# GRIFFIN

Extending SSD Lifetimes with Disk-Based Write Caches

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Ted Wobber

FAST 2010

### **Flash Drives**

Intel X25-M

**Fast Reads** 

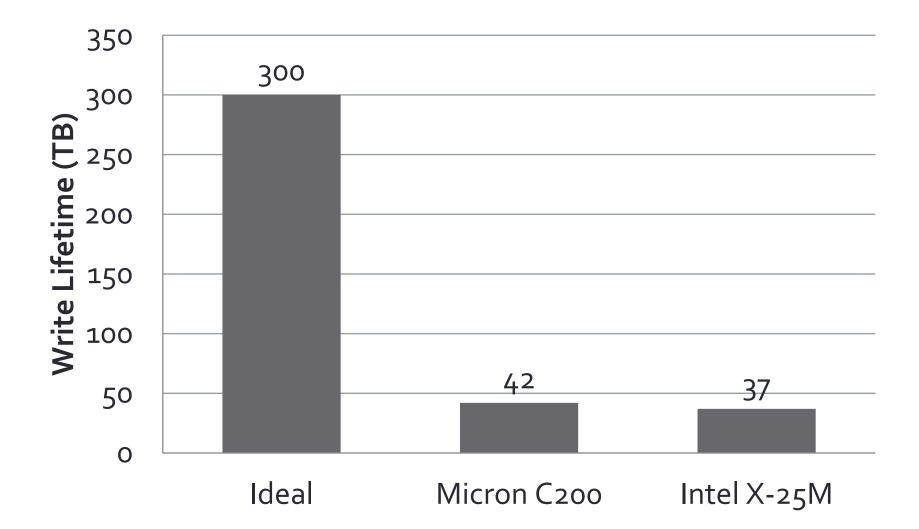
| Sequential read rate | 250 MB/s |
|----------------------|----------|
| Random 4 KB reads    | 35000    |
|                      |          |

#### **Slow Random Writes**

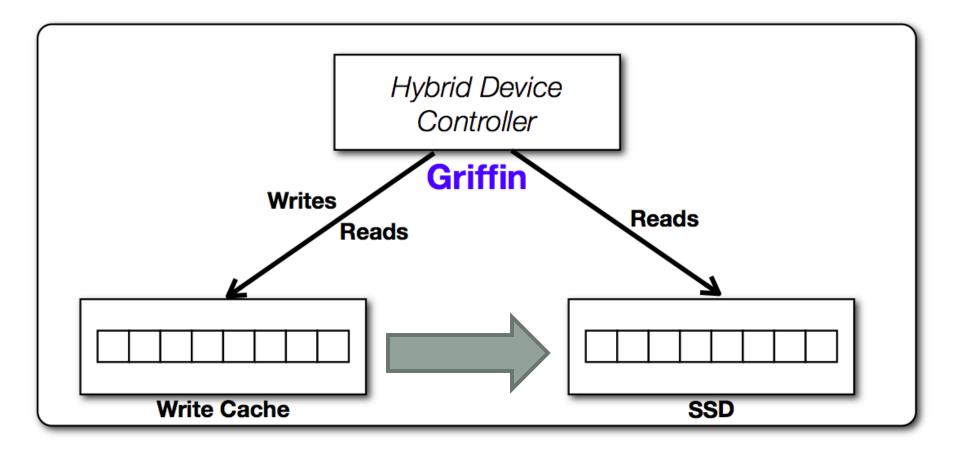
| Sequential write rate | 70 MB/s |
|-----------------------|---------|
| Random 4KB writes     | 3300    |

| MLC vs SLC       |                   |                  |  |  |  |  |
|------------------|-------------------|------------------|--|--|--|--|
|                  | Single Level Cell | Multi Level Cell |  |  |  |  |
| Density          | 16Mbit            | 32Mbit / 64Mbit  |  |  |  |  |
| Endurance        | 100,000 cycles    | 10,000 cycles    |  |  |  |  |
| Cost<br>(128 GB) | \$1200            | \$300            |  |  |  |  |

#### SSD Write Lifetime

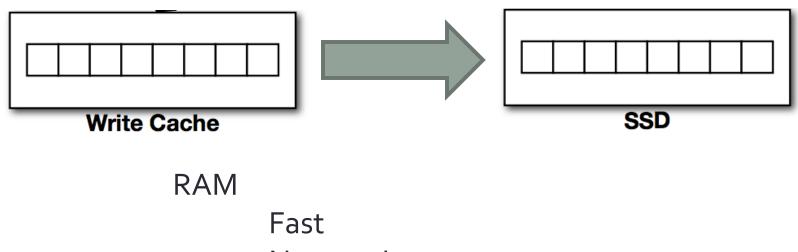


#### Write Cache



Benefit - Coalesce Overwrites to Increase Lifetime

#### Hybrid design Options



Not persistent

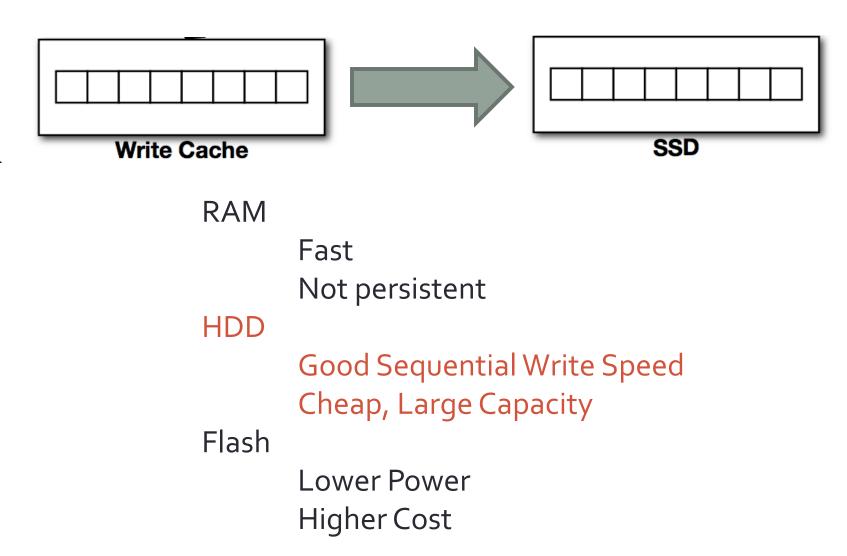
HDD

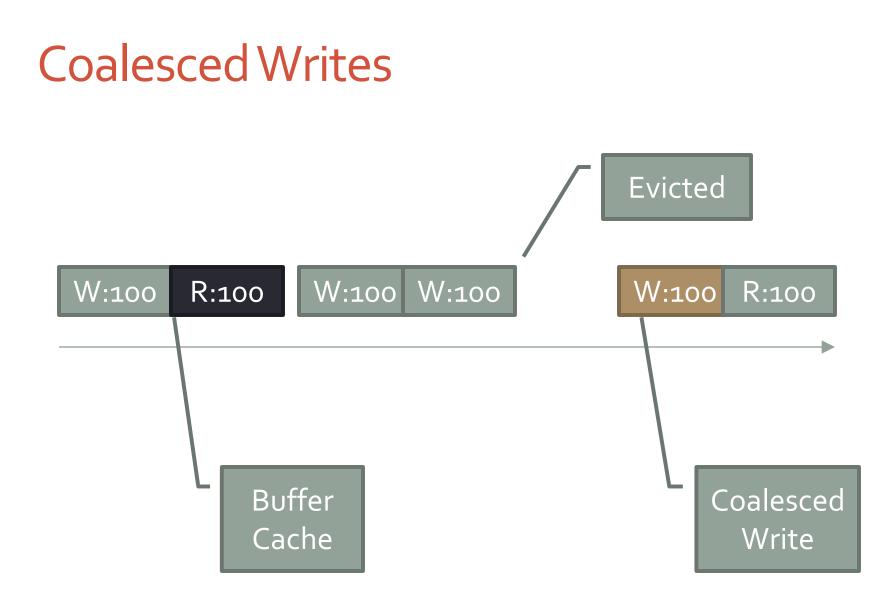
Good Sequential Write Speed Cheap, Large Capacity

Flash

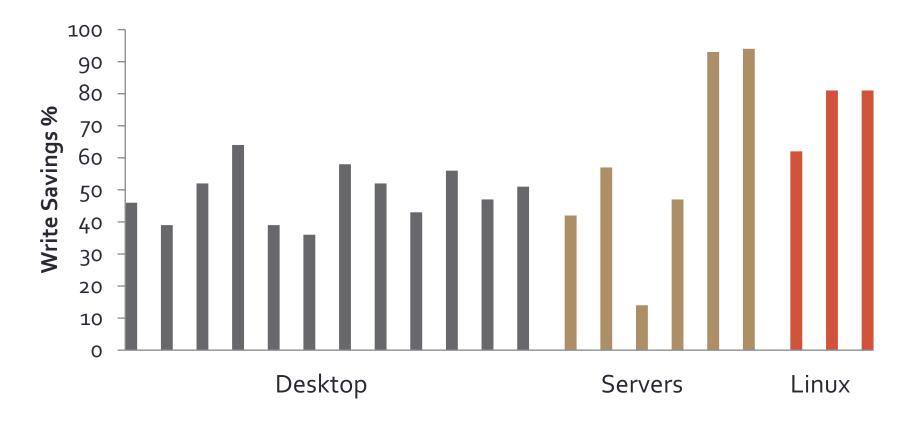
Lower Power Higher Cost 6

#### Hybrid design Options





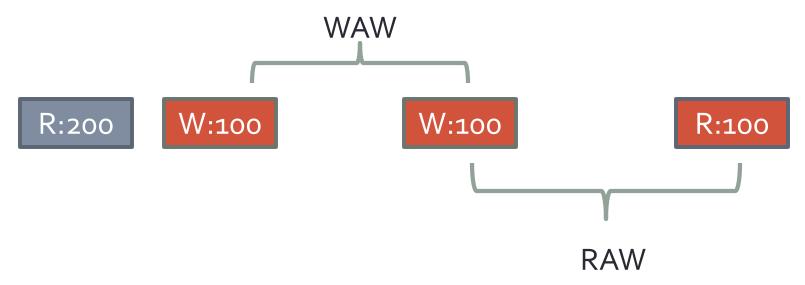
## Ideal Savings



Potential Reduction: 36-64% - Desktops 94% - Web server 62% - Linux Desktop

#### WAW and RAW

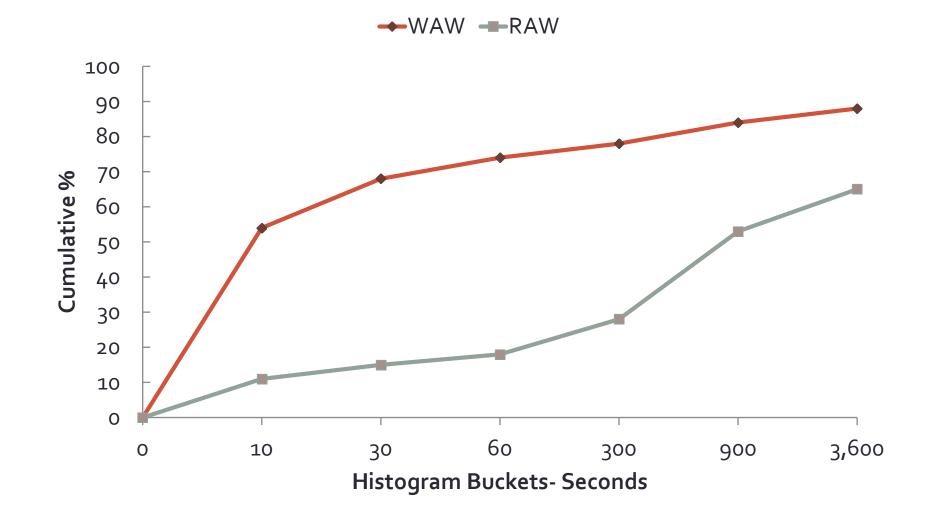
- Write After Write (WAW)
  - Time between two consecutive writes to the same block



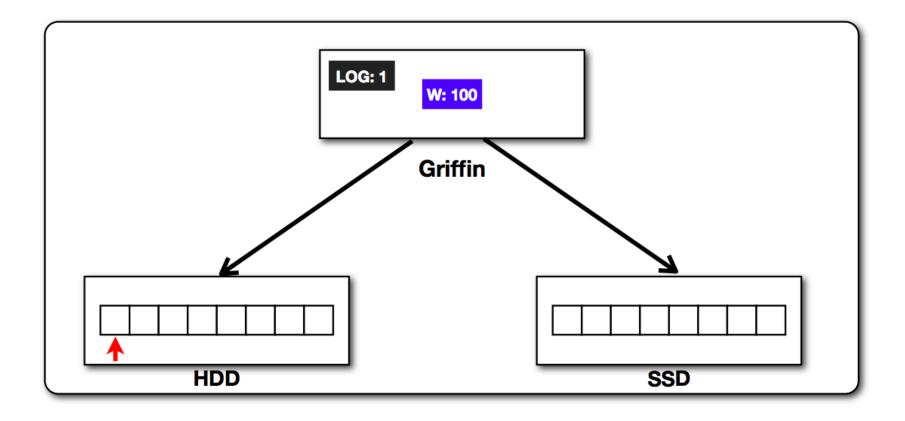
• Read After Write (RAW)

Time between a write and a subsequent read to the same block

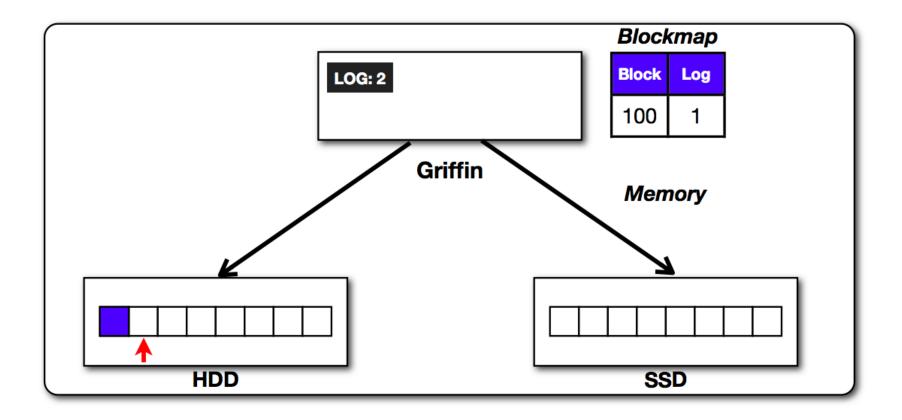
#### WAW/RAW Intervals



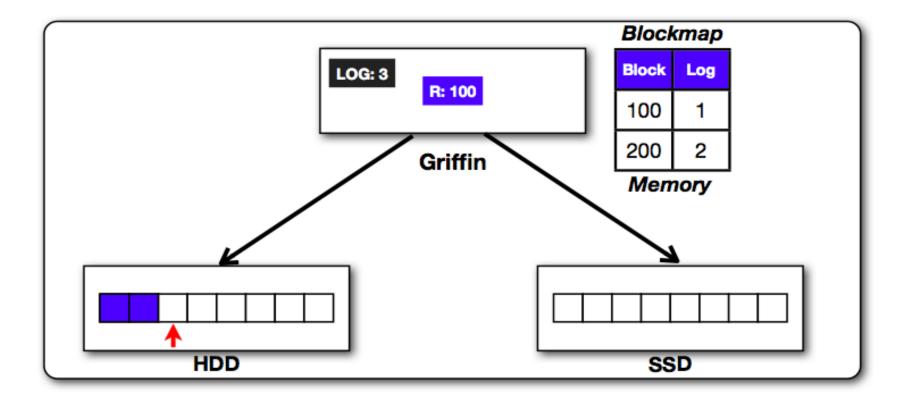
### **Griffin Write**



#### **Griffin Write**



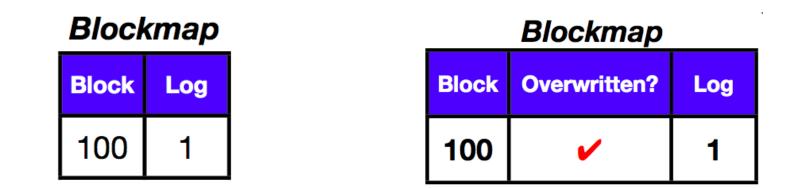
### **Griffin Read**



### What to cache and How long to Cache

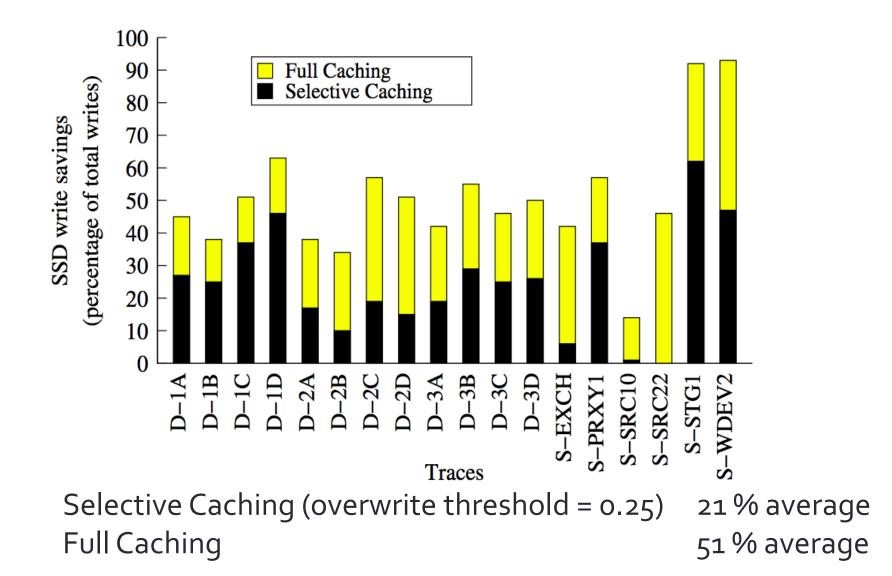
- Metrics:
- Write Savings Percentage of writes that don't reach the SSD
- Read Penalty Percentage of reads serviced by HDD
- Fault Tolerance HDD failures

#### What to Cache – Selective Caching

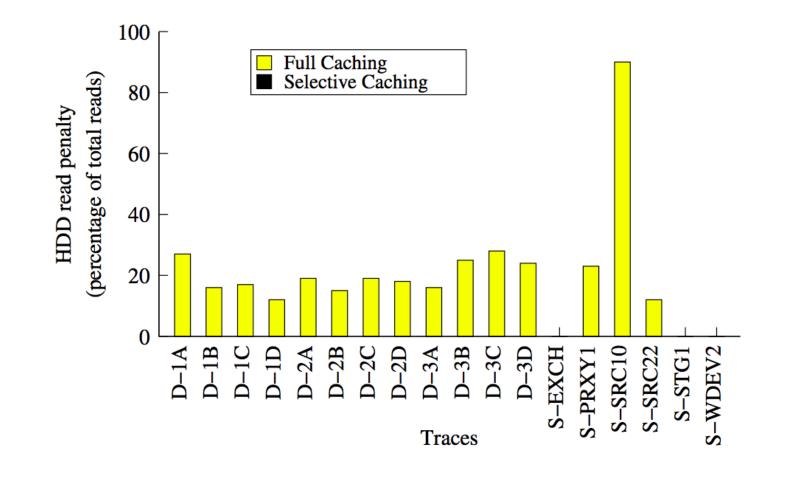


- Maintain overwrite ratio for each block
- Higher overhead but lower read penalty

#### What to Cache – Write Savings



#### What to Cache – Read Penalty

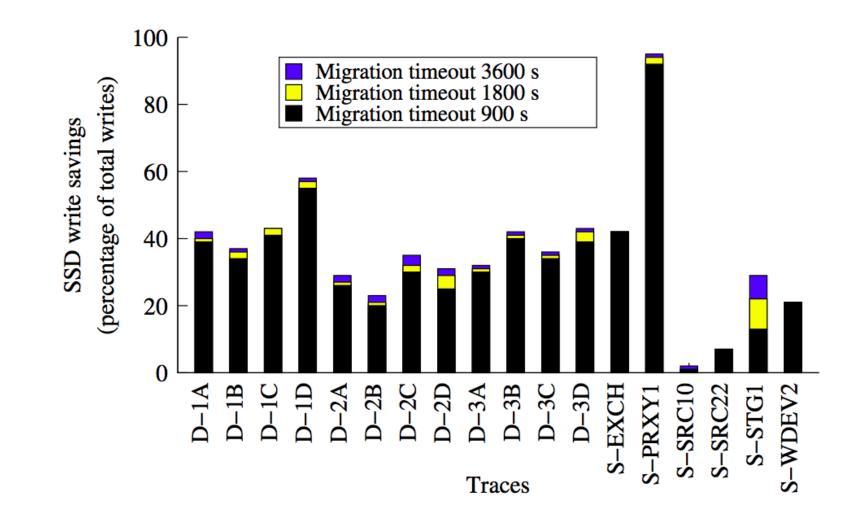


Average Read Penalty – 20%

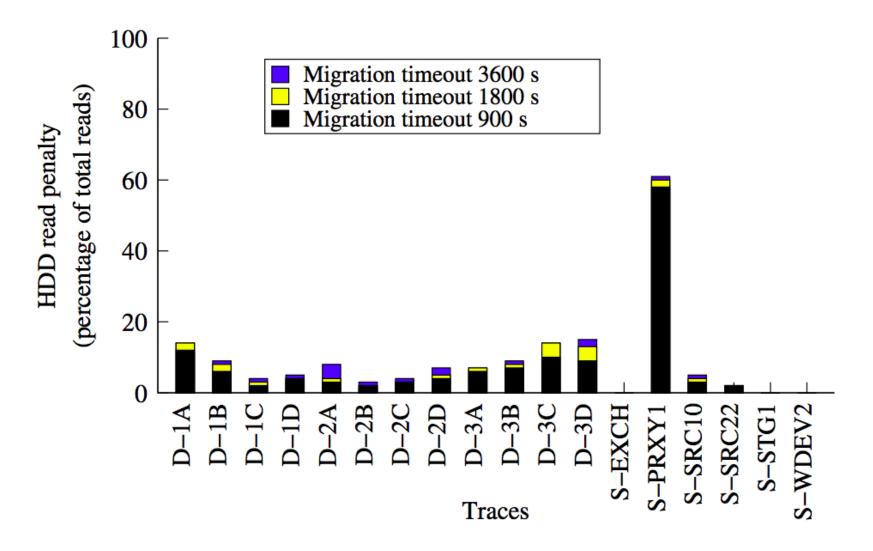
### How long to Cache

- Timeout Trigger
  - Ex: Migrate every 5 minutes
  - Bounds data lost due to failure
- Read-Threshold Trigger:
  - Ex: Read Penalty should not exceed 5%
  - Ensures performance is reasonable
- Migration Size Trigger:
  - Ex: Migrate if cache size is > 100 MB.
- Hybrid scheme Combine all triggers

#### How long to cache – Write Savings



#### How long to cache – Read Penalty



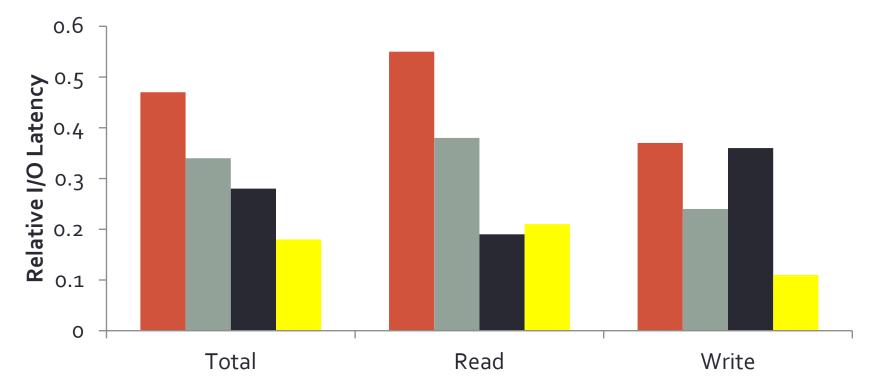
### Handling Failure

- Power Failures
  - Recovery similar to log-structured and journaling file systems

- Device Failures
  - HDD: Additional point of failure in storage stack
  - Full Caching Most recent writes are lost
  - Selective Caching More complex data recovery

#### Latency measurements

■ HDD 7.2K ■ HDD 10K ■ MLC ■ SLC



Relative to MLC-based SSD without Write Cache.

#### Discussion

- File system level vs Block level
  - File systems: More aware of what files to cache
  - Block Device: No modifications to software stack
- Power Consumption due to HDD
- Failure handling without caching all writes ?
- Adoption of Griffin given price and technology changes
- Phase Change Memory vs Flash

### Comparison

|                    | DRAM     | Phase Change<br>Memory | MLC NAND     | HDD             |
|--------------------|----------|------------------------|--------------|-----------------|
| Granularity        | Bit      | Bit                    | Block        | Sector          |
| Power              | ~W/GB    | 100-500mW /die         | ~100 mv/die  | ~10W            |
| Write<br>Bandwidth | ~GB/s    | 1-100+ MB/s/die        | ~10 MB/s/die | 200-400<br>MB/s |
| Write<br>Latency   | 20-50 ns | ~1 µs                  | ~8oo µs      | ~10 MS          |
| Read<br>Latency    | 50 ns    | 50-100 ns              | 25-50 µs     | ~10 MS          |
| Endurance          | $\infty$ | 10 <sup>8</sup>        | 104          | $\infty$        |