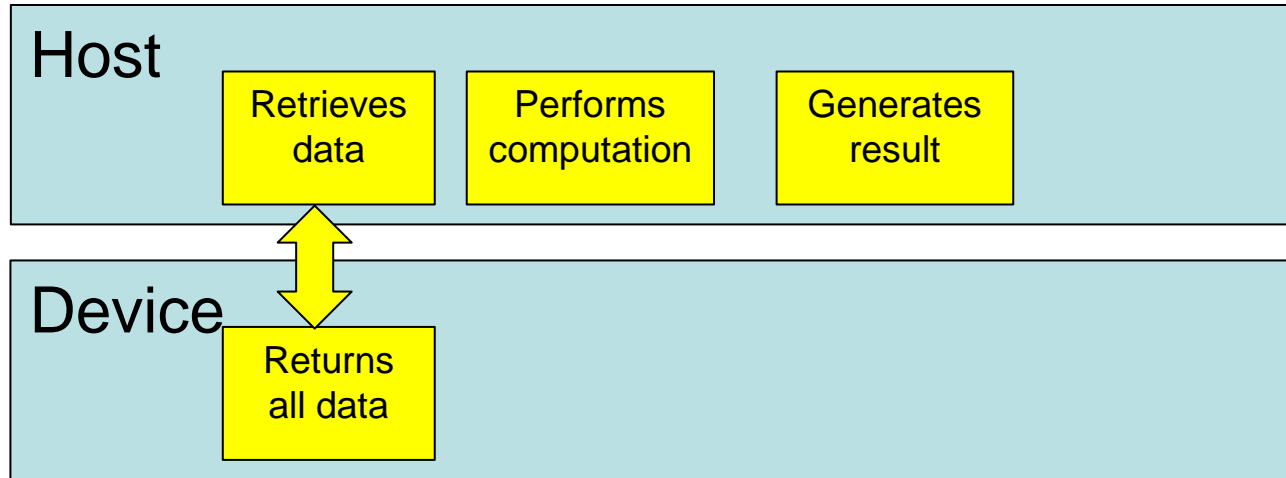


In-Storage Compute

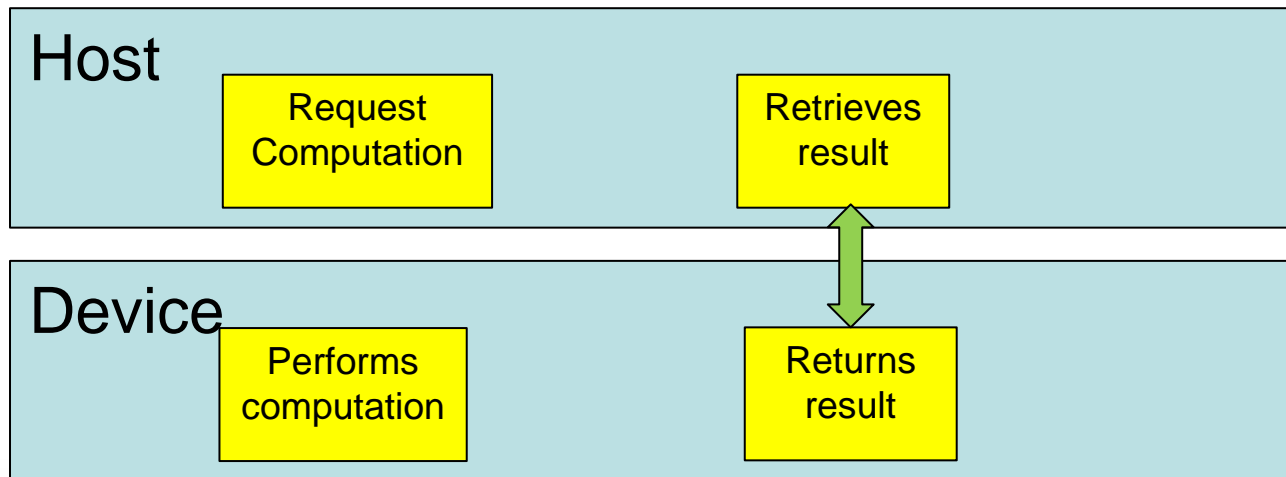
- ❑ Offloads host compute to the storage device
- ❑ Allows host to download application to device for device processing
- ❑ Why In-Storage Compute?
 - ❑ High IO traffic caused by reading data, computing, and writing results
 - ❑ Unused device compute power and bandwidth
- ❑ Reduces IO traffic between storage and host
- ❑ Reduces host computing burden
- ❑ Enhances application/system performance and power consumption

In-Storage Compute

Current



In Storage Compute



Standardization process

Background Operation Control & Stream Operation

- ❑ Currently standardized for SCSI
 - ❑ Documented in SCSI BLOCK Commands – 4 (SBC-4)
- ❑ Proposal being considered for SATA
 - ❑ Current proposal f15123r1
 - ❑ Expected completion December 2015
- ❑ Approved as work item for NVMe
 - ❑ Being discussed prior to full NVMe technical group discussions
 - ❑ Bring in to NVME technical group in November
 - ❑ Expected ratification March 2016

Standardization process

Object Storage & In-Storage Compute

❑ Object Storage

- ❑ Being developed in SNIA Object Drive TWG
 - ❑ Requirements document well developed
 - ❑ API document to be started in the near future

❑ In-Storage Compute

- ❑ Being developed in SNIA Object Drive TWG
 - ❑ Requirements document well developed
 - ❑ API document to be started in the near future

❑ Management of IP Drives

- ❑ Being developed in SNIA Object Drive TWG
 - ❑ Requirements document well developed
 - ❑ Outline of standard started in July

Call for Action

- ❑ To get involved in the standardization process contact

Bill Martin, bill.martin@ssi.samsung.com

- ❑ For questions about Samsung's implementation contact

Changho Choi, changho.c@ssi.samsung.com

Thank You