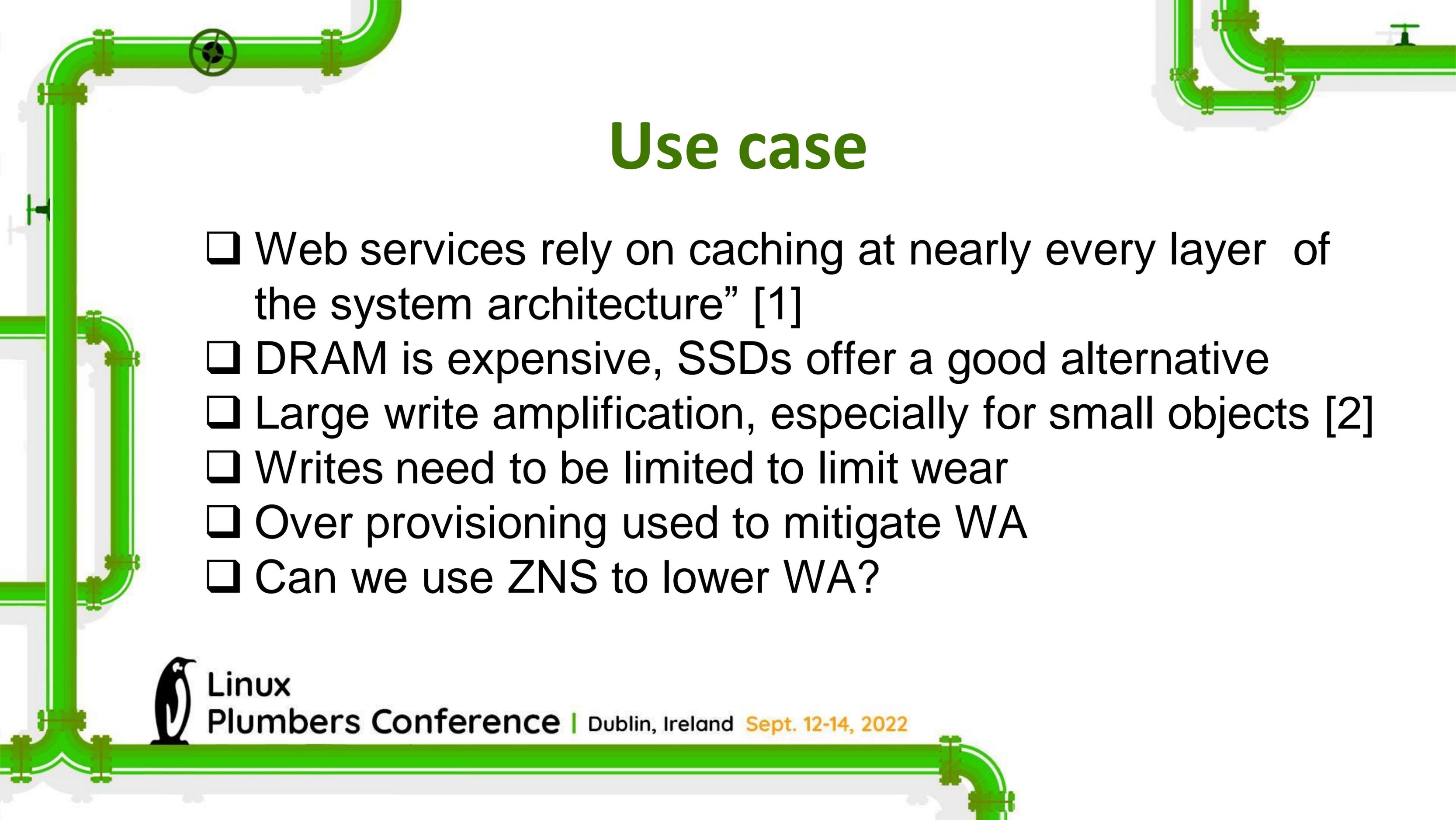


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Improving object caches using ZNS

Hans Holmberg, Western Digital Corporation

A decorative graphic of a green pipe network with various fittings, valves, and elbows, framing the central text.

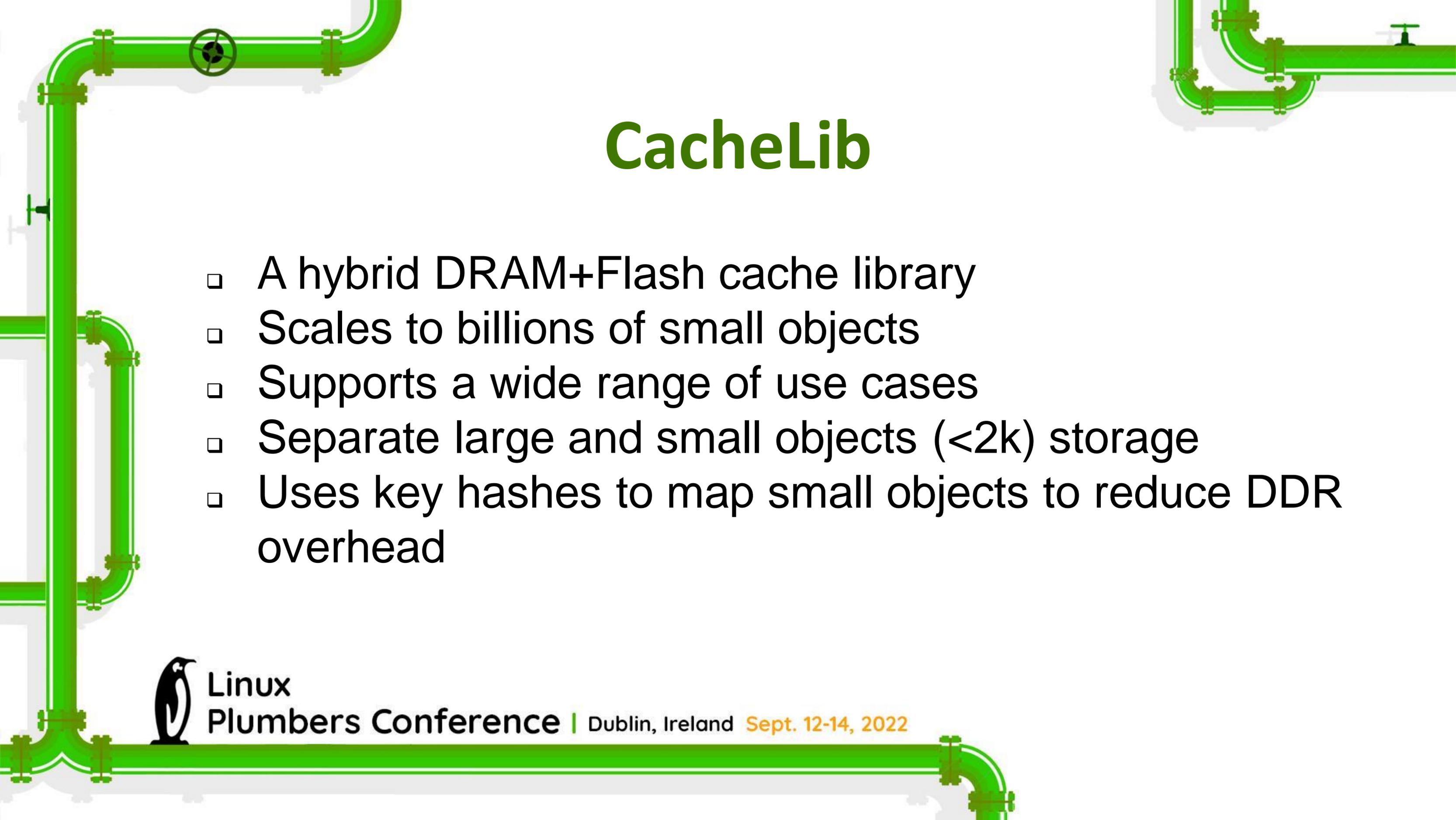
Use case

- ❑ Web services rely on caching at nearly every layer of the system architecture” [1]
- ❑ DRAM is expensive, SSDs offer a good alternative
- ❑ Large write amplification, especially for small objects [2]
- ❑ Writes need to be limited to limit wear
- ❑ Over provisioning used to mitigate WA
- ❑ Can we use ZNS to lower WA?



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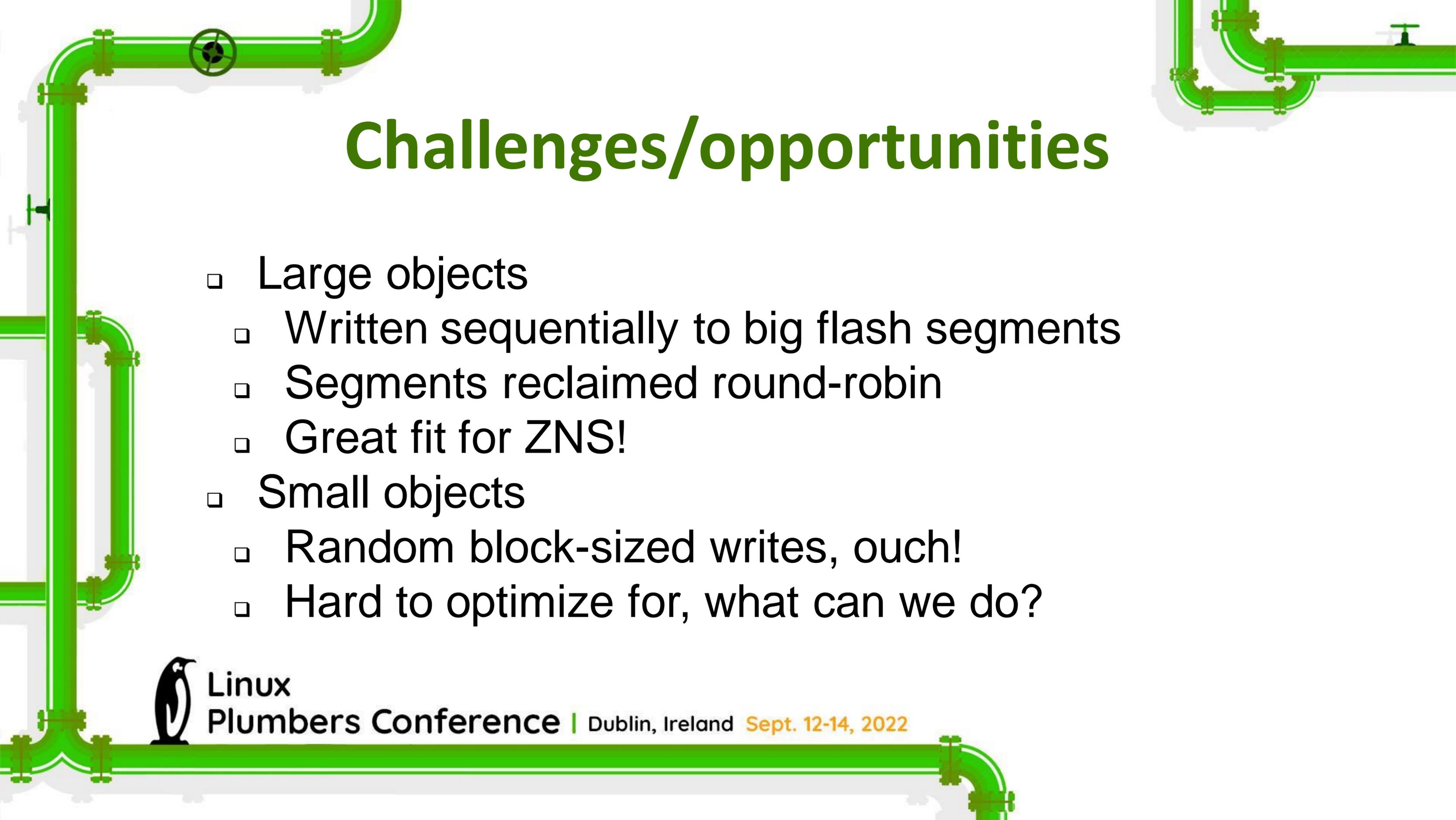
CacheLib

- ❑ A hybrid DRAM+Flash cache library
- ❑ Scales to billions of small objects
- ❑ Supports a wide range of use cases
- ❑ Separate large and small objects (<2k) storage
- ❑ Uses key hashes to map small objects to reduce DDR overhead



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A decorative graphic of a green pipe network with various fittings, valves, and elbows, framing the central text area.

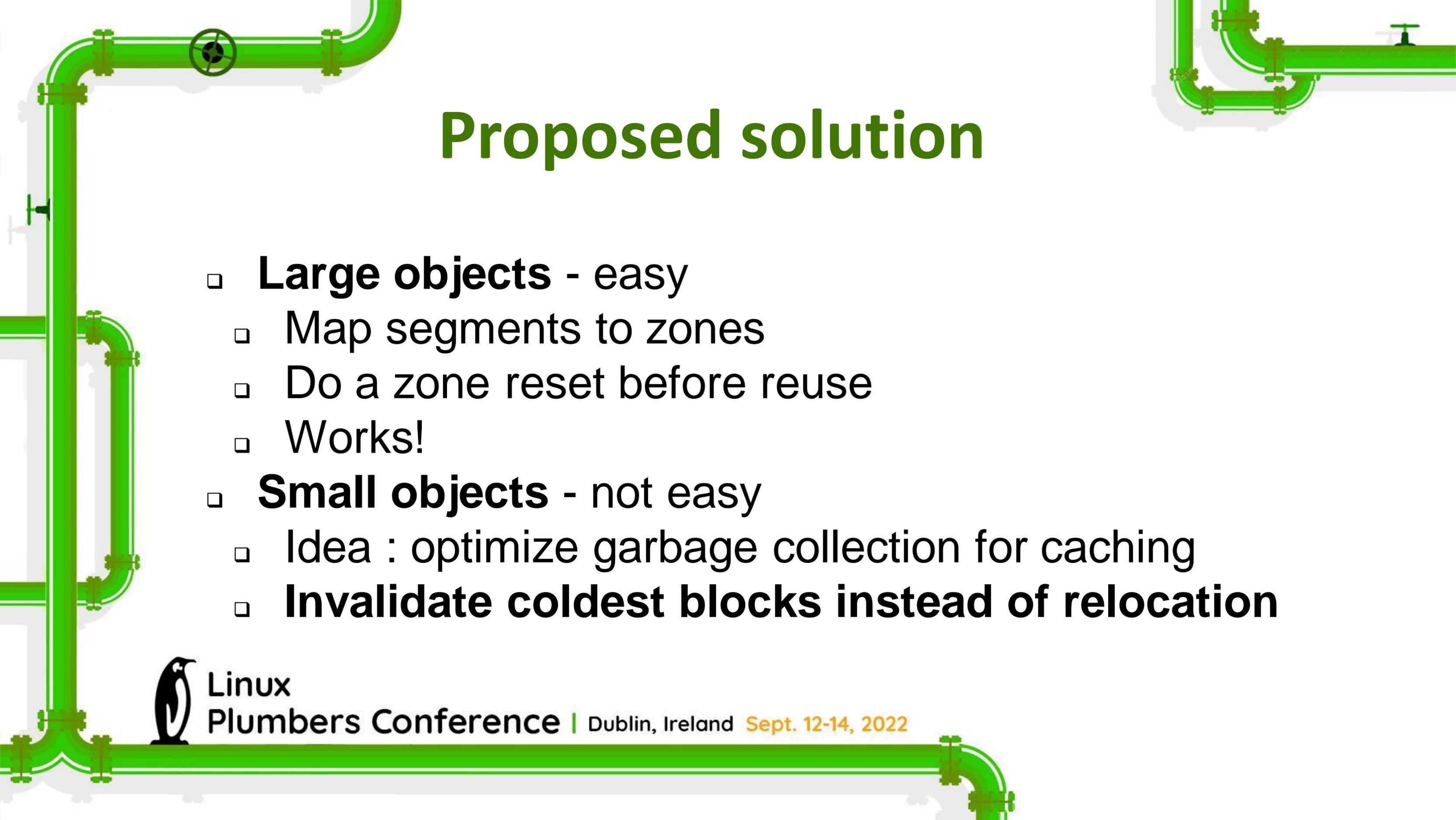
Challenges/opportunities

- ❑ Large objects
 - ❑ Written sequentially to big flash segments
 - ❑ Segments reclaimed round-robin
 - ❑ Great fit for ZNS!
- ❑ Small objects
 - ❑ Random block-sized writes, ouch!
 - ❑ Hard to optimize for, what can we do?



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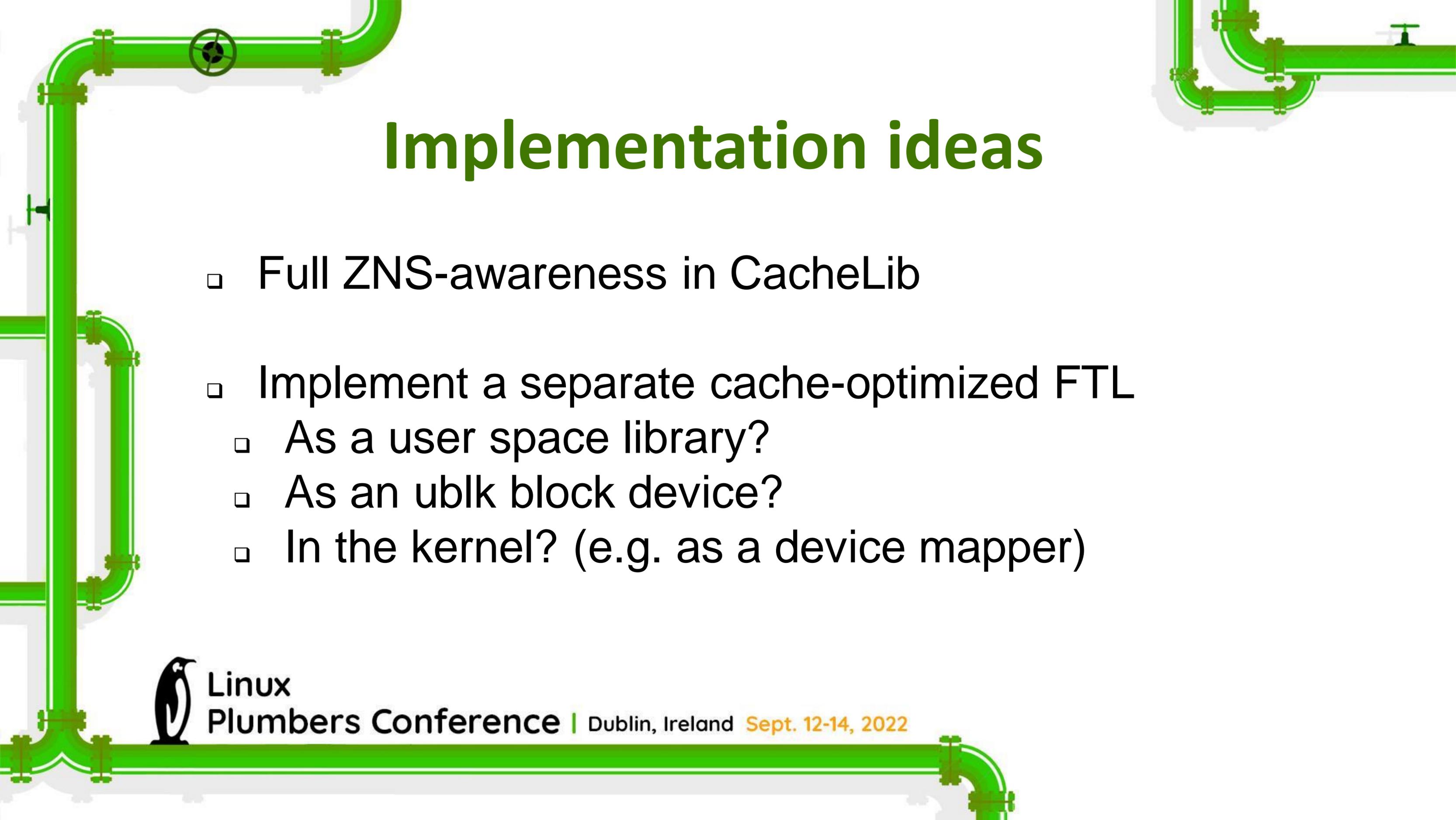
Proposed solution

- ❑ **Large objects - easy**
 - ❑ Map segments to zones
 - ❑ Do a zone reset before reuse
 - ❑ Works!
- ❑ **Small objects - not easy**
 - ❑ Idea : optimize garbage collection for caching
 - ❑ **Invalidate coldest blocks instead of relocation**



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A decorative graphic of a green pipe network with various fittings, elbows, and valves, framing the central text.

Implementation ideas

- ❑ Full ZNS-awareness in CacheLib
- ❑ Implement a separate cache-optimized FTL
 - ❑ As a user space library?
 - ❑ As an ublk block device?
 - ❑ In the kernel? (e.g. as a device mapper)

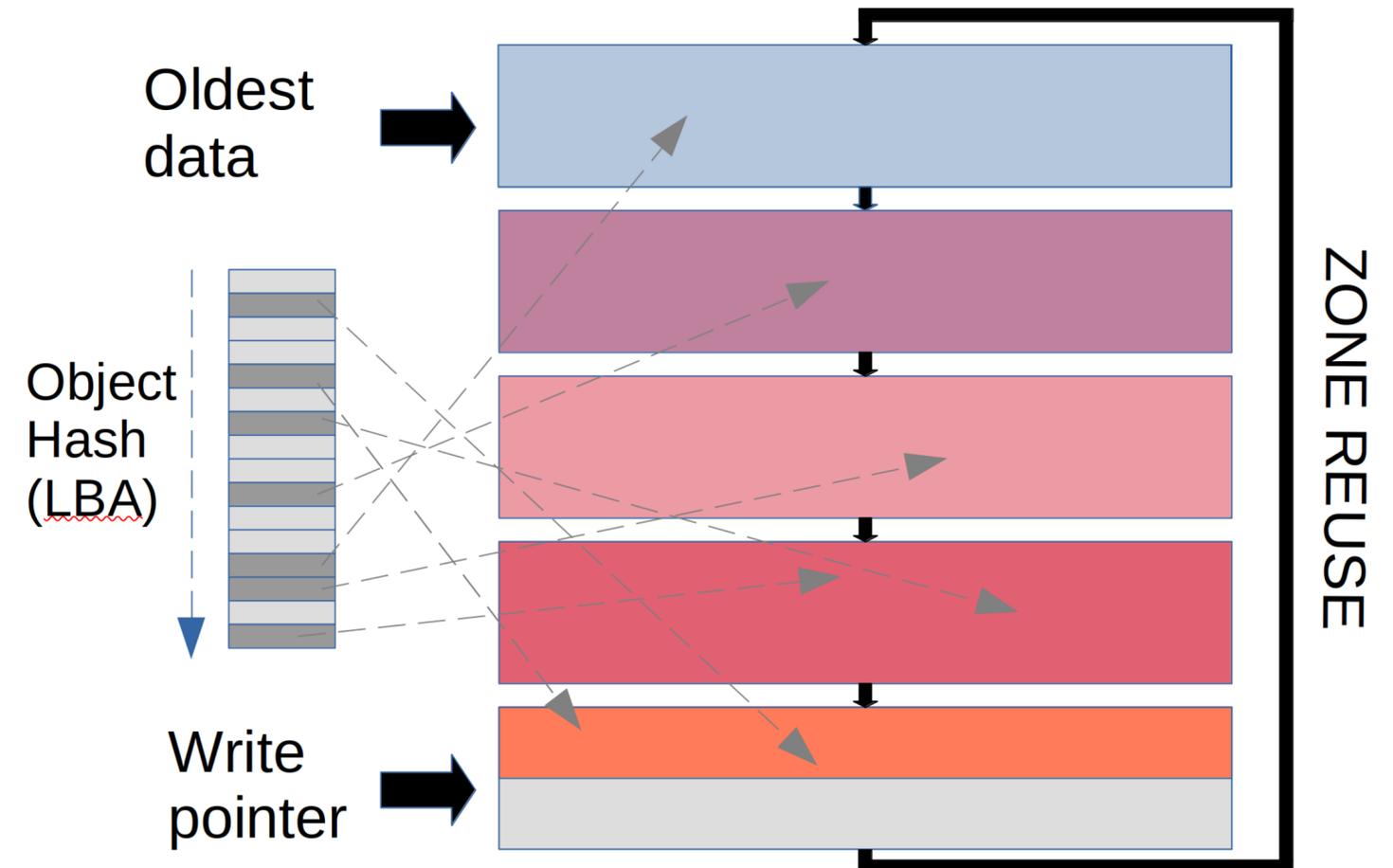


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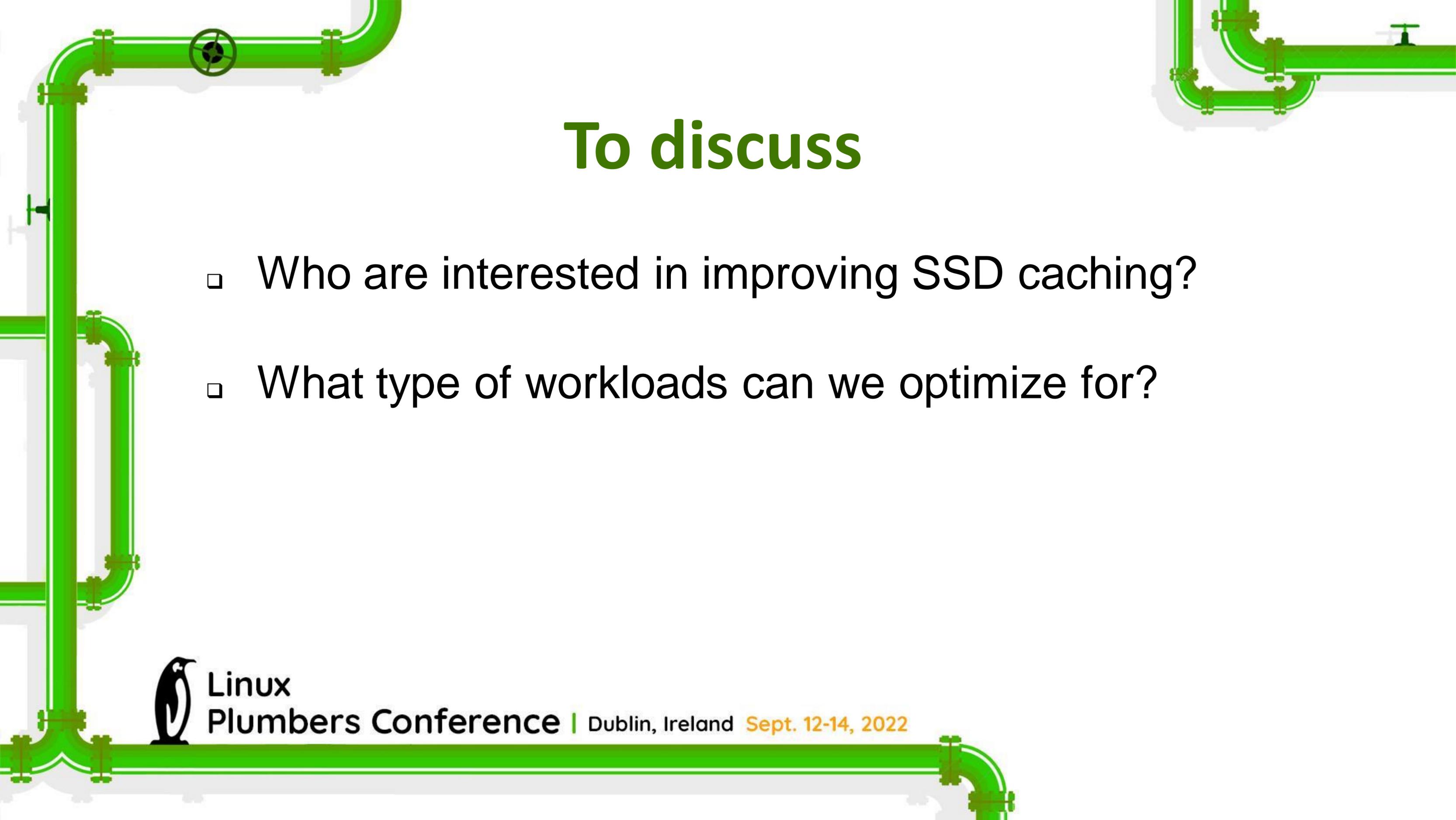
Cache FTL sketch

- Write user blocks round-robin
- Keep mapping table in DDR
- Throw away oldest data
 - Hit ratio decreases with time
 - Big objects are evicted this way
- Round robin zone reclaim – no garbage collection!
- Might work



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A decorative graphic of a green pipe network with various fittings, valves, and elbows, framing the central text and list. The pipes are a vibrant green color and are set against a white background with soft shadows.

To discuss

- Who are interested in improving SSD caching?
- What type of workloads can we optimize for?



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A decorative graphic of a green pipe network with various fittings, valves, and elbows, framing the slide content.

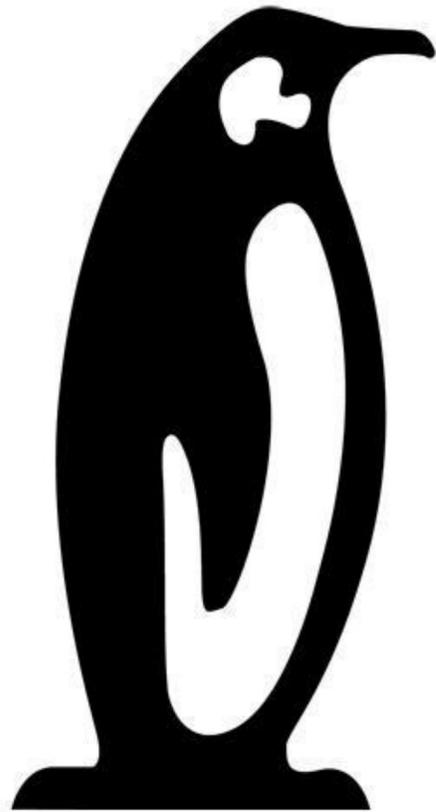
Links & further reading

- Cachelib
 - <https://github.com/facebook/CacheLib>
- Papers
 - [1] [The CacheLib Caching Engine: Design and Experiences at Scale](#)
 - [2] [Kangaroo: Caching Billions of Tiny Objects on Flash](#)



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