

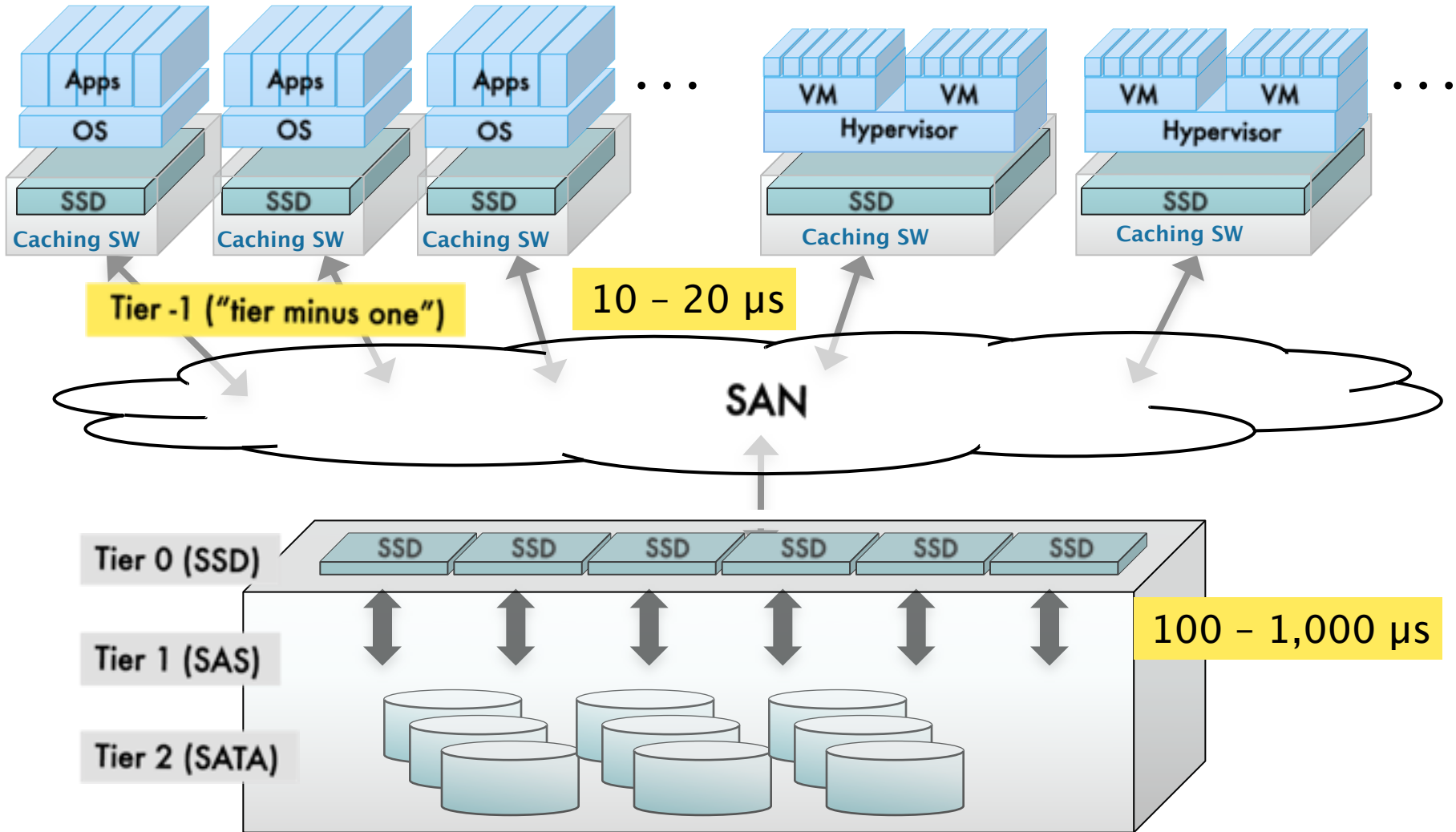


Flash as a Cache: Challenges & Opportunities

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- **Technical Choices & Challenges**
 - What is “tier minus one” caching?
 - How can it be implemented?
 - When is it useful?
 - Key design considerations
- **Use Cases & Performance Impact**
- **Architectural Considerations**
 - Accelerating a stand-alone server
 - Distributed cache for server cluster
 - Extending System memory
 - Multi-level solid state cache design
 - Managing IO resources

What is T -1 caching?





When is T -1 caching useful?

- IO must be a significant bottleneck
 - CPU not fully utilized
 - Sufficient memory available (esp for VMs)
- Data must have hot spots
 - The 80–20 rule
 - The 90–90 rule – hot spots are always changing
 - Goal: matching the economic value of the data to the appropriate IO resource



Key Design Considerations

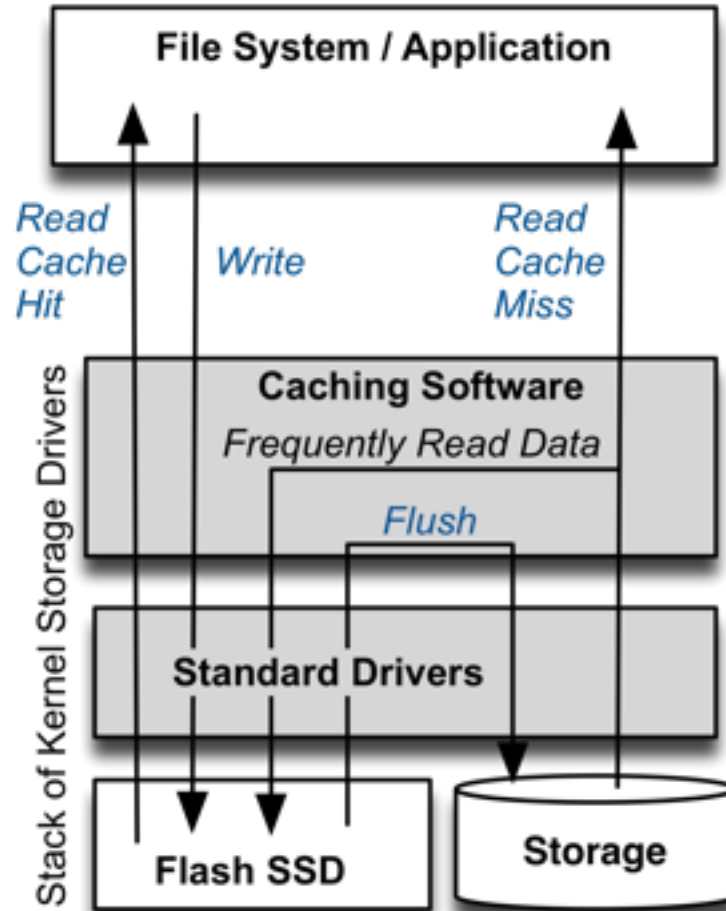
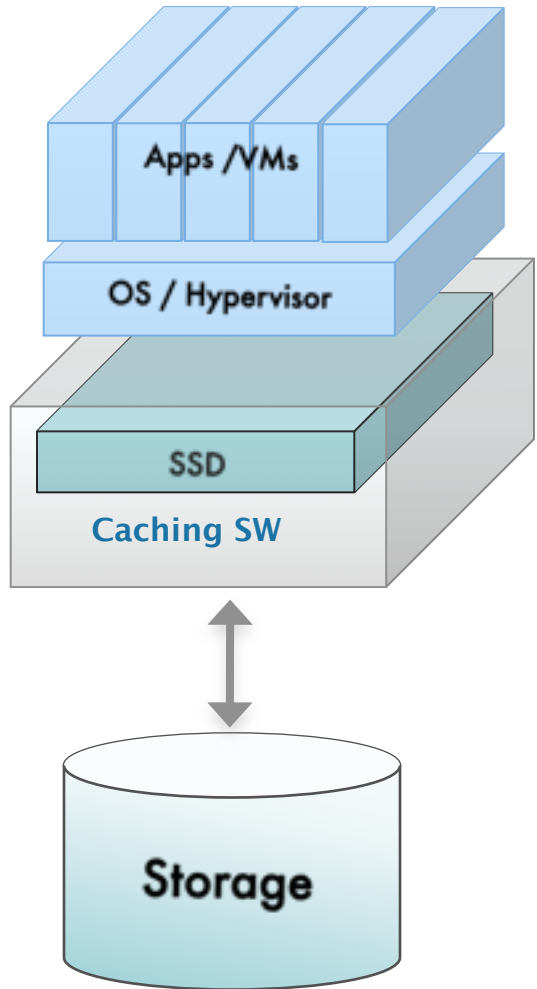
- Designing cache optimized for flash architecture
 - Traditional buffer cache design
 - Circular buffer, log-structured cache
- Minimizing server overhead
 - Memory
 - CPU
- Read-only vs. Read-Write
- Accommodating diversity of SSD designs
 - Size
 - Speed
 - Block architecture
 - Controller



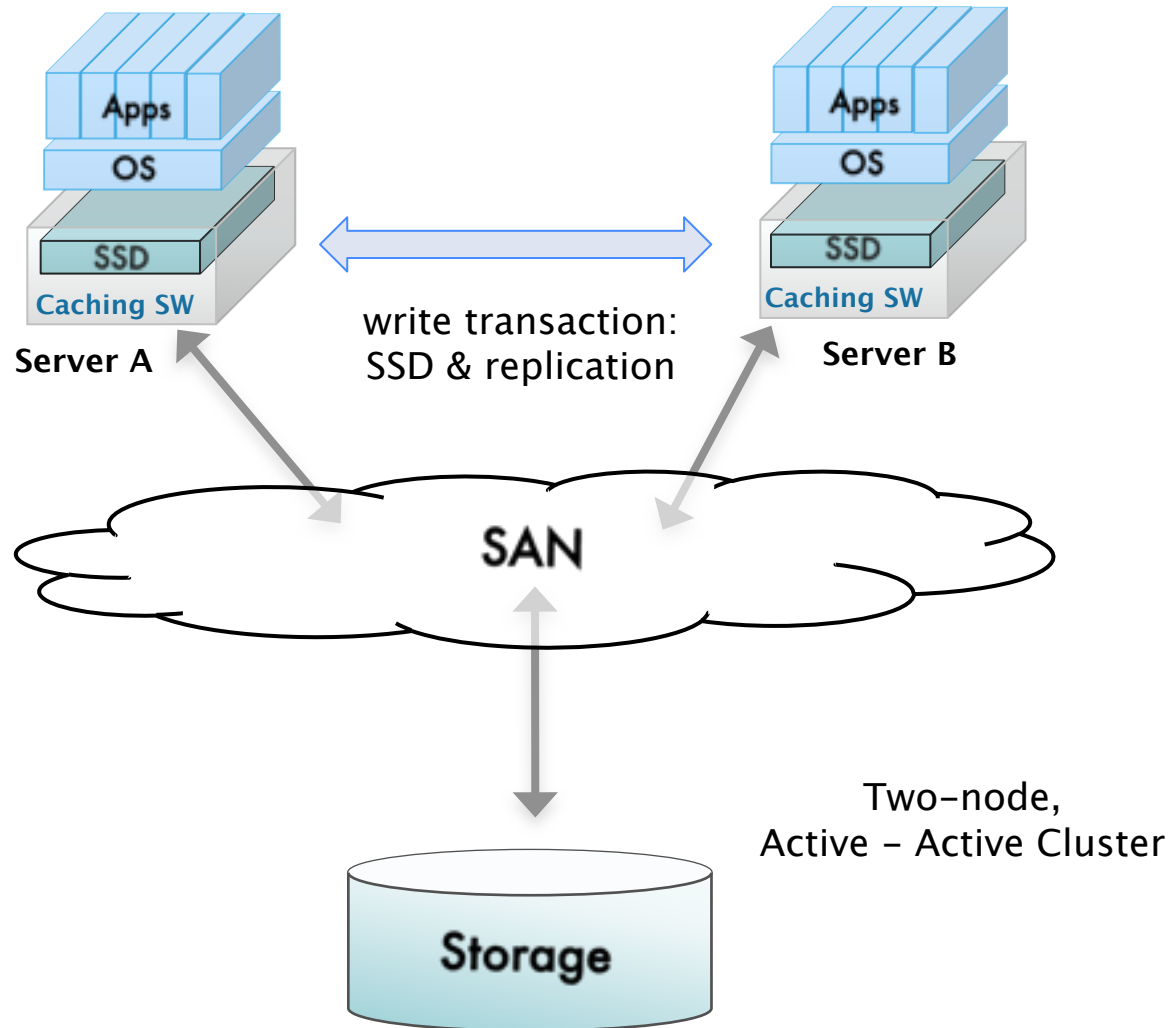
Use Cases

- Accelerating applications on stand-alone and cluster servers
 - Windows
 - Linux
 - Virtualization
- Applications most likely to benefit
 - Databases: Analytics, BI, ERP
 - Websites: Social, Search, SaaS, E2.0

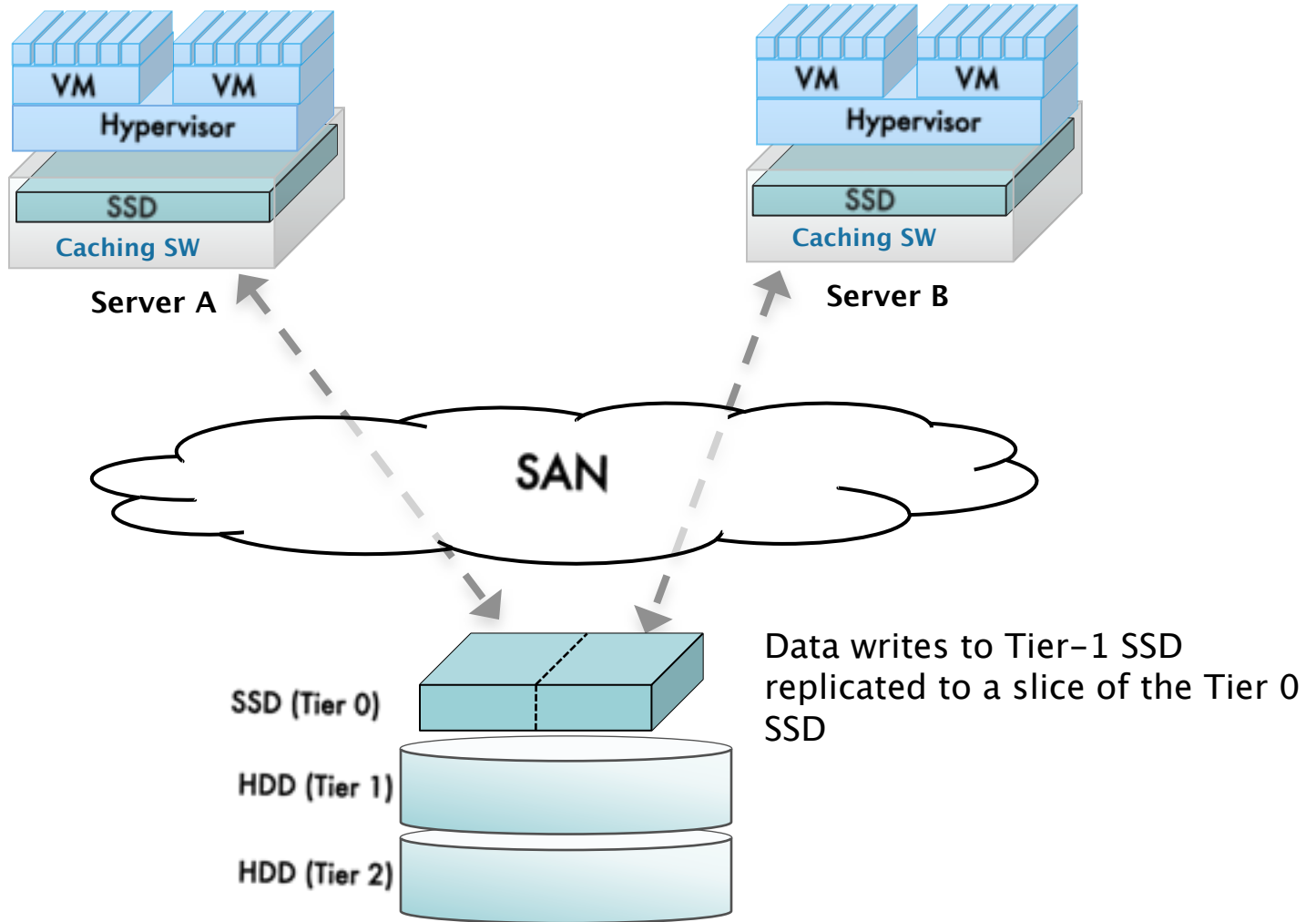
Caching in a stand-alone server



Cluster: Horizontal Replication

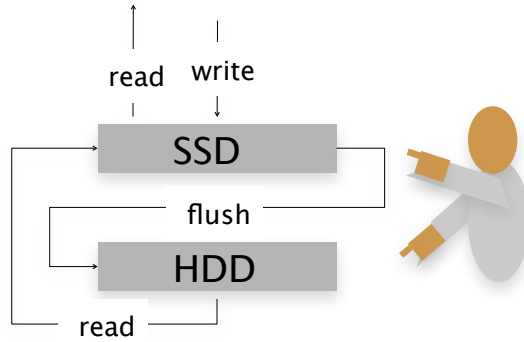


Cluster: Vertical Replication API



Multi-level solid state cache design

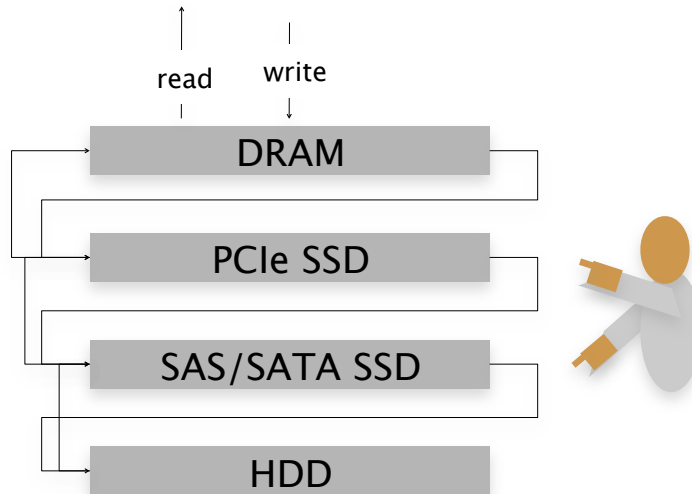
Today:



Two Tier caching

- allocates data to either SSD or HDD

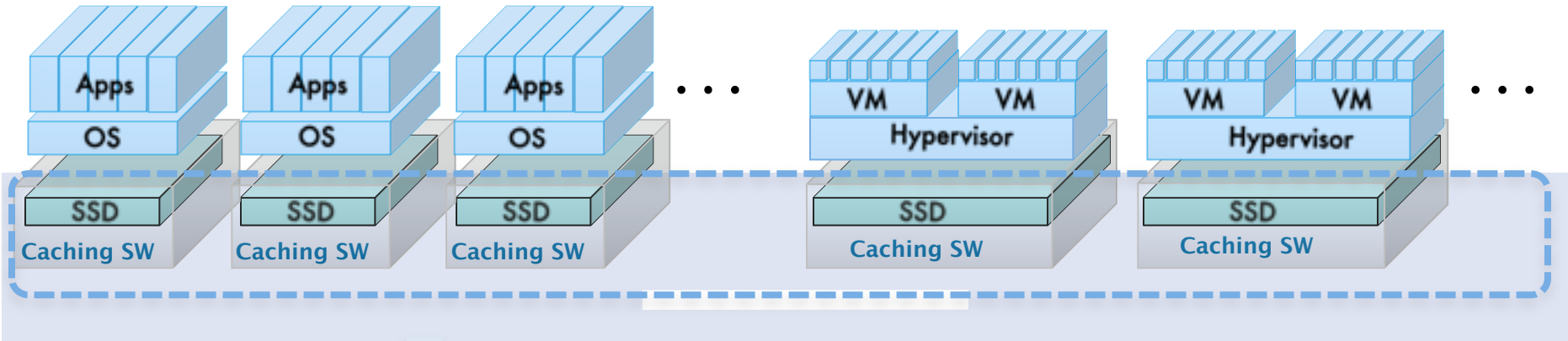
Future:



Multi-tier caching

- allocates data to DRAM, PCIe SSD, SAS/SATA SSD, or HDD
- Extensible to NVMe, PCM

Managing IO resources





Thank You