

# Extending the Lifetime of NVM: Challenges and Opportunities

**Saeed Kargar, Faisal Nawab\***

**University of California Santa Cruz, University of California Irvine\***

**VLDB 2021**

**August 19, 2021**

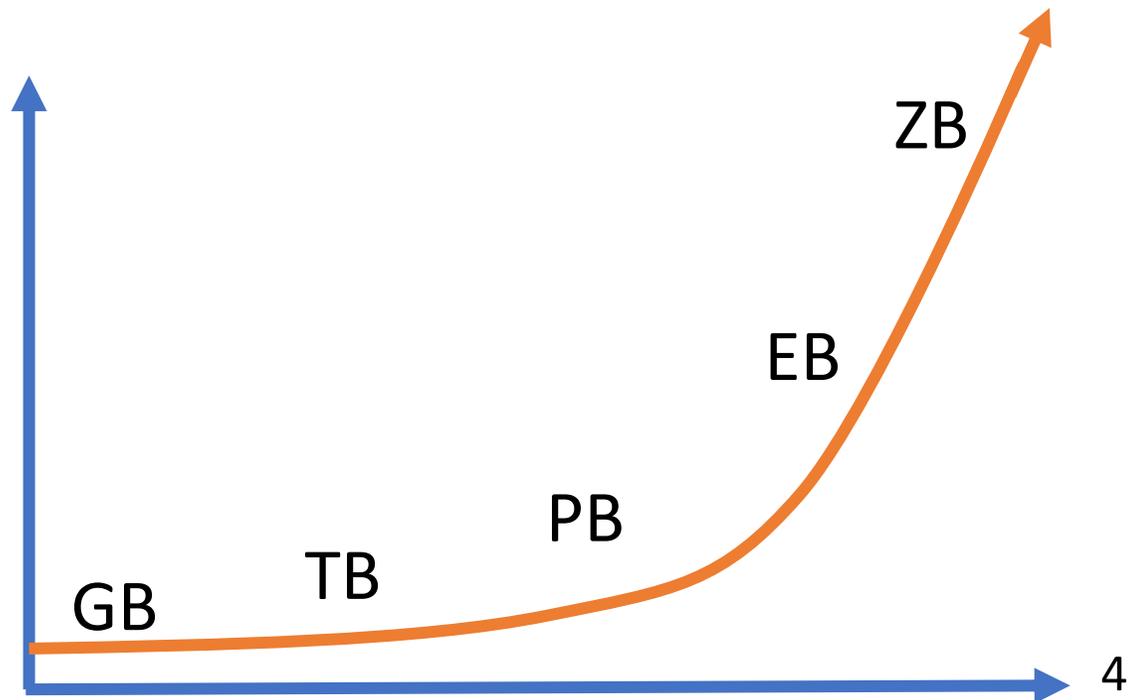


# Outline

- Background
- Local write optimizations (reducing bit flips)
- Reducing Write amplification
- Memory-awareness
- Conclusion

# Background

- data is growing exponentially
- doubling every two years
- We need massive storage



- Massive storage is crucial for computing because computing is done on data that is stored on storage
- To have a faster computing, we need to get as much of the data as close to CPU as possibly can, so the CPU waits less for the data

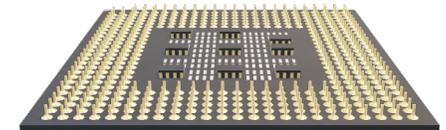
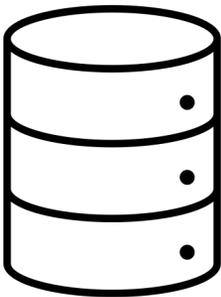




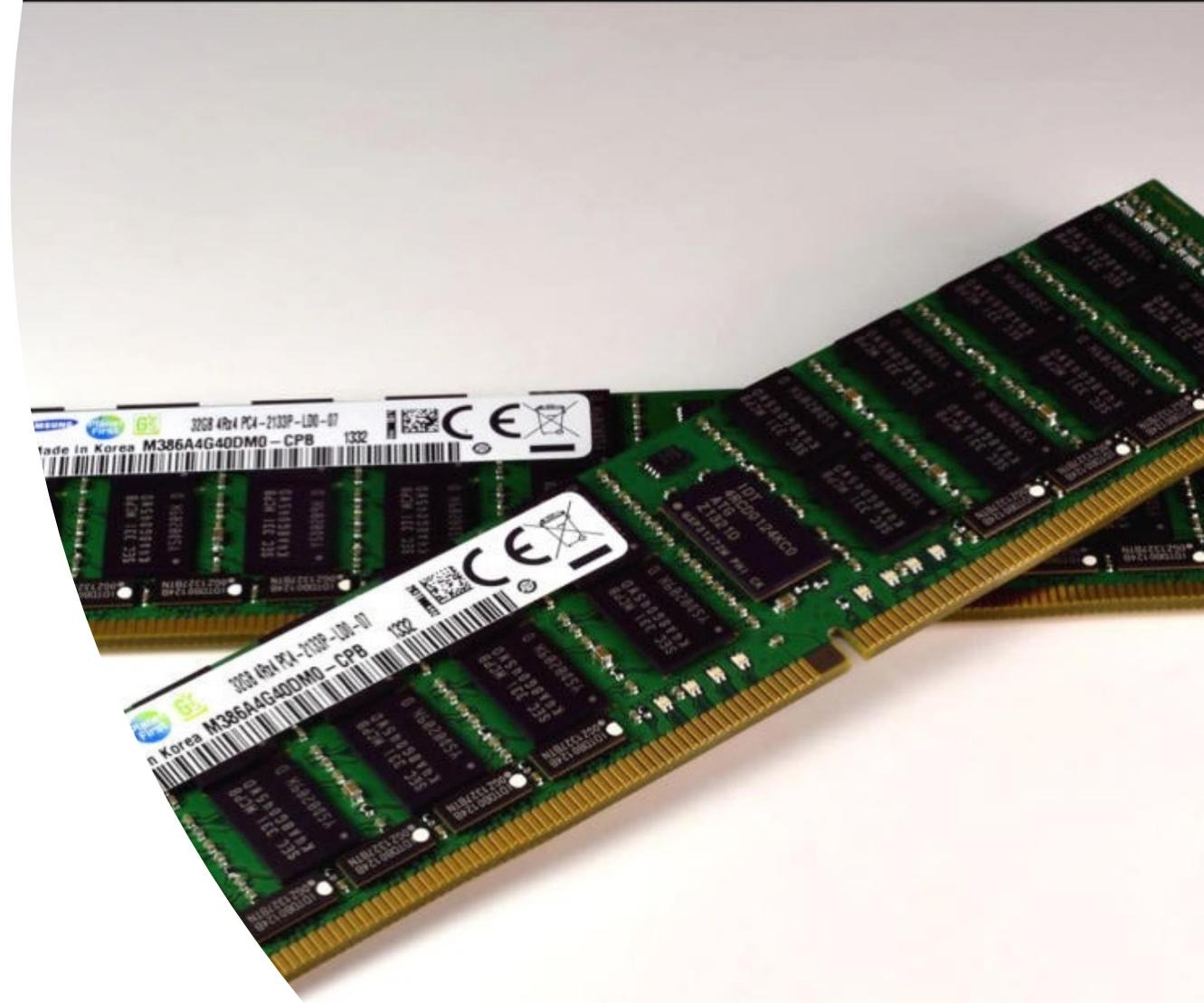
Image: Intel.com

- However, the fastest storage devices (NAND SSDs) are tens of thousands of times slower than the fastest storage memory, which results in performance degradation
- We need faster storage

# DRAM

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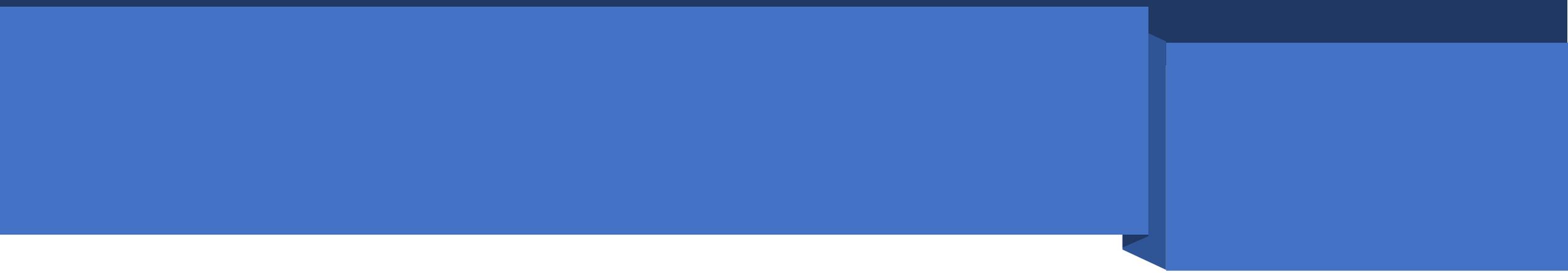
- 1966
- Read/Write Latency:  $\sim 10 - 15$  ns
- Endurance (Writes/bit):  $\sim 10^{18}$



# However,

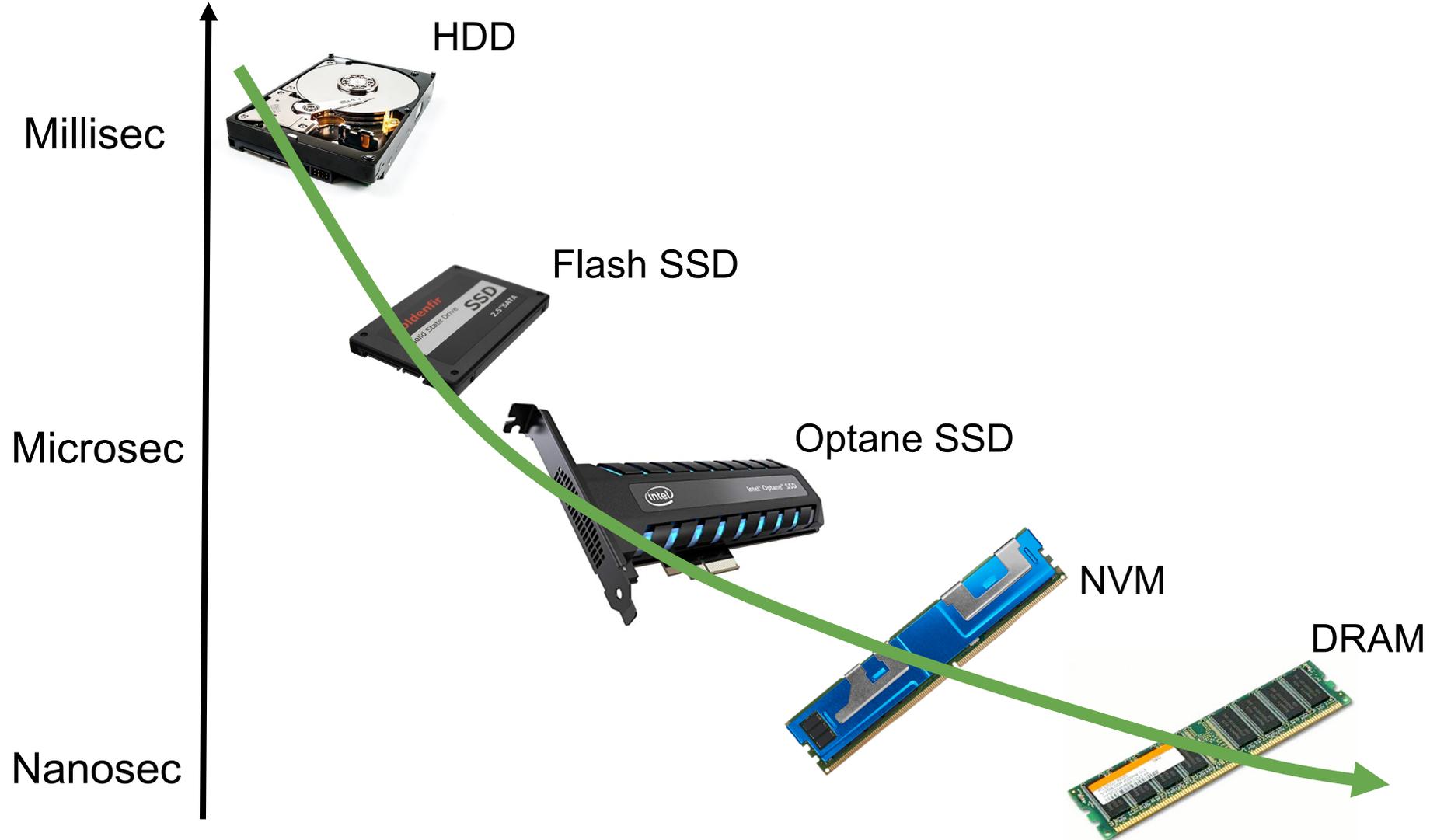
- Expensive (cost per GB basis)
- Volatile
- Leakage power dissipation
- Relatively small capacities
- .....

# Non-volatile Memory (NVM)

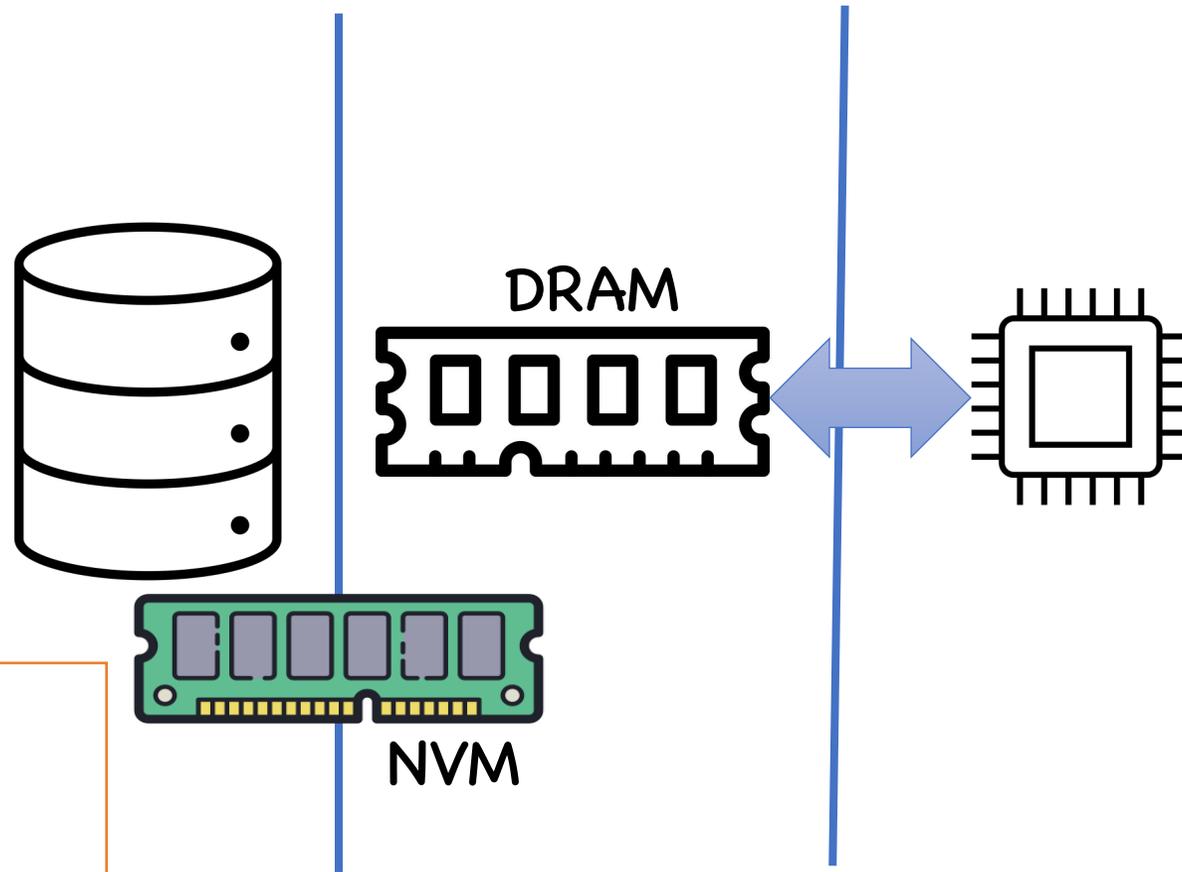
The slide features a dark blue background. The title 'Non-volatile Memory (NVM)' is written in white, sans-serif font, centered in the upper half. Below the title, there are two horizontal blue bars. The first bar is a solid blue rectangle spanning most of the width. The second bar is a 3D-style blue rectangle that starts to the right of the first bar and extends to the right edge of the slide.

# Moving Towards Non-Volatile Memory (NVM) Era

Access Time [sec]

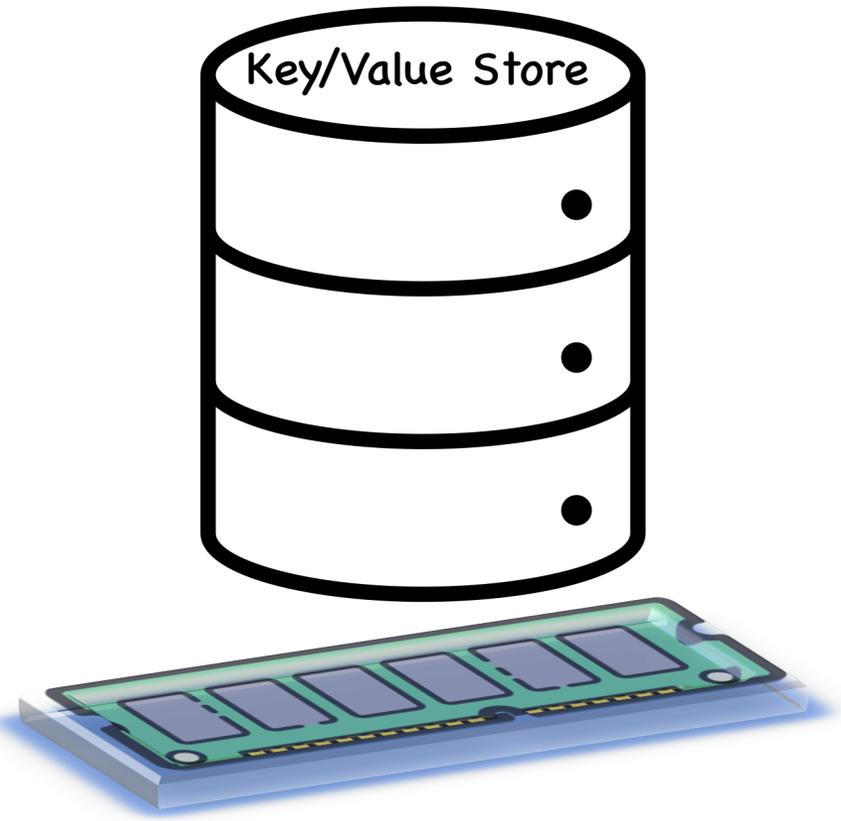


# NVMM

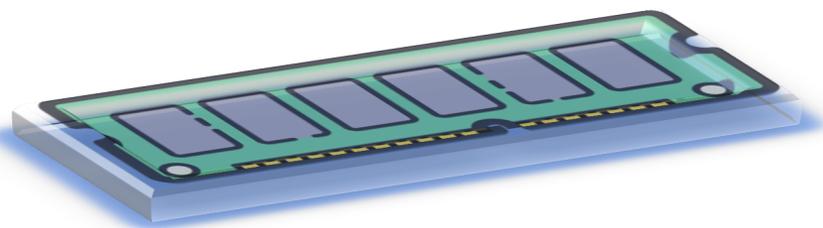


- Higher capacity
- Cheaper
- Faster
- Non-volatile

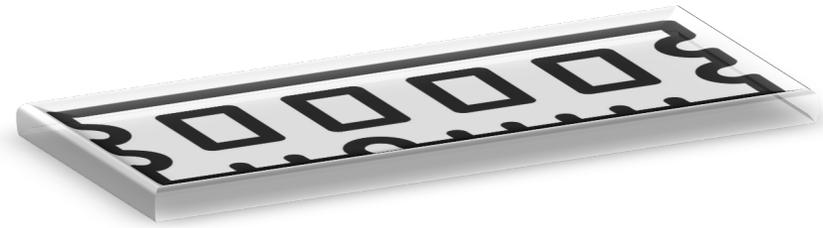
- These non-volatile memories give us new opportunities.
  - they provide a unique combination of affordable larger capacity and support for data persistence.
  - They give us access to more data in memory enabling you to process large amounts of data faster.



NVM



NVM



DRAM

# Limitations



## Write endurance

**PCM:  $10^8 - 10^9$**

**DRAM:  $> 10^{17}$**

the number of writes that can be applied to a segment of storage media before it becomes unreliable



## Write latency

**PCM:  $\sim 80 - 500$  ns**

**DRAM:  $\sim 10$  ns**



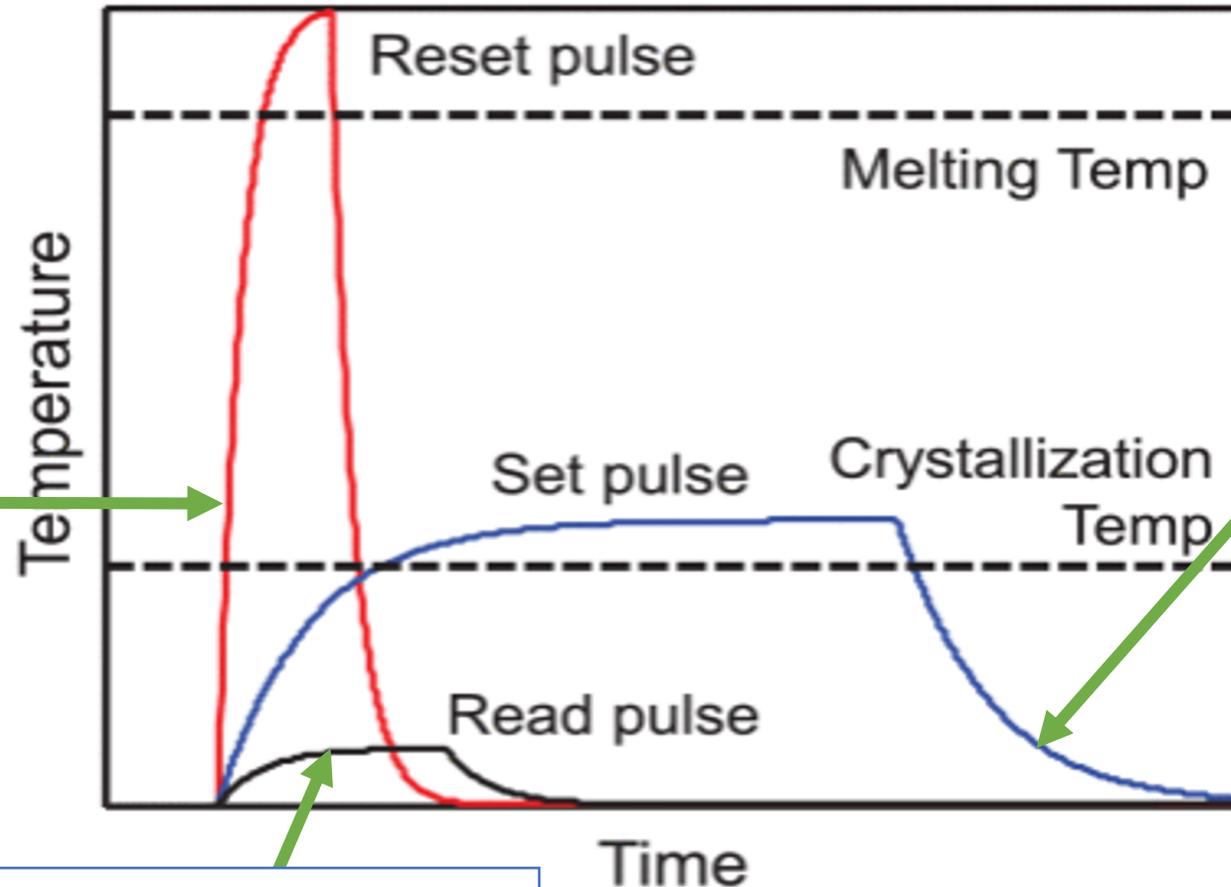
## Asymmetric (read vs. write)

**80 - 500 ns** write latency VS. **20 - 50 ns** read latency

write consumes significantly higher energy than read

- For PCM, to write an individual bit ( $\sim 20/100$  pJ/b) compared to writing a DRAM page ( $\sim 0.02$  pJ/b),
- power consumption is 15.7 to 22.5x more than that for reading a bit

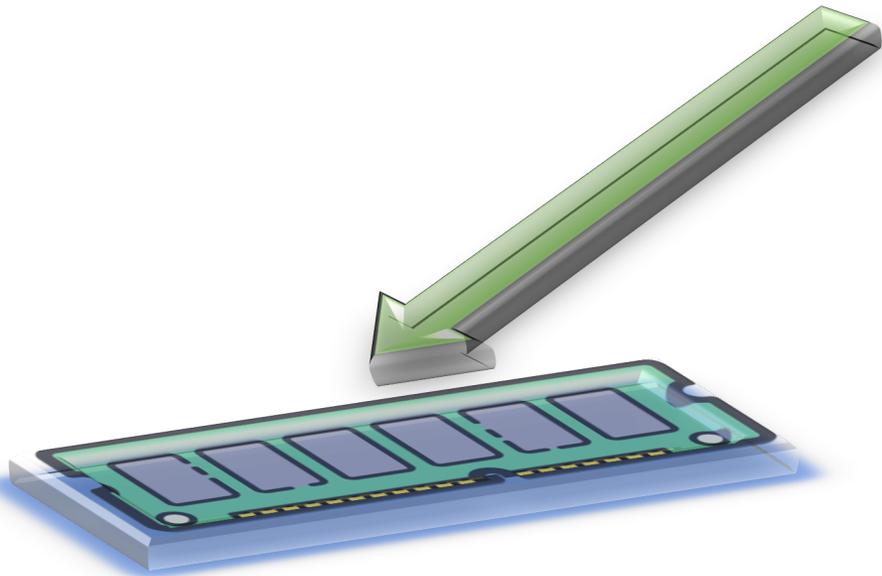
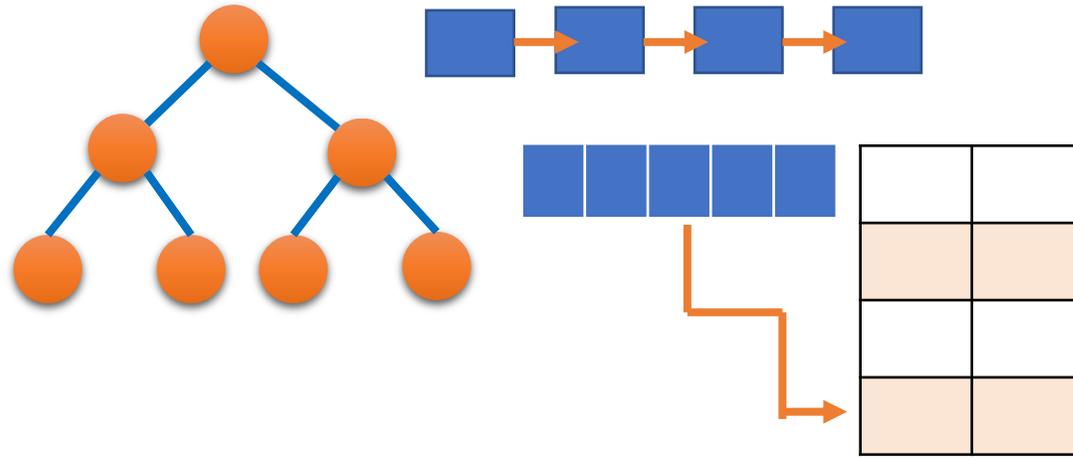
# Temperature/Current and Time required to program or read PCM cell



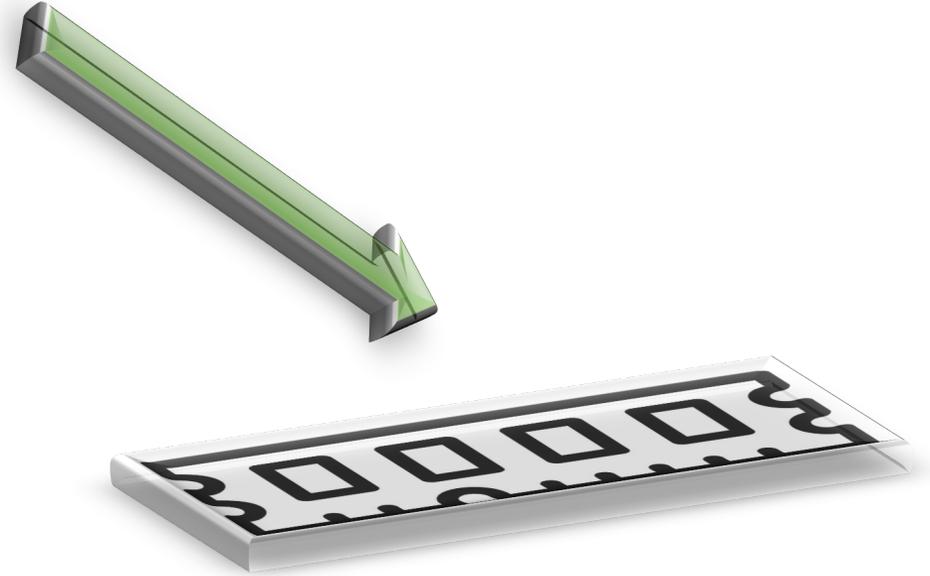
High-power pulses for the RESET operation that places the memory cell into the high-resistance RESET state

moderate power but longer duration pulses for the SET operation returning the cell to the low-resistance SET state.

Finally, retrieving data is done with very low power by sensing the device resistivity.



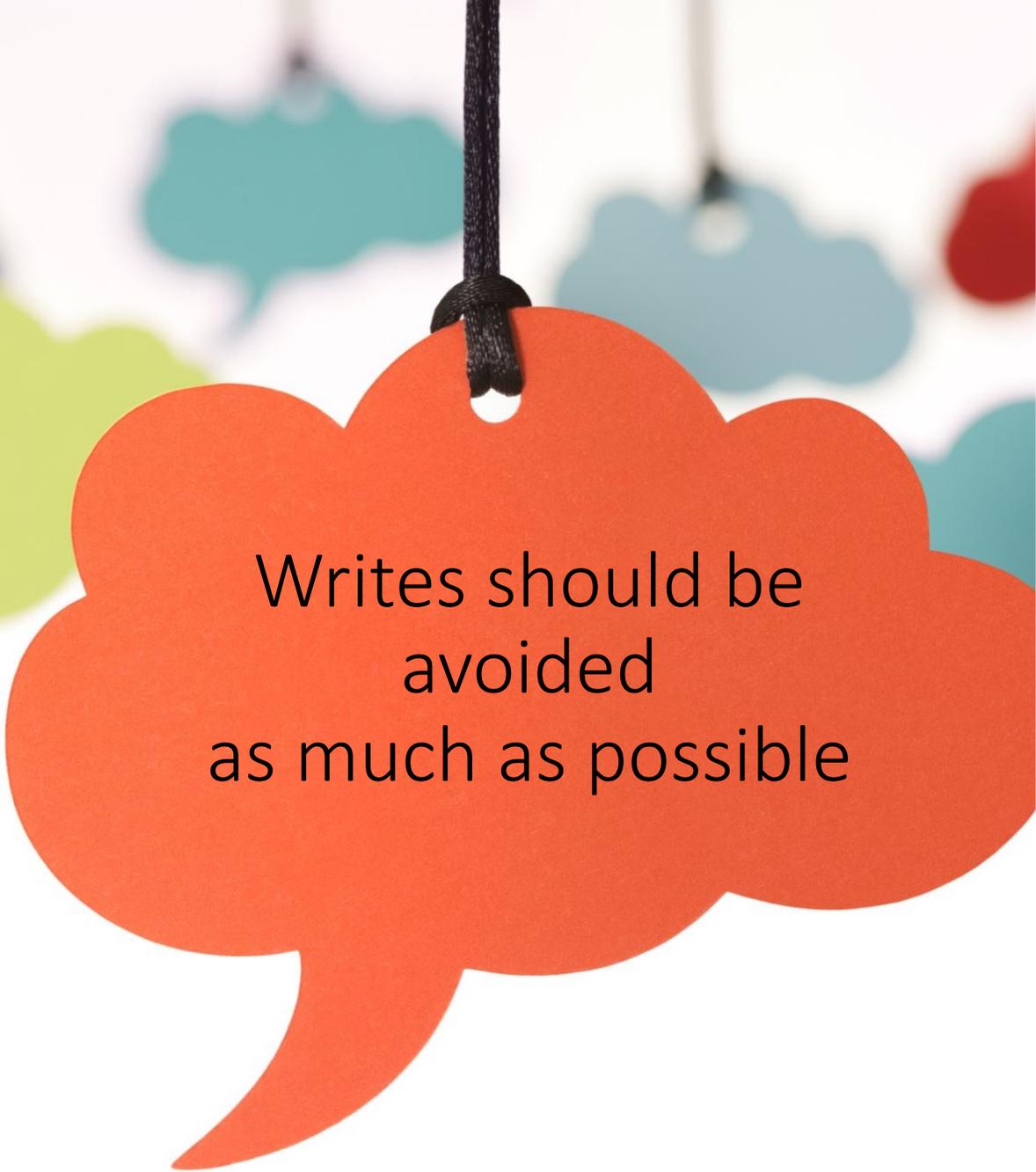
NVM



DRAM



In the NVM-based systems and data structures



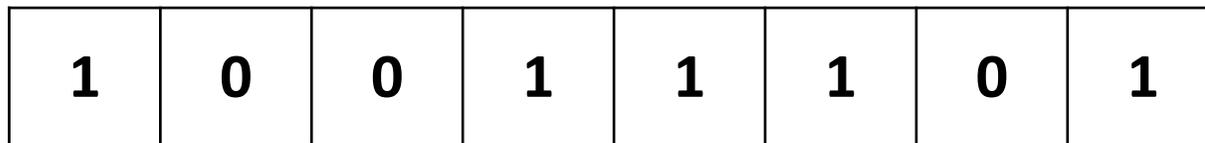
Writes should be avoided as much as possible

# How to mitigate the NVM's write limitation

- **Local write optimizations** [Bittman+, FAST'2019; Cho+, MICRO'2009; Dgient+, NANOARCH'2014; Dong+, HPCC'2015; Jalili+, DATE'2016; Palangappa+, GLSVLSI'2015]
- **Reducing write amplification** [Shimin+, VLDB'2015; Dai+, OSDI'2020; Huang+, DATE'2020; Kannan+, ATC'2018; Lu+, TOC'2017; Ma+, FGCS'2020; Xia+, ACT'2017; Zuo+, MSST'2017; Oukid+, SIGMOD'2016]
- **Memory-awareness** [Kargar, S; Nawab, F, ICDE'2021]

# Local write optimizations

- This group of methods focuses on reducing the number of bit flips through the Read-Before-Write (RBW) technique.



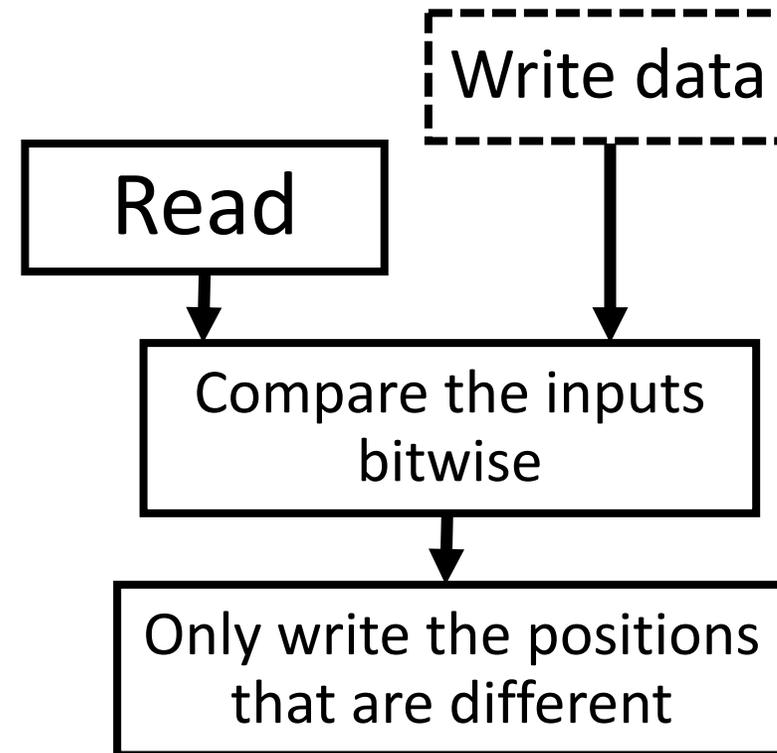
New data



Old data

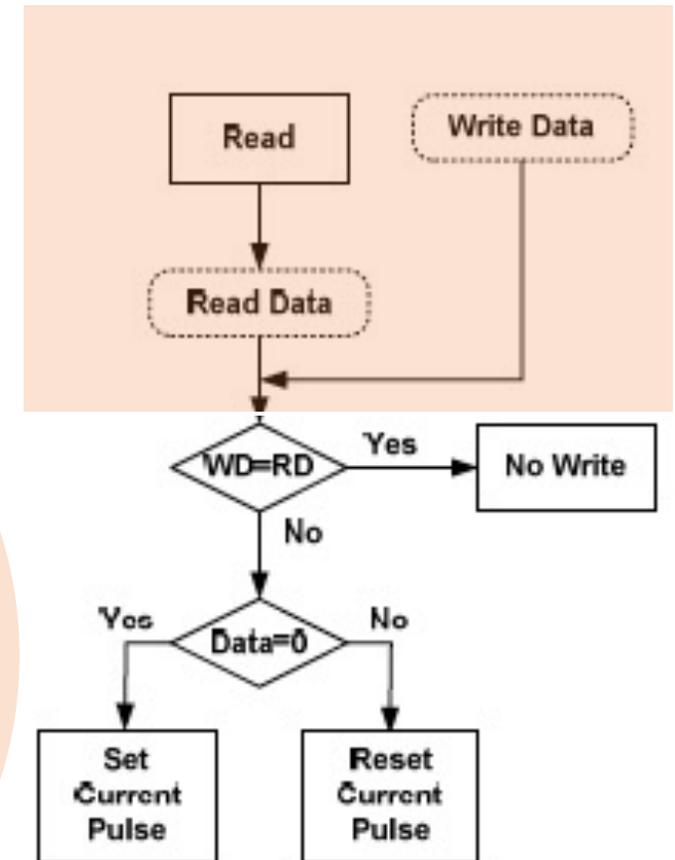
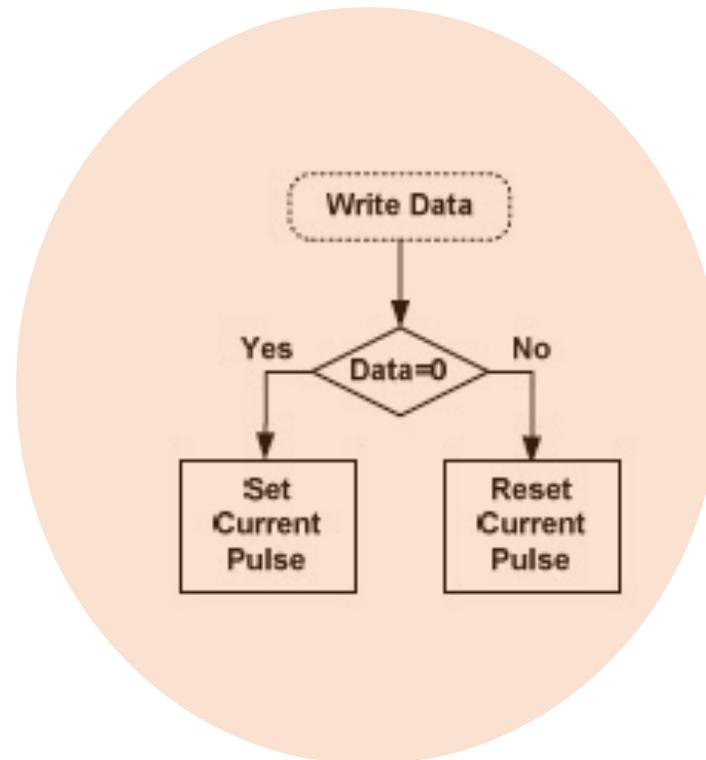
# Read-Before-Write

- This technique replaces each NVM write operation with a more efficient read-modify-write operation

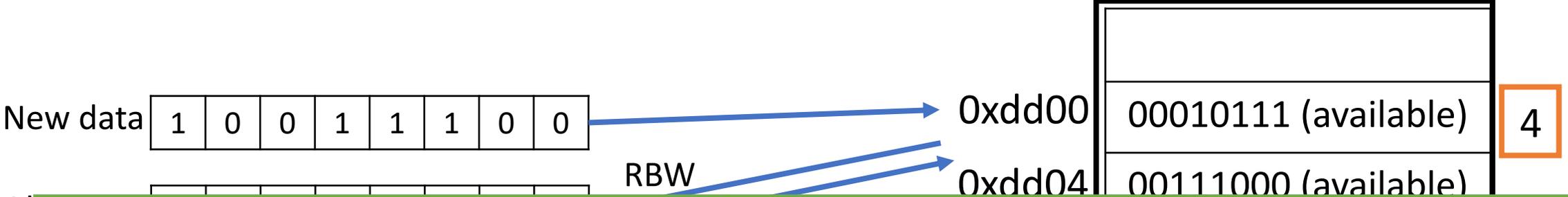


# Data-Comparison Write (DCW) [Yang, Byung-Do, et al; 2007]

- The DCW scheme performs the read operation before the write operation to know the previously stored data in the selected cell.
- If the input data and the previously stored data are the same, no write operation performs.
- If not, the write operation is the same as the conventional write scheme.

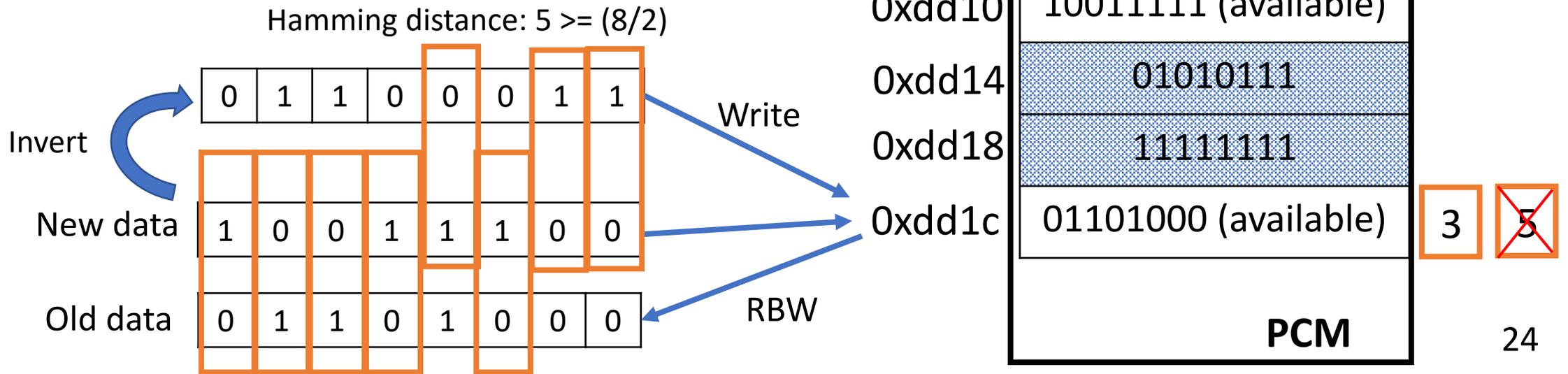


# Flip-N-Write [Cho, Sangyeun, and Hyunjin Lee; 2009]



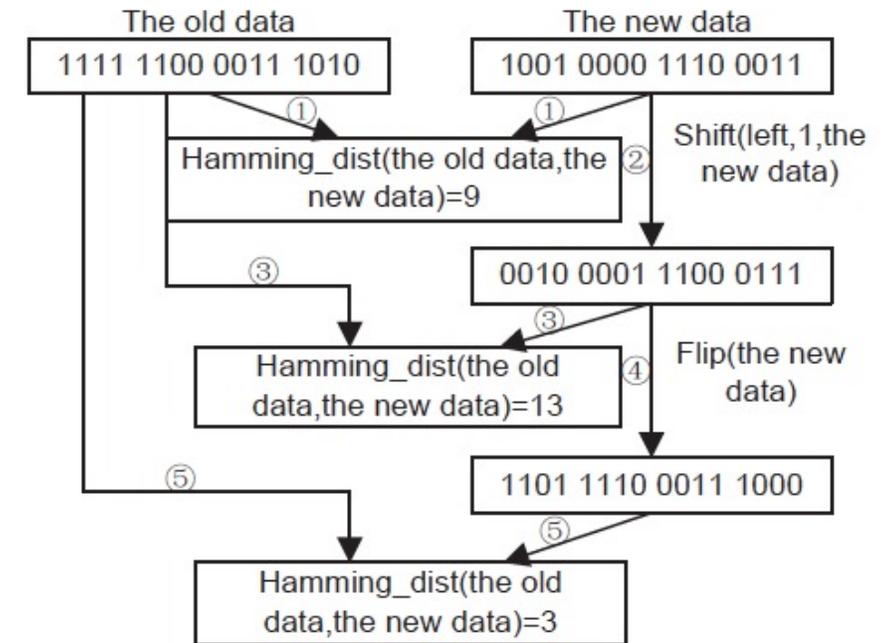
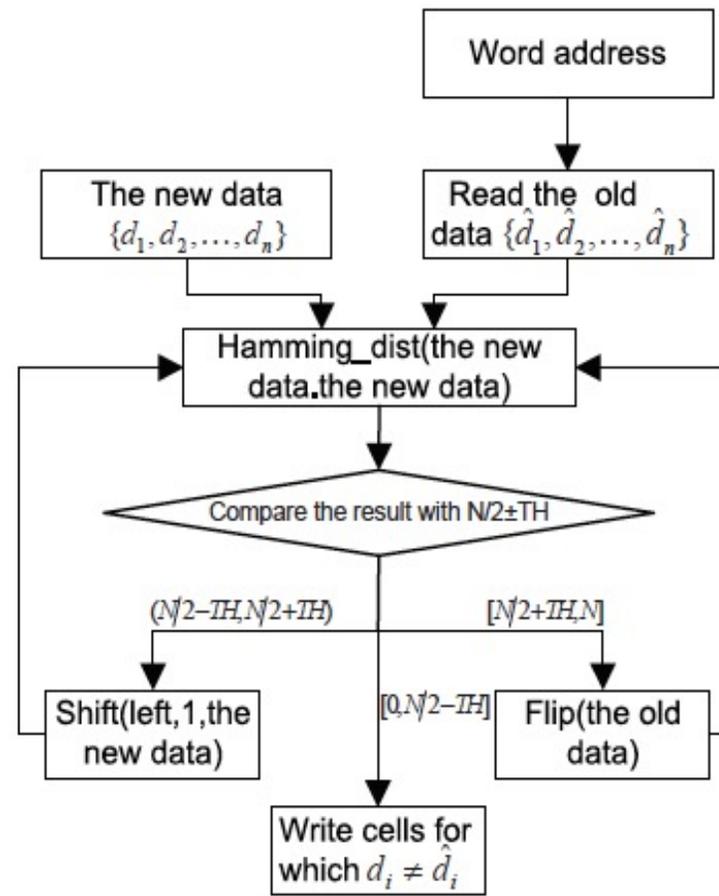
Flip- N-Write can guarantee that the number of written bits will never exceed the half of the item size

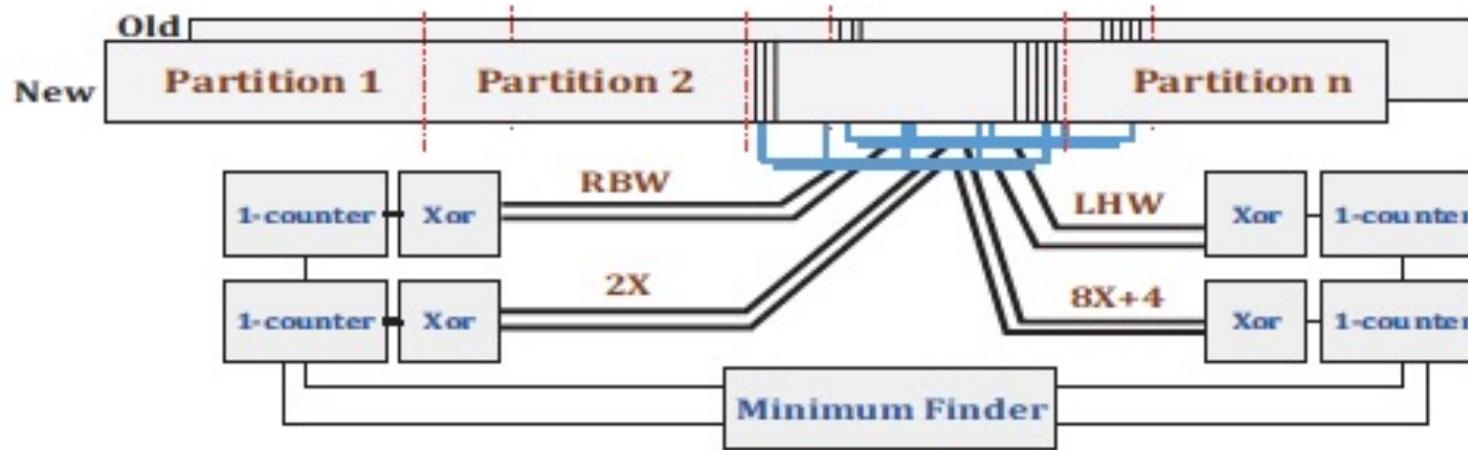
Hamming distance:  $4 \leq (8/2)$



# Min-Shift

[Luo, Xianlu, et al; 2017]

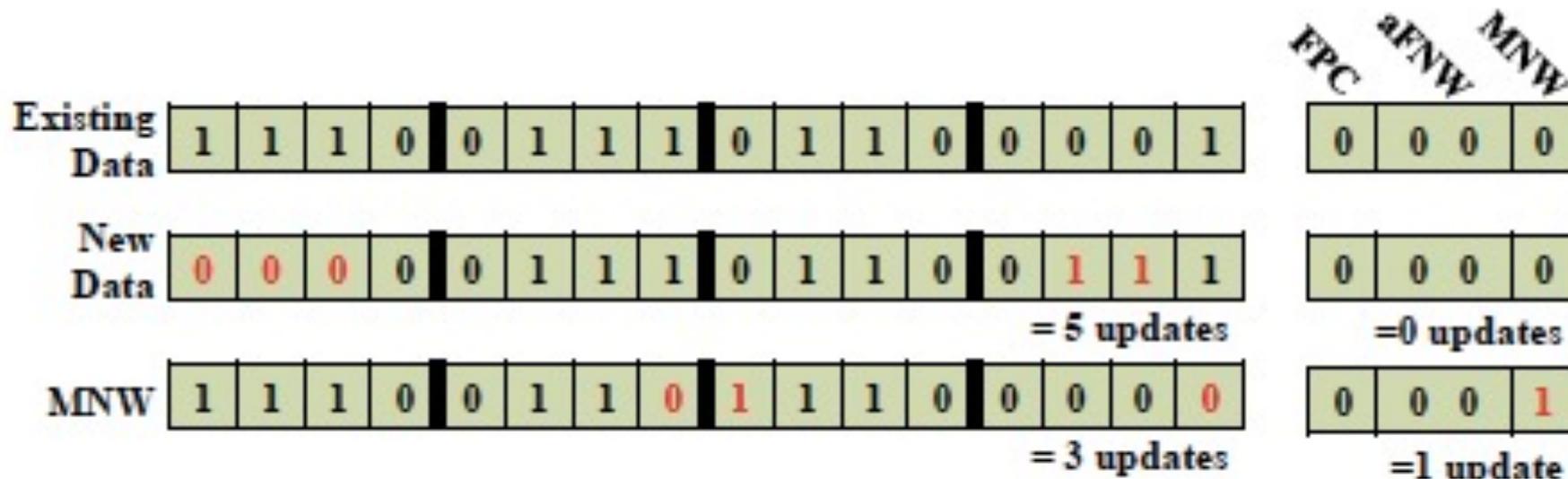




- The block is partitioned into some parts (words) and then by considering the possible locations for hot bits and inverted form of corresponding cells, the number of bit flips using each pattern is counted to find the minimum number of bit flips.

Image by: Jalili, Majid, and Hamid Sarbazi-Azad; 2016

Captopril [Jalili, Majid, and Hamid Sarbazi-Azad; 2016]

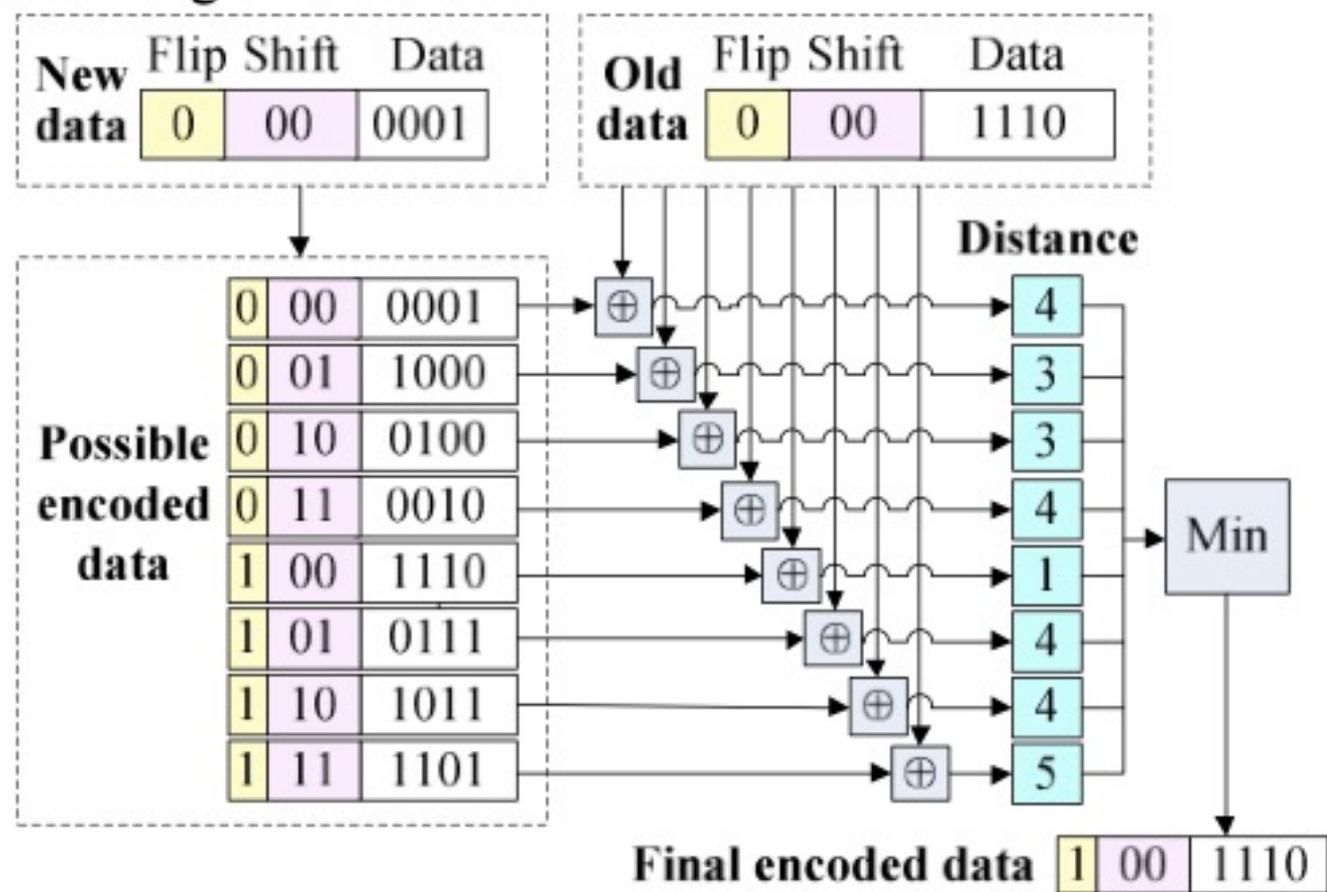


# Flip-Mirror-Rotate [Palangappa, Poovaiah M, et al; 2015]

FMR comprises three components:  
 adaptive Flip-N-Write (aFNW), Mirror-N-Write (MNW), and Rotate-N-Write (RNW)

# MinFS

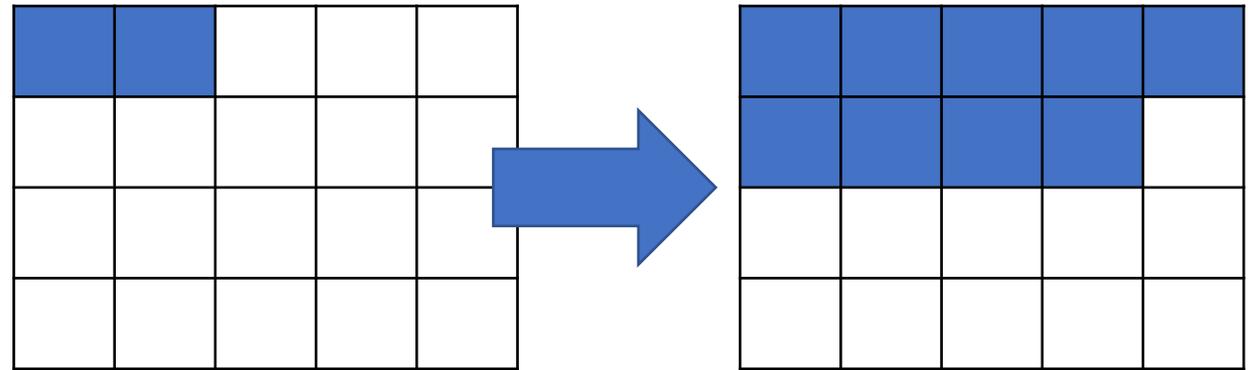
[Luo, Xianlu, et al; 2014]



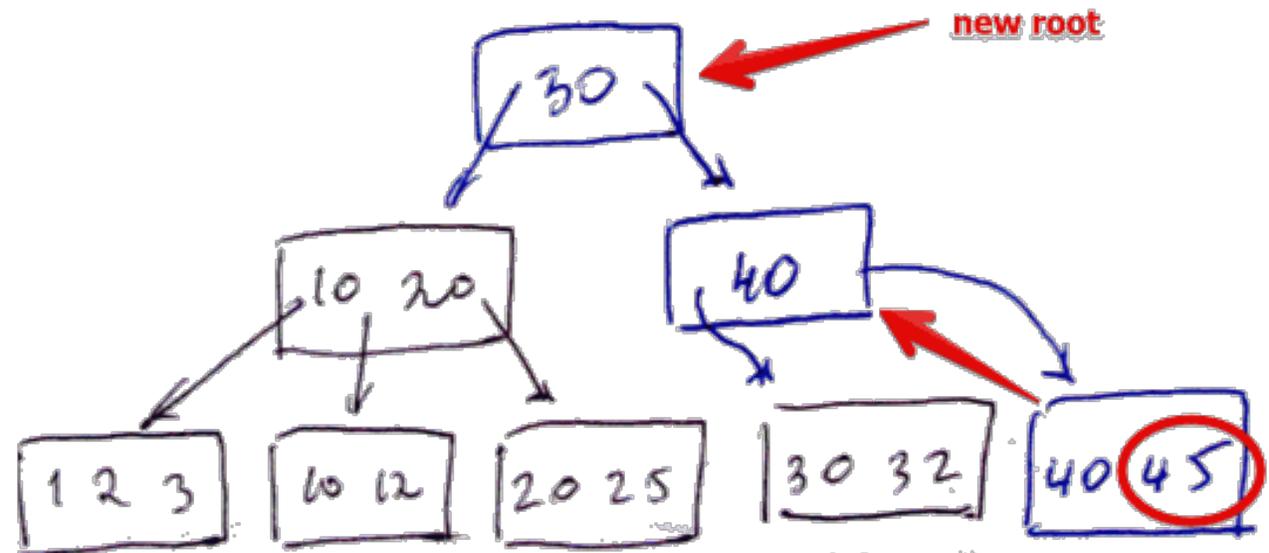
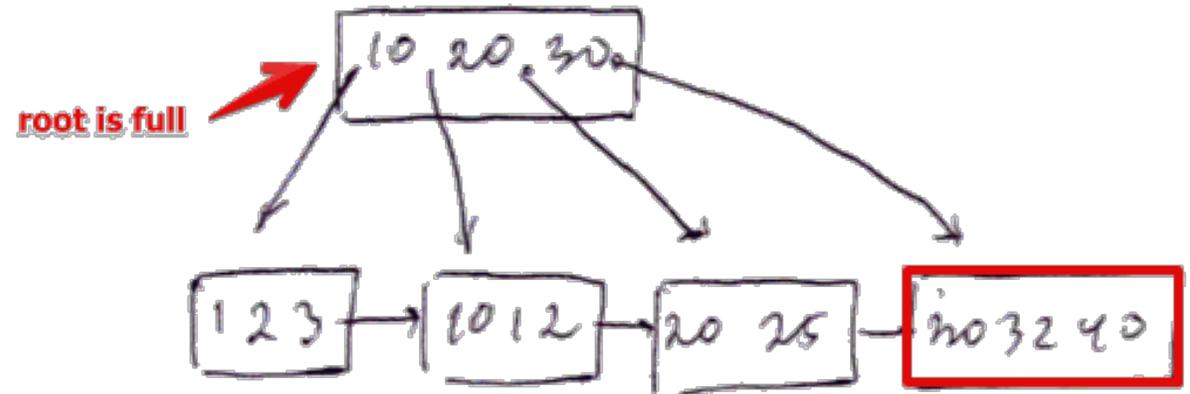
# Reducing write amplification

# Write amplification

- Write amplification is an undesirable phenomenon associated with flash memory and solid-state drives where the actual amount of information physically written to the storage media is a multiple of the logical amount intended to be written.



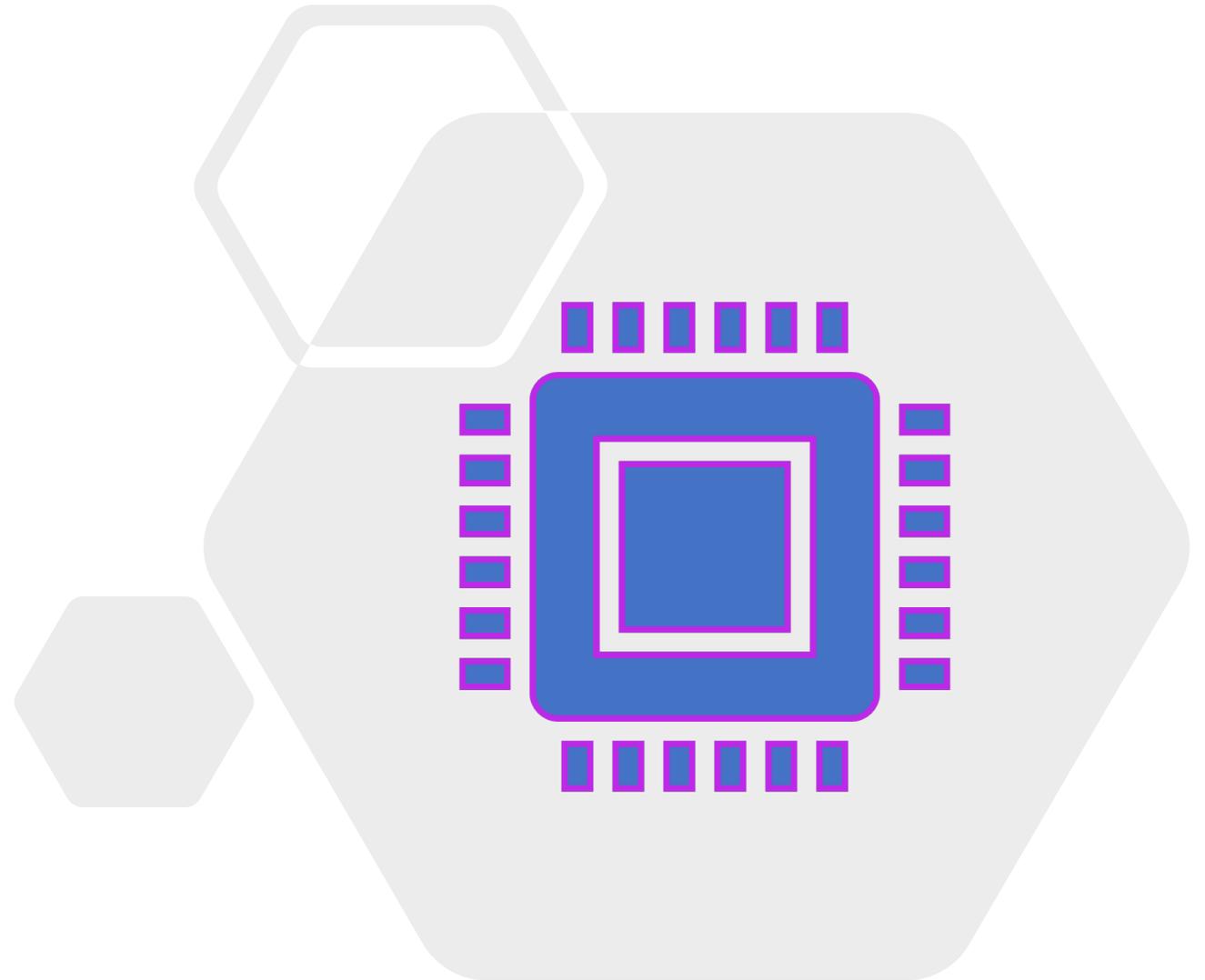
# Example: B-Tree



- 
- Reducing write amplification can have the positive side-effect of increasing NVM write endurance since less data is written.
  - However, this is not an easy task to do due to the fact that all the existing data structures and database systems have been designed for DRAMs and HDDs, where the challenges of the lifespan of memory segments and the energy consumption of writes are not as significant in DRAM/HDD as they are in NVM/SSDs.

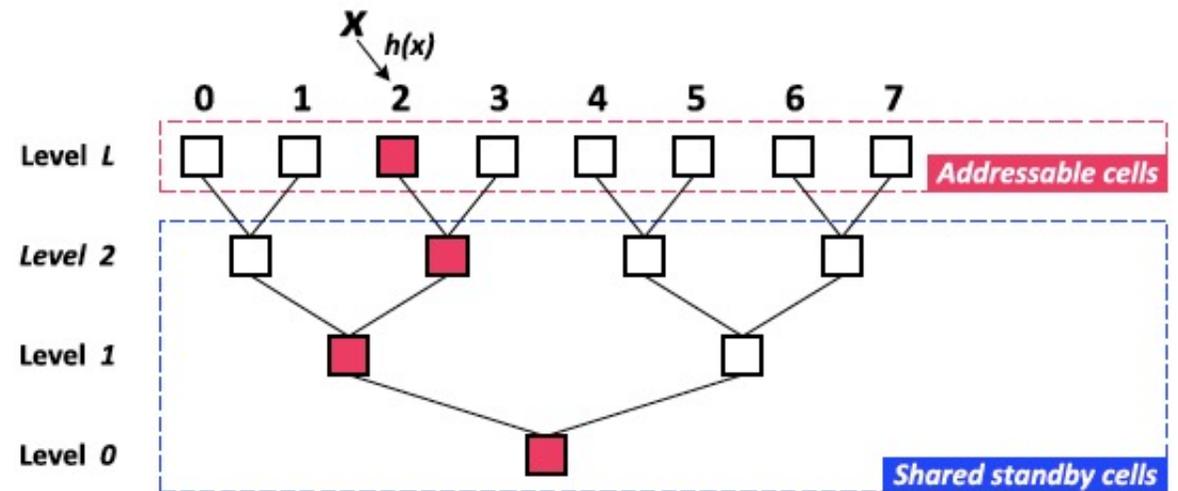
# Examples

- SSD optimized LSMs
  - ✓ WiscKey (FAST '16), VT-tree (FAST '13)
- NVM optimized B+Tree
  - ✓ NV-Tree (FAST '15), FP-Tree (ICMD '16)
- PCM optimized Hashing data structure
  - ✓ LibreKV (IEEE-TETC '17), Hi-KV (ATC '17), Path-Hashing (TPDS'18)



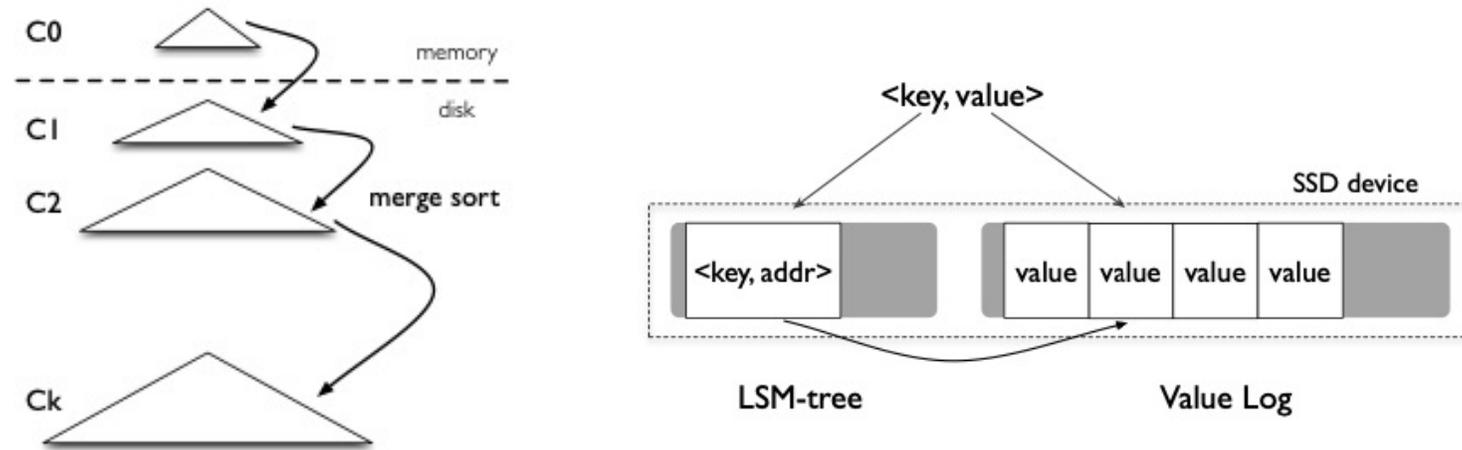
# Path-hashing [Zuo, Pengfei, and Yu Hua; 2017]

- Path hashing leverages position sharing to allocate several standby cells for each addressable cell in the hash table to deal with hash collisions.
- The addressable cells in the hash table are addressable by the hash functions and the standby cells are not addressable.
- When the hash collisions occur in an addressable cell in the hash table, the conflicting items can be stored in its standby cells.



# WiscKey [Lu, Lanyue, et al; 2017]

Image by: Lu, Lanyue, et al; 2017

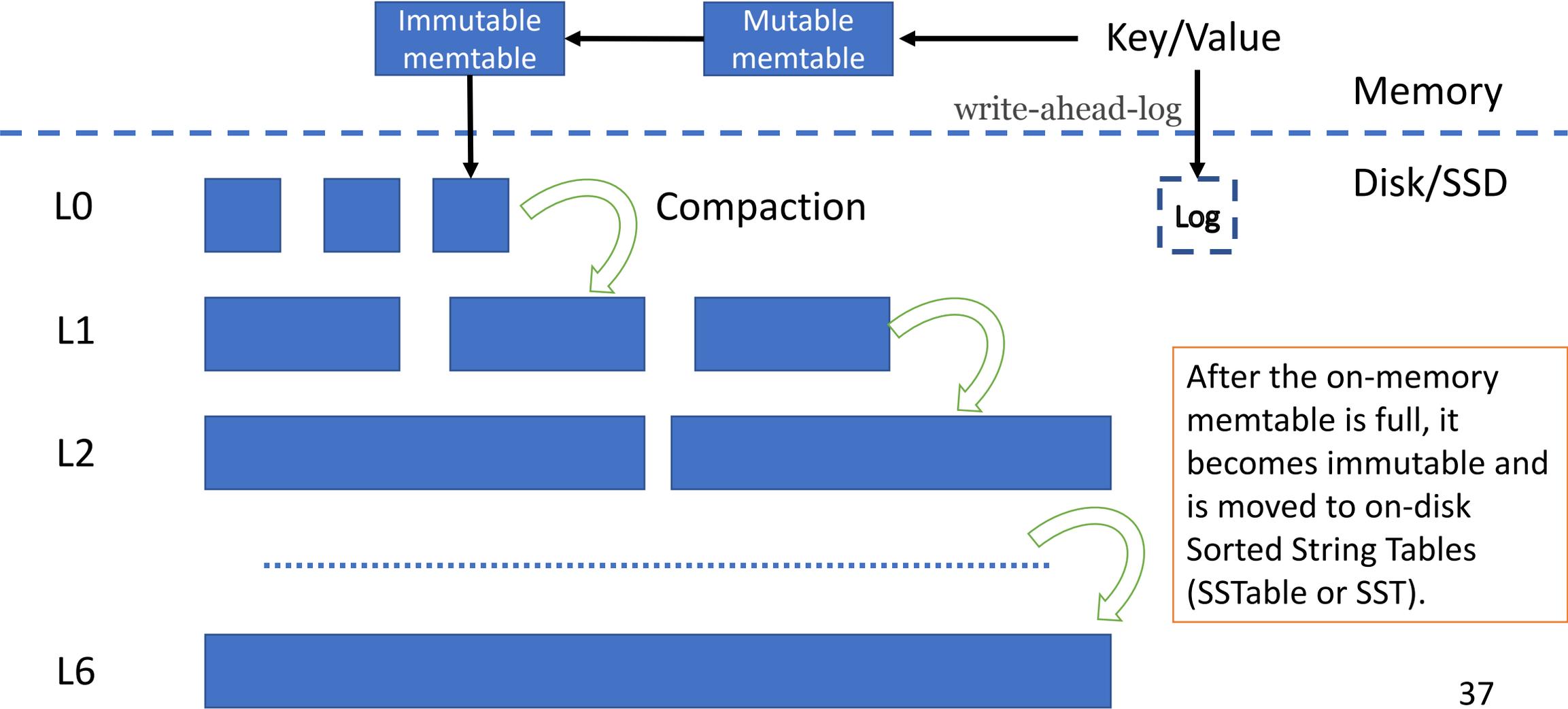


- LSM-tree-based key-value store that separates keys and values to minimize write and read amplification.
- WiscKey stores key-value pairs into an append-only log and the LSM-tree simply serves as a primary index that maps each key to its location in the log.
- While this can greatly reduce the write cost by only merging keys.

# NoveLSM

This method is a persistent LSM-based key-value storage system designed to take advantage of having a non-volatile memory in its design.

# LevelDB



# NoveLSM

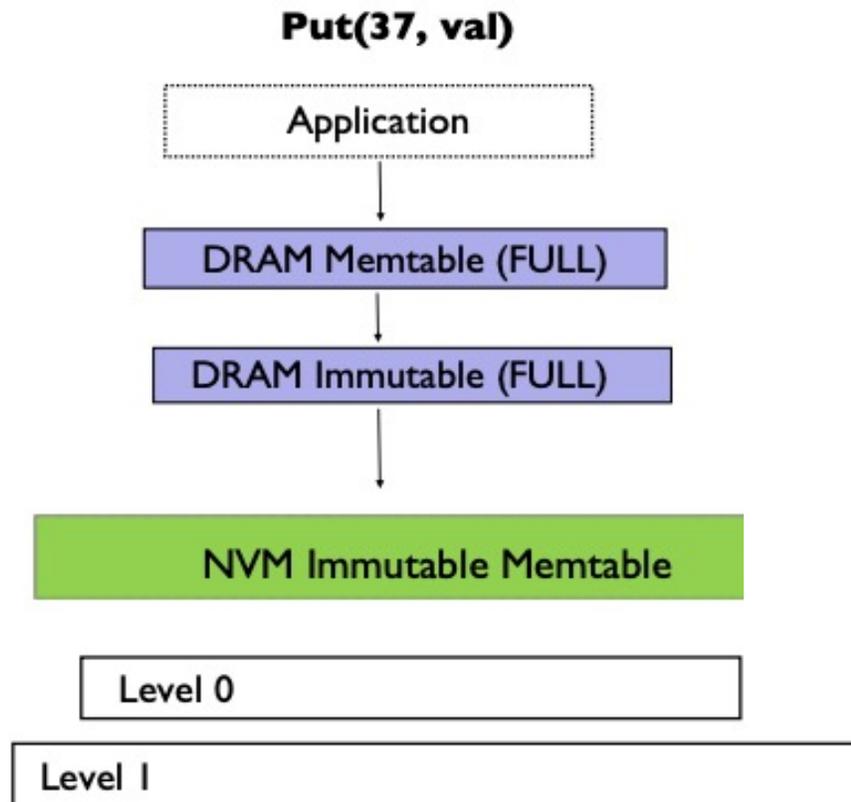
[Kannan, Sudarsun, et al; 2018]

- To tackle NVM's limited write endurance, NoveLSM comes up with a new design, where only the parts of the key/value store that do not need to be changed frequently, such as immutable memtables, are handled by NVM.
- On the other hand, other parts, such as mutable memtables, which need constant updates and data movements, are placed on DRAM, which do not have any restrictions on write operation.

# NoveLSM

## Immutable NVM Design

Reduce serialization with a immutable persistent skip list



Copy data to large NVM memtable  
w/o serialization

Reads avoid deserialization



Memory-awareness

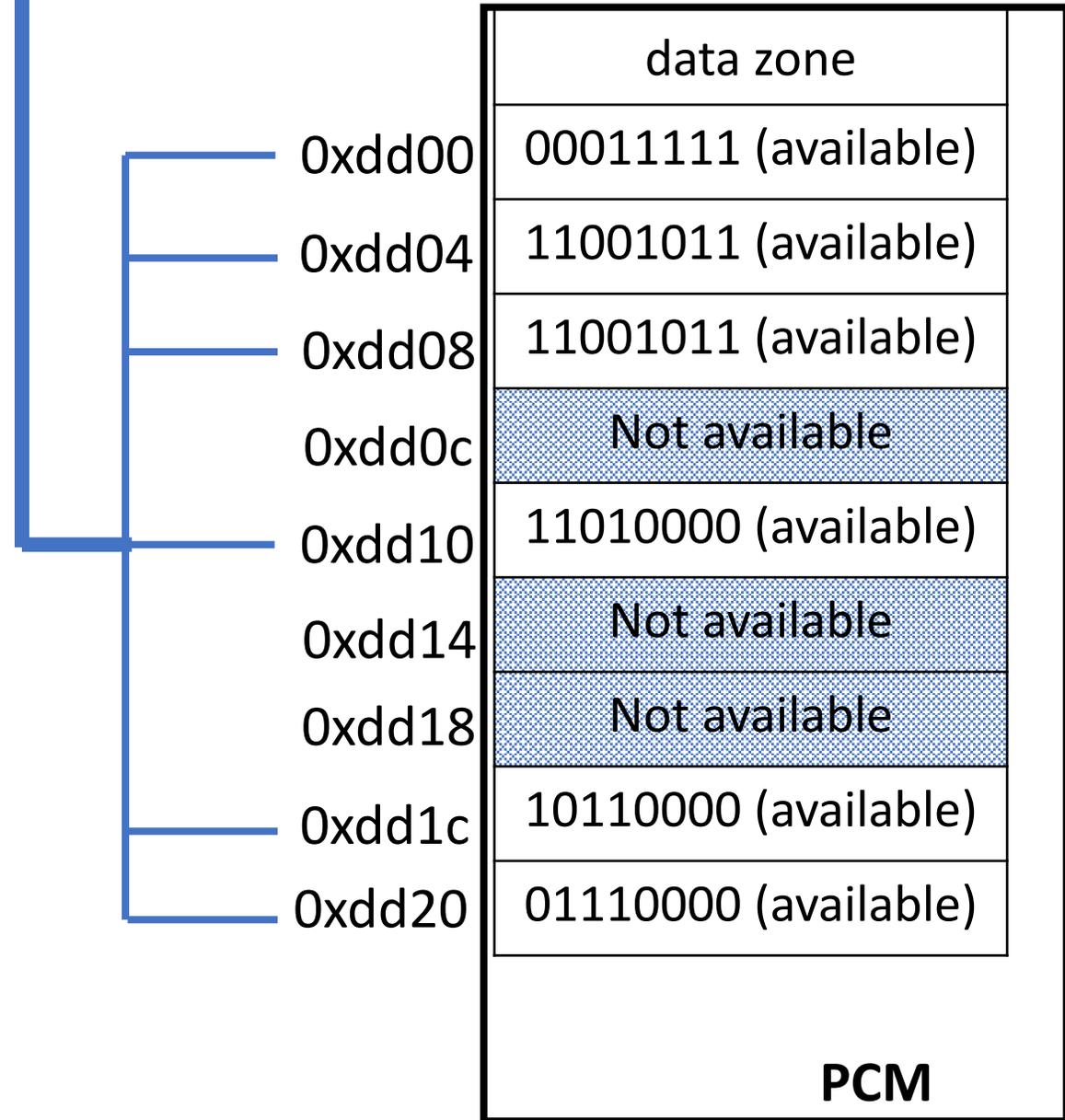
- 
- The methods in this group tries to take advantage of existing patterns in real-world data.
  - One way is to use a machine learning method to learn the existing data distribution among real-world workloads to decrease the number of bit flips in write operations.

# Example

**The Learning Model**

Choosing the ML model

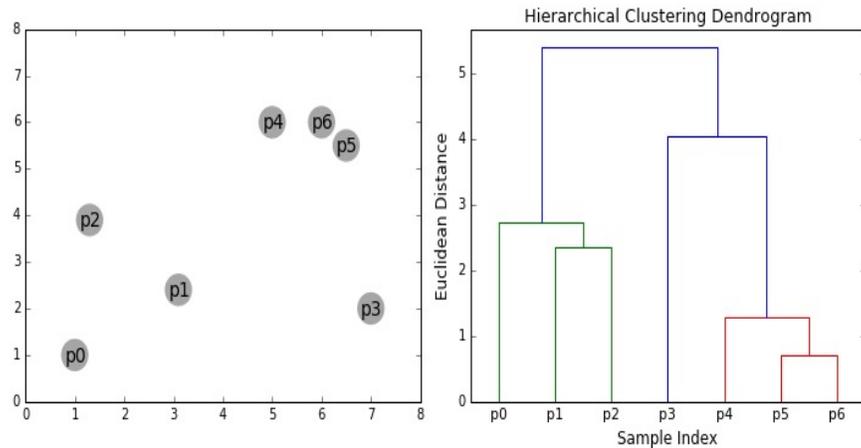
- Since there is no label here, we need an unsupervised clustering algorithm
- unsupervised clustering methods:
  - Hierarchical Clustering
  - DBSCAN
  - K-means Clustering



# Choosing the ML model

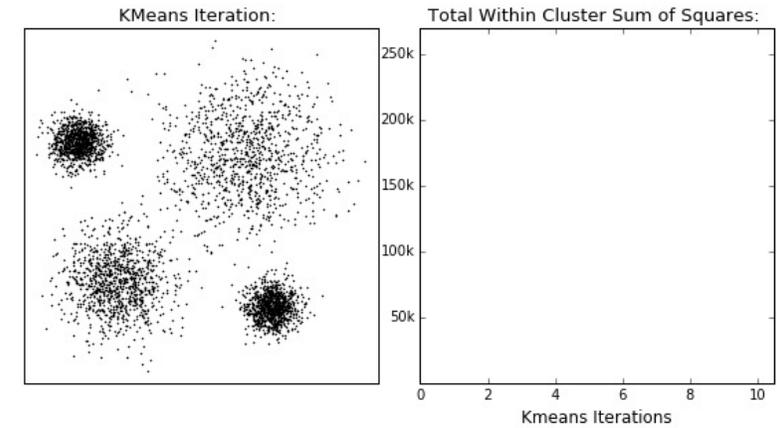
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# Unsupervised clustering algorithms

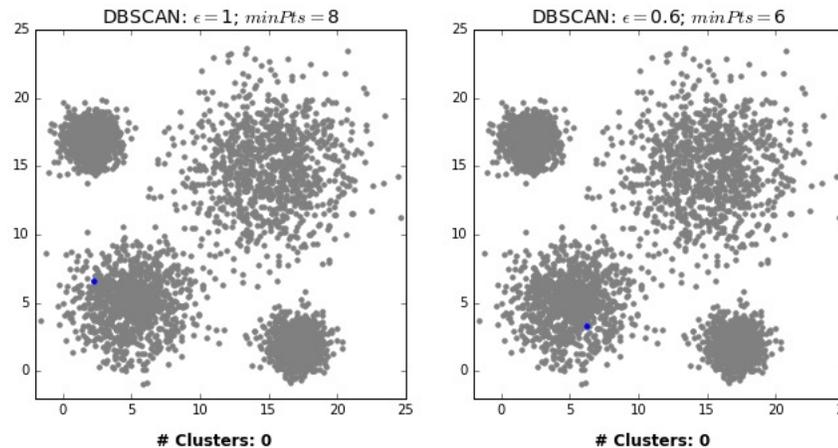


Hierarchical Clustering

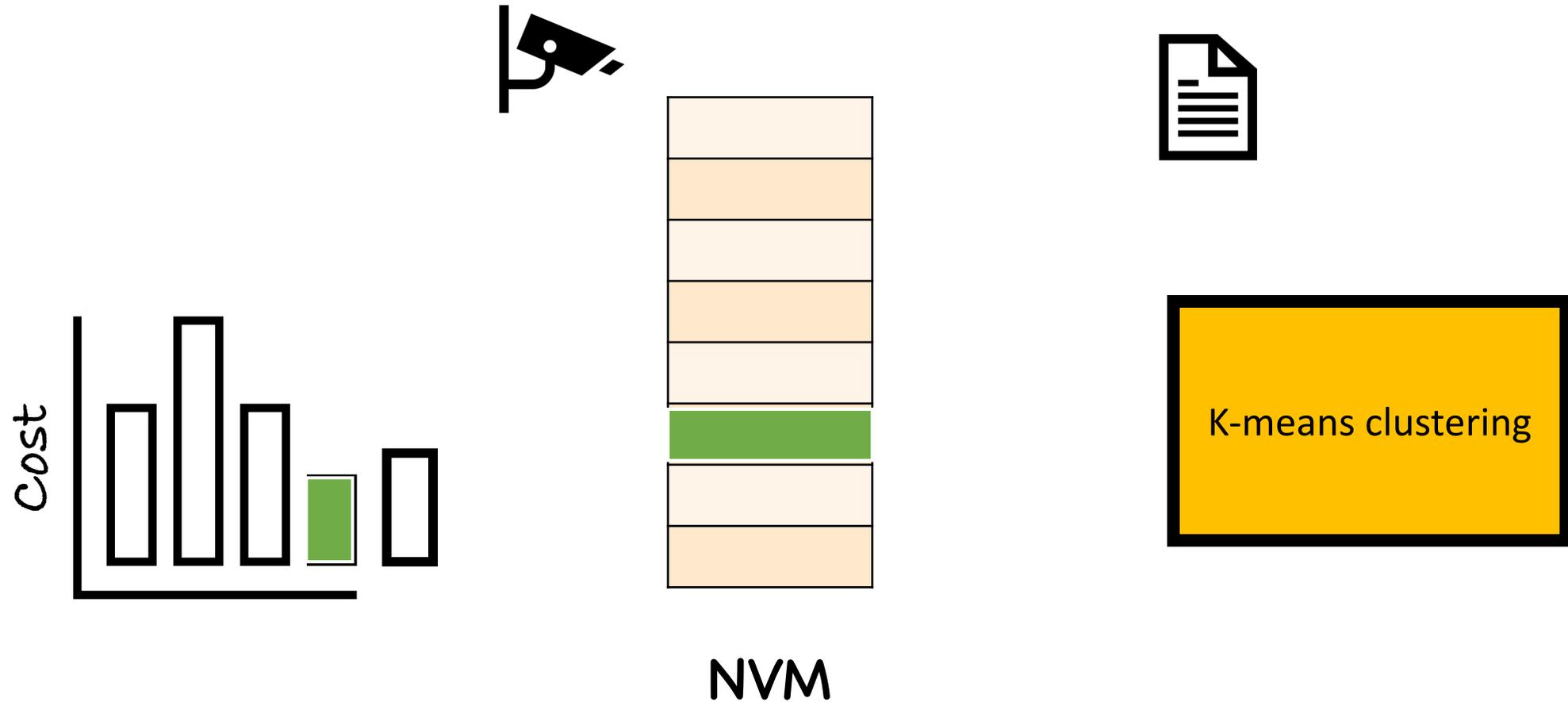
Density-Based Clustering



K-means Clustering



# Predict and Write: Using K-Means Clustering to Extend the Lifetime of NVM Storage (ICDE2021) (Kargar, Saeed, et al; 2021)



# ML model

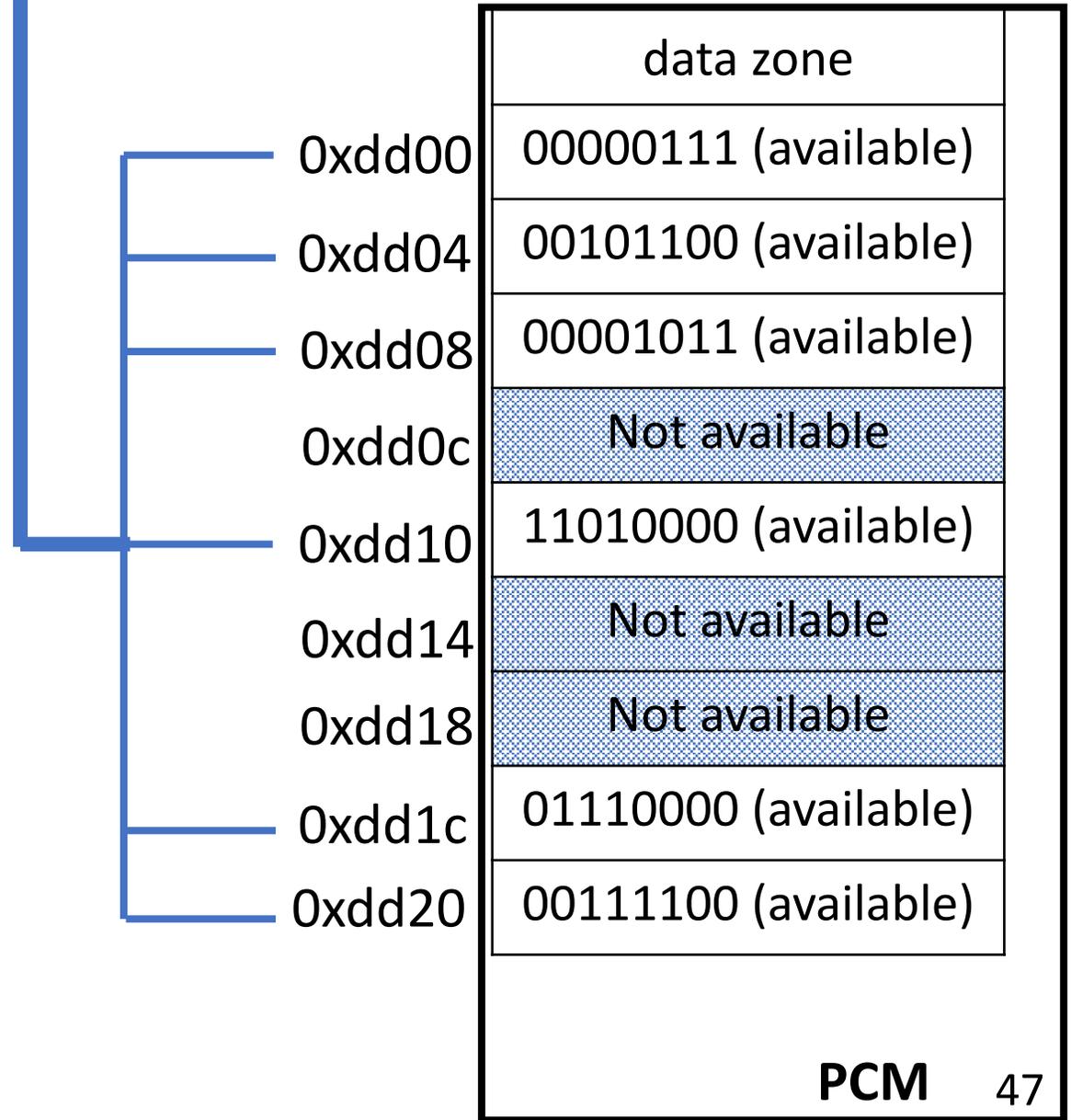
- PNW utilizes K-means clustering to cluster data elements into a number of clusters based on their similarity.
- In PNW, each memory location is encoded as a vector of bits, each of which is used as a feature/dimension.
- The entire data zone can be encoded as a 2D tensor (that is, an array of vectors) of shape  $(n, m)$ , where the first axis ( $n$ ) represents the samples (old data) and the second axis ( $m$ ) represents the features.

# Example

**The Learning Model**

K-means clustering with K = 3

| Cluster | Index | Content             |
|---------|-------|---------------------|
| 1       | 0     | 0 0 0 0 0 0 1 1 1 1 |
|         | 1     | 0 0 0 0 0 1 0 1 1 1 |
| 2       | 2     | 0 0 1 0 1 1 1 0 0 0 |
|         | 3     | 0 0 1 1 1 1 1 0 0 0 |
| 3       | 4     | 1 1 0 1 0 0 0 0 0 0 |
|         | 5     | 0 1 1 1 1 0 0 0 0 0 |



## K-means clustering with K = 3

| <b>Cluster</b> | <b>Index</b> | <b>Content</b>                         |
|----------------|--------------|--|
| 1              | 0            | '0', '0', '0', '0', '0', '1', '1', '1' |
|                | 1            | '0', '0', '0', '0', '1', '0', '1', '1' |
| 2              | 2            | '0', '0', '1', '0', '1', '1', '0', '0' |
|                | 3            | '0', '0', '1', '1', '1', '1', '0', '0' |
| 3              | 4            | '1', '1', '0', '1', '0', '0', '0', '0' |
|                | 5            | '0', '1', '1', '1', '0', '0', '0', '0' |

New data

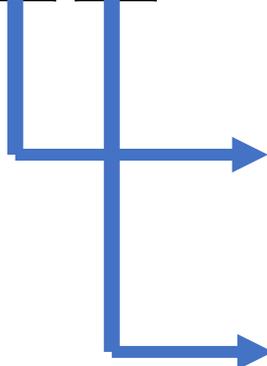
|   |   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|---|
| 0 | 0 | 0 | 0 | 1 | 1 | 1 | 1 |
| 1 | 1 | 1 | 1 | 0 | 0 | 0 | 0 |



The Learning Model

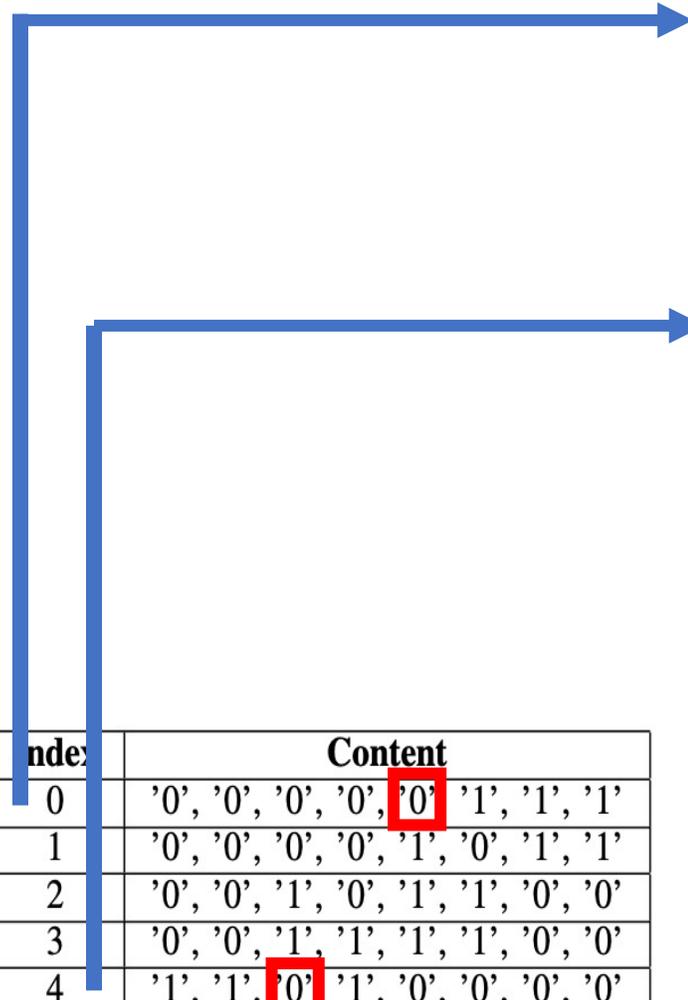


|   |   |
|---|---|
| 1 | 3 |
|---|---|



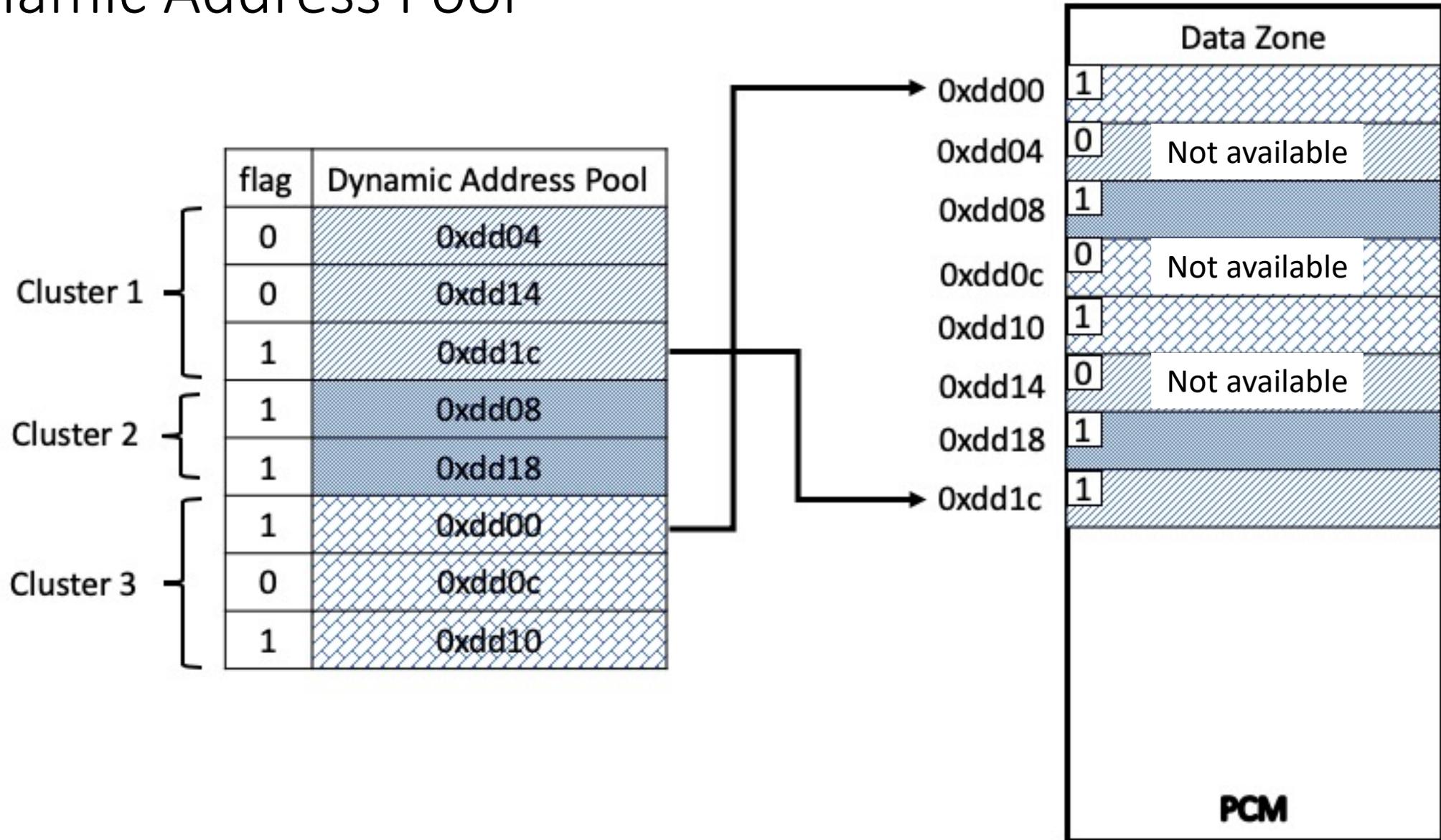
| Cluster | Index | Content                                |
|---------|-------|--|
| 1       | 0     | '0', '0', '0', '0', '0', '1', '1', '1' |
|         | 1     | '0', '0', '0', '0', '1', '0', '1', '1' |
| 2       | 2     | '0', '0', '1', '0', '1', '1', '0', '0' |
|         | 3     | '0', '0', '1', '1', '1', '1', '0', '0' |
| 3       | 4     | '1', '1', '0', '1', '0', '0', '0', '0' |
|         | 5     | '0', '1', '1', '1', '0', '0', '0', '0' |

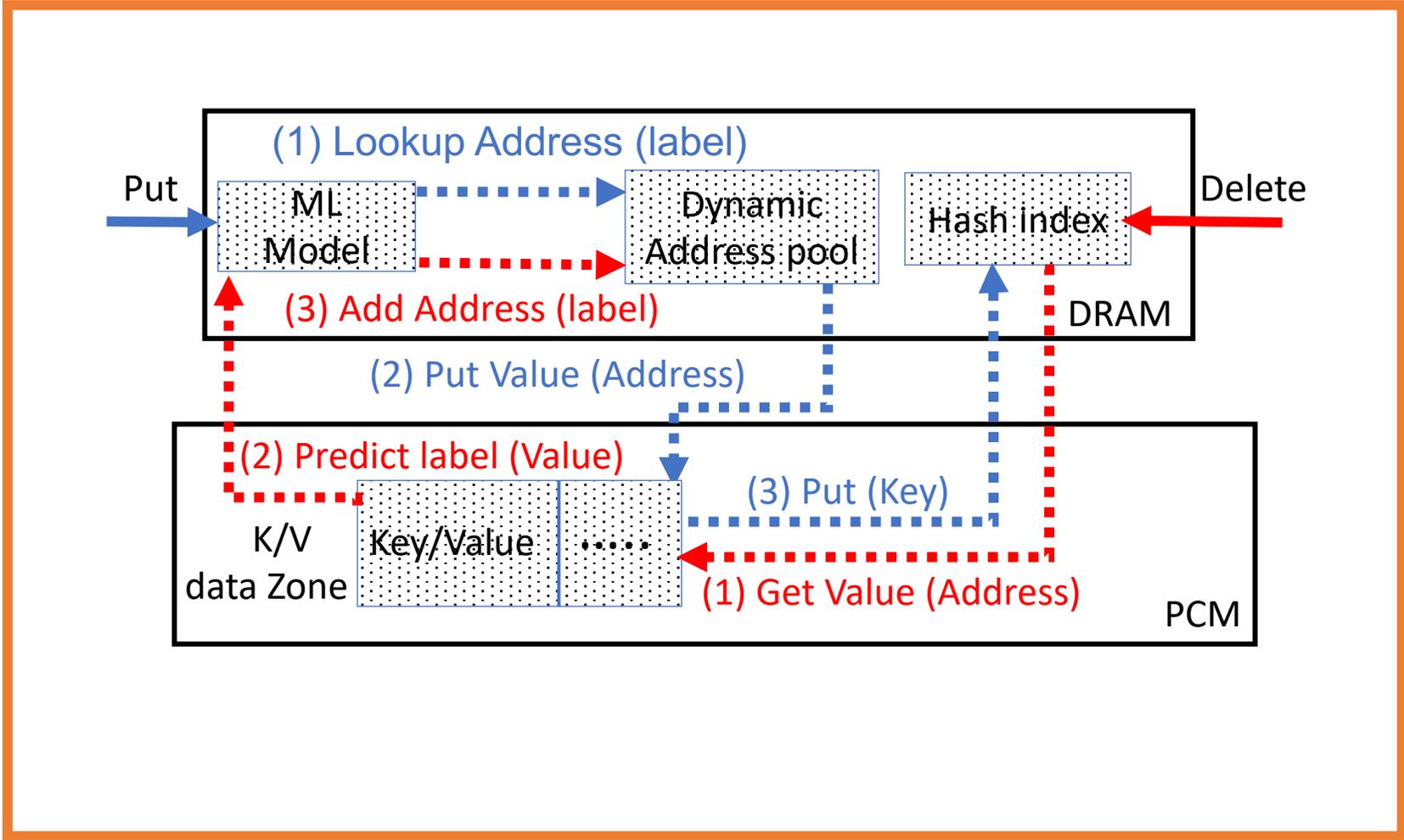
| data zone |                      |
|-----------|----------------------|
| 0xdd00    | 00101100 (available) |
| 0xdd04    | 00000111 (available) |
| 0xdd08    | 00001011 (available) |
| 0xdd0c    | Not available        |
| 0xdd10    | 11010000 (available) |
| 0xdd14    | Not available        |
| 0xdd18    | Not available        |
| 0xdd1c    | 01110000 (available) |
| 0xdd20    | 00111100 (available) |

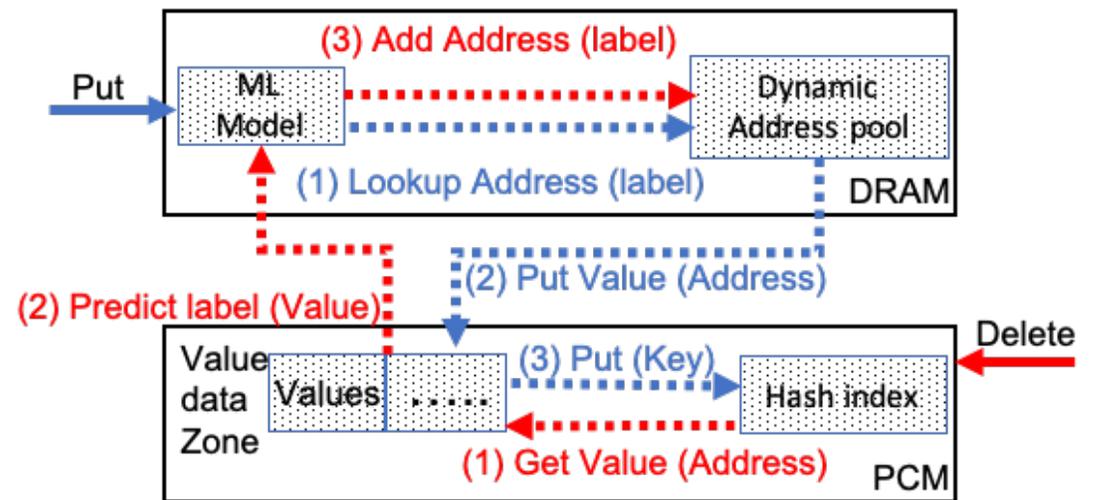
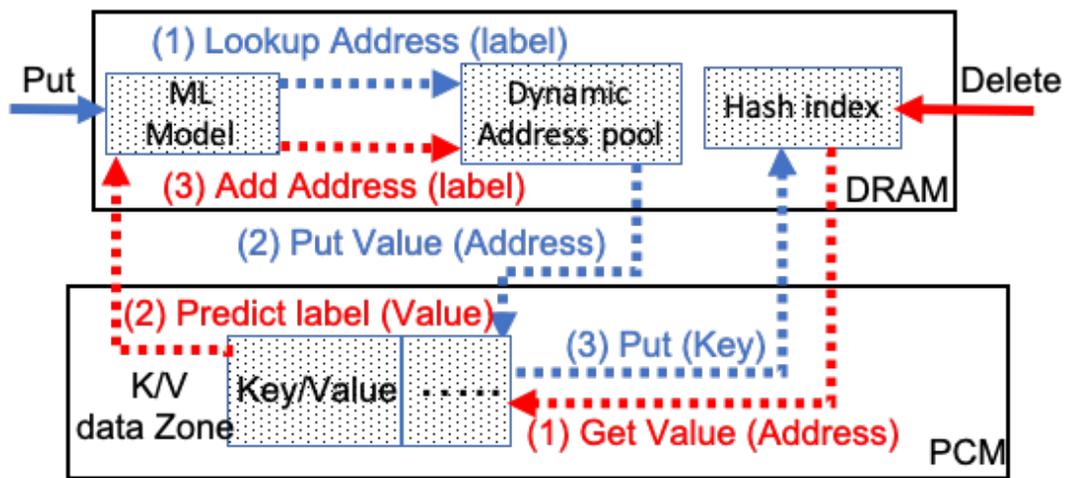


PCM

# Dynamic Address Pool







# Challenges



- Dimensionality problem (the curse of dimensionality)
  - **Principal Component Analysis (PCA)**
  
- Determining the Number of Clusters
  - **Sum of Square Error graph to find the optimal K and “elbow method”**



# Conclusion

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- NVMs are becoming an integral part of the future computer systems
- Overcome they limitation, especially their low write endurance
- There is an opportunity now for researchers in data management systems to adopt solutions to overcome these limitations of NVMs that would be essential for their adoption and success.



**skargar@ucsc.edu**

**nawabf@uci.edu**

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