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Everything You Wanted To Know About Storage But Were Too Proud To Ask: Part Taupe
The Memory Pod

Live Webcast
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Today's Presenters

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SNIA-At-A-Glance

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SNIA-at-a-Glance

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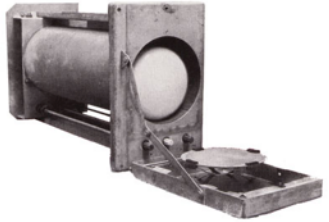
Agenda

- Memory in a Storage Context
- Background
  - A brief history
  - Why storage & memory have been seen as different
  - A sense of scale
- Persistent Memory
  - Programming PM (aka Non Volatile Memory)
  - The Hardware: NVDIMMs
  - OS and Application

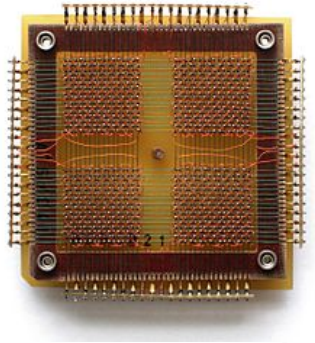
A Little History - Memory



- Mechanical memories
  - Relays
- Williams–Kilburn tube (1946–47)
  - Spots on phosphor
- Delay line memory (1947)
  - Acoustic delay line that used mercury
  - Alan Turing suggested using neat gin as he claimed it had similar acoustic properties

A Little History - Storage

- Drum memory (1932)
- Magnetic core memory (1949)
  - Ferrite rings
  - “Thin film memory”
- Disks…
- And now ***persistent memory***

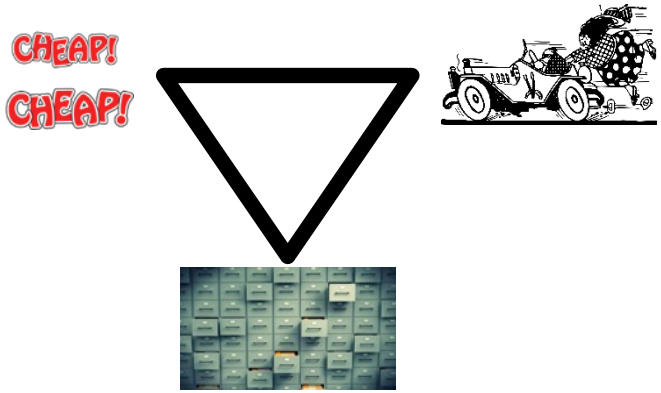


A Little History

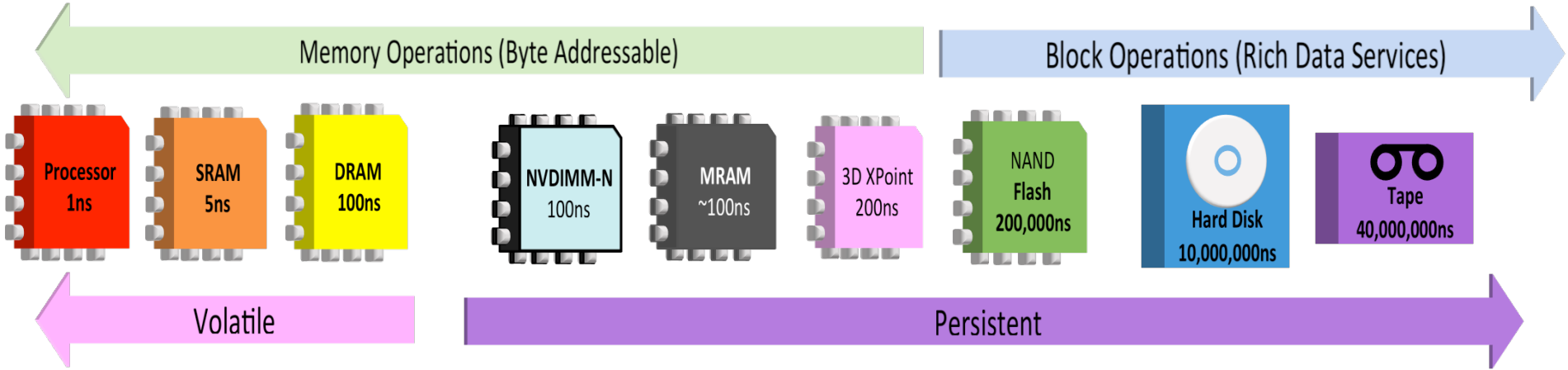
- Memory or storage?
  - Key attribute was not ***persistence***, but ***addressability***
- Driven by the available technologies
  - Cost, size, speed, persistence
- Programs deal with
  - Loads and stores for fine grain
  - Blocks of data for bulk
  - “Almost all programming can be viewed as an exercise in caching“, Terje Mathison

A Sense of Scale

- Size, speed and cost
- Classic “pick any two from three”



A Sense of Scale; Speed



- 1 ns = light travels approx. 30cm (1 foot)

Latency in Human Terms

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- Memory Operation
  - Getting an apple from the fridge (64B)
- Storage Operation
  - Opening up an app
  - Ordering from store
  - Getting a box of apples shipped and delivered (4KB)

Time scales every developer should know.

Operation	Latency	In human terms
L1 Cache hit	1 ns	A blink of an eye (~20 ms)
L2 Cache hit	3 ns	Noticeable flicker
L3 Cache hit	10 – 20 ns	Time to say “A”
Main memory	70 – 100 ns	Time to say a ten word sentence
Signal down a 200m fibre cable	1 µsec	One slide (speaking quickly)
SSD access	5 – 25 µsec	Time to reheat a meal (3 mins)
HDD access	8 msec	Time to flight around the world. (1.8 days)
Network packet from Germany to the USA	45 msec	Waiting for a 7 working day delivery

HFTN

A Sense of Scale; Size & Cost

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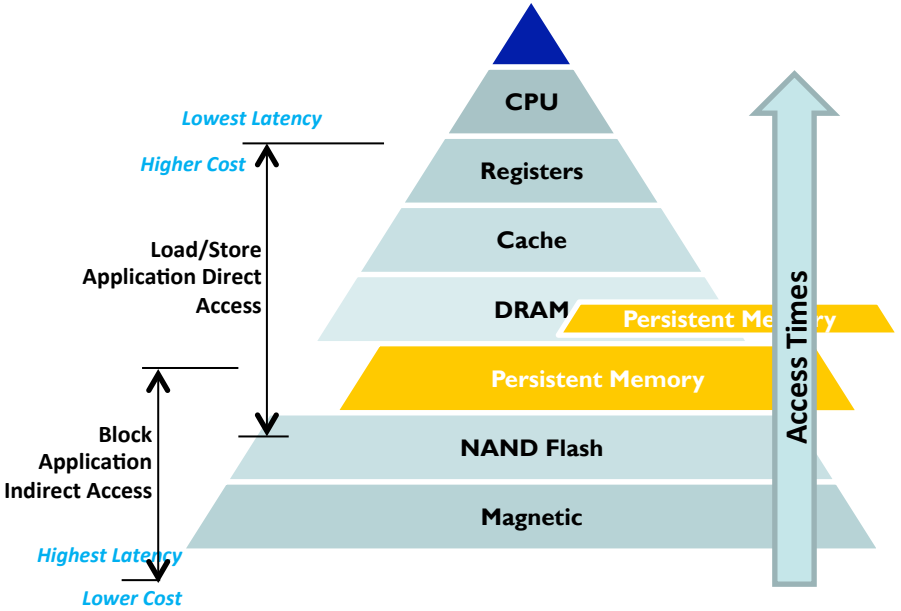
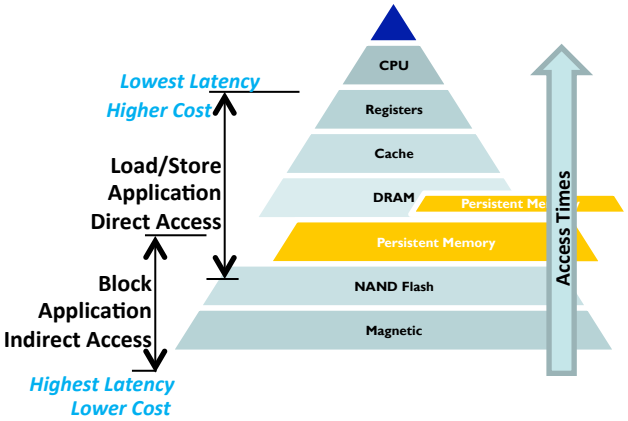
- At the top level, a few 1000s of bytes
- At the bottom, petabytes or more
- Each level represents a factor of approx 10^3
- Costs follow



A New Memory Paradigm

- Like memory (byte addressable) but like storage (persistent)
- A new paradigm
- “Almost all programming can be viewed as an exercise in caching“, Terje Mathison
  - Data used to move through the tiers from slow, big, cheap and persistent to fast, small, expensive and volatile
  - Hard boundary between the two, and a missing step
  - PM is a new tier that’s blending memory and storage



Persistent Memory (PM)
is a type of Non-Volatile Memory (NVM)

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- Disk-like non-volatile memory
  - Persistent RAM disk
  - Appears as disk drives to applications
  - Accessed as traditional array of blocks
- Memory-like non-volatile memory (PM)
  - Appears as memory to applications
  - Applications store data directly in byte-addressable memory
  - No IO or even DMA is required

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SNIA NVM Programming Model

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- Version 1.2 approved by SNIA in June 2017
  - http://www.snia.org/tech_activities/standards/curr_standards/npm
- Expose new block and file features to applications
  - Atomicity capability and granularity
  - Thin provisioning management
- Use of memory mapped files for persistent memory
  - Existing abstraction that can act as a bridge
  - Limits the scope of application re-invention
  - Open source implementations available
- Programming Model, not API
  - Described in terms of attributes, actions and use cases
  - Implementations map actions and attributes to API's

NVMP TWG Work continues on High Availability Use Cases and Practical Implementations

Everyone Knows…

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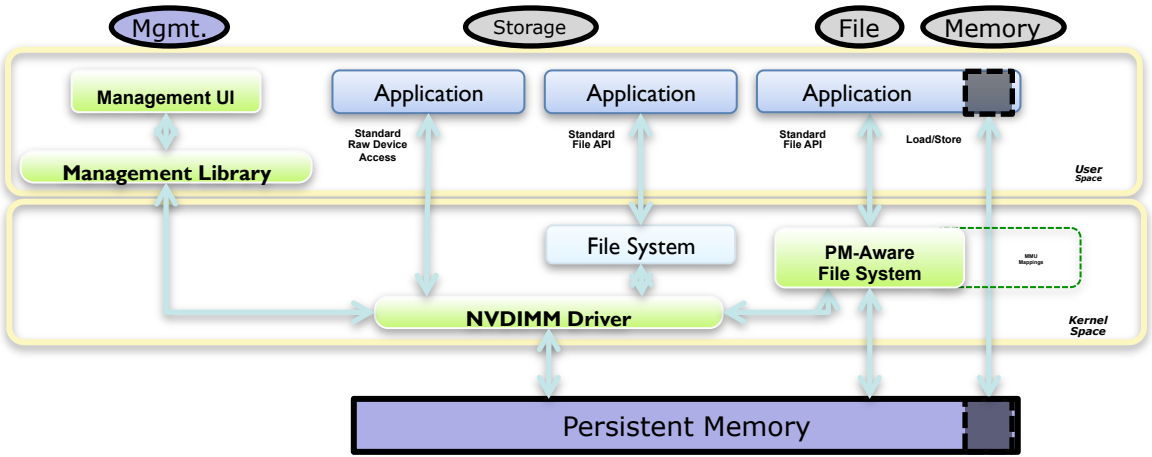
- Persistent memory…
  - Allows load/store access like memory
  - Is persistent like storage
  - Exposed to applications using SNIA NVMP TWG model
- What isn't persistent memory:
  - Something that can only speak blocks (like a disk/SSD)
  - Something that is too slow for load/store access
    - SNIA TWG's language:
    - Would reasonably stall the CPU waiting for a load to complete

Often Forgotten

- The programming model includes the storage APIs!



Often Forgotten: Storage Access

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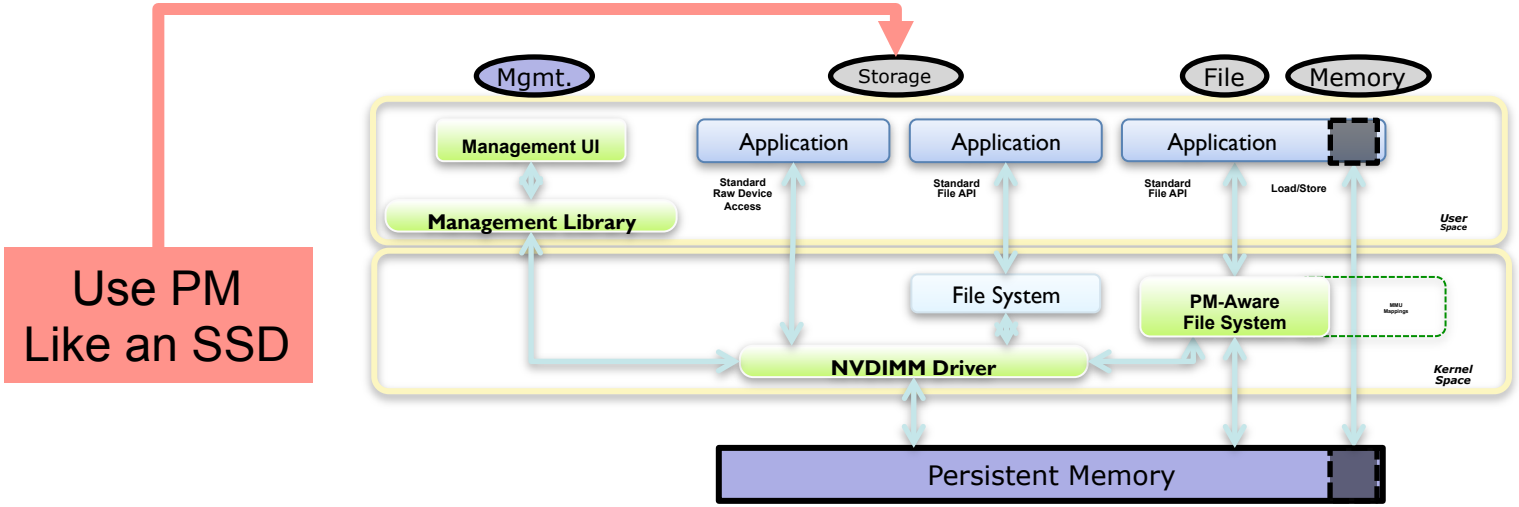
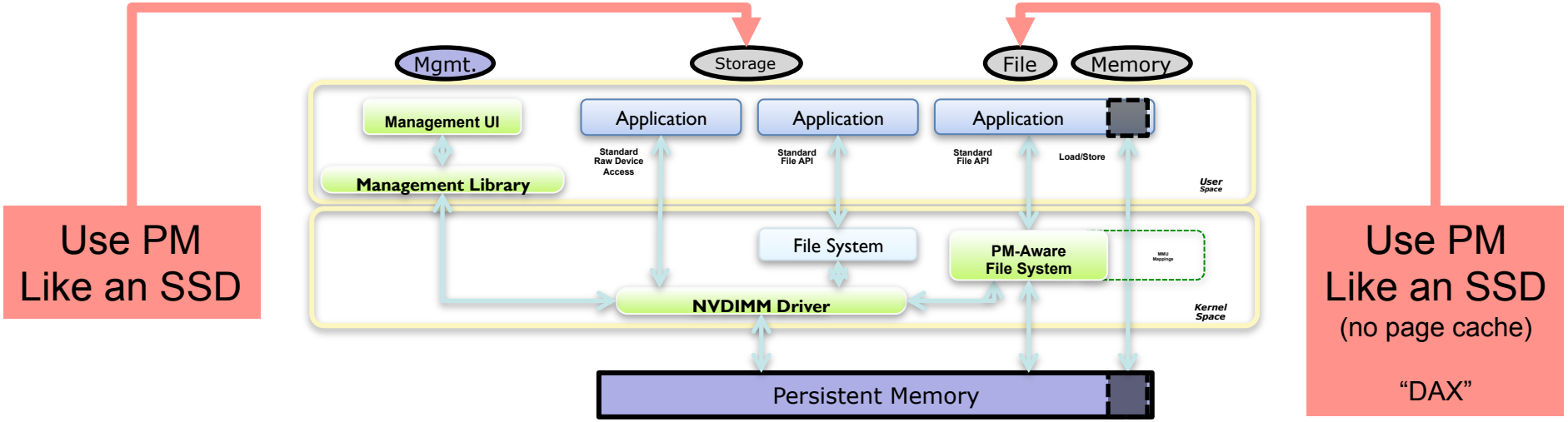


Often Forgotten: DAX Access

- The programming model includes the storage APIs!



No Application Modification

- Using PM as a fast SSD
  - Storage APIs work as expected
  - Memory-mapping files will page them into DRAM
- Using PM as DAX
  - Storage APIs work as expected
  - No paging (DAX stands for “Direct Access”)
- Using PM as volatile capacity
  - Just big main memory
  - Vendor-specific feature

NVDIMM Applications

- In-Memory Database: Journaling, reduced recovery time, Ex-large tables
- Traditional Database: Log acceleration by write combining and caching
- Enterprise Storage: Tiering, caching, write buffering and meta data storage
- Virtualization: Higher VM consolidation with greater memory density
- High-Performance Computing: Check point acceleration and/or elimination

Summary

- Memory and Storage Differ by Access Model
  - Speed, scale, cost
- Persistent Memory Offers a New Solution
  - Can be treated as memory or storage
- PM Is Supported Today
  - SNIA PM Programming Model
  - Support in Linux and Windows
  - Can use with or without application modifications

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