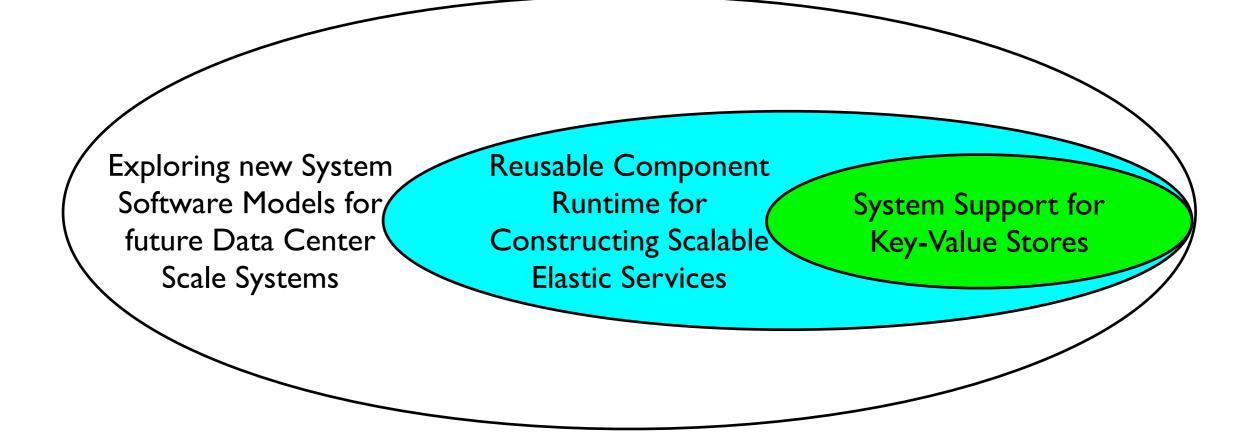
Studying System Support for a Key Value Store

Boston University SESA Group Dan Schatzberg

Outline

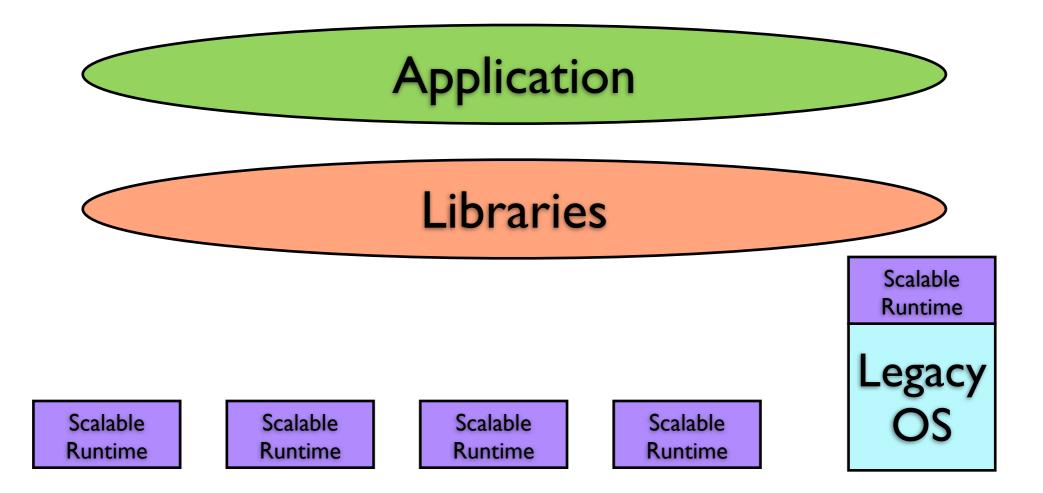
0. Context
1. High-level architecture
2. Software decomposition
3. Key-value store support



Research Background

- Datacenter scale systems are of increasing importance
 - Scale-out applications not just in HPC but also in cloud environments
- Increasing complexity
 - Heterogeneity
 - Failures/Elasticity

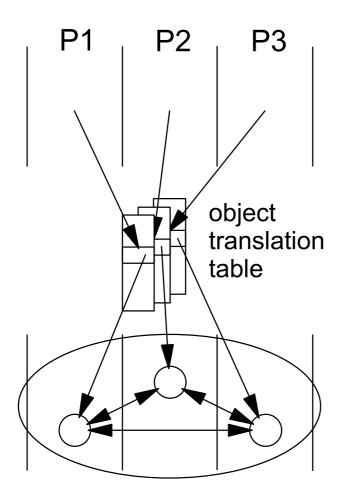
- Doing away with the kernel-userspace boundary
 - Software is constructed as libraries on top of a thin scalable runtime
- Low level primitives to aide in the construction of distributed software
- Allow incremental porting of legacy software



Component Level Decomposition

- Managing communication and locality is hard
- Inspired by work on Tornado/K42 no communication paradigm is best
 - Not only message passing
 - Not only shared memory or RDMA
- Encapsulate communication by decomposing software as components

Elastic Building Blocks

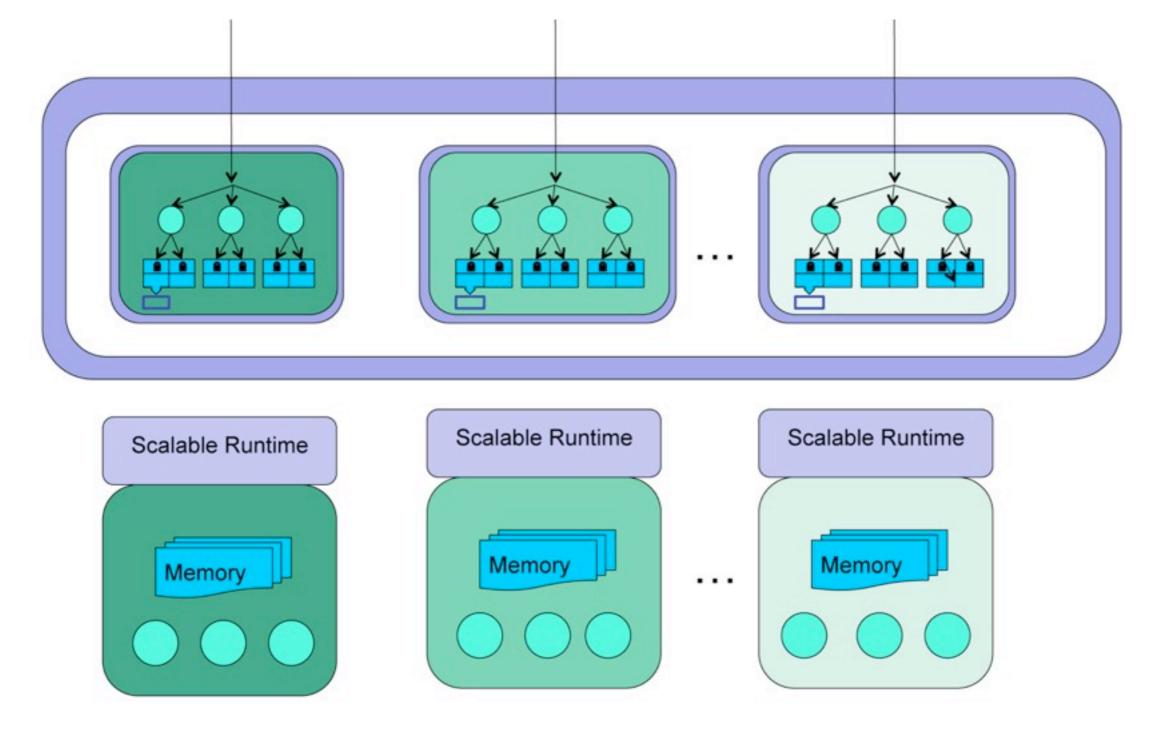


- Invocation of an object goes through a translation table
- Potentially different representatives of an object per processor

Elastic Building Blocks

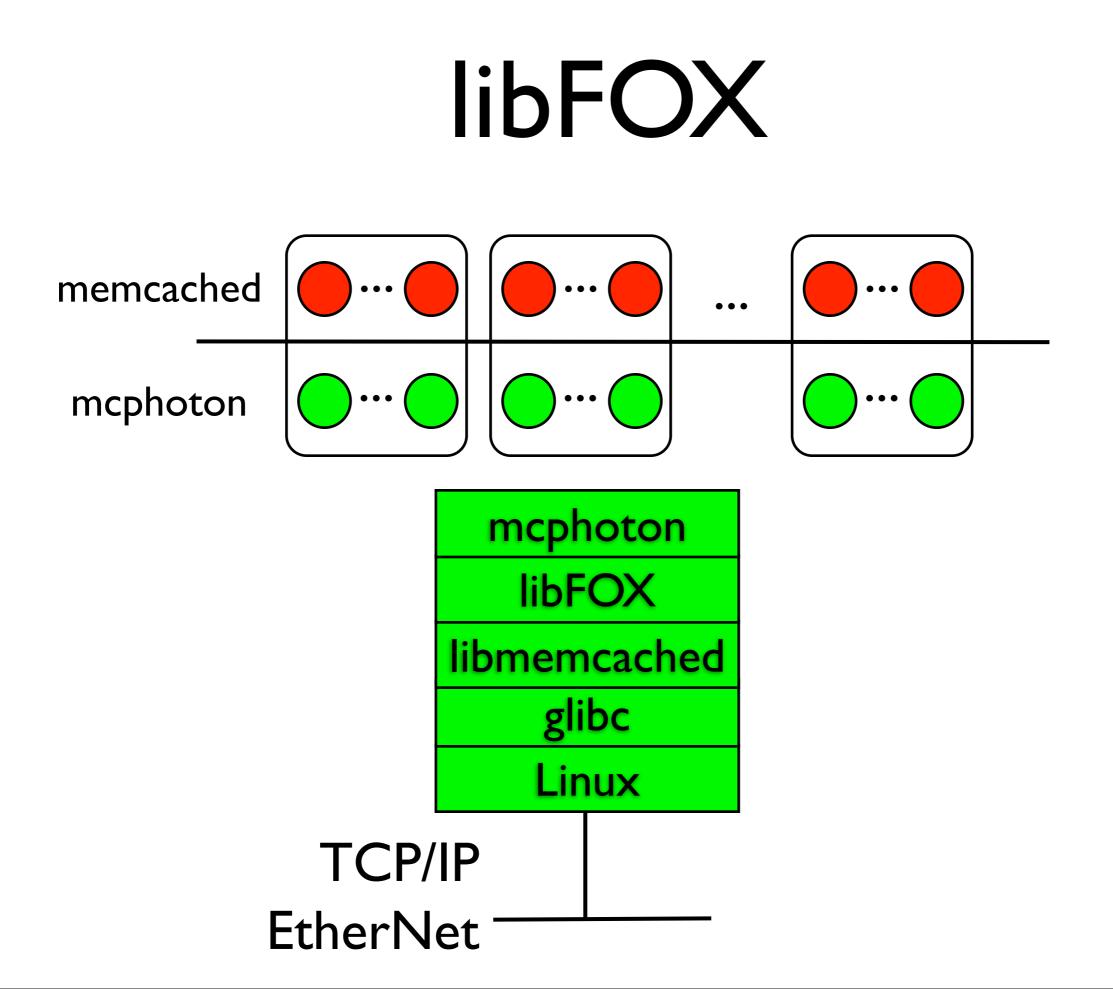
- Objects respond to events
 - EbbCall
 - First time accessed on a processor
- Also hardware "events"
 - Tree packet arrived
 - Timer interrupt fired

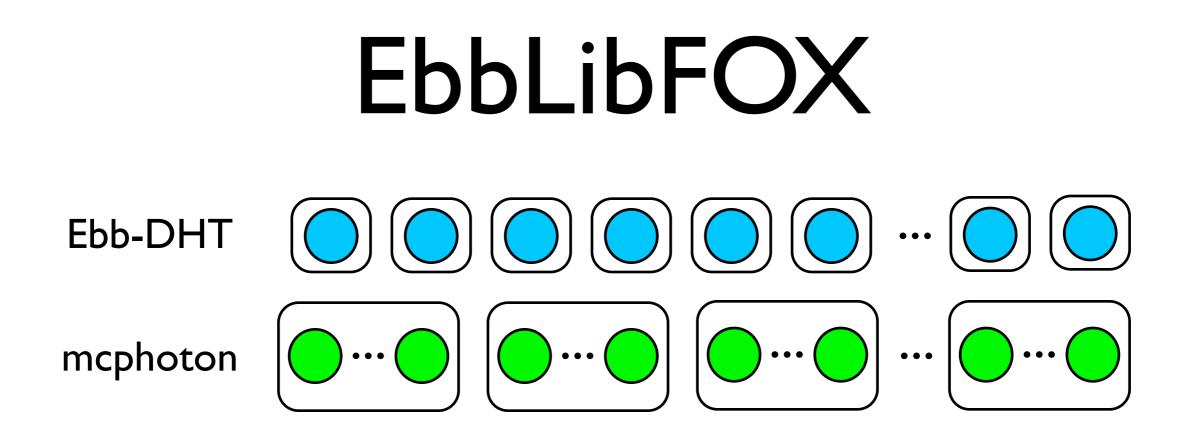
Component Level Decomposition

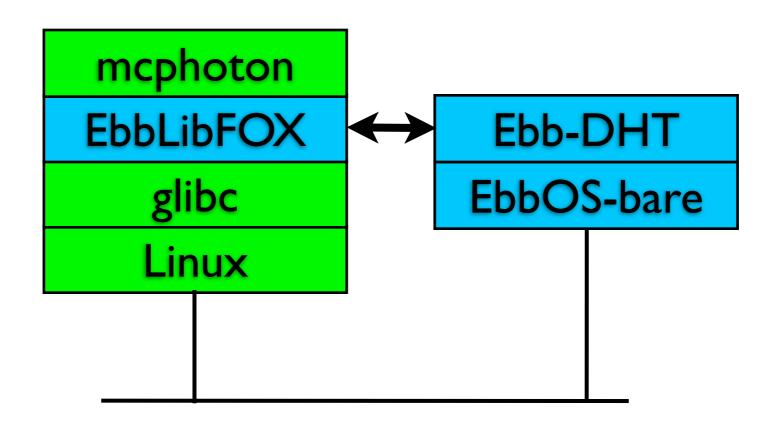


Our Goals

- Explore utility of system level primitives for Key-Value Stores (KVSs):
 - Can they help with faults / elasticity?
 - Can they encapsulate HW level optimization?
 - Can they help achieve HPC scale KVSs?



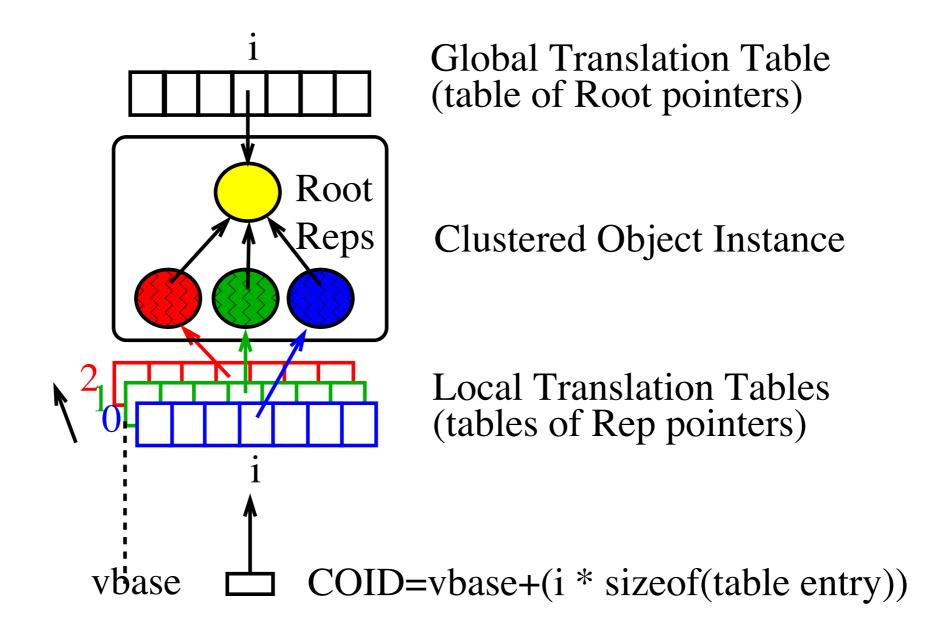




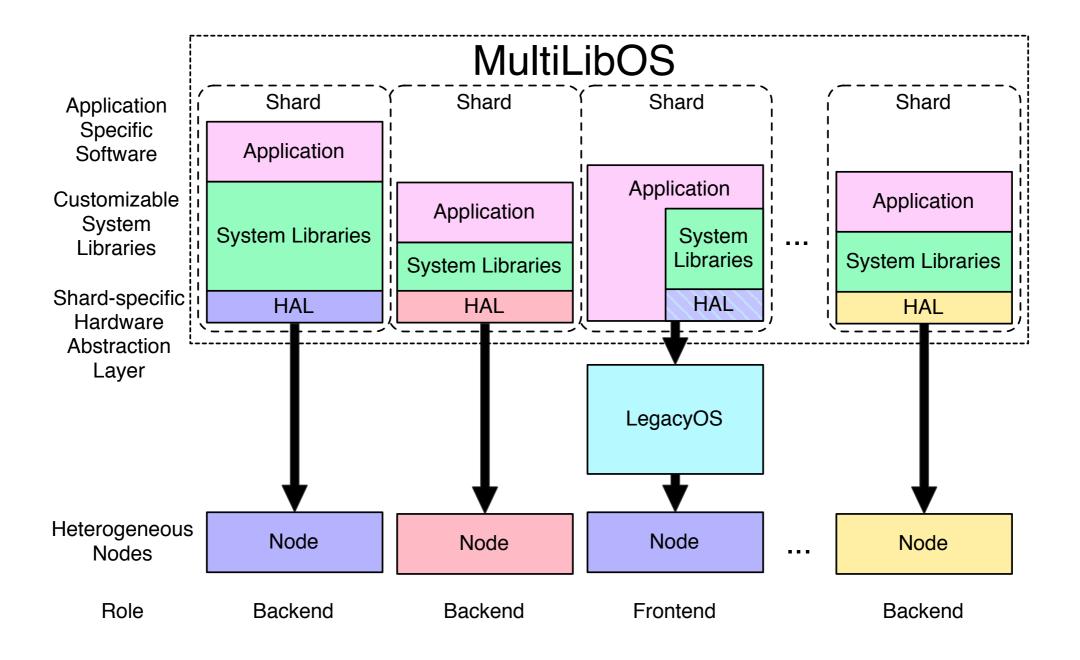
Status

- "Have" EbbOS runtimes for Linux, x86_64, PPC32, PPC64
- Gathering baseline measurements of event dispatch costs for a USENIX poster
- Developing an Ebb that implements a hash table

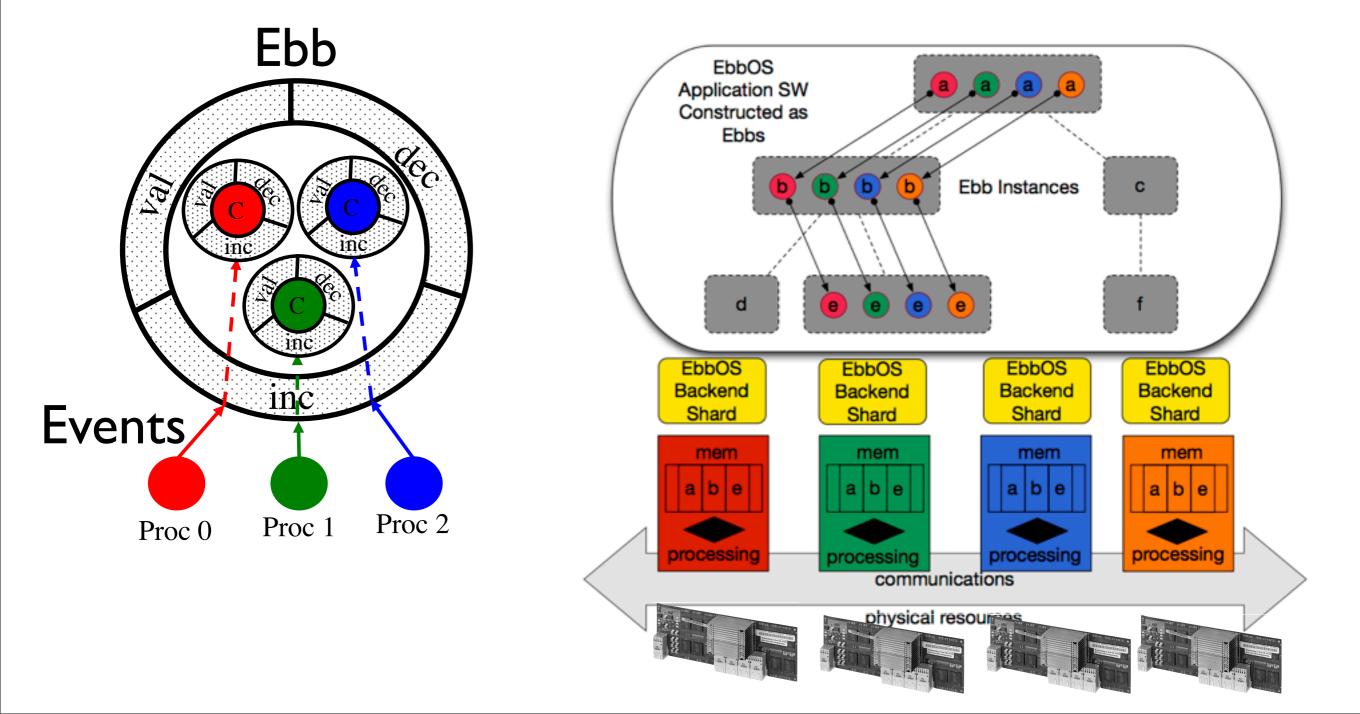
Backup



Background



Component Oriented Runtime EbbOS



Research Background

- We have been making large scale applications by building collections of single node operating systems stitched together with middleware
- Applications are single user, multi node

Applications

