

# Software-Enabled Flash Mas Arrived

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On behalf of the Software-Enabled Flash Project

# Open Source Software-Enabled Flash™ Project

Founded April 2022

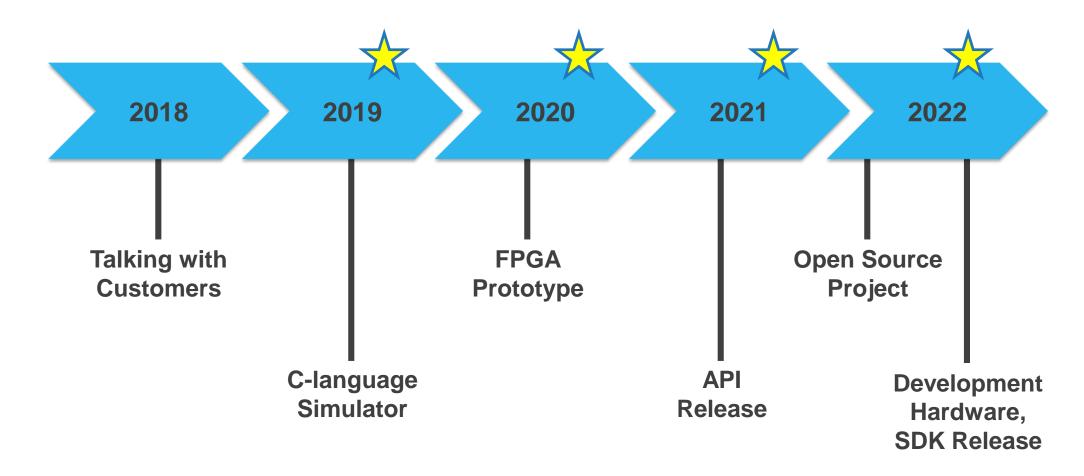
 Software-Enabled Flash specifications and software released to OSS



https://softwareenabledflash.org



# How did we get here?





# A Different Way of Thinking About Flash



- Drop legacy storage paradigm
- Deliver full parallelism of flash
- Explicit controls over isolation, queueing modes
- Application defined latency outcomes



# Managed under the Linux Foundation



# Open Source Governance Processes

Open Technical Steering Committee (TSC) meetings

# Specification built for multiple implementations

Flash technology independent Controller technology independent

# Open Source API and SDK

**Available today on GitHub** 



# Developer Control





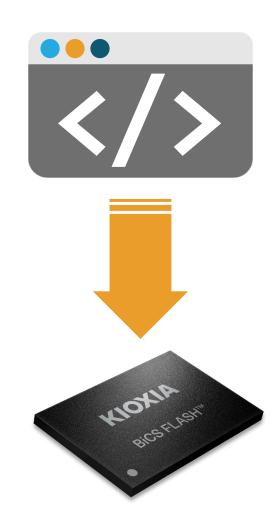






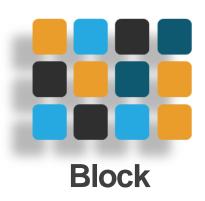
# **Maximize Value of Flash Memory**

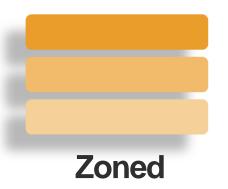
- Application-defined data layout for maximum performance
- Workload optimized resource allocation
- Explicit requests for flash behavior



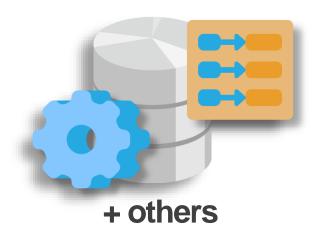


# Multiprotocol, in software











# Application Value

#### Software-Defined Flash vs. Self-Built Drives

#### **Self-Built Drive**

Latency, Performance and Isolation

**Optimized Garbage Collection** 

**Application Optimized Protocols** 

Board Layout, Certifications

Flash Controller and Firmware

Flash Timings and Protocols

Physical Flash Layout

#### Software-Enabled Flash™

Latency, Performance and Isolation

Optimized Garbage Collection

**Application Optimized Protocols** 





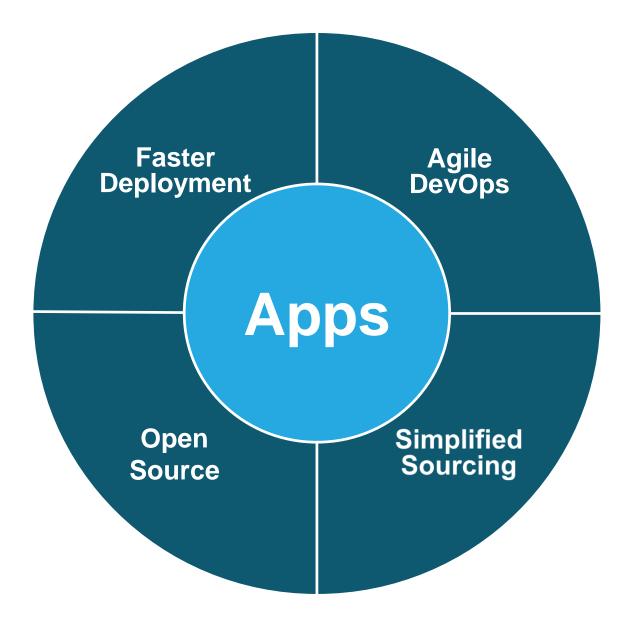
# Faster Flash Deployment and Re-Deployment

- Explicit behavior requests, not implicit
- Simplified migration between techs
- Avoid rewriting I/O stacks
- Abstract flash management tasks





# Improve application results





# **Built for Storage Innovation**



**Open ecosystem for multi-vendors** 



**Data placement control** 



**Isolation and latency** 



Faster time-to-market than DIY



Improve application results

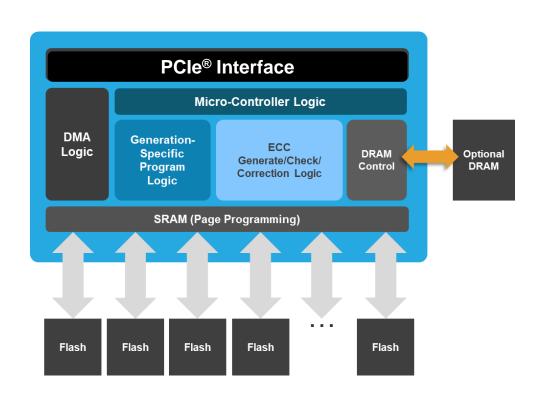


# Hardware and Software

**Working Together** 



# **Custom Engineered Hardware Platform**



\* Software-Enabled Flash compatible controllers available from Marvell™.

#### **Vendor Configurable**

Flash Technology

Flash Interface Protocol

**DRAM** Buffer vs. Host Buffer vs. Mixed

**Form Factor** 

**Power Limits** 

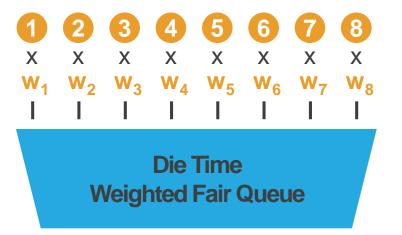


<sup>\*</sup> PCIe is a registered trademark and/or service mark of the PCI-SIG \* The Marvell name and logo is a trademark and/or service mark of Marvell Technology, Inc.

# Hardware Enabled Latency Control







Massively parallel, perdie I/O queues

Hardware-enforced I/O prioritization

Multiple, programmable scheduling modes

Die-Time Weighted Fair Queueing

Erase, Program, Read weights configurable

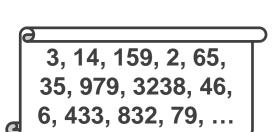


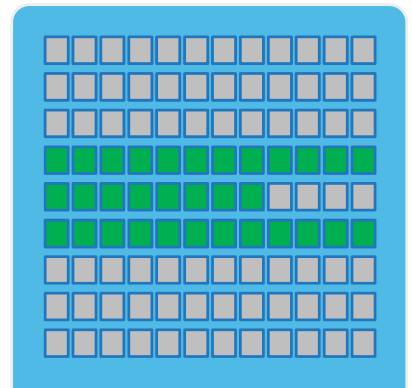
# Copy Offload and Application-Driven GC

- Powerful intra-drive data copy primitive
- Single command does it all
  - Application specifies blocks to copy
  - Drive manages entire operation



- Applications
  - Database compaction
  - Log-Structured merge trees
  - Range copy for object storage
  - (and of course, efficient garbage collection)





Software-Enabled Flash Unit

Simple (but application-controlled)
Garbage Collection



#### **Hardware Enabled Tenant Isolation**

Virtual Device

**Die-level isolation** 

Complete physical separation of data

**User-configurable at deployment** 

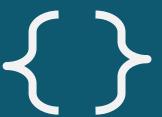


**Quality of Service Domain** 

Workload-level isolation

Complete logical separation of data per superblock

Isolated garbage collection, overprovisioning





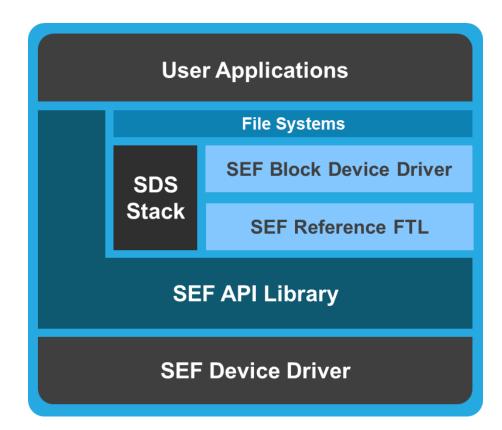
### **Customizable Software Stack**

#### **Open source software stack**

- Choose the level of abstraction
- Leverage the work of others

#### **Built for customization**

- Quick to get prototypes
- Full source to customize to unique needs





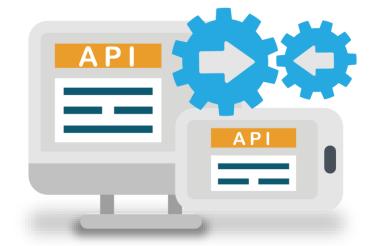
# Source Code Included

#### **API Header and Library**

- Provides thin, user-level access to device
- Low-level interface for multiple vendors

#### **Software Development Kit**

- User-level FTL
- Virtualization device drivers
- FIO testing tool
- CLI management interface

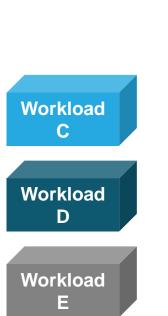






# Easy "Bake Your Own FTL"

- Complete user-level FTL source code
- Runs on host, in each application
- Built for customization
  - Complete queueing/isolation capability
  - Application-optimized protocols
  - Fine-grained data placement
- Full documentation online, in code





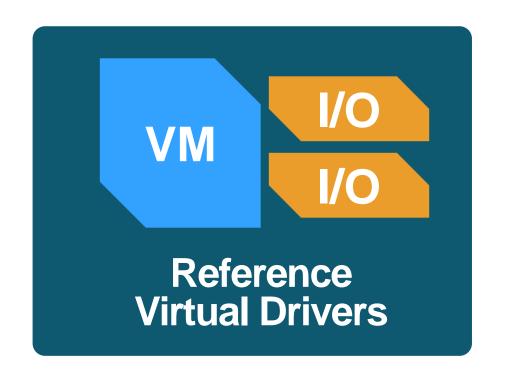
Reference Flash Translation Layer



# Rapid Virtualization Deployment

QEMU VirtlO device drivers included

- √ Full source code
- ✓ Traditional Block
- ✓ Zoned Namespace (ZNS)
- ✓ All queueing, isolation, offload





# Proof of the Pudding is in the Eating...

**Software-Enabled Flash Demo** 



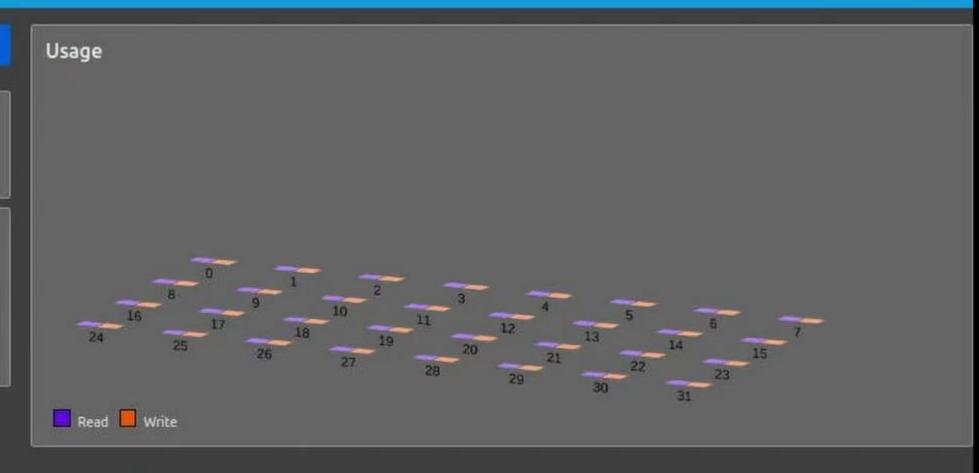


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#### Start Demo

- Enable Workload 1
- Enable Workload 2
- Enable Workload 3

Software-Enabled Flash
Virtual Devices can isolate
workloads to individual flash
dies for complete
performance isolation



# Redefining Flash for Storage Innovation



Focus on applications, not low-level flash operations



Better, tuned use of flash per application



Isolation + Latency Control + Placement + Offload + SDK

= Better Application Results



# Call to Action



Stop by the table, talk to our team



Birds of a Feather

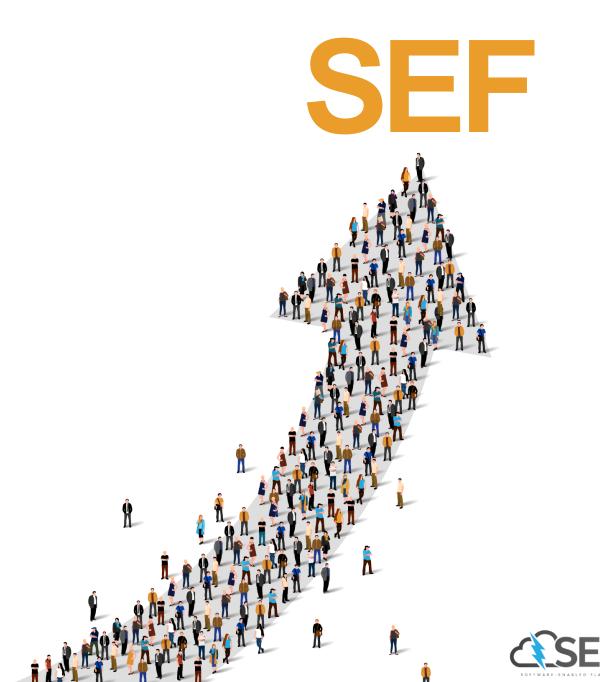


Join the project, get the code, make something awesome.





# Software-Enabled Flash Needs You!



Definition of capacity: KIOXIA defines a megabyte (MB) as 1,000,000 bytes, a gigabyte (GB) as 1,000,000,000,000 bytes and a terabyte (TB) as 1,000,000,000,000 bytes. A computer operating system, however, reports storage capacity using powers of 2 for the definition of 1GB = 2^30 = 1,073,741,824 bytes and therefore shows less storage capacity. Available storage capacity (including examples of various media files) will vary based on file size, formatting, settings, software and operating system, such as Microsoft Operating System and/or pre-installed software applications, or media content. Actual formatted capacity may vary.

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