

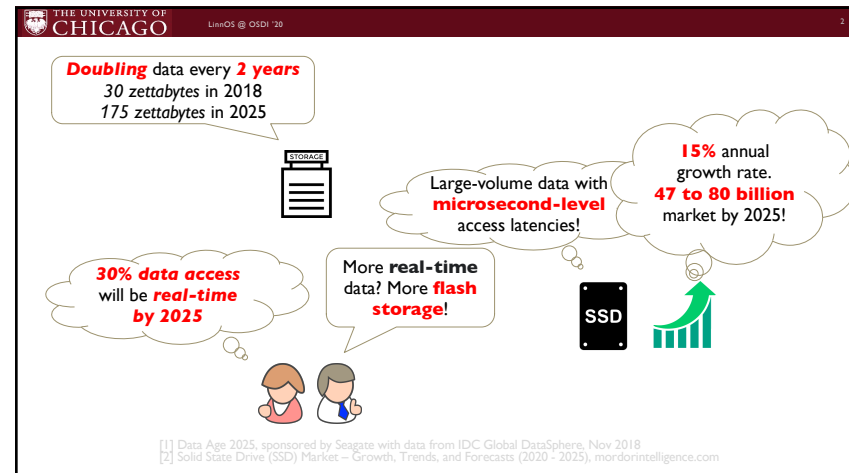
LinnOS

Predictability on Unpredictable Flash Storage with a Light Neural Network

Mingzhe Hao, Levent Toksoz, Nanqinqin Li, Edward Edberg Halim,
Henry Hoffmann, and Haryadi S. Gunawi



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Do these SSDs solve real-time data access challenge?

2014

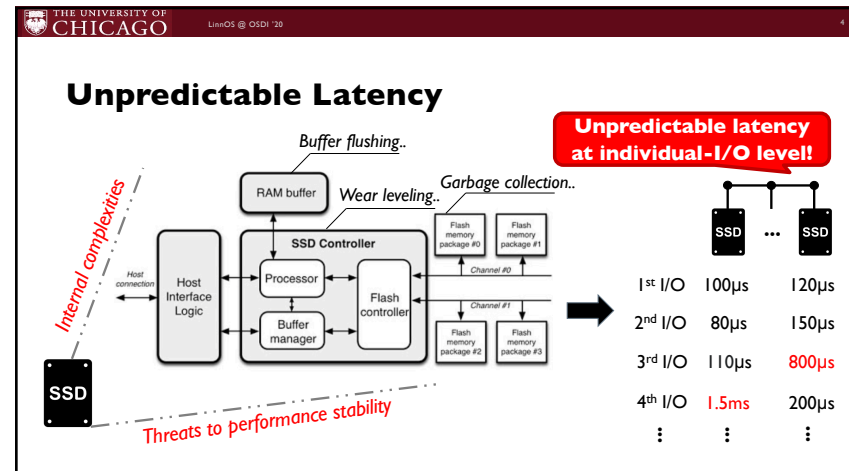
“Most of the interesting devices that we are dealing with are in the **microsecond-level**, and we **suck at microsecond-level**”
[Google Research: Three things that **MUST BE DONE** to save the data center of the future]

Destructive latency interruptions inside flash storage devices 😞

2017

“A new breed of I/O devices motivates greater interest in **microsecond-scale** latencies, and **new technologies are needed**”
[Attack of the Killer Microseconds, CACM]

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Popular Solutions On Unpredictability

<ul style="list-style-type: none"> ❑ White/gray-box <ul style="list-style-type: none"> ❑ Re-architect device internals + Powerful - Need to modify hardware 	<ul style="list-style-type: none"> ❑ Black-box <ul style="list-style-type: none"> 1. SSD-aware filesystems and applications + No change on hardware - Considerable re-design in software stack
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Speculative Execution

- ❑ Black-box approaches
 1. SSD-aware filesystems and applications
 2. Speculative execution

Most popular

Mitigate every slow I/O in a black-box way
Hedged requests (hedging)

App → SSD → Straggler! → Wait → SSD → Faster!

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Agnostic!

Speculative execution

- Passively wait due to black-box

Learning!

LinnOS

- Proactively infer the black-box

Lightweight neural network for per-I/O speed inference

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Contribution

Azure Bing Cosmos ... App
OS

LinnOS Per-I/O Speed Prediction

Light neural network

No extra input required
87-97% accuracy
4-6µs overhead

vs. **state of the art:**
hedged requests, black-box heuristics, etc.

LinnOS:
Latency stability at even p99.99!

Average latency improved by up to 80%!

Hardware

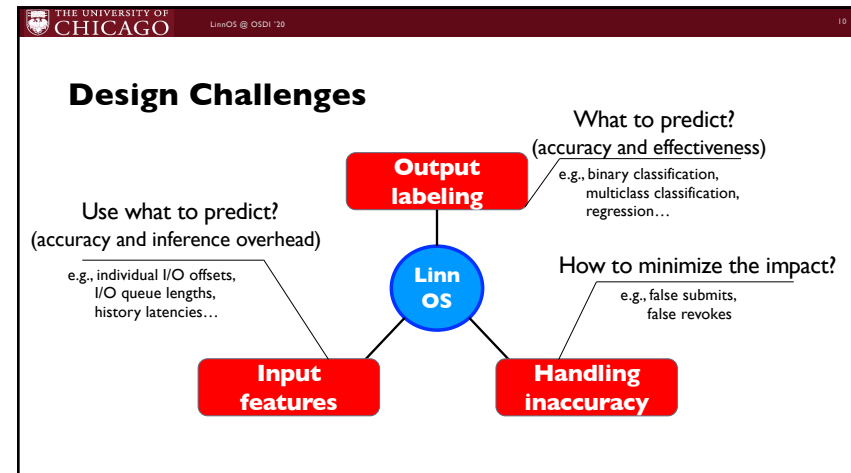
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Outline

- Introduction
- **Challenges & Solutions**
- Evaluations
- Conclusion

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Output labeling

Ideal labels:

Exact latency value
(e.g. 120 μ s, 80 μ s..) **+ Flexible**

Latency ranges
(e.g., 100-200 μ s, 200-400 μ s) **- Difficult to achieve decent accuracy**

Only 60-70% accuracy

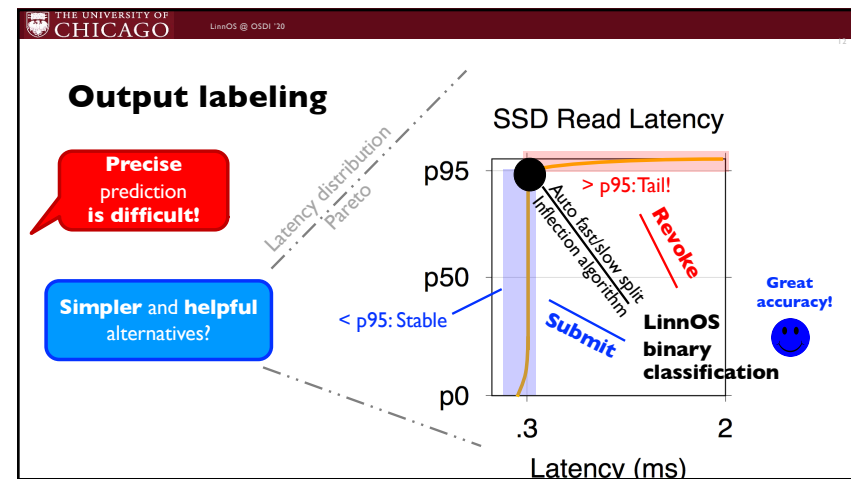
50-100 μ s

100-200 μ s **Mis-Prediction**

200-400 μ s **Truth**

...

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Input features

Ideal features:

Addresses of related I/Os (finest granularity)

High overhead

Thousands of features (addresses in 32-bit binaries)

Unacceptable

Hundreds of microseconds to infer each I/O

Directly indicate the resource contention

+ High accuracy (up to 99%)

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Input features

Using **finest** features is expensive!

Use features that are **more aggregate**

Good latency indicator, but how about **internal disruption**?

Low history queue length + high history latency = internal disruptions

For each I/O

Current queue length	Last I/O queue length	Last I/O latency (μ s)
102	010	2184 ...

Queue length and history I/Os

Easier to learn

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Input features

More aggregate features

Queue length and history I/Os

Current queue length	Last completed I/O	2nd last	3rd last	4th last
102	010, 2184	056, 0800	126, 1600	368, 3920

Queue lengths and latencies for last four completed I/Os

Split into individual digits

1,0,2	0,1,0,2,1,8,4	0,5,6,0,8,0,0	1,2,6,1,6,0,0	3,6,8,3,9,2,0
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31 features + 3 fully-connected layers (31-256-2) = **87-97% accuracy** across various SSDs/traces

4-6 μ s overhead

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Handling inaccuracy

Inaccurate cases

Category	Description	Cost
False submits	Mistakenly accept a slow I/O	Up to milliseconds!
False revokes	Mistakenly revoke a fast I/O	μs-level failover

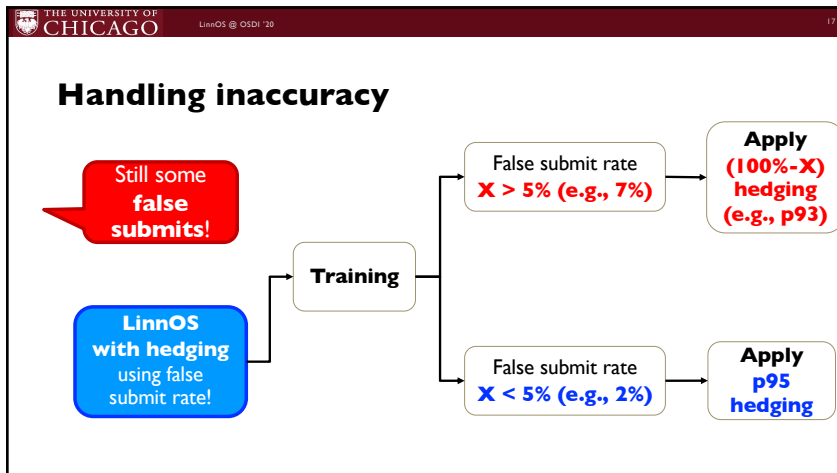
Customized loss function: Reduce false submits by **up to 68%**

Biased training

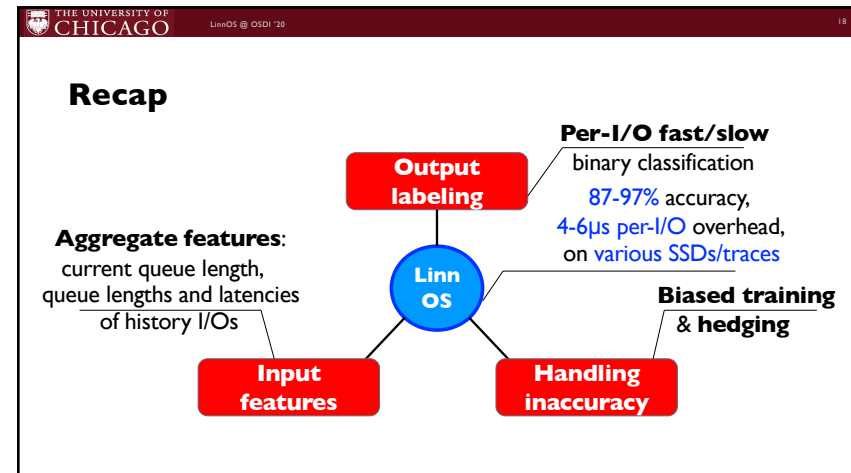
More penalty

Less penalty

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
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Other designs

User-space offline training + kernel-space online inference

Can utilize additional  to further reduce inference overhead

Support re-tracing, re-training, and re-uploading weights

More detail in the paper!

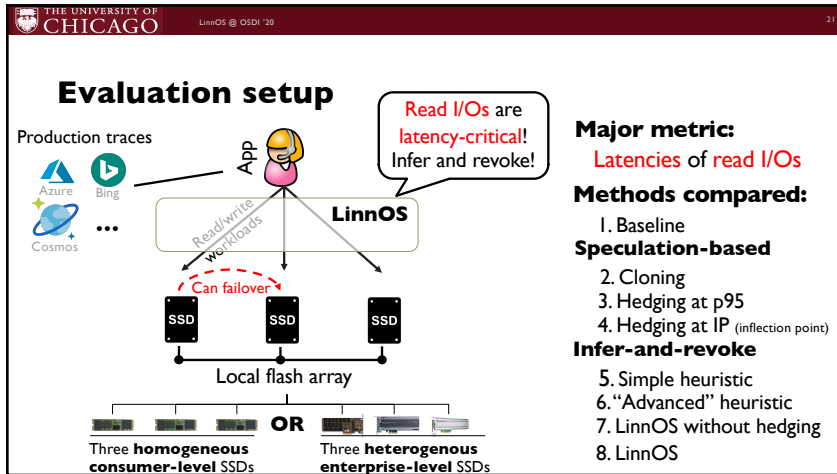
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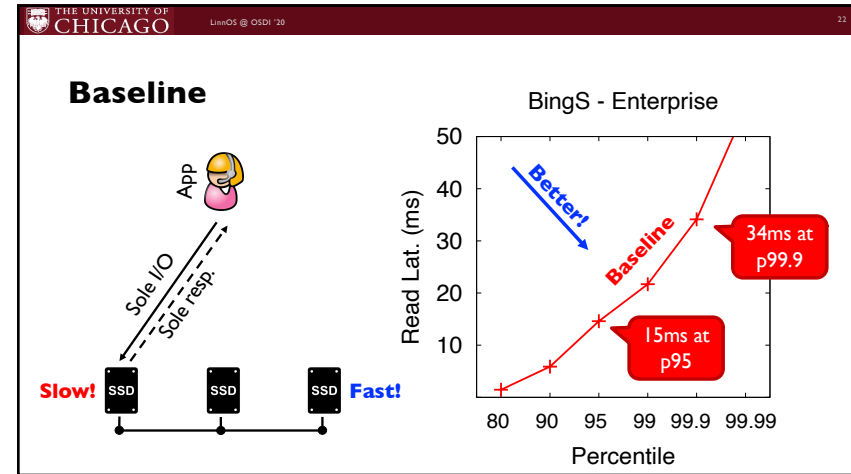
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- ☒ **Evaluations**
- ☐ Conclusion

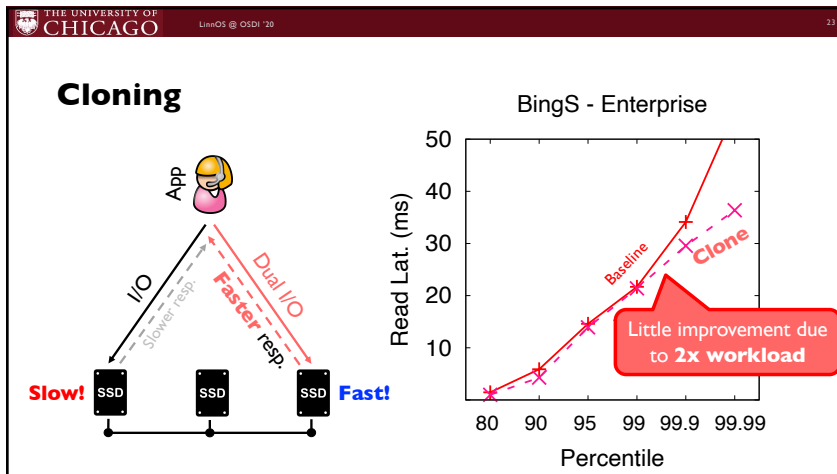
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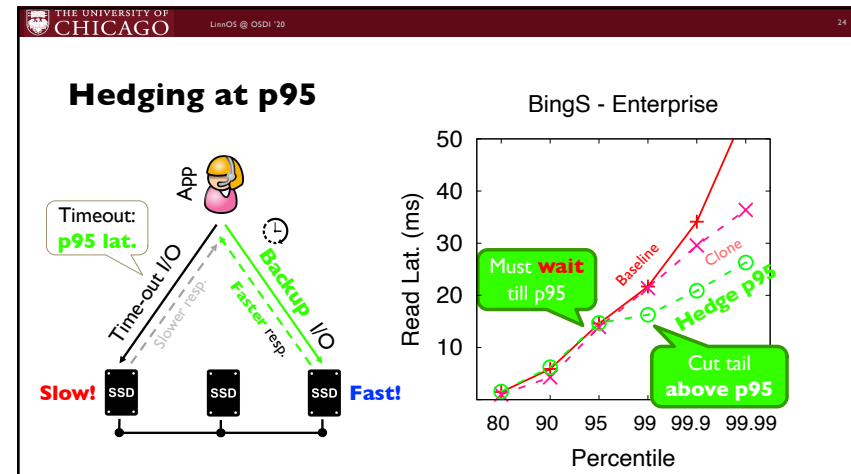
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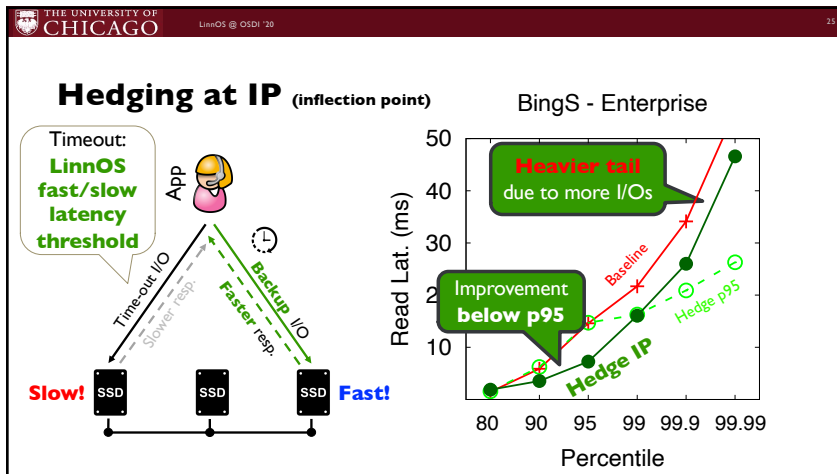
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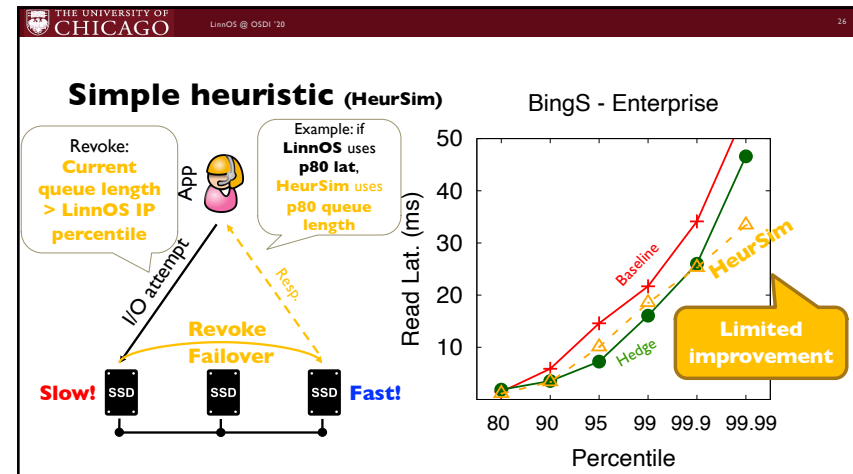
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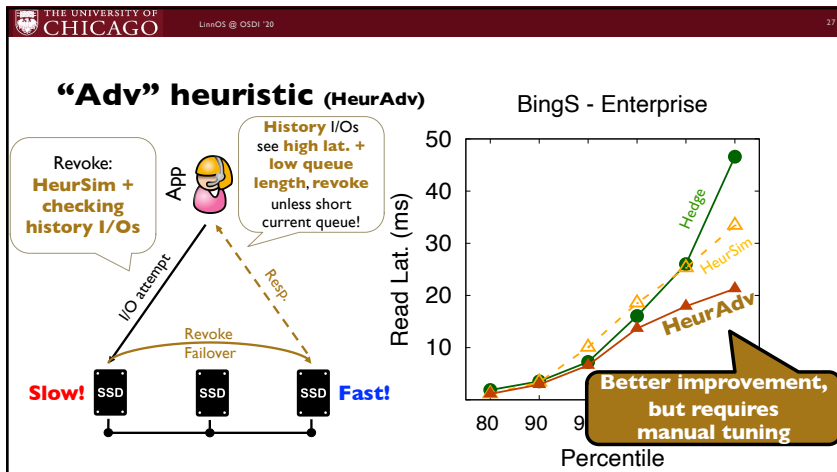
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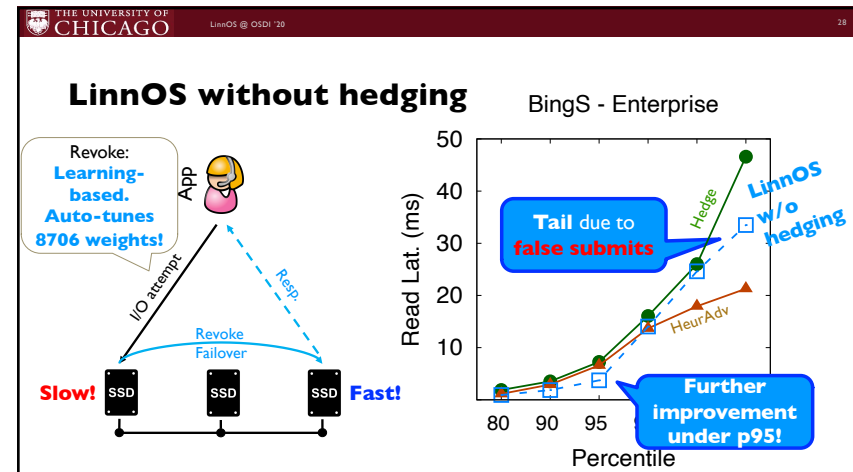
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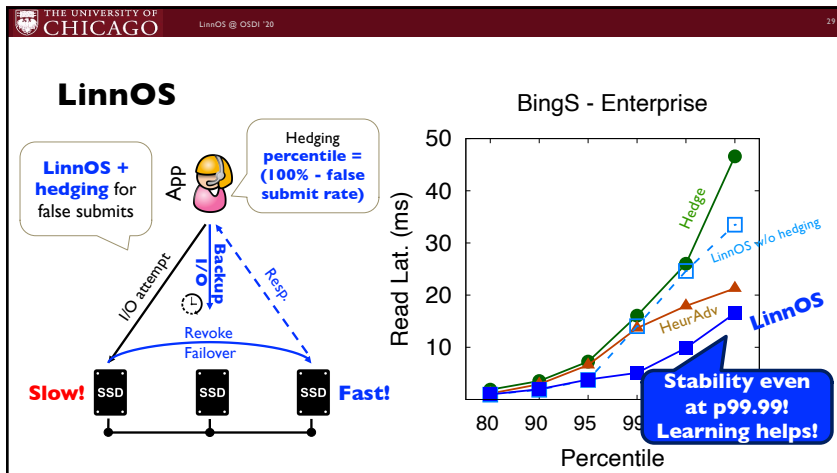
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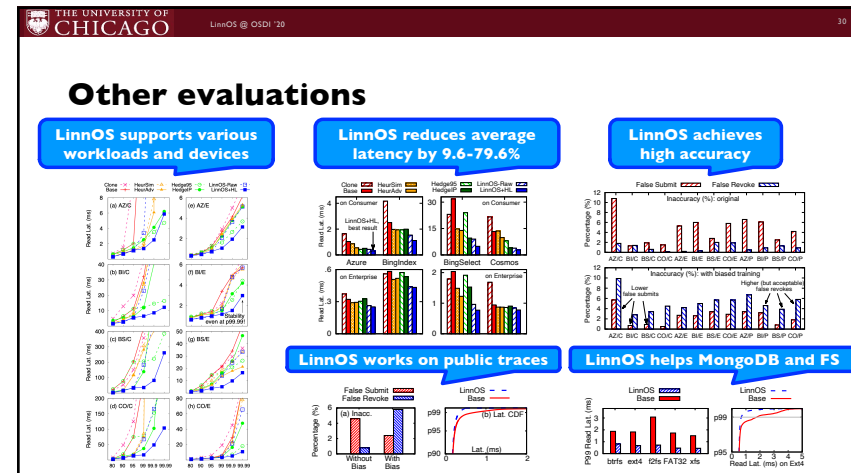
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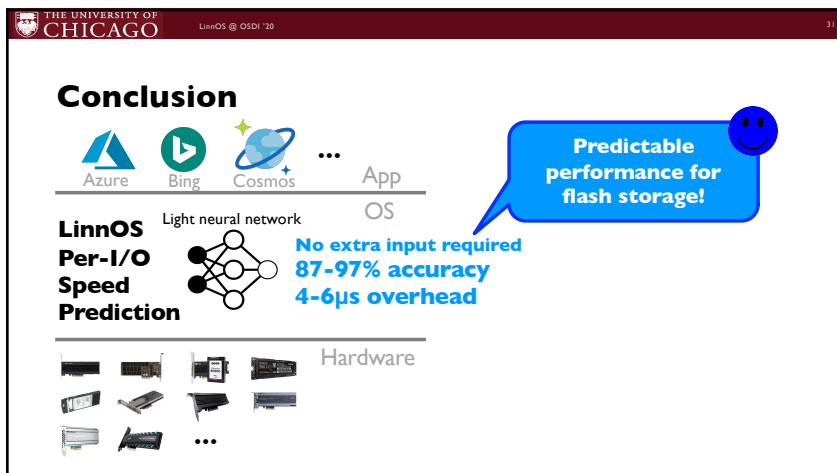
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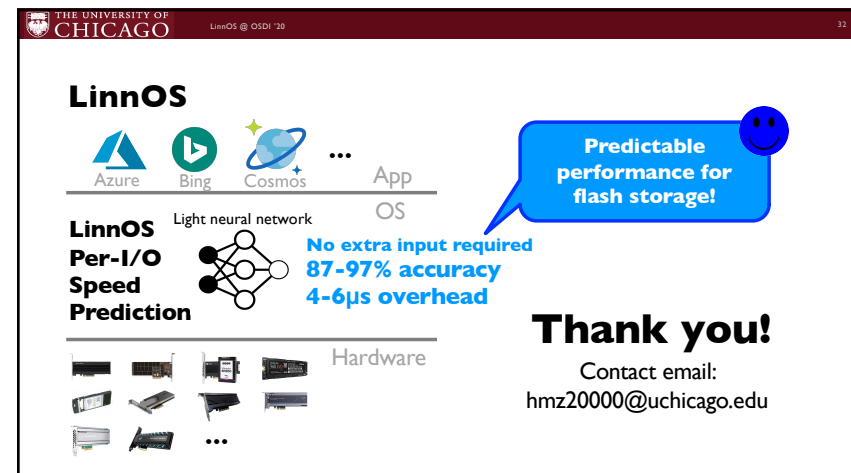
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