

# BzTree: A High-Performance Latch-free Range Index for Non-Volatile Memory

JOY ARULRAJ

JUSTIN LEVANDOSKI

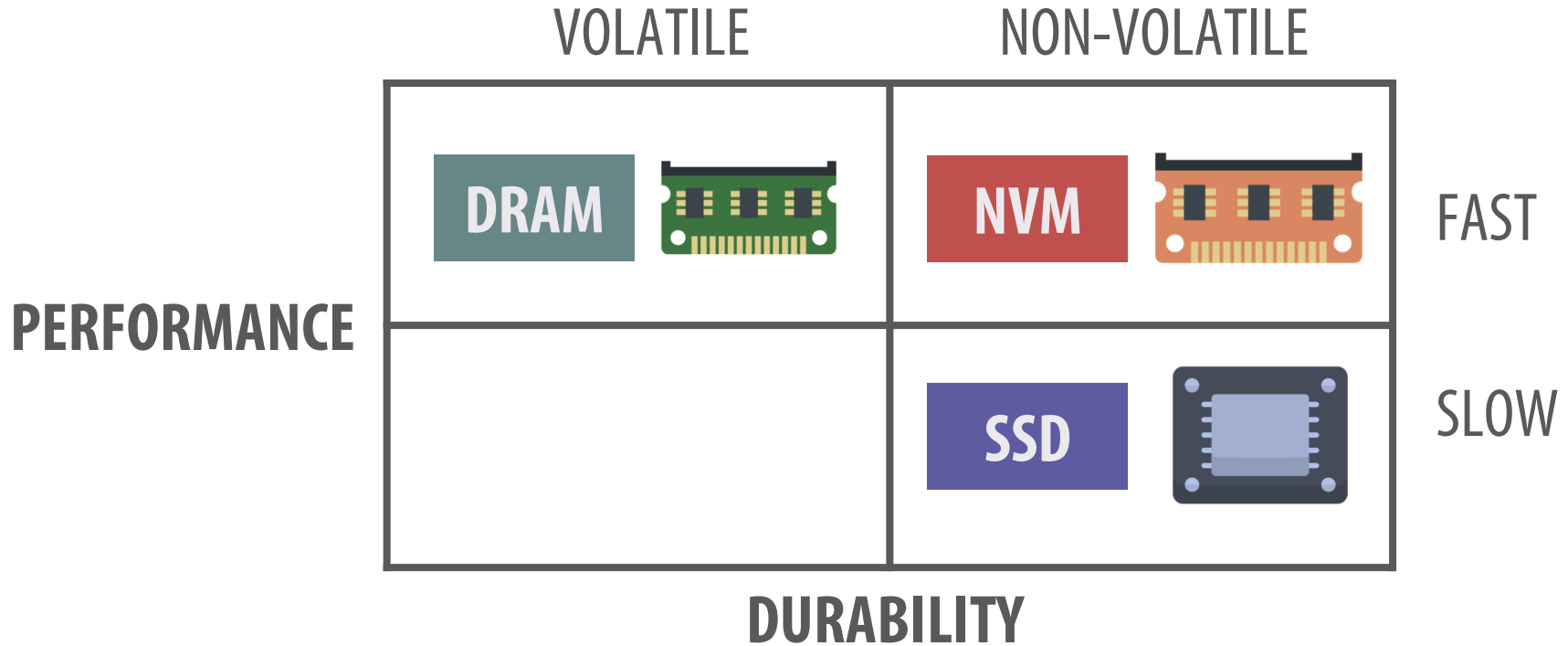
UMAR FAROOQ MINHAS

PER-AKE LARSON

Microsoft Research

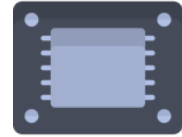
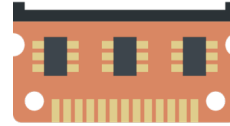
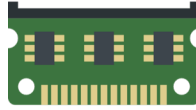
# NON-VOLATILE MEMORY [NVM]

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# DEVICE CHARACTERISTICS

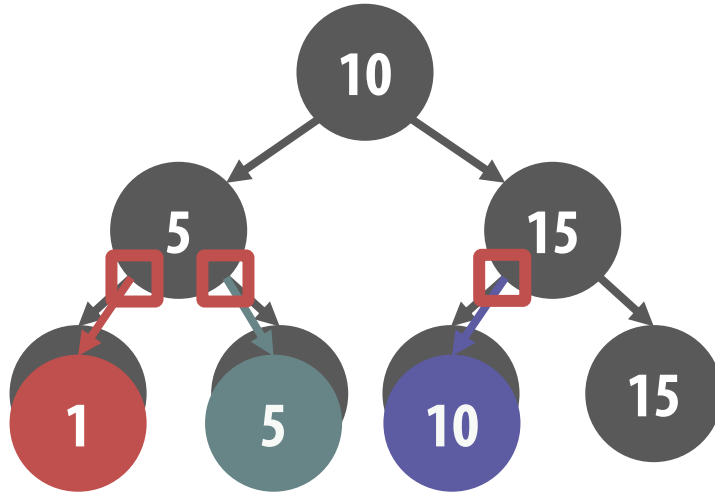
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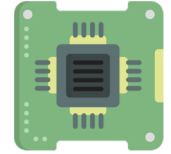
| CHARACTERISTIC      | DRAM | NVM | SSD   |
|---------------------|------|-----|-------|
| Device Latency      | 1x   | 10x | 1000x |
| Byte-Addressability | ✓    | ✓   | ✗     |
| Durability          | ✗    | ✓   | ✓     |
| High Capacity       | ✗    | ✓   | ✓     |

# BWTREE: LATCH-FREE B+TREE

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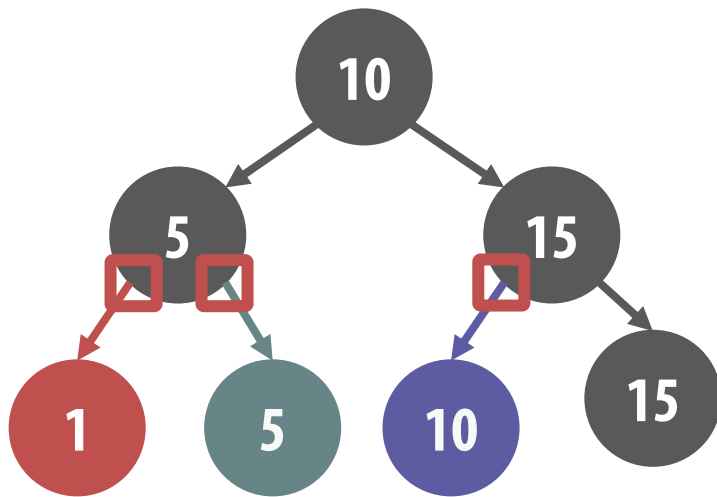
**SINGLE-WORD  
COMPARE-AND-SWAP  
INSTRUCTION**



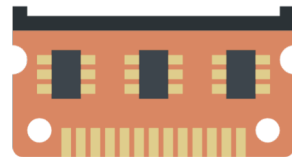
**CPU**

# BZTREE: NVM-CENTRIC LATCH-FREE B+TREE

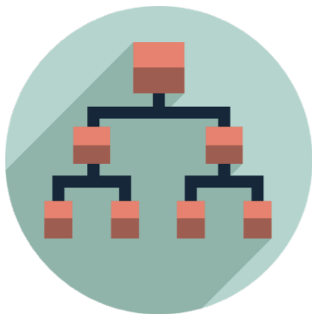
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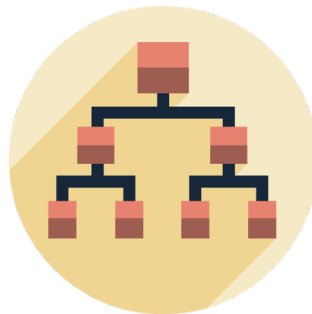
**LATCH-FREE  
B+TREE**



**NON-VOLATILE  
MEMORY**



**BWTREE  
INDEX**

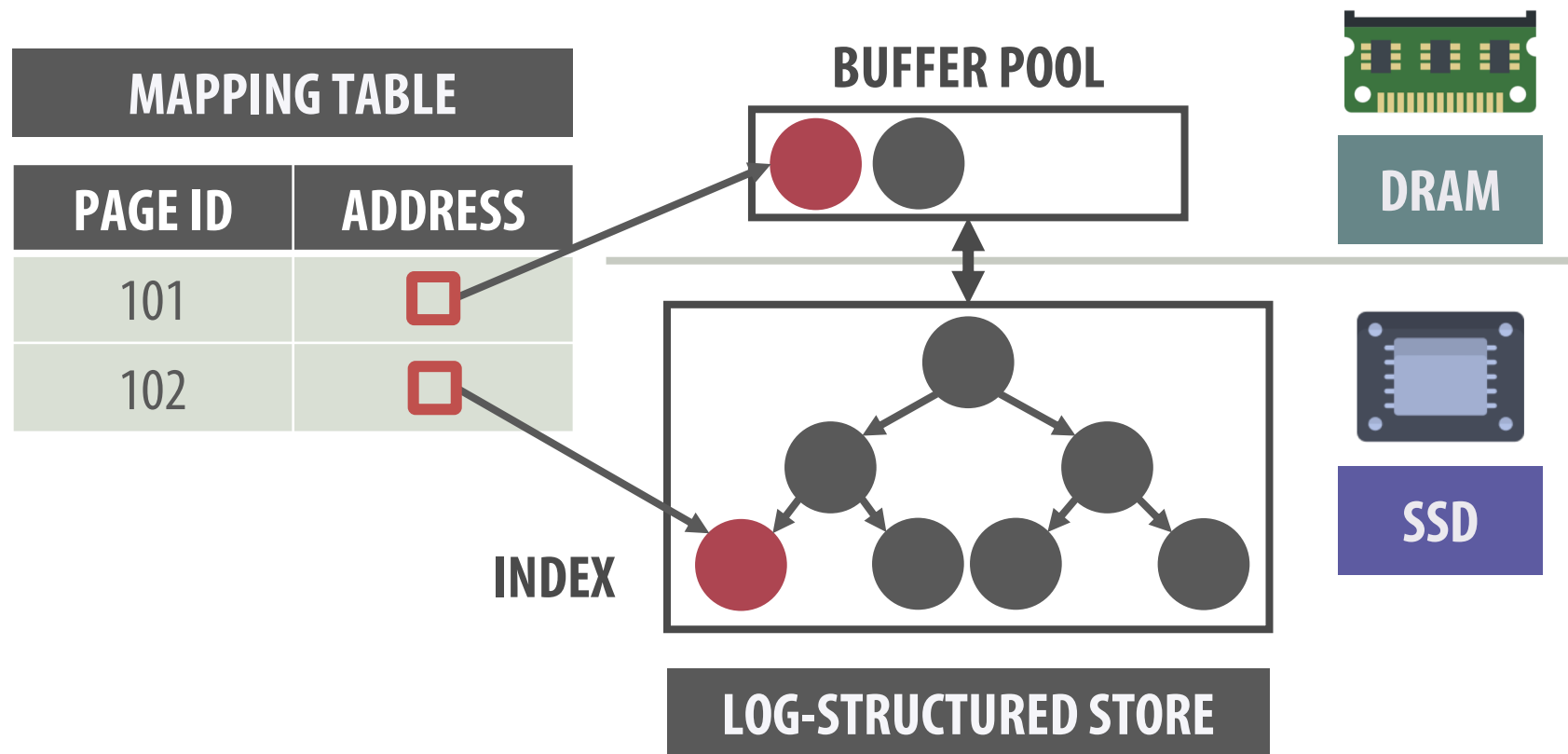


**BZTREE  
INDEX**

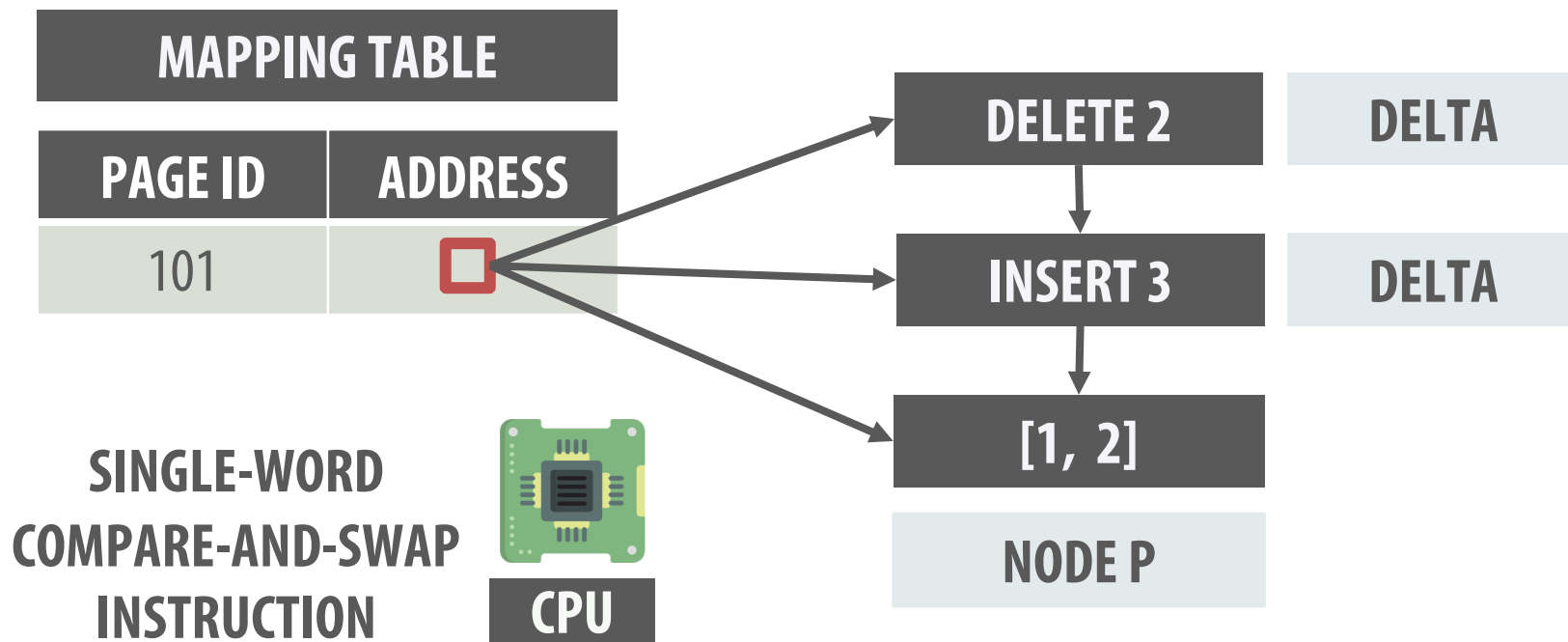


**EXPERIMENTAL  
RESULTS**

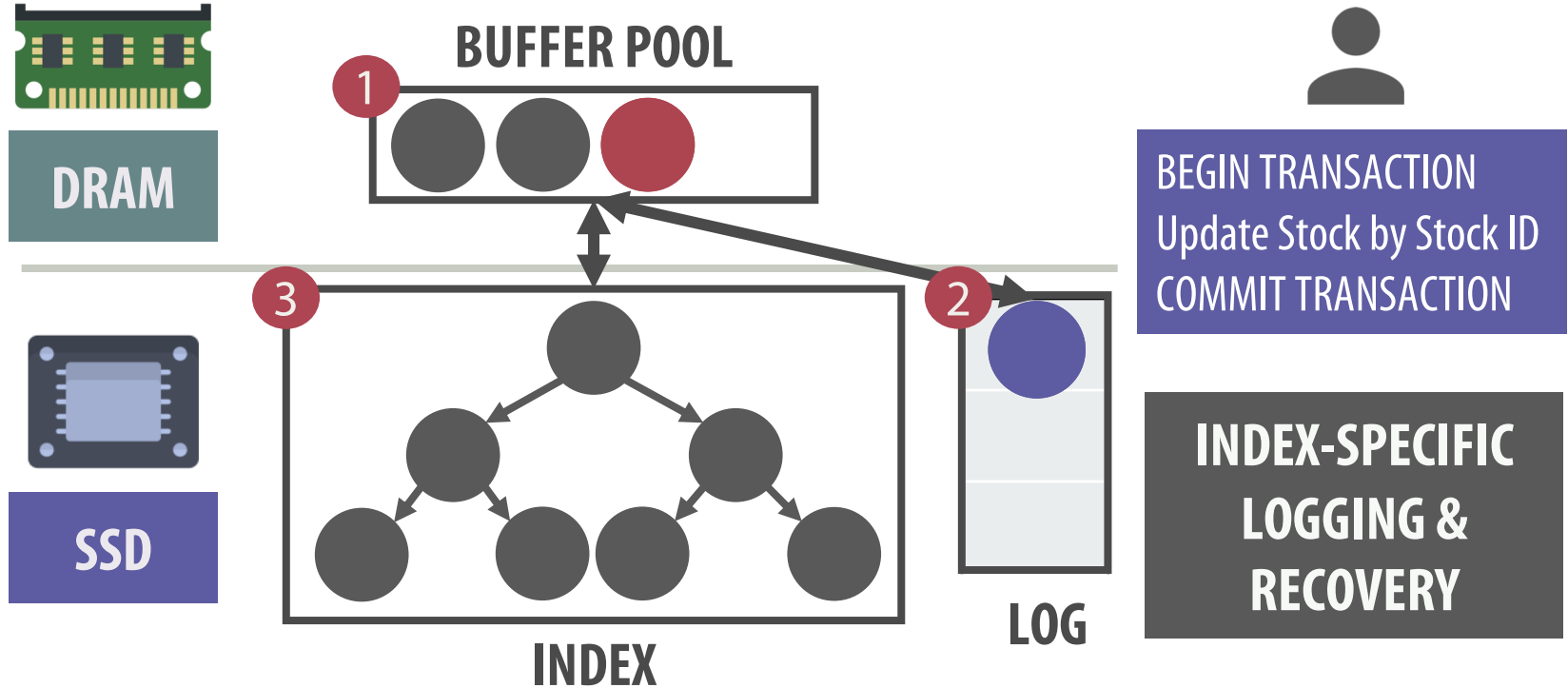
# BWTREE: SSD-CENTRIC ARCHITECTURE



# BWTREE: LATCH-FREE ALGORITHMS



# BWTREE: LOGGING & RECOVERY PROTOCOL

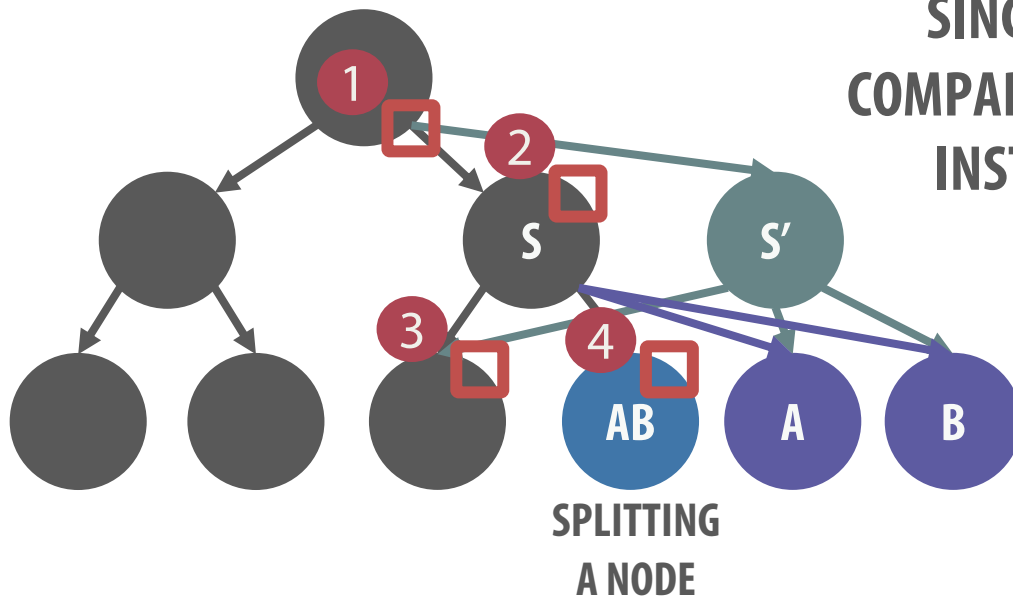


# BWTREE: RECAP

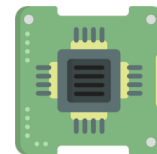
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- Delivers high performance on a DRAM + SSD system
  - *SSD-centric **architecture***
  - *Latch-free **algorithms***
  - *Logging & recovery **protocol***
- Limitations
  - *NVM invalidates the key design assumptions of BwTree*
  - *Challenging to design & extend such latch-free data structures*

# PROBLEM #1: ALGORITHMIC COMPLEXITY



# SINGLE-WORD COMPARE-AND-SWAP INSTRUCTION

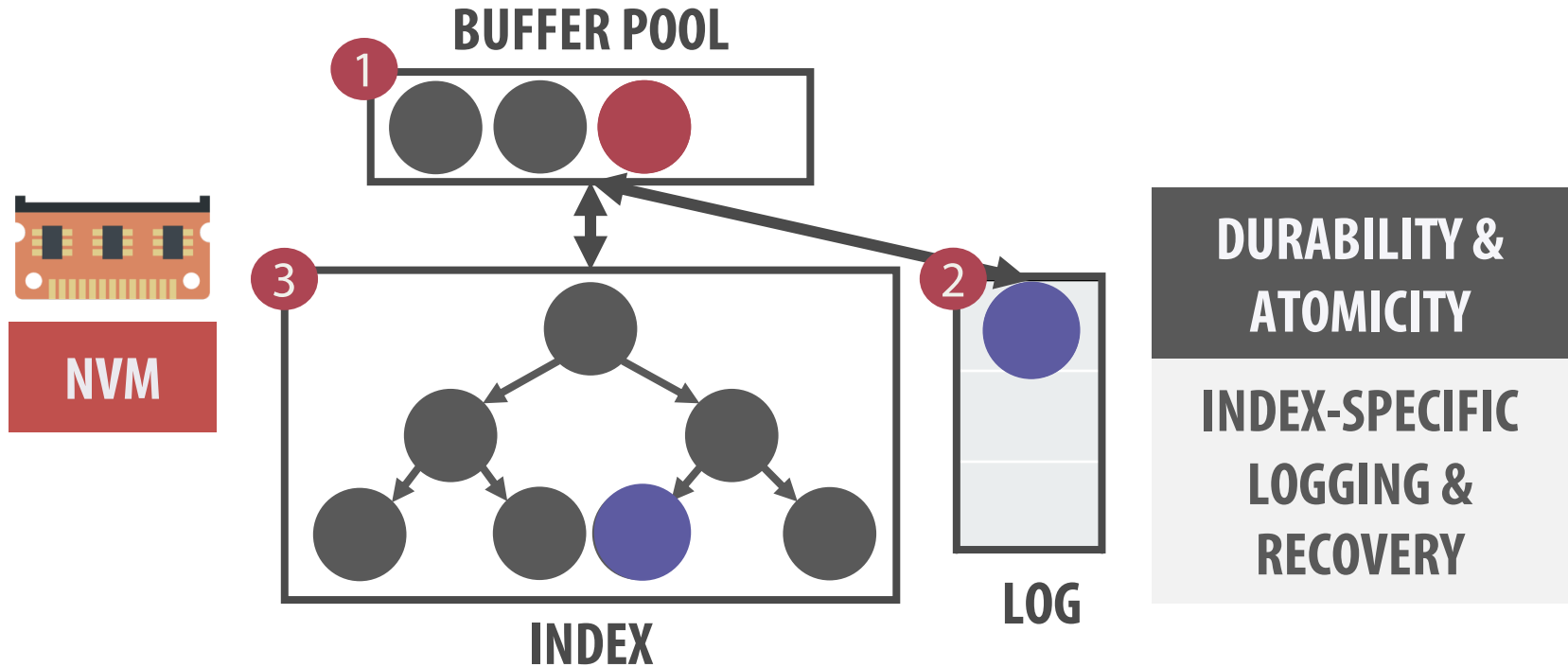


CPU

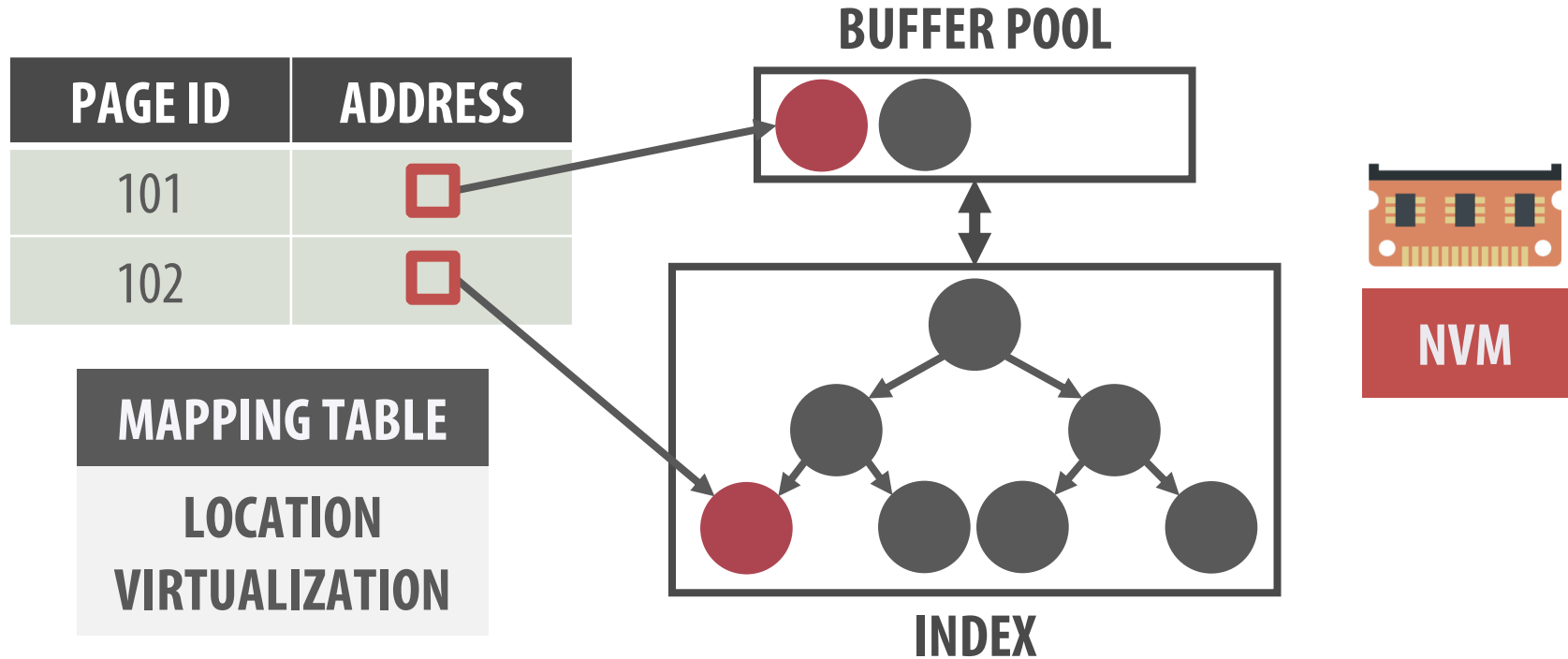
# LATCH-FREEDOM

## INTERMEDIATE STATES

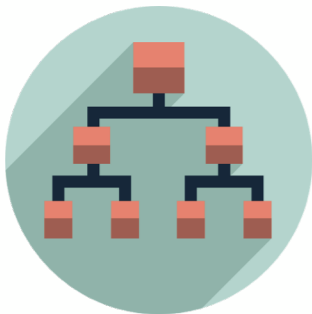
# PROBLEM #2: PROTOCOL COMPLEXITY



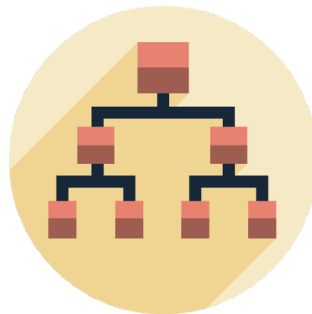
# PROBLEM #3: ARCHITECTURAL COMPLEXITY



**HOW CAN WE SIMPLIFY  
LATCH-FREE PROGRAMMING ON  
NON-VOLATILE MEMORY?**



**BWTREE  
INDEX**



**BZTREE  
INDEX**



**EXPERIMENTAL  
RESULTS**

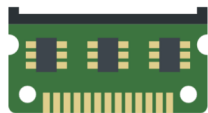
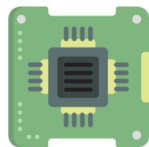
# BZTREE: OVERVIEW

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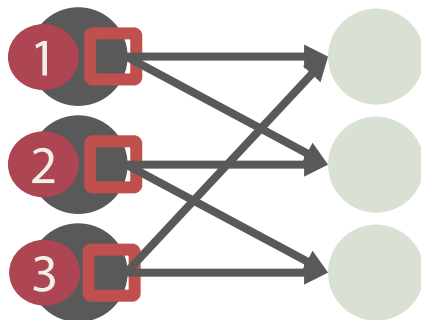
- NVM-centric design
  - *Based on a new NVM-centric software primitive*
  - *Provides same guarantees as disk-centric BwTree*
- B~~z~~Tree supersedes B~~w~~Tree (skipped B~~x~~Tree and B~~y~~Tree)
  - *Because we think that it is the last index you will ever need!*
- Key techniques
  - *Adopt a simpler NVM-centric architecture*
  - *Reduce complexity using software primitive*

# NVM-CENTRIC SOFTWARE PRIMITIVE

HARDWARE  
PRIMITIVE

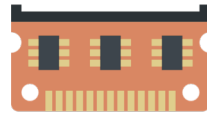


DRAM

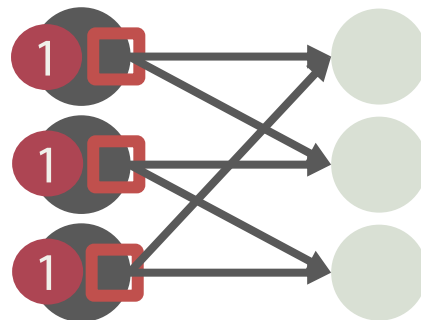


**VOLATILE SINGLE-WORD  
COMPARE-AND-SWAP**

SOFTWARE  
PRIMITIVE



NVM

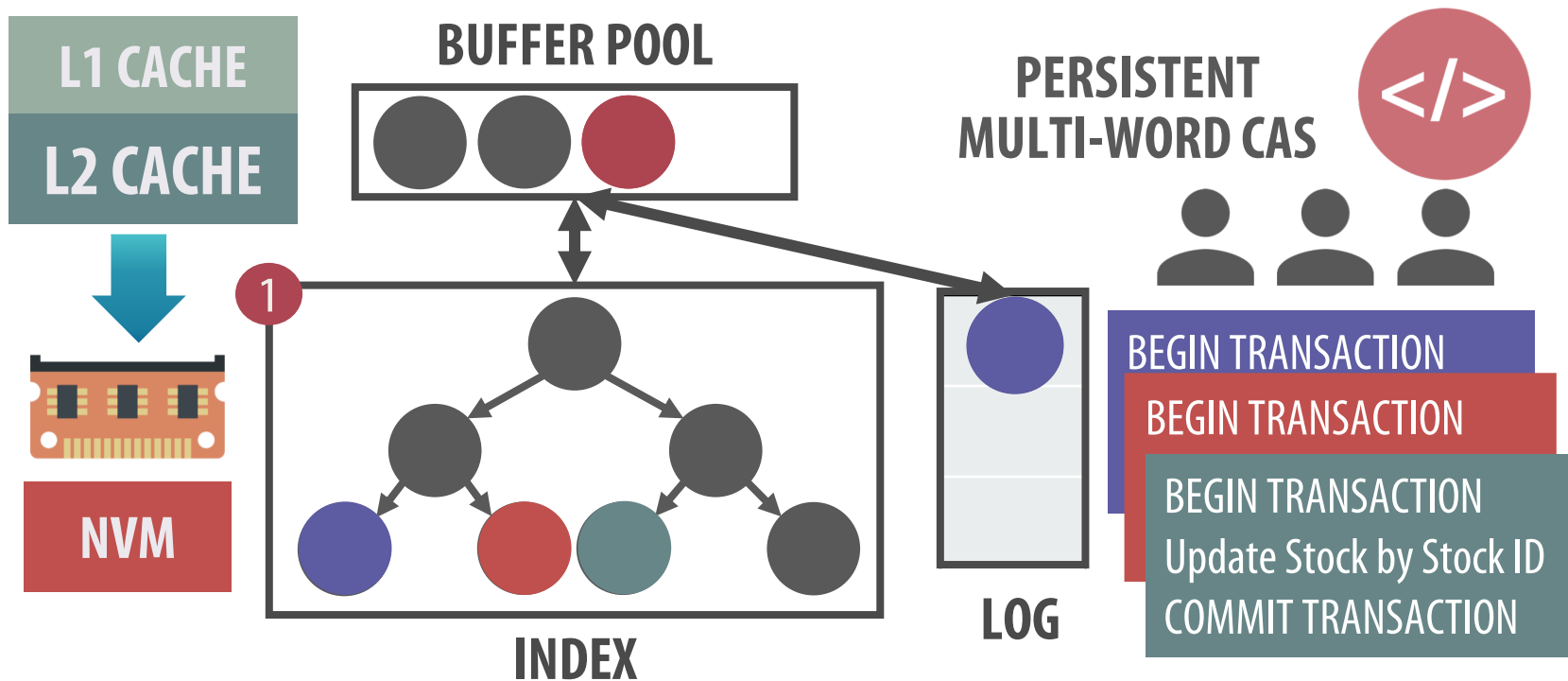


**PERSISTENT MULTI-WORD  
COMPARE-AND-SWAP**

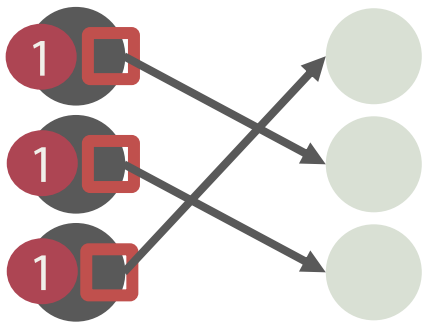


EASY LOCK-FREE INDEXING IN NON-VOLATILE MEMORY  
ICDE 2018

# BZTREE: NVM-CENTRIC ARCHITECTURE



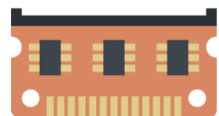
# BZTREE: DURABILITY & ATOMICITY



PERSISTENT  
MULTI-WORD CAS



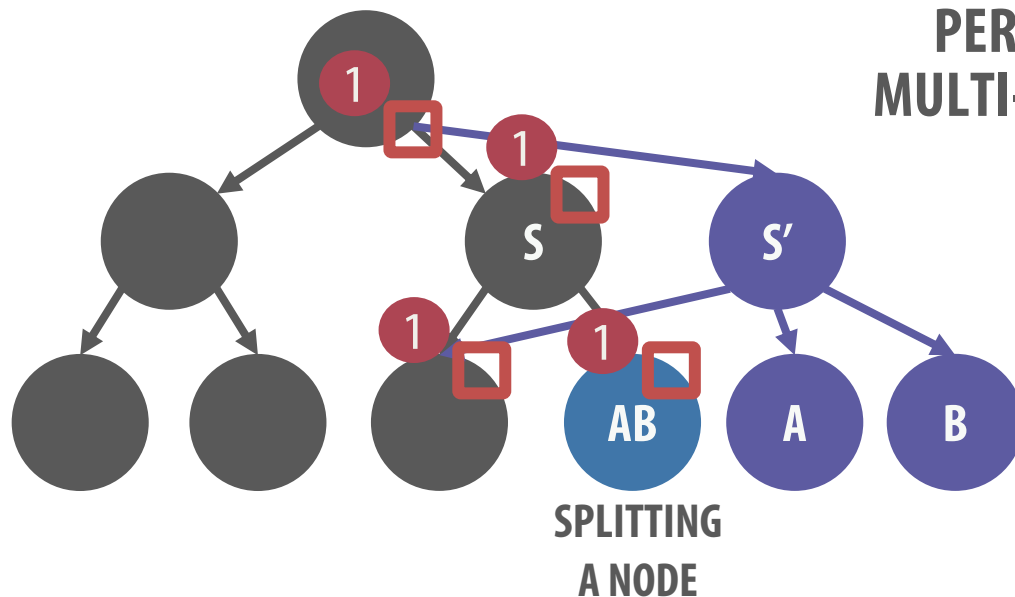
## OPERATION TABLE



NVM

| LOCATION | EXPECTED OLD VALUE | NEW VALUE          | FLUSHED |
|----------|--------------------|--------------------|---------|
| 0x100    | OLD CHILD POINTER  | NEW CHILD POINTER  | 1       |
| 0x200    | OLD NODE STATUS    | NEW NODE STATUS    | 1       |
| 0x300    | OLD PARENT POINTER | NEW PARENT POINTER | 0       |

# SOLUTION #1: ALGORITHMIC COMPLEXITY

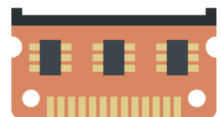


PERSISTENT  
MULTI-WORD CAS

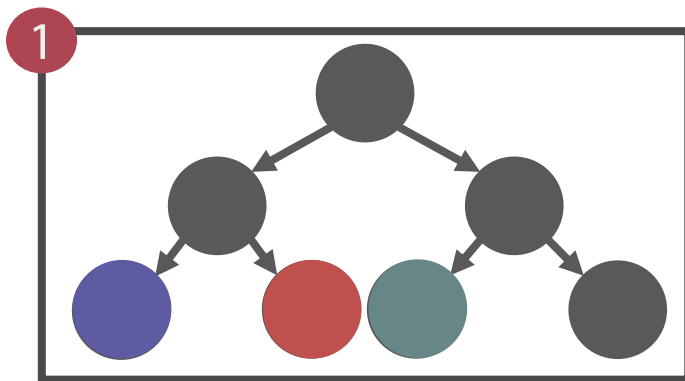


EXPONENTIALLY  
FEWER  
INTERMEDIATE  
STATES

# SOLUTION #2: PROTOCOL COMPLEXITY



**NVM**



**INDEX**

**PERSISTENT  
MULTI-WORD CAS**



| LOCATION | OLD VALUE          | NEW VALUE          | FLUSHED |
|----------|--------------------|--------------------|---------|
| 0x100    | OLD CHILD POINTER  | NEW CHILD POINTER  | 1       |
| 0x200    | OLD NODE STATUS    | NEW NODE STATUS    | 1       |
| 0x300    | OLD PARENT POINTER | NEW PARENT POINTER | 0       |

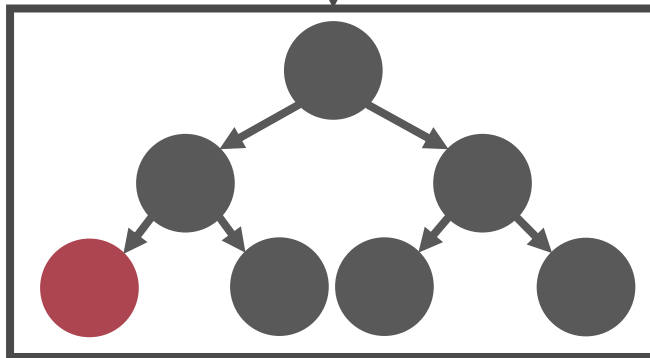
**NO INDEX-SPECIFIC  
PROTOCOL**

**DURABILITY & ATOMICITY**

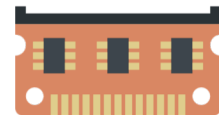
# SOLUTION #3: ARCHITECTURAL COMPLEXITY

**NO MAPPING TABLE**

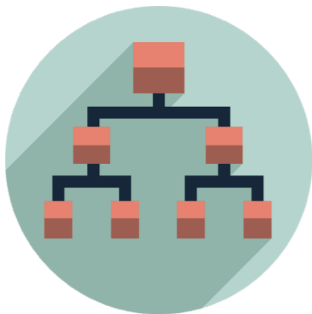
**NO DELTA RECORDS &  
INDIRECTION OVERHEAD**



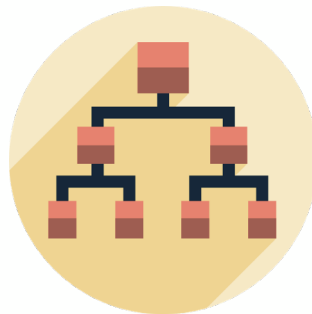
**NO LOG STRUCTURED STORE**



**NVM**



**BWTREE  
INDEX**



**BZTREE  
INDEX**



**EXPERIMENTAL  
RESULTS**

# EVALUATION

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- Index data structures: BzTree vs. BwTree index
  - *Code complexity*
  - *Runtime performance*
  - *Recovery time*
- Benchmark: Yahoo Cloud Serving benchmark
  - *Read-mostly & Balanced workloads*
- Storage device
  - *Emulated Non-Volatile Memory*

# CODE COMPLEXITY

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↓ Lower is Better

| CODE COMPLEXITY METRIC | BWTREE | BZTREE |
|------------------------|--------|--------|
| CYCLOMATIC COMPLEXITY  | 12     | 7      |
| LINES OF CODE          | 750    | 200    |

↓ 2x  
↓ 4x

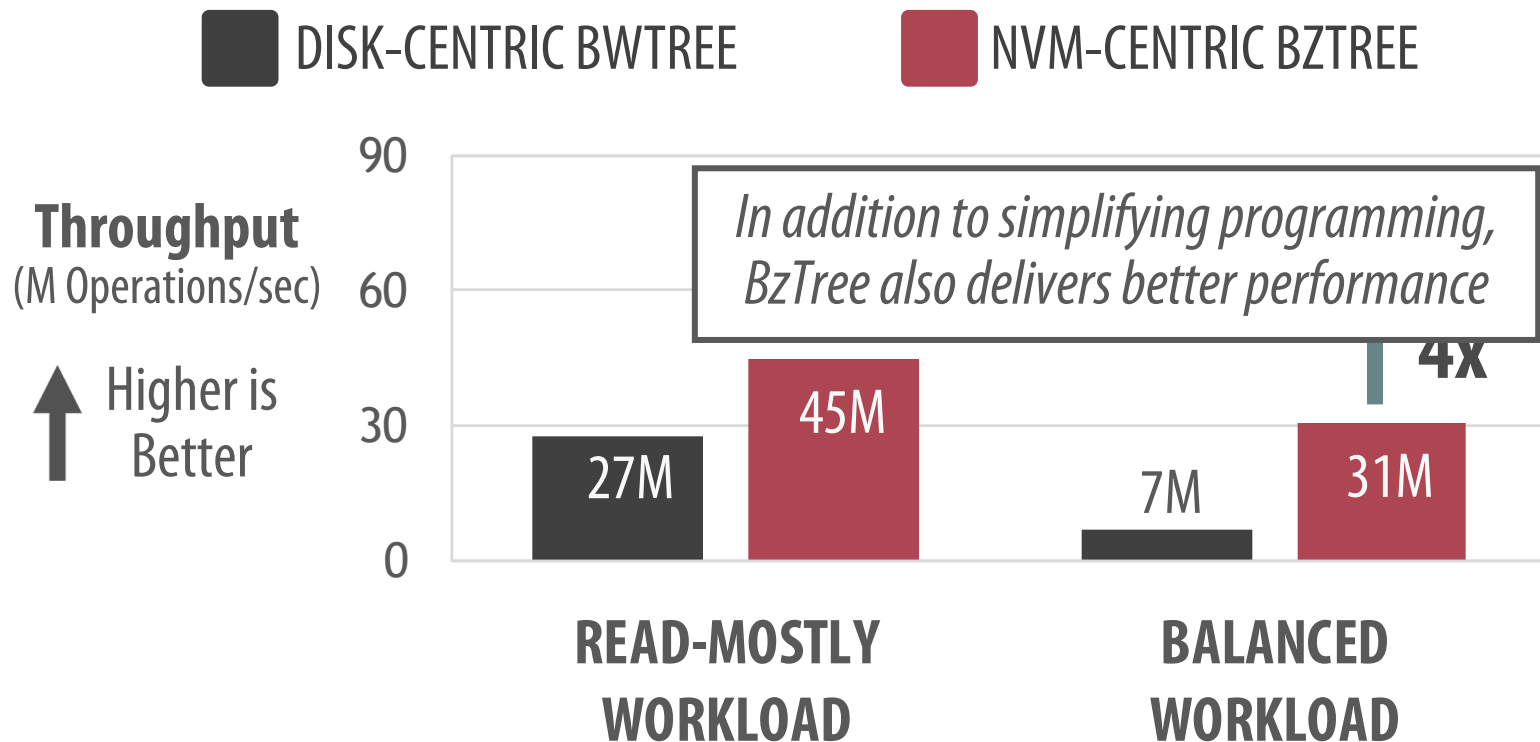
1

**FEWER  
INTERMEDIATE STATES**

2

**NO INDEX-SPECIFIC  
LOGGING PROTOCOL**

# RUNTIME PERFORMANCE



# RECOVERY TIME

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- BzTree: no recovery logic
  - *Recovery is entirely handled by software primitive*
  - *Rolls back operations that were in progress during the crash*

|                                                                                                   |               | BWTREE   | BZTREE |
|---------------------------------------------------------------------------------------------------|---------------|----------|--------|
|  Lower is Better | RECOVERY TIME | ~5000 us | 145 us |

 30x

# CONCLUSION

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- NVM invalidates design assumptions in data structures
- Presented the design of a NVM-centric latch-free B+tree
- Importance of tailoring data structures for NVM



**DEVELOPMENT COST**



**PERFORMANCE**



**RECOVERY TIME**