



Center for Networked Systems

UC San Diego

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As hardware gets more sophisticated, programmability emerges



Fixed function



Limited programmability:
Programmable Shader



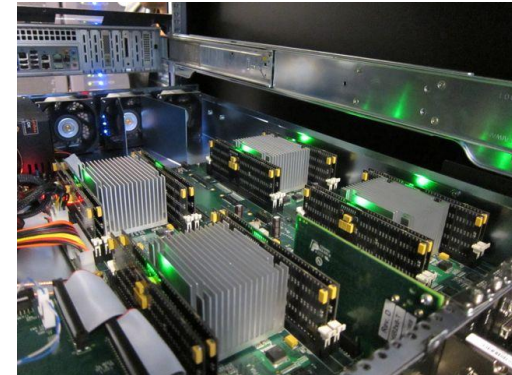
Full-blown programmability



The rise of fast NVMMs increases storage flexibility and performance demands



Read/write



OS offloading



Full-blown programmability

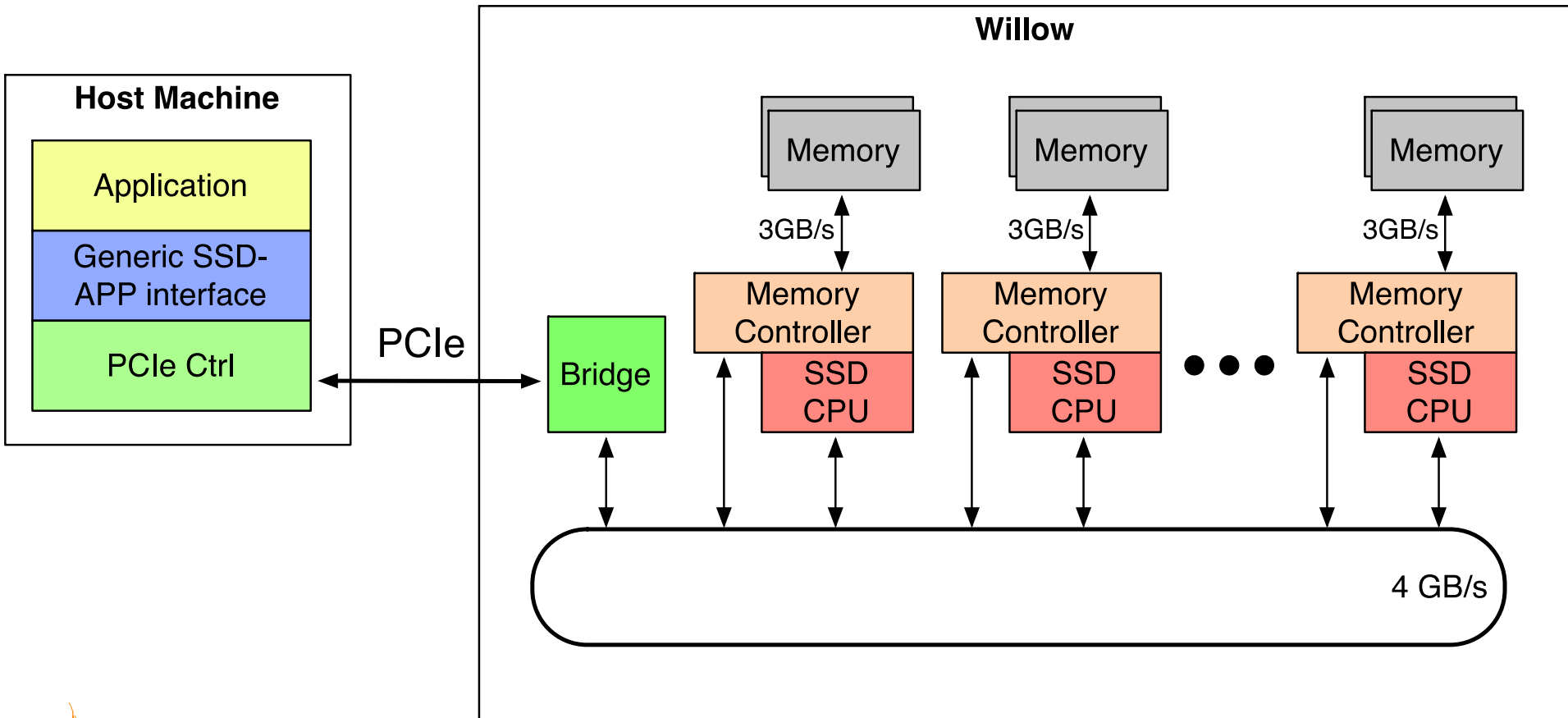


Willow

- Exposing the programmability of modern SSDs
- A generic, easy, safe programming interface for ordinary programmers based on RPC
- Published in OSDI 2014



Willow: A User-Programmable SSD



Candidate applications for willow

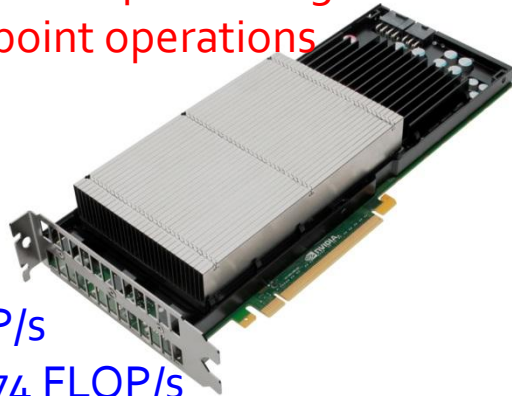
- Data-dependent accesses
 - e.g. pointer chasing
- Semantic extension
 - e.g. transactions
- Privileged execution
 - e.g. OS offload
- Data-intensive computation
 - Database scans
 - Transcoding
 - Analytics



Hippogriff

Hippogriff: platform for data-intensive computation

Massive vector processing
Floating point operations

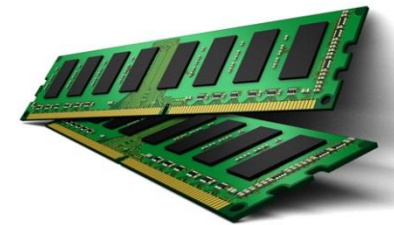


GPU
1.17TFLOP/s
Per byte: 74 FLOP/s

More complex integer operations
OS/application workflow



Processor
96 GIntOps/s
Per byte: 7.68 IntOP/s



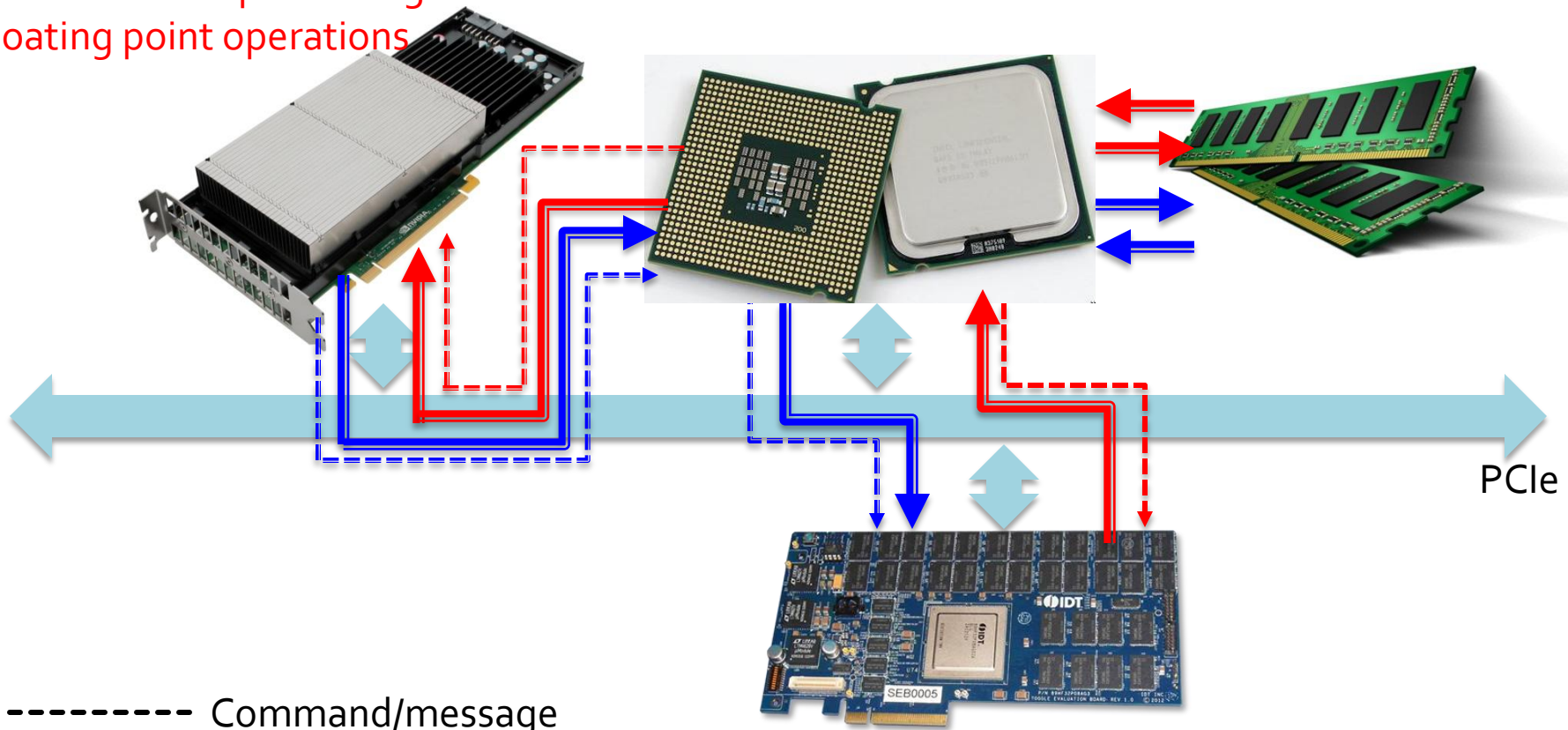
Programmable SSD
2+ GB/s read bandwidth
0.5 GIntOps/s
Per byte: 0.25 IntOP/S, software FP



Lightweight data processing
Data-dependent access
OS off-loading

CPU-centric model

Massive vector processing
Floating point operations



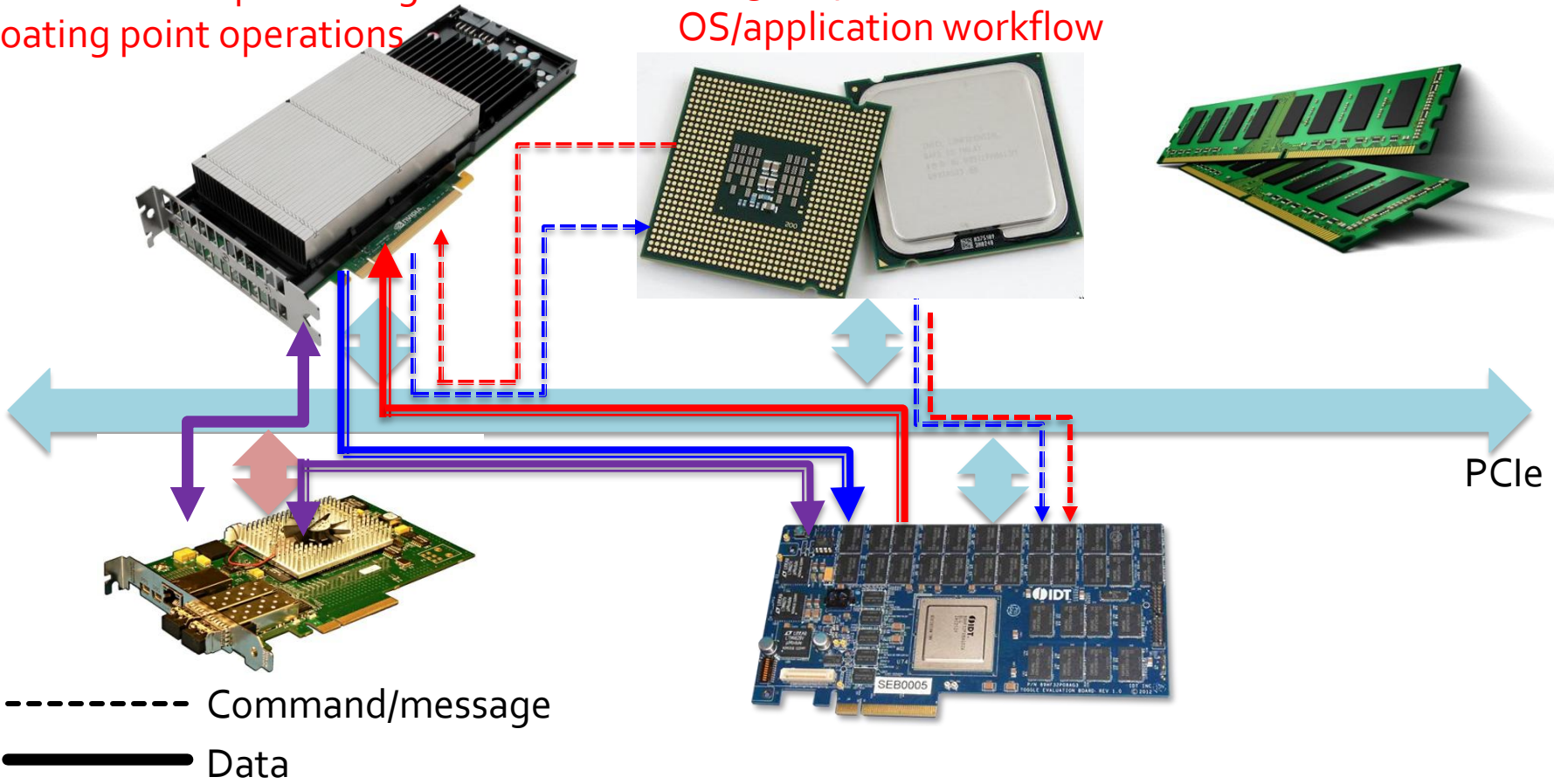
----- Command/message
———— Data

Lightweight data processing
Data-dependent access
OS off-loading

Hippogriff: storage-centric model

Massive vector processing
Floating point operations

Integer operations
OS/application workflow



Current progress

- Achieved direct SSD and GPU data transfer
- Willow-like programming interface for SSDs
- MapReduce framework supports GPU
 - MapReduce runtime helps determine the best hardware resource to execute the program
 - Decision based on the amount of computation for each byte of data