

# FTL on the Host

Doug Dumitru
CTO WildFire Storage

doug@wildfire-storage.com





## SSDs and Local Arrays

- This talk is about how you can optimize SSDs in local arrays.
- Specifically, you might want to ...
  - Have drive level redundancy.
  - Optimize the lifespan of your SSDs.
  - Optimize the performance of your Array.
  - Store more data.
- The best solution if you want all of these at the same time is to ...

### Use a Host FTL





### What is a "Host FTL"

- A transparent software layer that creates a block device that your application uses.
  - No special coding.
    - File System, LVM, Virtuals, all just work.
- Sits below the application.
- Sits above RAID
- Linearizes writes, so RAID, and the SSDs get a linear write workload.
  - Linear write workloads are "better" for both parity RAID and for the SSDs.





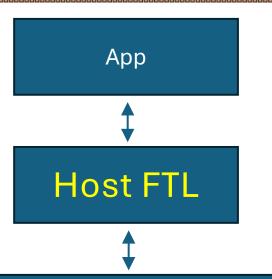
### A Host FTL is Better than the FTL in the SSD

- A pretty bold claim, but the host has more.
  - Resources
  - Time
- Most SSD FTLs are compromises
  - Insufficient RAM
  - Insufficient processor capabilities
  - Requirements for fast mount

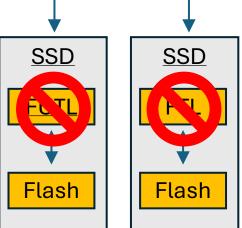




# FTL on the Host



#### RAID 6











### Stock RAID with FTL in the SSDs

|                | Reads       | Writes    |  |
|----------------|-------------|-----------|--|
| from App:      | 70          | 30        |  |
| after RAID 6:  | +30x5 = 220 | x 3 = 90  |  |
| to NAND Flash: | +90 = 310   | x 2 = 180 |  |

#### FTL on the Host

|                 | Reads       | Writes      |  |
|-----------------|-------------|-------------|--|
| from App:       | 70          | 30          |  |
| after Host FTL: | +30x1 = 100 | x 2 = 60    |  |
| after RAID 6:   | 100         | x(8/6) = 80 |  |
| to NAND Flash:  | 100         | 80          |  |

Flash

<u>Flash</u>

Flash





### How can the overhead be so different

- Parity RAID hates random writes
  - RAID becomes an "IO Amplifier"
    - Writes are 2X 3X
    - Reads are 2X 10X or more
  - ... and this is before the SSD FTL
    - 2X writes
    - Each write needs a read (for GC)
- Trying to maintain high write IOPS is impossible
  - 1M IOPS can become 8M+ total OPs across the bus.
    - ... for an 8 drive array





# Host FTLs are just getting started

- A host FTL can compress blocks
  - Compressed blocks use less space.
    - Less space is lower "write amp"
    - Less space is less space.
  - Many workloads end up with under 1:1 write amp even after parity RAID





# Where the FTL is Located Matters: --- A LOT

|                         | Stock RAID-6 | Host FTL |          |          |  |
|-------------------------|--------------|----------|----------|----------|--|
|                         | Stock hald-6 | 0% Comp  | 25% Comp | 60% Comp |  |
| From App                | 70/30        |          |          |          |  |
| After Comp              |              |          | 52/22    | 28/12    |  |
| FTL Write Amp           |              | 2:1      | 1.5:1    | 1.2:1    |  |
| From FTL                |              | 100/60   | 63/33    | 30/14    |  |
| From RAID               | 220/90       | 100/80   | 63/44    | 30/19    |  |
| SSD FTL WA              | 2:1          | 1:1      |          |          |  |
| NAND IOs                | 310/180      | 100/80   | 63/44    | 30/19    |  |
| Array Writes<br>Per Day | 0.4          | 1.0      | 1.9      | 3.8      |  |





# Where the FTL is Located Matters: --- Even RAID-5 gets a huge boost

|                         | Stock            | Stock   | Host FTL |       |       |  |
|-------------------------|------------------|---------|----------|-------|-------|--|
| RAID-5<br>(fast)        | RAID-5<br>(safe) | 0%      | 25%      | 60%   |       |  |
|                         | (1431)           | (3a16)  | Comp     | Comp  | Comp  |  |
| From App                | 70/30            |         |          |       |       |  |
| After Comp              |                  |         |          | 52/22 | 28/12 |  |
| FTL Write Amp           |                  |         | 2:1      | 1.5:1 | 1.2:1 |  |
| From FTL                |                  |         | 100/60   | 63/33 | 30/14 |  |
| From RAID               | 130/60           | 250/60  | 100/69   | 63/38 | 30/16 |  |
| SSD FTL WA              | 2:1              | 2:1     | 1:1      |       |       |  |
| NAND IOs                | 190/120          | 310/120 | 100/69   | 63/38 | 30/16 |  |
| Array Writes Per<br>Day | 0.6              | 0.6     | 1.0      | 1.9   | 4.5   |  |





### So can a host FTL be fast

- It turns out, "blindingly so".
  - Lower write amp and less data is less traffic to and from the SSDs.
- Write transfers are longer
  - This is less bus chatter which means fewer system interrupts and their associated overhead.
- To see how fast, follow along ...





### So on to some Benchmarks

- All of these benchmarks are run on an AWS i4i.metal instance
  - "Bare Metal" rentable server in AWS
    - No hypervisor
    - Direct, actual NVMe SSDs
  - CPU
    - Dual Intel 8357C (Ice Lake) Scalable Xeon Platinum
      - 32 cores x 2 (HT) x 2 (dual socket)
  - Memory
    - 1 TB
  - SSD
    - 8 x 3750 GB NVMe (presumably gen-3) + EBS boot volume
  - Cost
    - < \$1.20/hour spot if you shop regions</li>





### Why Benchmark on AWS

- Easy and Low Cost
- Results can be reproduced by anyone
- Less appearance of "cheating on the test" with unrealistic hardware.

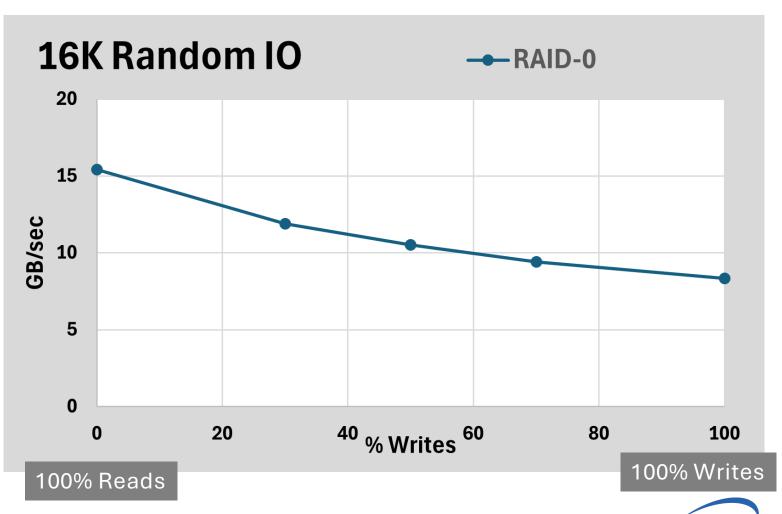
... So on to the benchmarks





## Host FTL joins the Performance Race

- All tests are:
  - FIO
    - 16K random blocks
    - Jobs=120
    - Queue=16
- RHEL 9.3
  - Stock Kernel
  - Rocky Linux
- 100/0, 70/30, 50/50 30/70, 0/100 RW





### **Host FTLs in Linux**

- Nothing In-Box
- Actual Host FTL
  - Enterprise Compressed RAID WildFire Storage
- Almost Host FTL
  - XDP RAIDplus Pliops
    - ... uses co-processor board
- Not a Host FTL
  - Xinnor, GRAID, MD-raid, Megaraid
  - VDO Redhat





### When to use a Host FTL

- Replace RAID-0
  - Faster, longer life, drive redundancy
- Replace RAID-10
  - Faster, larger, longer life
- Replace RAID-5/6
  - Stupidly faster, longer life.





# Thank you

... questions





# Enterprise Compressed RAID

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WildFire Storage

https://wildfire-storage.com

sales@wildfire-storage.com

+1 610 237-2000

+1 888 473-7866

