

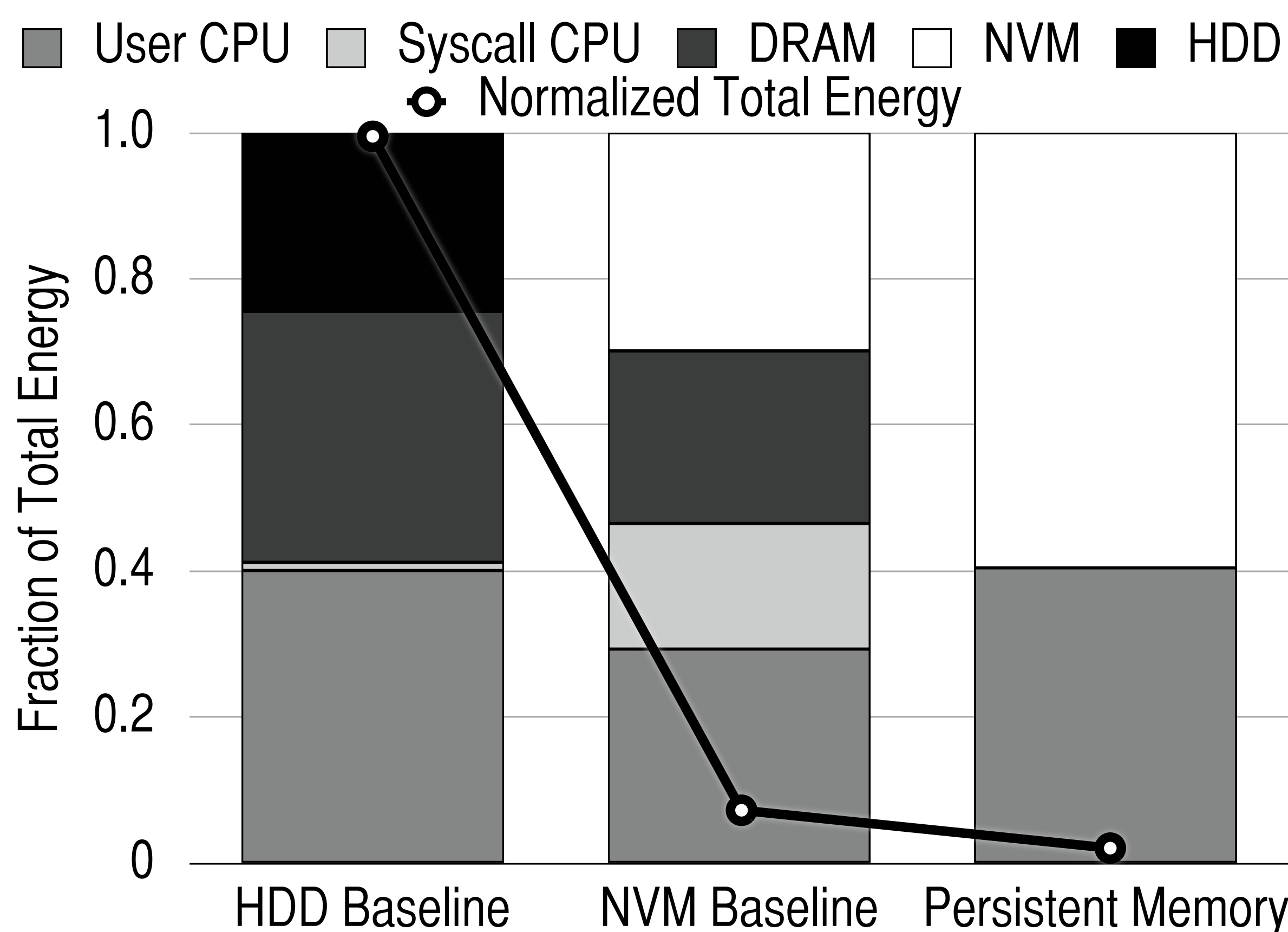
# A Case for Efficient Hardware/Software Cooperative Management of Storage and Memory

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## PROBLEM DEFINITION

### Observation

- The energy consumed executing **operating system** and **file system** code to access persistent data becomes an important contributor to **total energy** in future systems



This is because in traditional two-level storage models:

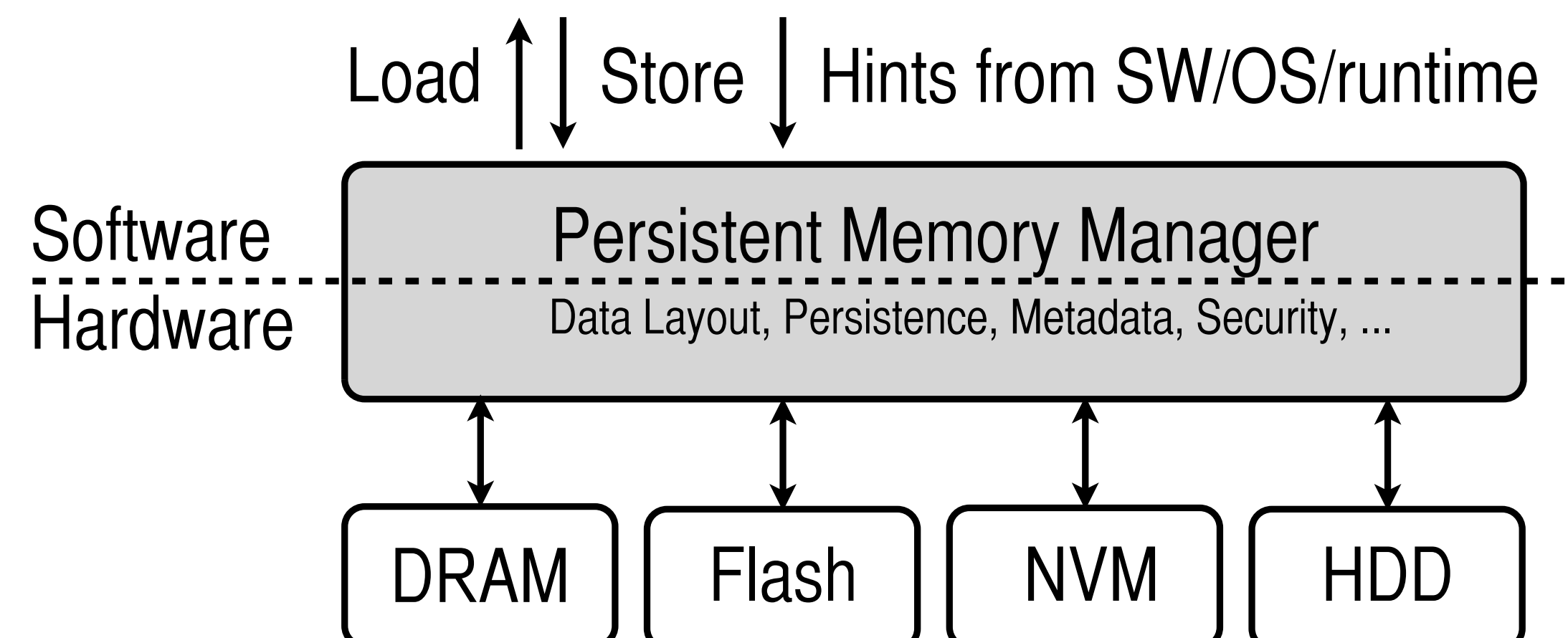
- Software manipulates data in volatile memory using a **load-store interface**
- Storage systems maintain persistence in non-volatile memory using a **file-system interface**

## KEY IDEA

- Coordinate** the management of memory and storage in a **single address space** using hardware-software collaborative designs

## PERSISTENT MEMORY MANAGER

```
1 int main(void) {  
2     // data in file.dat is persistent  
3     FILE myData = "file.dat";  
4     myData = new int[64];  
5 }  
6 void updateValue(int n, int value) {  
7     FILE myData = "file.dat";  
8     myData[n] = value; // value is persistent  
9 }
```



## OPPORTUNITIES & BENEFITS

- Eliminating system calls for file operations
- Eliminating file system operations
- Efficient data mapping to hybrid memory
- Providing security and reliability efficiently

## OPEN RESEARCH QUESTIONS

- How to tailor applications for systems with persistent memory?
- How can hardware and software cooperate to support a scalable, persistent and efficient single-level address space?
- How to provide efficient backward compatibility with persistent memory systems?
- How to mitigate performance and power overheads that limit scalability?

## INITIAL EXPLORATION: PERFORMANCE & ENERGY BENEFITS

CPU 16 cores 1.6 GHz  
Avg 1.41W Peak 149 W

L1 32 KB private

L2 4 MB shared

MEM DRAM 100 cycles  
100mW static  
NVM 160(480) cycle  
45mW static  
Disk 4ms 6Gbps  
1W average

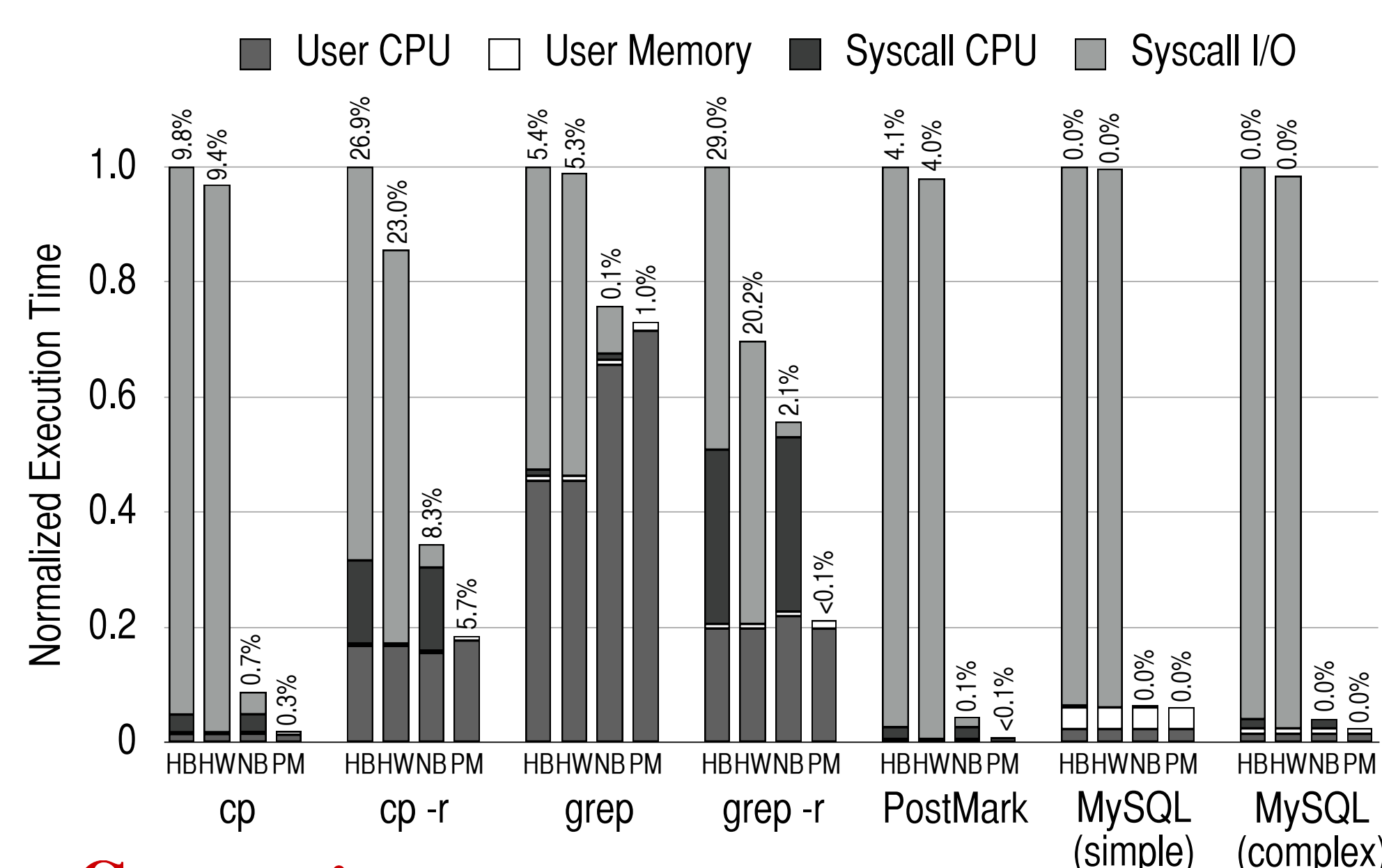
### HB: HDD Baseline

HW: HDD without OS/FS overhead

### NB: NVM Baseline

PM: Persistent Memory

#### Performance



#### Energy

