

SPDK NVMe BDEV Performance Report Release 21.07

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Audience and Purpose


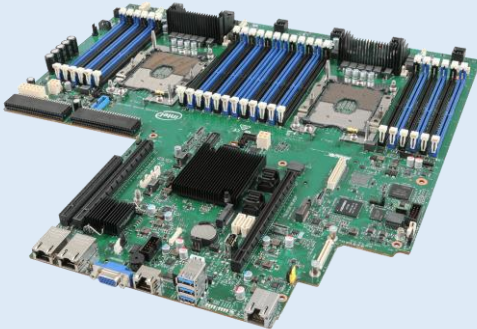
This report is intended for people who are interested in comparing the performance of the SPDK block device layer vs the Linux Kernel (5.11.20-200.fc33.x86_64) block device layer. It provides performance and efficiency information between the two block layers under various test workloads.

The purpose of the report is not to imply a single “correct” approach, but rather to provide a baseline of well-tested configurations and procedures with repeatable and reproducible results. This report can be viewed as information regarding best known method/practice when performance testing the SPDK NVMe block device.

Test setup

Hardware configuration

Table 1: Hardware setup configuration

Item	Description														
Server Platform	<p>Intel WolfPass R2224WFTZS</p>  <p>Server board S2600WFT</p> 														
Motherboard	S2600WFT														
CPU	<p>2 CPU sockets, Intel(R) Xeon(R) Gold 6230N CPU @ 2.30GHz</p> <p>Number of cores 20 per socket, number of threads 40 per socket</p> <p>Both sockets populated</p> <p>Microcode: 0x4003003</p>														
Memory	<p>12 x 32GB Micron DDR4 36ASF4G72PZ-2G9E2</p> <p>Total 384 GBs</p> <p>Memory channel population:</p> <table> <tr> <th>P1</th><th>P2</th></tr> <tr> <td>CPU1_DIMM_A1</td><td>CPU2_DIMM_A1</td></tr> <tr> <td>CPU1_DIMM_B1</td><td>CPU2_DIMM_B1</td></tr> <tr> <td>CPU1_DIMM_C1</td><td>CPU2_DIMM_C1</td></tr> <tr> <td>CPU1_DIMM_D1</td><td>CPU2_DIMM_D1</td></tr> <tr> <td>CPU1_DIMM_E1</td><td>CPU2_DIMM_E1</td></tr> <tr> <td>CPU1_DIMM_F1</td><td>CPU2_DIMM_F1</td></tr> </table>	P1	P2	CPU1_DIMM_A1	CPU2_DIMM_A1	CPU1_DIMM_B1	CPU2_DIMM_B1	CPU1_DIMM_C1	CPU2_DIMM_C1	CPU1_DIMM_D1	CPU2_DIMM_D1	CPU1_DIMM_E1	CPU2_DIMM_E1	CPU1_DIMM_F1	CPU2_DIMM_F1
P1	P2														
CPU1_DIMM_A1	CPU2_DIMM_A1														
CPU1_DIMM_B1	CPU2_DIMM_B1														
CPU1_DIMM_C1	CPU2_DIMM_C1														
CPU1_DIMM_D1	CPU2_DIMM_D1														
CPU1_DIMM_E1	CPU2_DIMM_E1														
CPU1_DIMM_F1	CPU2_DIMM_F1														
Operating System	Fedora 33														
BIOS	SE5C620.86B.02.01.0013.121520200651														

Linux kernel version	5.11.20-200.fc33.x86_64
SPDK version	SPDK 21.07
Fio version	3.19
Storage	OS: 1x 120GB Intel SSDSC2BB120G4 Storage: 24x Intel® P4610™ 1.6TBs (FW: VDV10170) (6 on CPU NUMA Node 0, 18 on CPU NUMA Node 1)

BIOS Settings

Table 2: Test setup BIOS settings

Item	Description
BIOS	VT-d = Enabled CPU Power and Performance Policy = <Performance> CPU C-state = No Limit CPU P-state = Enabled Enhanced Intel® Speedstep® Tech = Enabled Turbo Boost = Enabled Hyper Threading = Enabled

Storage distribution across NUMA Nodes and PCIe Switches

Wolfpass server platforms PCIe Lanes are not symmetrically distributed between CPU NUMA nodes, which is an important factor in performance tests. Additionally, the total amount of PCIe Lanes available was not enough to accommodate 24 NVMe drives. Therefore, PCIe switches were used to fan out PCIe lanes to NVMe SSDs on the riser cards. For more information on PCIe capabilities of the platform please refer to its [technical specification](#).

Table 3: Test platform NVMe storage setup

Item	Description
PCIe Riser cards	Risers 1&2: 2x Intel A2UL16RISER2 (PCI gen 3 1x16 Riser) <ul style="list-style-type: none"> Installed in Riser Slot #1 Installed in Riser Slot #2 Riser 3: 1 x A2UX8X4RISER (PCI gen 3 1x8 Riser) <ul style="list-style-type: none"> Installed in Riser Slot #3
PCIe Switches	5 x Intel 4-Port PCIe Gen3 x8 Switch AIC AXXP3SWX08040 Installed in: <ul style="list-style-type: none"> PCIe Switch 1: Riser Slot #1 port 1 (using CPU1 PCIe Lanes) PCIe Switch 2: Riser Slot #1 port 2 (using CPU2 PCIe Lanes) PCIe Switch 3: Riser Slot #2 port 1 (using CPU2 PCIe Lanes) PCIe Switch 4: Riser Slot #2 port 2 (using CPU2 PCIe Lanes) PCIe Switch 5: Riser Slot #3 port 1 (using CPU2 PCIe Lanes)
NVMe Drives distribution across the system	Nvme0 – 1
	Nvme2 – 3
	Nvme4 – 7
	Nvme8 – 11

	Nvme12 – 15	PCIe Switch 3 (CPU2 PCIe Lanes)
	Nvme16 – 19	PCIe Switch 4 (CPU2 PCIe Lanes)
	Nvme20 – 23	PCIe Switch 5 (CPU2 PCIe Lanes)

SSD Preconditioning

An empty NAND SSD will often show read performance far beyond what the drive claims to be capable of because the NVMe controller knows that the device is empty and completes the read request successfully without performing any actual read operation on the device. Therefore, prior to running each performance test case we preconditioned the SSDs by writing 128K blocks sequentially across the namespace's full LBA range twice to ensure the controller accesses the NAND media for each subsequent I/O. Additionally, the 4K 100% random writes performance decreases from one test to the next until the NAND management overhead reaches steady state because the wear-levelling activity increases dramatically until the SSD reaches steady state. Therefore, to obtain accurate and repeatable results for the 4K 100% random write workload, we ran the workload for 90 minutes before starting the benchmark test and collecting performance data. For a highly detailed description of exactly how to force an SSD into a known state for benchmarking see the [SNIA Solid State Storage Performance Test Specification](#).

Kernel & BIOS Spectre-Meltdown information

Host server system uses 5.11.20 kernel version which is available from the DNF repository. The default Spectre-Meltdown mitigation patches for this kernel version have been left enabled.

Introduction to SPDK Block Device Layer

SPDK Polled Mode Driver

The NVMe PCIe driver is something that is usually expected to be part of the system kernel and your application would interact with the driver via the system call interface. SPDK takes a different approach. SPDK unbinds the NVMe devices from the kernel and binds the hardware queues to a userspace NVMe driver. From that point, your application will access the device queues directly from userspace.

The [SPDK NVME Driver](#) is a C library that may be linked directly into an application that provides direct, zero-copy data transfer to and from NVMe SSDs. It is entirely passive, meaning that it spawns no threads and only performs actions in response to function calls from the application. The library controls NVMe devices by directly mapping the PCI BAR into the local process and performing MMIO. The SPDK NVMe driver is asynchronous, which means that the driver submits the I/O request as an NVMe submission queue entry on a queue pair and the function returns immediately, prior to the completion of the NVMe command. The application must poll for I/O completion on each queue pair with outstanding I/O to receive completion callbacks.

SPDK Block Device Layer

SPDK further provides a full block stack as a user space library that performs many of the same operations as a block stack in an operating system. The [SPDK block device layer](#) often simply called [bdev](#), is a C library intended to be equivalent to the operating system block storage layer located above the device drivers in traditional kernel storage stack.

The bdev module provides an abstraction layer that provides common APIs for implementing block devices that interface with different types of block storage device. An application can use the APIs to enumerate and claim SPDK block devices, and then perform asynchronous I/O operations (such as read, write, unmap, etc) in a generic way without knowing if the device is an NVMe device or something else, for example Ceph RBD or malloc ramdisk block device. The SPDK NVMe bdev module can create block devices for both local PCIe-attached NVMe device and remote devices exported over NVMe-oF.

In this report, we benchmarked the performance and efficiency of the bdev for the local PCIe-attached NVMe devices use case. We also demonstrated the benefits of the SPDK approaches, like user-space polling, asynchronous I/O, no context switching etc. under different workloads.

FIO Integration

SPDK provides an [FIO plugin](#) for integration with [Flexible I/O](#) benchmarking tool. The quickest way to generate a configuration file with all the bdevs for locally PCIe-attached NVMe devices is to use the `gen_nvme.sh` script with “`--json-with-subsystems`” option as shown in Figure 1.

```
[user@localhost spdk]$ sudo scripts/gen_nvme.sh --json-
with-subsystems | jq
{
  "subsystems": [
    {
      "subsystem": "bdev",
      "config": [
        {
          "method": "bdev_nvme_attach_controller",
          "params": {
            "trtype": "PCIe",
            "name": "Nvme0",
            "traddr": "0000:1a:00.0",
            "bdev_io_cache_size": 2048
          }
        },
        [...]
        {
          "method": "bdev_nvme_attach_controller",
          "params": {
            "trtype": "PCIe",
            "name": "Nvme22",
            "traddr": "0000:de:00.0",
            "bdev_io_cache_size": 2048
          }
        },
        {
          "method": "bdev_nvme_attach_controller",
          "params": {
            "trtype": "PCIe",
            "name": "Nvme23",
            "traddr": "0000:df:00.0",
            "bdev_io_cache_size": 2048
          }
        }
      ]
    }
  ]
}
```

Figure 1 : Example NVMe bdev configuration file

Add SPDK bdevs to the fio job file, by setting the `ioengine=spdk_bdev` and adding the `spdk_json_conf` parameter whose value points to the NVMe bdev configuration file.

The example fio configuration file in figure 2, shows how to define multiple fio jobs and assign NVMe bdevs to each job. Each job is also pinned to a CPU core on the same NUMA node as the NVMe SSDs that the job will access.

Finally, to use the bdev fio plugin specify the `LD_PRELOAD` when running fio.

`LD_PRELOAD=<path to spdk repo>/examples/bdev/fio_plugin/fio_plugin fio <fio job file>`


```
[global]
direct=1
thread=1
time_based=1
norandommap=1
group_reporting=1
ioengine=spdk_bdev
spdk_json_conf=/tmp/bdev.conf

rw=randread
rwmixread=70
bs=4096
numjobs=1
runtime=300
ramp_time=60

[filename0]
iodepth=192
cpus_allowed=0
filename=Nvme0n1
filename=Nvme1n1
filename=Nvme4n1
filename=Nvme5n1
filename=Nvme6n1
filename=Nvme7n1

[filename1]
iodepth=192
cpus_allowed=21
filename=Nvme2n1
filename=Nvme3n1
filename=Nvme8n1
filename=Nvme9n1
filename=Nvme10n1
filename=Nvme11n1

[filename2]
iodepth=192
cpus_allowed=22
filename=Nvme12n1
filename=Nvme13n1
filename=Nvme14n1
filename=Nvme15n1
filename=Nvme16n1
filename=Nvme17n1

[filename3]
iodepth=192
cpus_allowed=23
filename=Nvme18n1
filename=Nvme19n1
filename=Nvme20n1
filename=Nvme21n1
filename=Nvme22n1
filename=Nvme23n1
```

Figure 2: Example SPDK Fio BDEV configuration file

Test Case 1: SPDK NVMe BDEV IOPS/Core Test

Purpose: The purpose of this test case was to measure the maximum performance in IOPS/Core of the NVMe block layer on a single CPU core. We used different benchmarking tools (SPDK bdevperf vs. SPDK FIO BDEV plugin vs SPDK NVMe perf) to understand the overhead of benchmarking tools. Measuring IOPS was key in this test case, so latency measurements were either disabled or skipped.

The following Random Read/Write workloads were used:

- 4KB 100% Random Read
- 4KB 100% Random Write
- 4KB Random 70% Read 30% Write

For each workload we followed the following steps:

- 1) Precondition SSDs as described in [“Test Setup”](#) chapter.
- 2) Run each test workload: Start with a configuration that has 24 Intel P4610x NVMe devices and decrease the number of SSDs by 2 on each subsequent run.
 - This shows us the IOPS scaling as we add SSDs till the maximum IOPS/Core is reached.
 - Starting with 24 SSDs and reducing the number of SSDs on subsequent eliminates having to precondition between runs because all SSDs used in the subsequent run were used in the previous run so they should still be in a steady state.
- 3) Repeat three times. The data reported is the average of the 3 runs.

Table 4: SPDK NVMe BDEV IOPS Test configuration

Item	Description
Test case	SPDK NVMe BDEV IOPS/Core Test
Test configuration	<p>FIO Version: fio-3.19</p> <p>Number of NVMe SSDs: scaled as follows: 24, 22, ... 2, 1. Decreasing 2 SSDs on each test run.</p> <p>SPDK_BDEV_IO_CACHE_SIZE changed from 256 to 2048 (using bdev_set_options RPC call).</p> <p>NUMA optimization: The test platform has PCIe lanes unevenly distributed between NUMA nodes, most of the NVMe SSDs (18 out of total 24) are located on NUMA node 1. Therefore, a CPU Core from NUMA node 1 was selected as primary core for test, in order to reduce the overhead of cross-numa operations.</p>
Bdevperf	<code>./bdevperf -c bdev.conf -q \${iodepth} -o \${block_size} -w \${rw} -M \${rwmixread} -t 300 -m 20 -p 20</code>

configuration	
FIO configuration	<pre> [global] ioengine=spdk_bdev spdk_json_conf=bdev.conf gtod_reduce=1 direct=1 thread=1 norandommap=1 time_based=1 ramp_time=60s runtime=300s bs=4k rw={randread, randwrite, randrw} rwmixread={100,70,0} iodepth={32, 64, 128, 256} numjobs=1 </pre>

SPDK NVMe BDEV Single Core Throughput

The first test was performed using SPDK bdevperf, which is lightweight benchmarking tool that adds minimal latency to the I/O path. The charts below show the Single core IOPS results for the SPDK Block Layer with increasing number of NVMe SSDs.

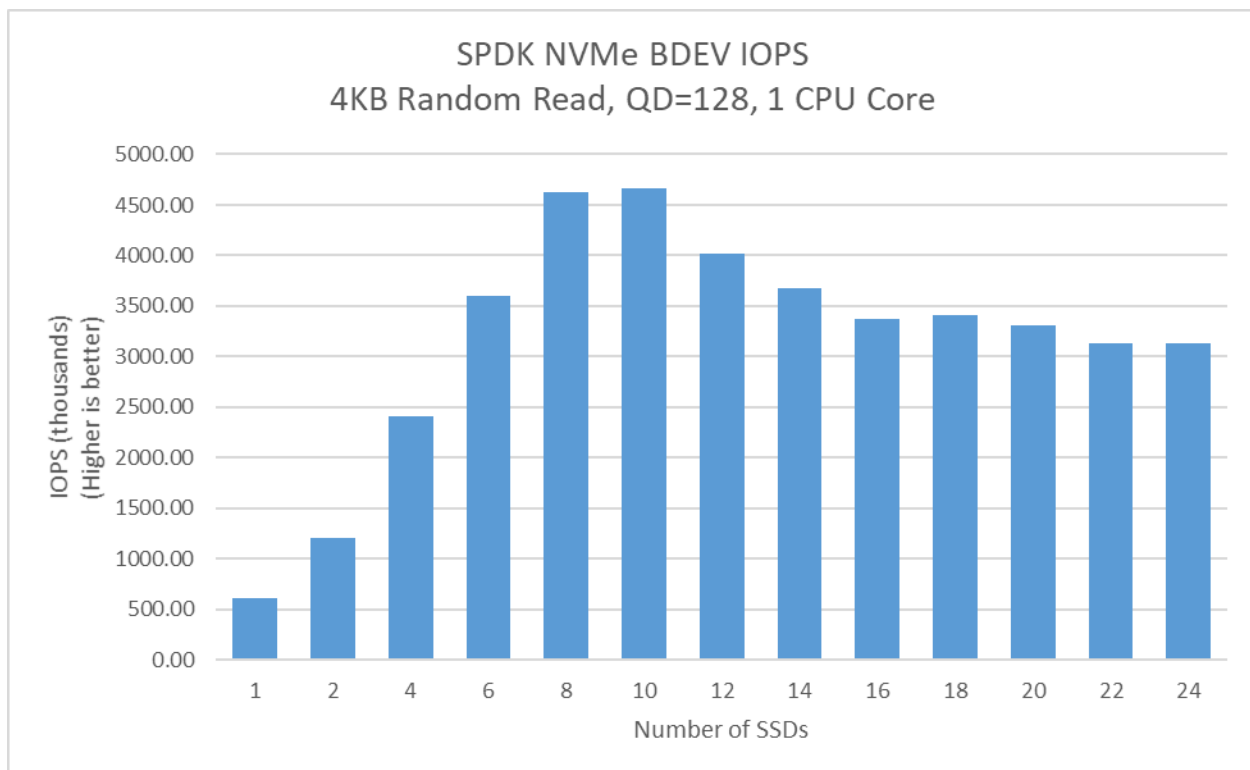


Figure 3: SPDK NVMe BDEV IOPS scalability with addition of SSDs (4KB Random Read, 1CPU Core, QD=128, using bdevperf tool)

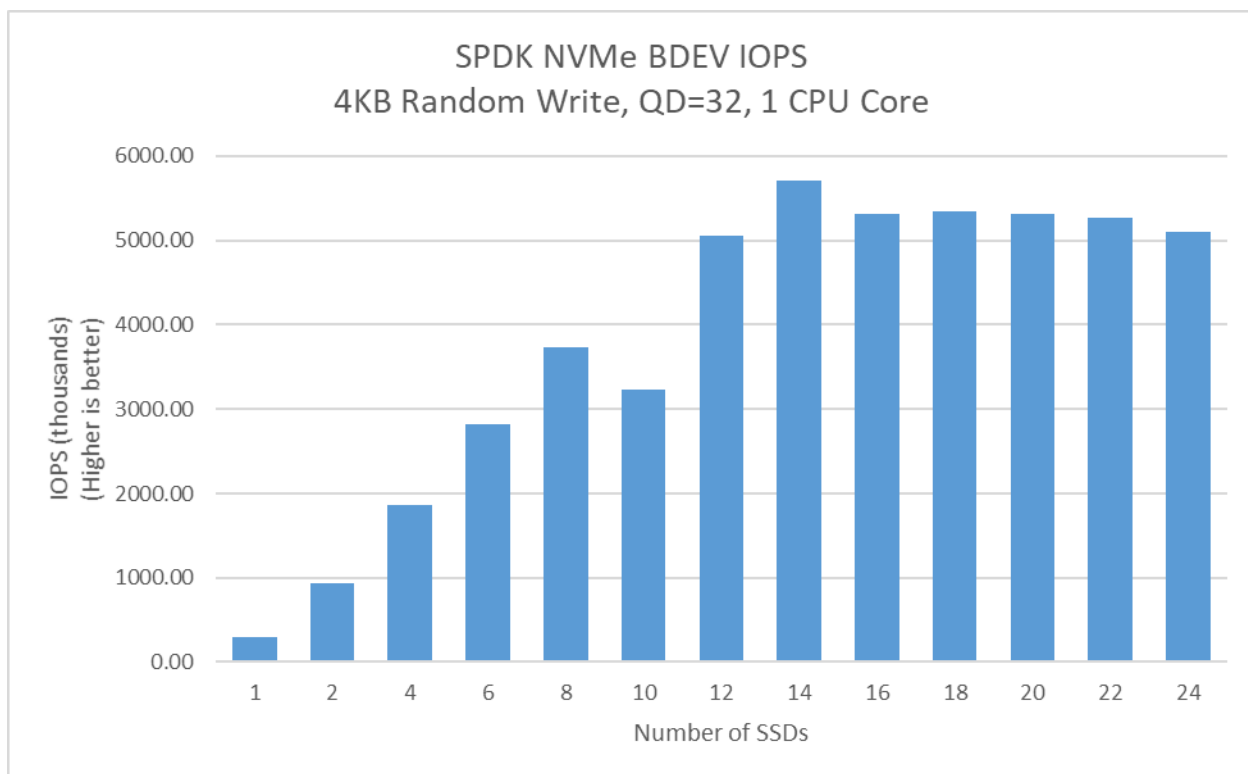


Figure 4: SPDK NVMe BDEV IOPS scalability with addition of SSDs (4KB Random Write, 1CPU Core, QD=32, using bdevperf tool)

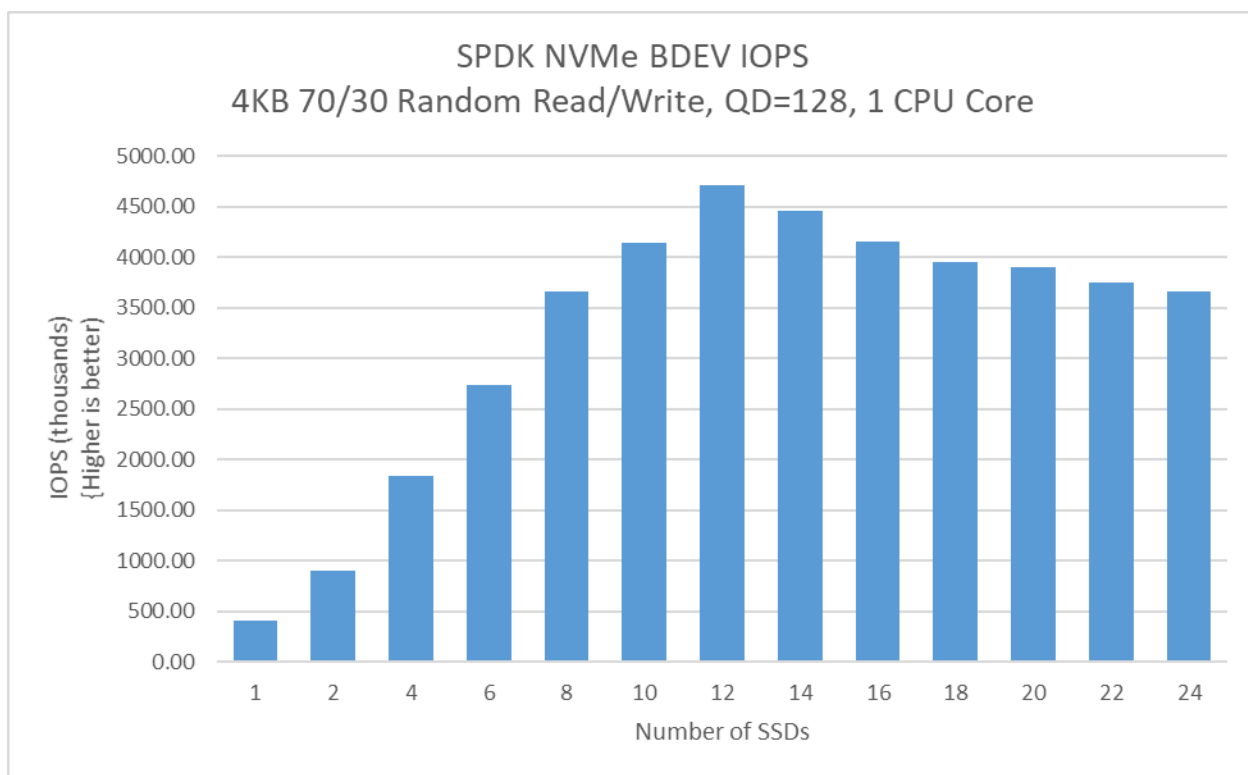


Figure 5: SPDK NVMe BDEV IOPS scalability with addition of SSDs (4KB 70/30 Random Read/Write, 1CPU Core, QD=128, using bdevperf tool)

Bdevperf vs. FIO IOPS/Core results

SPDK provides the bdevperf benchmarking tool that provides minimal capabilities needed to define basic workloads and collects a limited amount of data. The FIO benchmarking tool provides a lot of great features to enable users to quickly define workloads, scale the workloads and collect many data points for detailed performance analysis, however, at cost of higher overhead. This test compares the performance in IOPS/core of the bdevperf and FIO benchmarking tools.

Table 5: IOPS/Core performance; SPDK FIO bdev plugin vs SPDK bdevperf (Blocksize=4KB, 1 CPU Core)

Workload	SPDK Fio BDEV Plugin (IOPS, thousands)	SPDK Bdevperf (IOPS, thousands)	Performance gain
4KB Random Read, QD=128, 10 SSDs	2829.78	4663.18	64.8%
4KB Random Write, QD=32, 16 SSDs	2590.39	5400.40	108.5%
4KB 70/30 Random Read/Write, QD=128, 12 SSDs	2350.35	4712.90	100.5%

The overhead of the benchmarking tools is important when you are testing a system that is capable of millions of IOPS/Core. Using a benchmarking tool that has minimal overhead like the SPDK bdevperf yields up to 108.5% more IOPS/Core than FIO.

NVMe BDEV vs. Polled-Mode Driver IOPS/Core

In this test case, we compared the throughput of the NVMe BDEV with that of the polled-mode driver. How to read this data? The SPDK block layer provides several key features at a cost of approximately 20% more CPU utilization. If you are building a system with many SSDs that is capable of millions of IOPS, you can take advantage of the block layer features at the cost of approximately 1 additional CPU core for every 3 I/O cores. Comparison was done using SPDK Bdevperf and Nvmeperf test tools.

Table 6: SPDK NVMe Bdev vs SPDK NVMe PMD IOPS/Core (Blocksize=4KB, 1 CPU Core)

Workload	SPDK Bdevperf (IOPS, thousands)	SPDK Nvmeperf (IOPS, thousands)	Performance gain
4KB Random Read, QD=128, 10 SSDs	4663.18	5985.96	28.4%
4KB Random Write, QD=32, 16 SSDs	5400.40	7036.95	30.3%

Conclusions

1. The SPDK NVMe block device module adds approximately 28-30% overhead compared to using only the SPDK NVMe Polled-Mode Driver without the block device module.
2. Performance scales linearly with addition of NVMe SSDs up to 8 and 12 SSDs for Random Read and Random Read/Write workloads, reaching around 4.6 and 4.7 million IOPS respectively.
3. Performance scaling is close to linear for Random Write workload up to 14 NVMe SSDs, reaching around 5.6M IOPS.
4. For all workloads there is a noticeable performance degradation with addition of more NVMe SSDs after peak performance point has been reached.

Test Case 2: SPDK NVMe BDEV I/O Cores Scaling

Purpose: The purpose of this test case is to demonstrate the I/O throughput scalability of the NVMe BDEV module with the addition of more CPU cores to perform I/O. The number of CPU cores used was scaled as 1, 2, 3, 4 and 5.

Test Workloads: We use the following Random Read/Write mixes

- 4KB 100% Random Read
- 4KB 100% Random Write
- 4KB Random 70% Read 30% Write

Table 7: SPDK NVMe BDEV I/O Cores Scalability Test

Item	Description
Test case	Test SPDK NVMe BDEV I/O Cores Scalability Test
Test configuration	Number of CPU Cores: 1, 2, 3, 4, 5 Number of NVMe SSDs: 6 per each CPU Core used in test NUMA optimization: The test platform has PCIe lanes unevenly distributed between NUMA nodes, most of the NVMe SSDs (18 out of total 24) are located on NUMA node 1. Therefore, only CPU Cores from NUMA node 1 were selected for test, in order to reduce the overhead of cross-numa operations.
Bdev perf configuration	<code>spdk/test/bdev/bdevperf/bdevperf --json bdev.conf \ -q 128 -o 4096 -w randrw -M \${MIXREAD} \ -t 300 -m \${CORE_MASK} -p \${PRIMARY_CORE}</code>

Results

Table 8: SPDK NVMe BDEV I/O Cores Scalability Test (4KB 100% Random Read IOPS at QD=128; 4KB 100% Random Write IOPS at QD=32; 4KB 70/30 Random Read/Write IOPS at QD=128)

CPU Cores	NVMe SSDs	IOPS (thousands)		
		Random Read QD=128	Random Write QD=32	70/30 Random Read/Write QD=128
1	6	3618.84	2824.07	2470.89
2	12	7200.69	5585.44	5206.51
3	18	10356.40	8491.59	7924.65
4	24	10941.97	10113.36	10649.47
5	24	10926.39	10111.01	10932.32

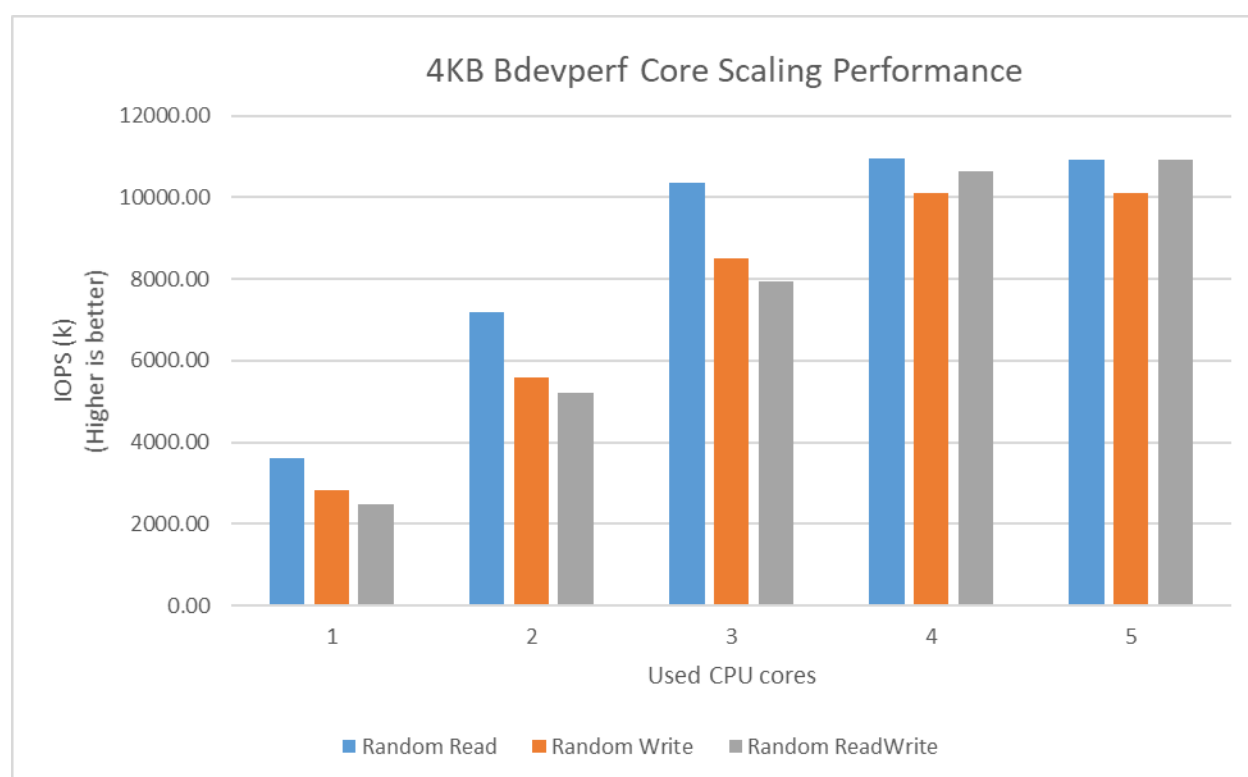


Figure 6: SPDK NVMe BDEV I/O Cores Scalability (4KB 100% Random Read IOPS at QD=128; 4KB 100% Random Write IOPS at QD=32; 4KB 70/30 Random Read/Write IOPS at QD=128)

Conclusions

1. The IOPS for the 4 KiB random read and 4 KiB random read/write workloads scale up linearly with the addition of I/O cores until the PCIe switches in platform are saturated (at about 10.9M IOPS; see [“Test setup”](#) chapter for more information).
2. The IOPS for the 4 KiB random write workload scale up linearly until platform PCIe switches are saturated. The IOPS exceeded the expected NVMe SSDs throughput for this workload which is about 4.8M IOPS. We suspect this is due to a not perfect preconditioning process, which wears off over time. However, the results were repeatable and showed SPDK’s high scalability with addition of I/O cores.

Test Case 3: SPDK NVMe BDEV Latency

This test case was carried out to understand latency characteristics while running SPDK NVMe bdev and its comparison to Linux Kernel NVMe block device layer. We used SPDK FIO BDEV Plugin instead of the SPDK Bdevperf tool, as it allowed us to gather detailed latency metrics. FIO was ran for 15 minutes targeting a single block device over a single NVMe drive. This test compares consistency between latency of the SPDK and Linux Kernel block layers over time in a histogram. The Linux Kernel block layer provides I/O polling capabilities to eliminate overhead such as context switch, IRQ delivery delay and IRQ handler scheduling. This test case includes a comparison of the I/O latency for the Kernel vs. SPDK.

Test Workloads: We use the following workloads:

- 4KB 100% Random Read
- 4KB 100% Random Write

Important note: For 21.01 benchmark tests we have been unable to successfully run tests for Kernel io_uring engine with sqthread_pool option enabled when workload was using write path and Queue Depth was set to 1. Because of this, Random Write QD=1 workload was run without sqthread_poll option enabled. This is caused by some unidentified bug, probably in Fio or Kernel itself. For more information, please see [the issue for this problem on Github](#).

Table 9: SPDK NVMe BDEV Latency Test

Item	Description
Test case	Test SPDK NVMe BDEV Latency Test
Test configuration	FIO Version: fio-3.19 Number of CPU Cores: 1 Number of NVMe SSDs: 1
SPDK NVMe Driver Configuration	ioengine=spdk_bdev
Linux Kernel Default (libaio) Configuration	ioengine=libaio
Linux Kernel io_uring	ioengine=io_uring System NVMe block device configuration: echo 0 > /sys/block/nvme0n1/queue echo 0 > /sys/block/nvme0n1/rq_affinity echo 2 > /sys/block/nvme0n1/nomerges echo -1 > /sys/block/nvme0n1/io_poll_delay
FIO configuration (common part)	[global] direct=1 thread=1 time_based=1

	<pre> norandommap=1 group_reporting=1 rw={randread randwrite} bs=4096 runtime=900 ramp_time=120 numjobs=1 log_avg_msec=15 write_lat_log=/tmp/tc3_lat.log </pre>
FIO configuration (SPDK specific)	<pre> [global] ioengine=spdk_bdev spdk_conf=/tmp/bdev.conf [filename0] iodepth=1 cpus_allowed=20 filename=Nvme0n1 </pre>
FIO configuration (Linux Kernel common)	<pre> [global] ioengine={libaio io_uring} [filename0] iodepth=1 cpus_allowed=20 filename=/dev/nvme18n1 </pre>
FIO configuration (Linux Kernel io_uring specific)	<pre> [global] fixedbufs=1 hipri=1 registerfiles=1 sqthread_poll=1 </pre>

The Linux block layer implements I/O polling on the completion queue. Polling can remove context switch(cs) overhead, IRQ delivery and IRQ handler scheduling overhead[1].

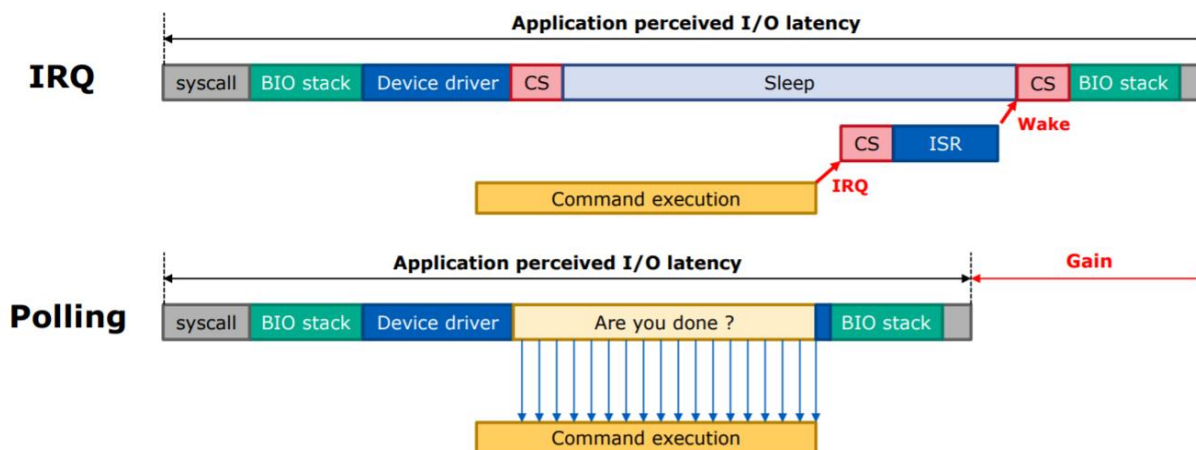


Figure 7: Linux Block Layer I/O Optimization with Polling. Source [1]

Furthermore, the Linux block I/O polling provides a mechanism to reduce the CPU load. In the *Classic Polling* model, the CPU spin-waits for the command completion and utilizes 100% of a CPU core [1]. There's also an adaptive hybrid polling which reduces the CPU load by putting the I/O polling thread to sleep for about half of the command execution time, but the polling thread must be woken up before the I/O completes with enough heads-up time for a context switch[1]. Hybrid polling mode was not used for testing in this document.

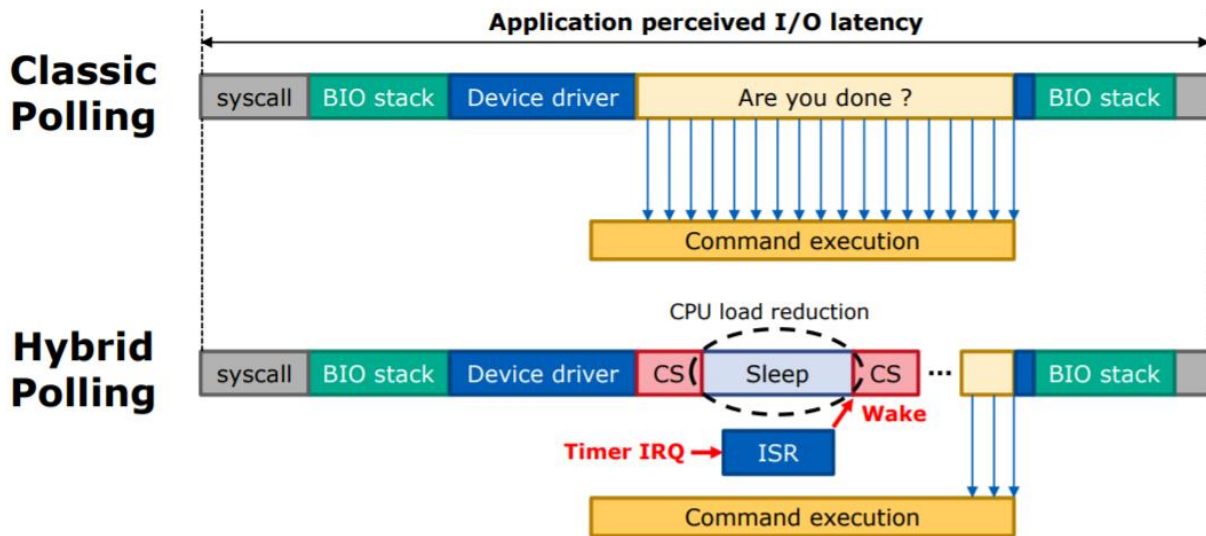


Figure 8: Linux Block I/O Classic and Hybrid Polling latency breakdown. Source [1]

The data in tables and charts compares the I/O latency for a various 4KB workloads performed using the SPDK BDEV vs. Linux block layer I/O model libaio and io_uring with polling mode enabled.

Average and tail latency comparison

Table 10: SPDK bdev vs. Linux Kernel latency comparison (4KB Random Read, QD=1, runtime=900s)

Latency metrics (usec)	SDPK Fio BDEV Plugin	Linux Kernel (libaio)	Linux Kernel (io_uring)
Average	71.102	85.732	71.669
P90	98.816	109.056	98.816
P99	100.864	112.128	99.84
P99.99	456.704	464.896	288.768
Stdev	22.222	22.639	20.653
Average submission latency	0.135	5.112	0.77
Average completion latency	70.966	80.295	70.831

Table 11: SPDK bdev vs. Linux Kernel latency comparison (4KB Random Write, QD=1, runtime=900s)

Latency metrics (usec)	SDPK Fio BDEV Plugin	Linux Kernel (Default libaio)	Linux Kernel (io_uring)
Average	10.086	11.838	11.188
P90	19.328	18.048	18.816
P99	36.608	34.048	35.072
P99.99	82.432	74.24	81.408
Stdev	7.037	6.11	6.621
Average submission latency	0.184	1.226	0.898
Average completion latency	9.901	10.539	10.225

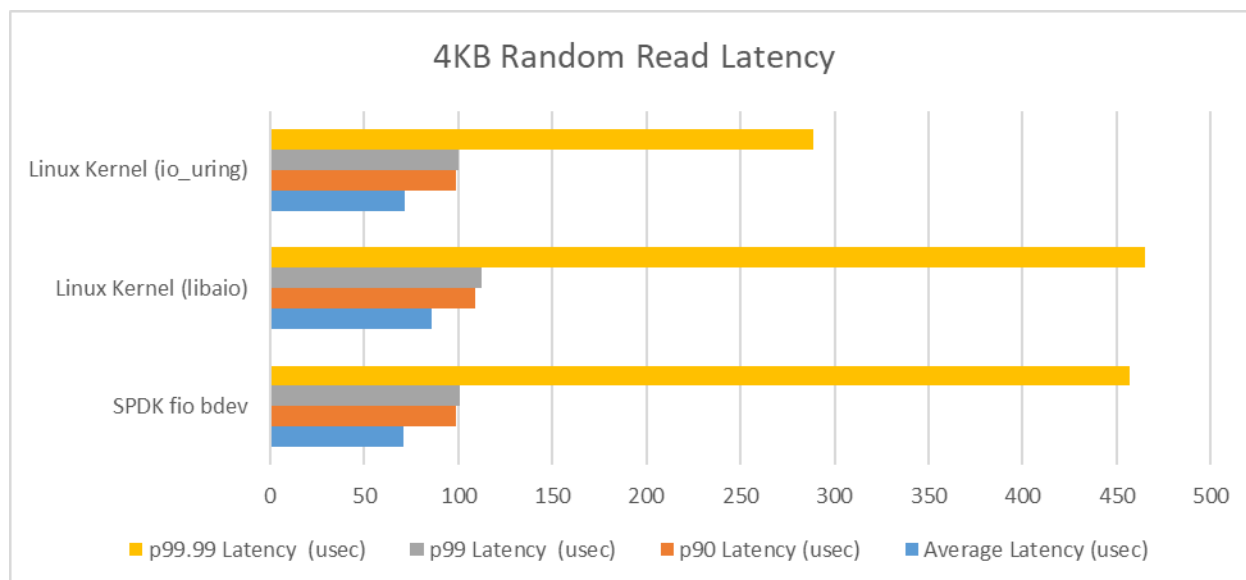


Figure 9: SPDK bdev vs Linux Kernel Latency comparison (4KB Random Read)

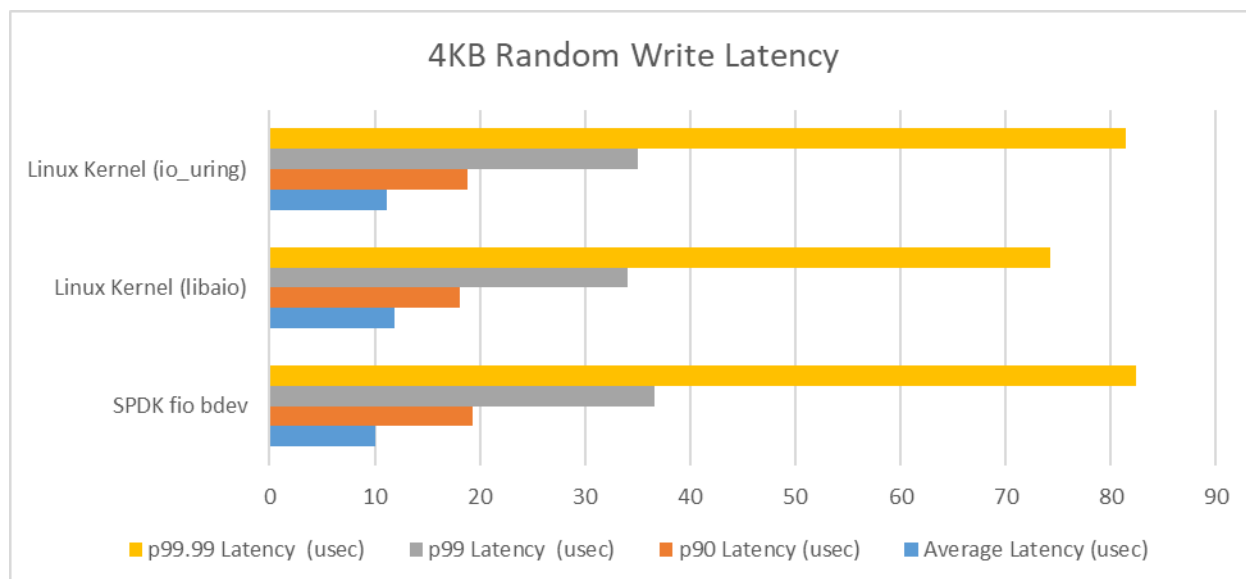


Figure 10: SPDK bdev vs Linux Kernel Latency comparison (4KB Random Write)

Linux Kernel libaio Histograms

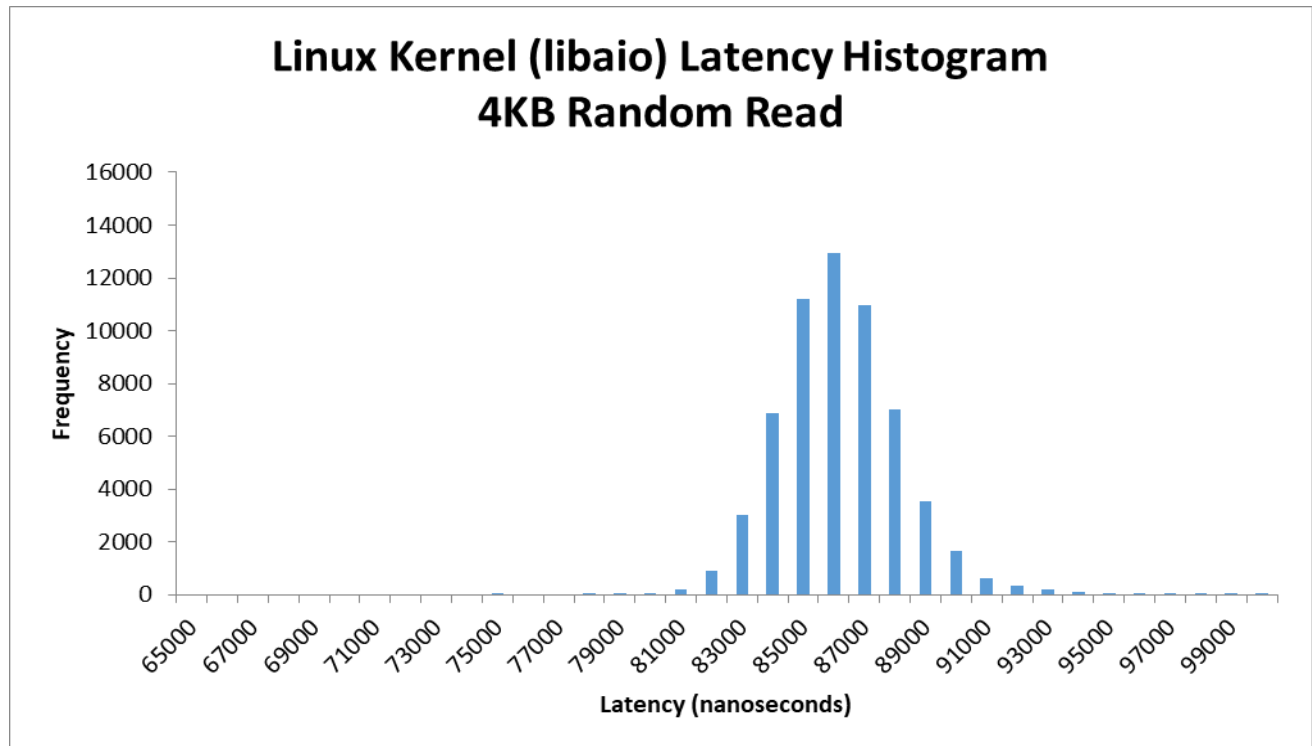


Figure 11: Linux Kernel (Default libaio) 4KB Random Read Average Latency Histogram (QD=1, Runtime=900s, fio, sampling interval = 15msec)

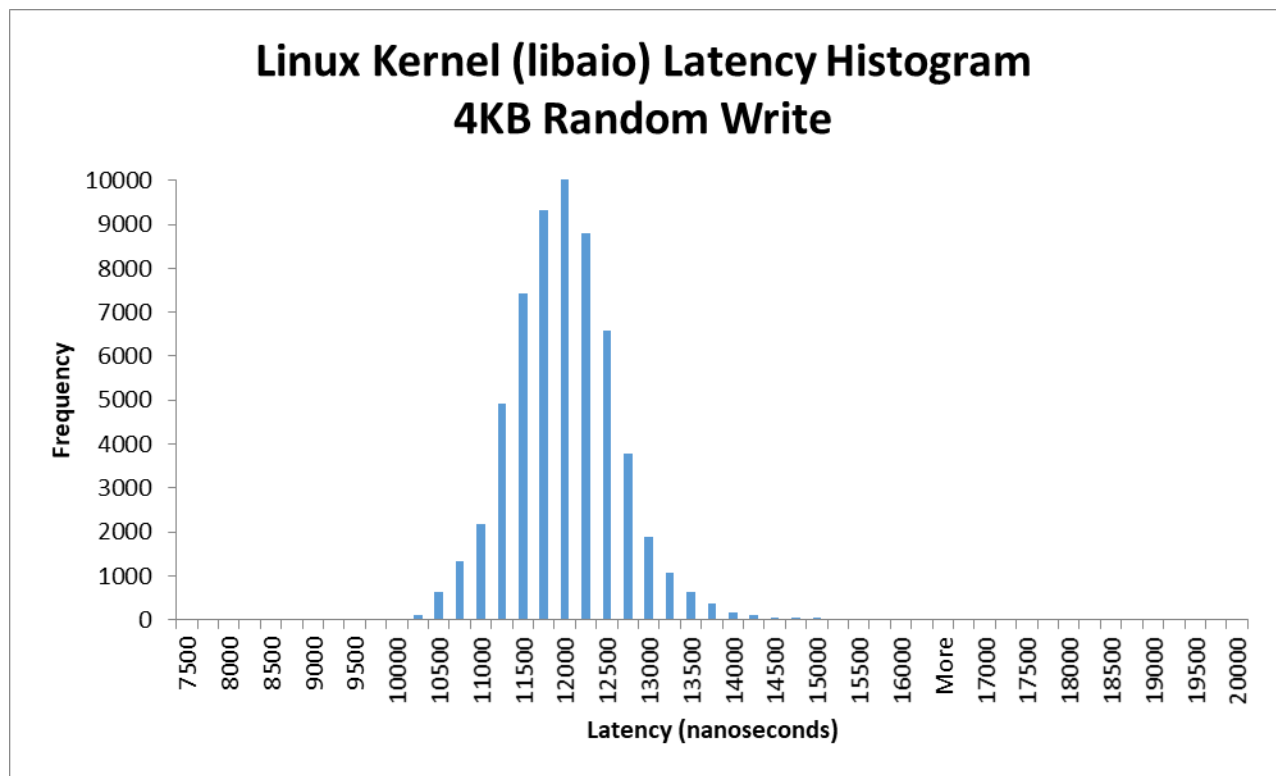


Figure 12: Linux Kernel (Default libaio) 4KB Random Write Average Latency Histogram (QD=1, Runtime=900s, fio, sampling interval = 15msec)

Linux Kernel io_uring Histograms

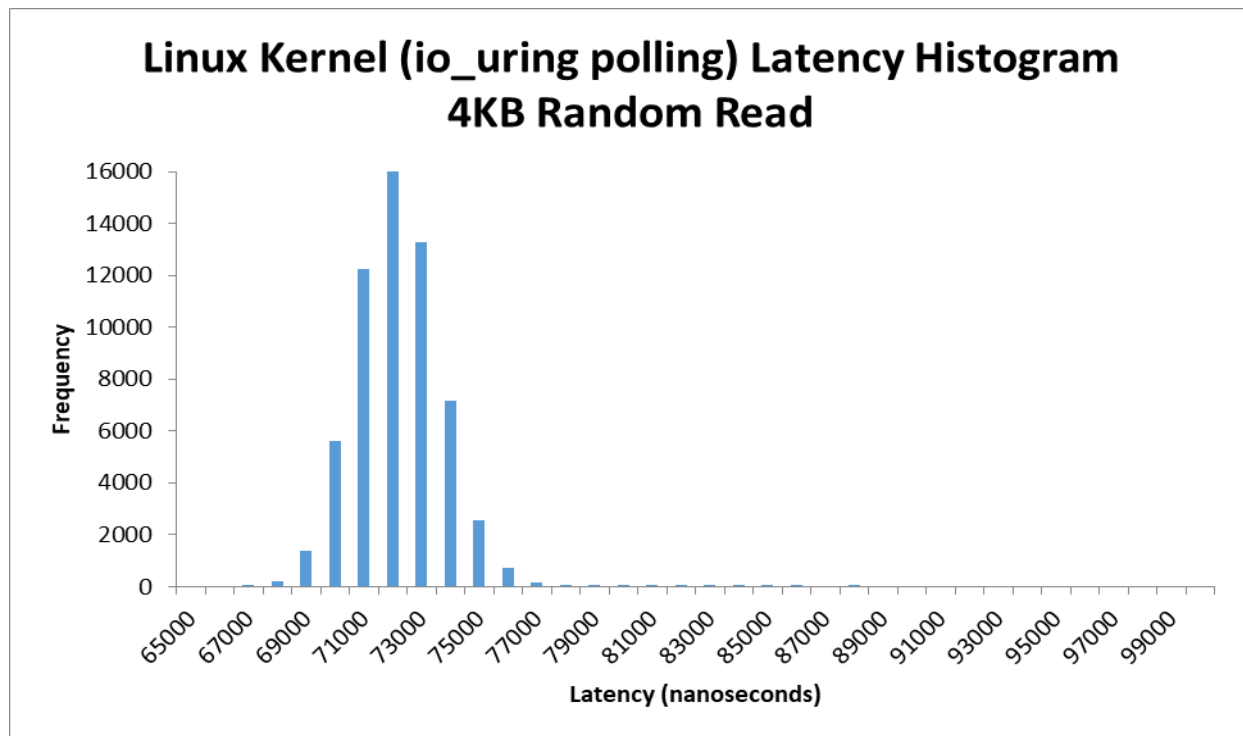


Figure 13: Linux Kernel (io_uring polling) 4KB Random Read Average Latency Histogram (QD=1, Runtime=900s, fio, sampling interval = 15msec)

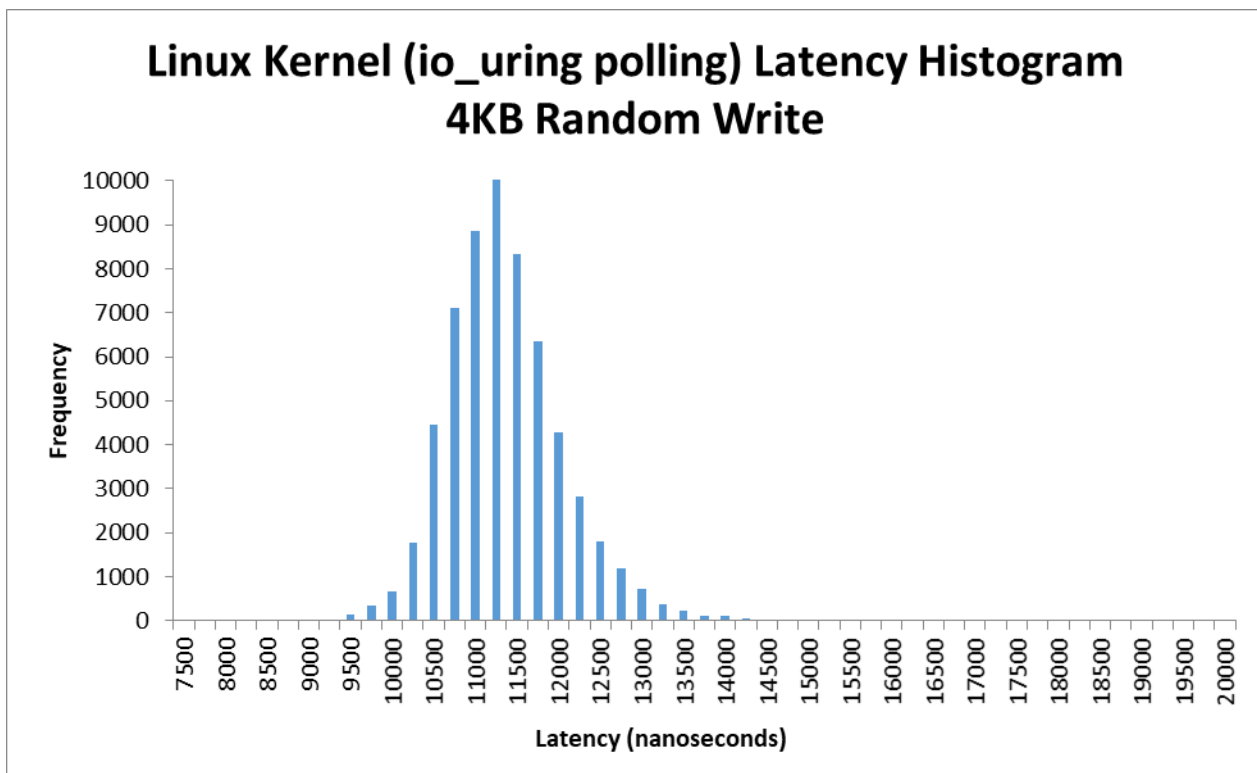


Figure 14: Linux Kernel (io_uring polling) 4KB Random Write Average Latency Histogram (QD=1, Runtime=900s, fio, sampling interval = 15msec)

SPDK FIO Bdev Histograms

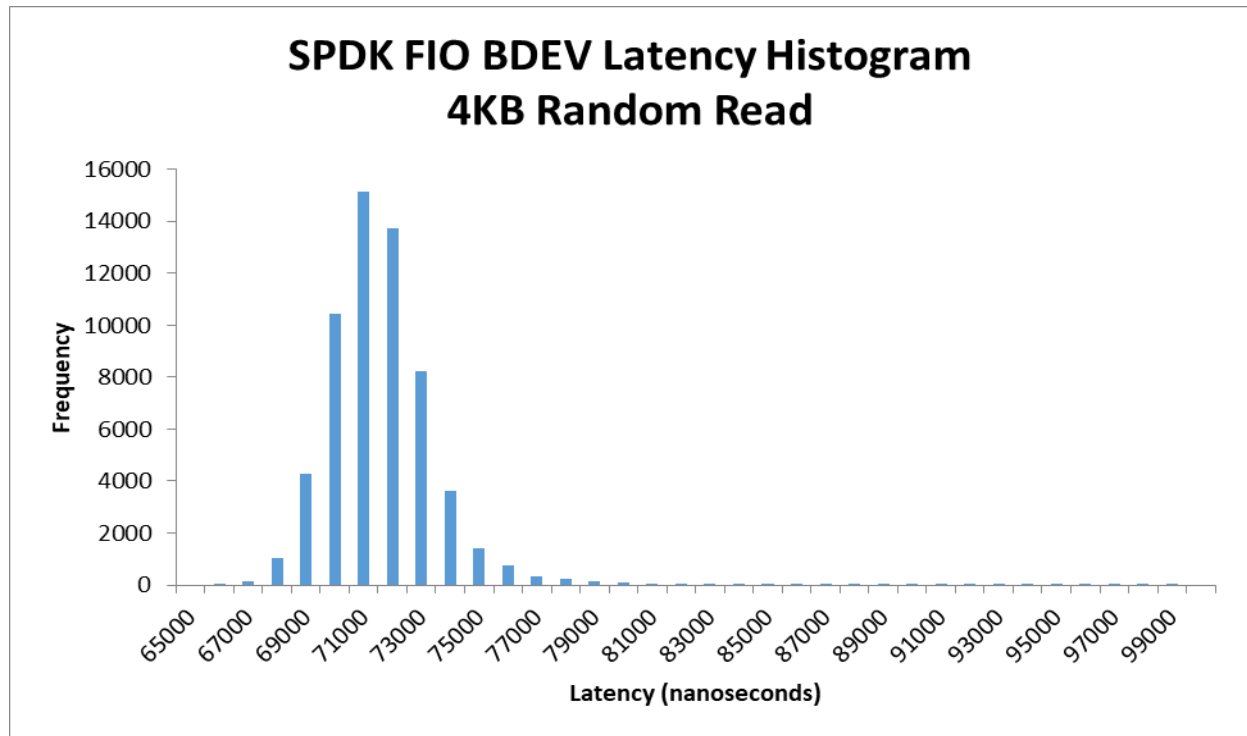


Figure 15: SPDK BDEV NVMe 4KB Random Read Average Latency Histogram (QD=1, Runtime=900s, fio, sampling interval = 15msec)

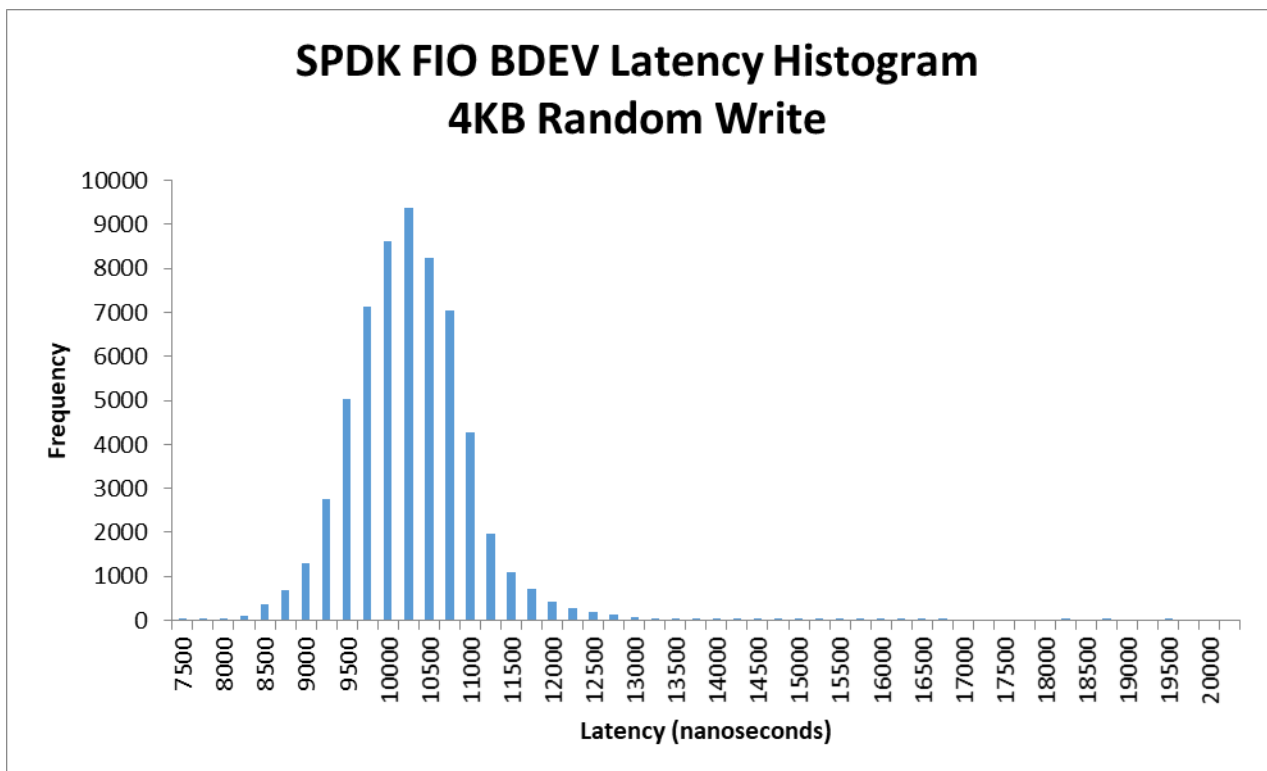


Figure 16: SPDK BDEV NVMe 4KB Random Write Average Latency Histogram (QD=1, Runtime=900s, fio, sampling interval = 15msec)

Performance vs. increasing Queue Depth

Purpose: Understand the performance in IOPS and average latency of SPDK vs. the Linux io_uring polling and libaio block layer as the queue depth increases by powers of 2 from 1 to 512 for single NVMe SSD and single CPU Core.

Table 12: Performance at increasing Queue Depth; SPDK NVMe BDEV vs Linux Default libaio vs Linux io_uring polling (4KB Random Read, 1 NVMe SSD, 1 CPU Core, Numjobs=1)

QD	SPDK		Linux Kernel (Default libaio)		Linux Kernel (io_uring polling)	
	IOPS	Avg. Lat. (usec)	IOPS	Avg. Lat. (usec)	IOPS	Avg. Lat. (usec)
1	13984	71	11381	86	13880	72
2	27723	72	23349	84	27501	73
4	54180	74	51244	78	52909	75
8	103526	77	99590	80	100910	79
16	189276	84	182194	88	186845	85
32	320697	100	307433	104	316964	101
64	480567	133	445872	143	476280	134
128	597077	214	462269	277	597858	214
256	627769	408	463630	552	631134	405
512	630657	812	461842	1108	631677	810

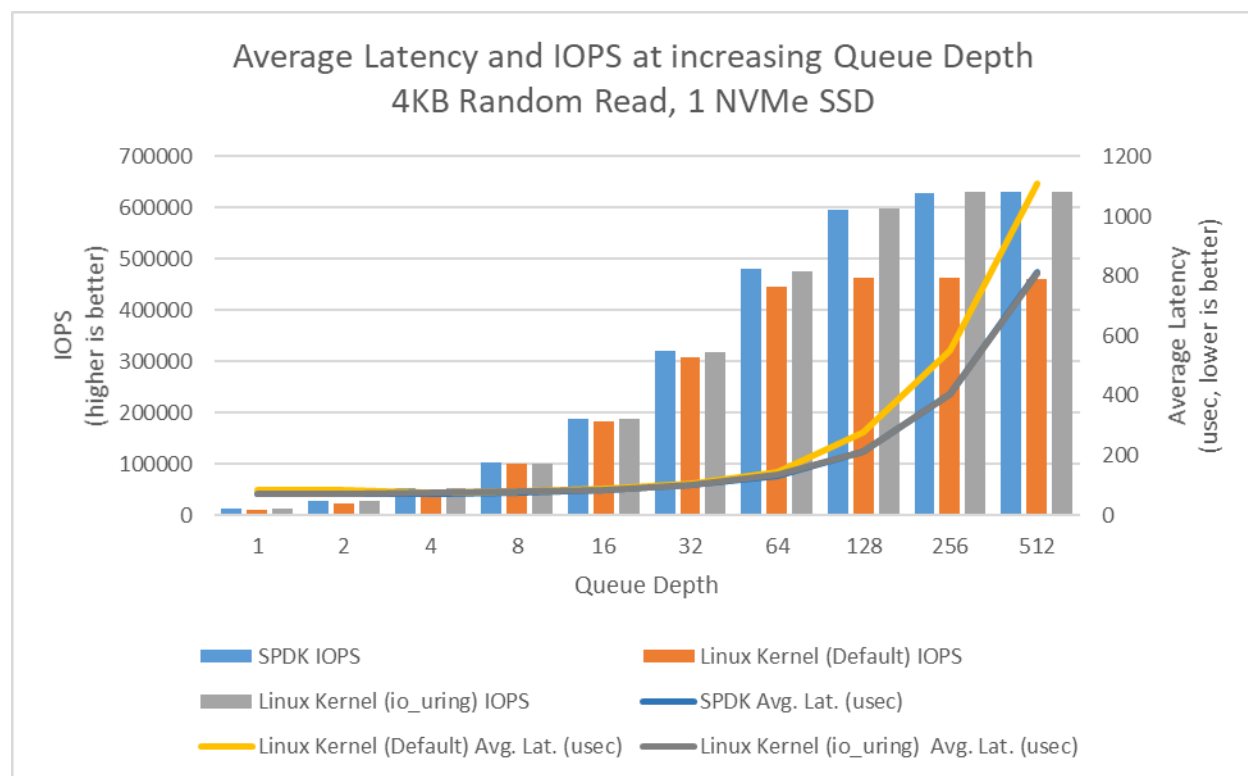


Figure 17: Performance at increasing Queue Depth; SPDK NVMe BDEV vs Linux Default libaio vs Linux io_uring polling (4KB Random Read, 1 NVMe SSD, 1 CPU Core, Numjobs=1)

Table 13: Performance at increasing Queue Depth; SPDK NVMe BDEV vs Linux Default libaio vs Linux io_uring polling (4KB Random Write, 1 NVMe SSD, 1 CPU Core, Numjobs=1)

QD	SPDK		Linux Kernel (Default libaio)		Linux Kernel (io_uring polling)	
	IOPS	Avg. Lat. (usec)	IOPS	Avg. Lat. (usec)	IOPS	Avg. Lat. (usec)
1	151153	6	109269	9	119573	8
2	254864	8	193644	10	206408	9
4	373320	11	310136	13	323676	12
8	462477	17	399193	20	450348	18
16	466140	34	438588	36	460198	35
32	469633	68	442187	72	458622	70
64	469778	136	443425	144	456781	140
128	470348	272	441704	290	457867	279
256	469963	545	440144	581	445942	575
512	459914	1115	429042	1194	455583	1109

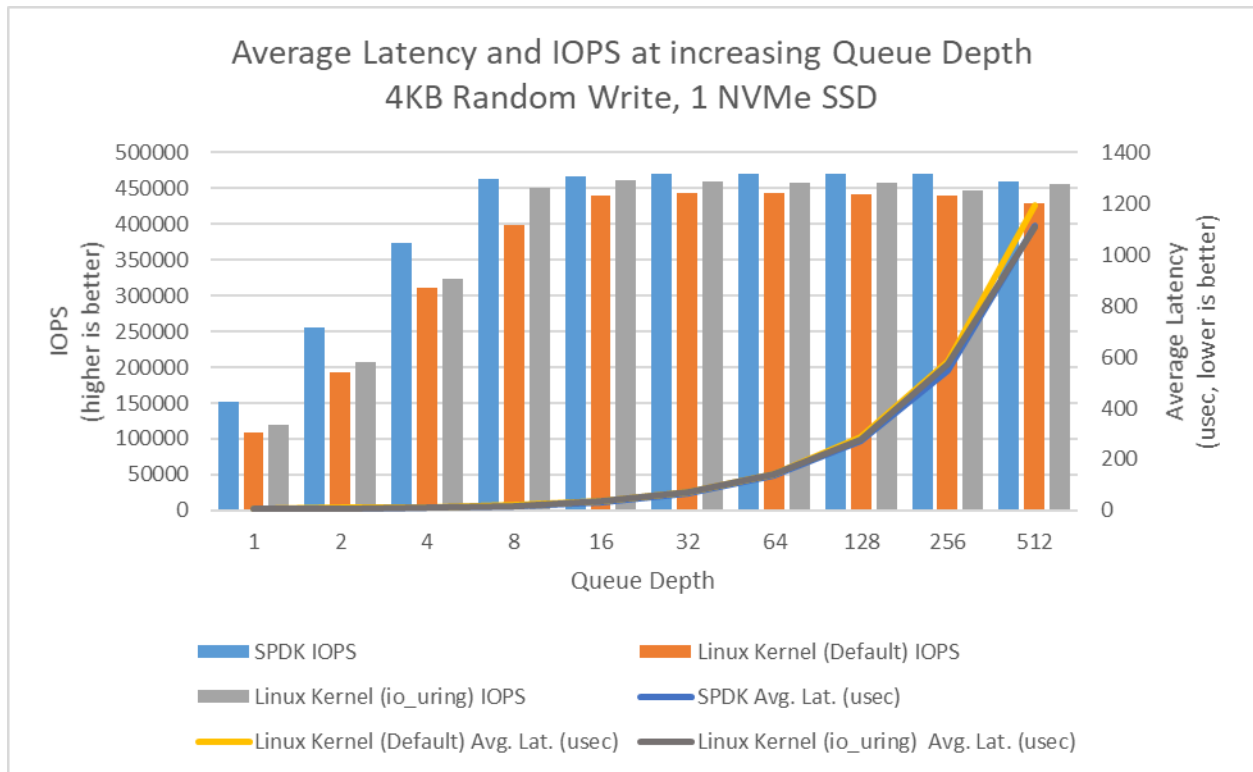


Figure 18: Performance at increasing Queue Depth; SPDK NVMe BDEV vs Linux Default libaio vs Linux io_uring polling (4KB Random Write, 1 NVMe SSD, 1 CPU Core, Numjobs=1)

Conclusions

1. Polling hardware for completion instead of relying on interrupts lowers both total latency and its variance.
2. SPDK NVMe Bdev average latency was up to 17% and 15% lower than Linux Kernel Libaio, for Random Read and Random Write workloads respectively.
3. SPDK NVMe Bdev average latency was up to approximately 1% and 10% lower than Linux Kernel io_uring for Random Read and Random Write workloads respectively.
4. SPDK NVMe Bdev and Kernel io_uring IOPS throughput scaled almost linearly with increasing queue depth until QD=16 is reached for the 4KB Random Read Workload. Beyond that point scaling became non-linear and increased until NVMe SSDs was saturated.
5. Kernel libaio IOPS throughput scaling was linear until QD=16 and the peak IOPS of approximately 461K IOPS was achieved at QD=128. We were unable to fully saturate NVMe SSD by increasing queue depth with just one CPU core. Both IOPS and latency results are worse than SPDK and io_uring.

Test Case 4: IOPS vs. Latency at different queue depths

Purpose: This test case was performed in order to understand throughput & latency trade-offs with varying queue depth while running SPDK vs. Kernel NVMe block layers.

Results in the table represent performance in IOPS and average latency for the SPDK and Linux Kernel NVMe block layers. We limited both the SPDK and Linux NVMe block layers to use the same number of CPU Cores.

Test Workloads: We use the following Random Read/Write mixes

- 4KB 100% Random Read
- 4KB 100% Random Write
- 4KB Random 70% Read 30% Write

Table 14: SPDK NVMe BDEV Latency Test at different Queue Depths configuration

Item	Description
Test case	Test SPDK NVMe BDEV Latency Test at different Queue Depths
Test configuration	FIO Version: fio-3.19 Number of CPU Cores: 4 Number of NVMe SSDs: 24
Linux Kernel io_uring NVMe block device configuration	echo 0 > /sys/block/nvme0n1/queue echo 0 > /sys/block/nvme0n1/rq_affinity echo 2 > /sys/block/nvme0n1/nomerges echo -1 > /sys/block/nvme0n1/io_poll_delay
FIO configuration (common part)	<pre>[global] direct=1 thread=1 time_based=1 norandommap=1 group_reporting=1 rw={randread randwrite randrw} rwmixread={100 0 70} bs=4096 runtime=240 ramp_time=60 numjobs=1</pre>
FIO configuration (SPDK specific)	<pre>[global] ioengine=spdk_bdev spdk_conf=/tmp/bdev.conf</pre>

	<pre> [filename0] iodepth={6, 12, 24, 48, 96, 192, 512, 768, 1536, 3072, 4608}* cpus_allowed=0 filename=Nvme0n1 ... filename=Nvme5n1 [filename1] iodepth={6, 12, 24, 48, 96, 192, 512, 768, 1536, 3072, 4608}* cpus_allowed=21 filename=Nvme6n1 ... filename=Nvme11n1 [filename2] iodepth={6, 12, 24, 48, 96, 192, 512, 768, 1536, 3072, 4608}* cpus_allowed=22 filename=Nvme12n1 ... filename=Nvme17n1 [filename3] iodepth={6, 12, 24, 48, 96, 192, 512, 768, 1536, 3072, 4608}* cpus_allowed=23 filename=Nvme18n1 ... filename=Nvme23n1 * - - actual iodepth parameter value used in test; this was multiplied by the number of "filename" objects in job section to achieve desired queue depth value per NVMe SSD (e.g. QD=3072 in this case is QD=512 per SSD) </pre>
FIO configuration (Linux Kernel common)	<pre> [global] ioengine={libaio io_uring} [filename0] iodepth={6, 12, 24, 48, 96, 192, 512, 768, 1536, 3072, 4608}* cpus_allowed=21 filename=/dev/nvme0n1 ... filename=/dev/nvme5n1 [filename1] iodepth={6, 12, 24, 48, 96, 192, 512, 768, 1536, 3072, 4608}* cpus_allowed=22 filename=/dev/nvme6n1 ... filename=/dev/nvme11n1 [filename2] iodepth={6, 12, 24, 48, 96, 192, 512, 768, 1536, 3072, 4608}* </pre>

	<pre> cpus_allowed=0 filename=/dev/nvme12n1 ... filename=/dev/nvme17n1 [filename3] iodepth={6, 12, 24, 48, 96, 192, 512, 768, 1536, 3072, 4608}* cpus_allowed=23 filename=/dev/nvme18n1 ... filename=/dev/nvme23n1 * - actual iodepth parameter value used in test; this was multiplied by the number of "filename" objects in job section to achieve desired queue depth value per SSD (e.g. queue depth=3072 in this case is queue depth=512 per SSD) </pre>
FIO configuration (Linux Kernel io_uring specific)	<pre> [global] fixedbufs=1 hipri=1 registerfiles=1 sqthread_poll=1 </pre>

4KB Random Read Results

Table 15: Performance at increasing Queue Depth; SPDK NVMe BDEV vs Linux Default libaio vs Linux io_uring polling (4KB Random Read, 24 NVMe SSDs, 4 CPU Cores)

QD	SPDK		Linux Kernel (Default libaio)		Linux Kernel (io_uring polling)	
	IOPS (millions)	Avg. Lat. (usec)	IOPS (millions)	Avg. Lat. (usec)	IOPS (millions)	Avg. Lat. (usec)
1	0.33	72	0.32	75	0.40	74
2	0.66	73	0.62	77	0.75	76
4	1.29	74	1.19	80	1.39	81
8	2.46	78	1.72	112	2.44	93
16	4.45	86	1.72	223	3.86	120
32	7.31	103	1.72	447	3.90	234
64	10.01	148	1.71	898	3.89	463
128	9.52	318	1.69	1812	3.70	961
256	7.71	636	1.67	3669	-	-
512	5.96	1842	1.61	7618	-	-

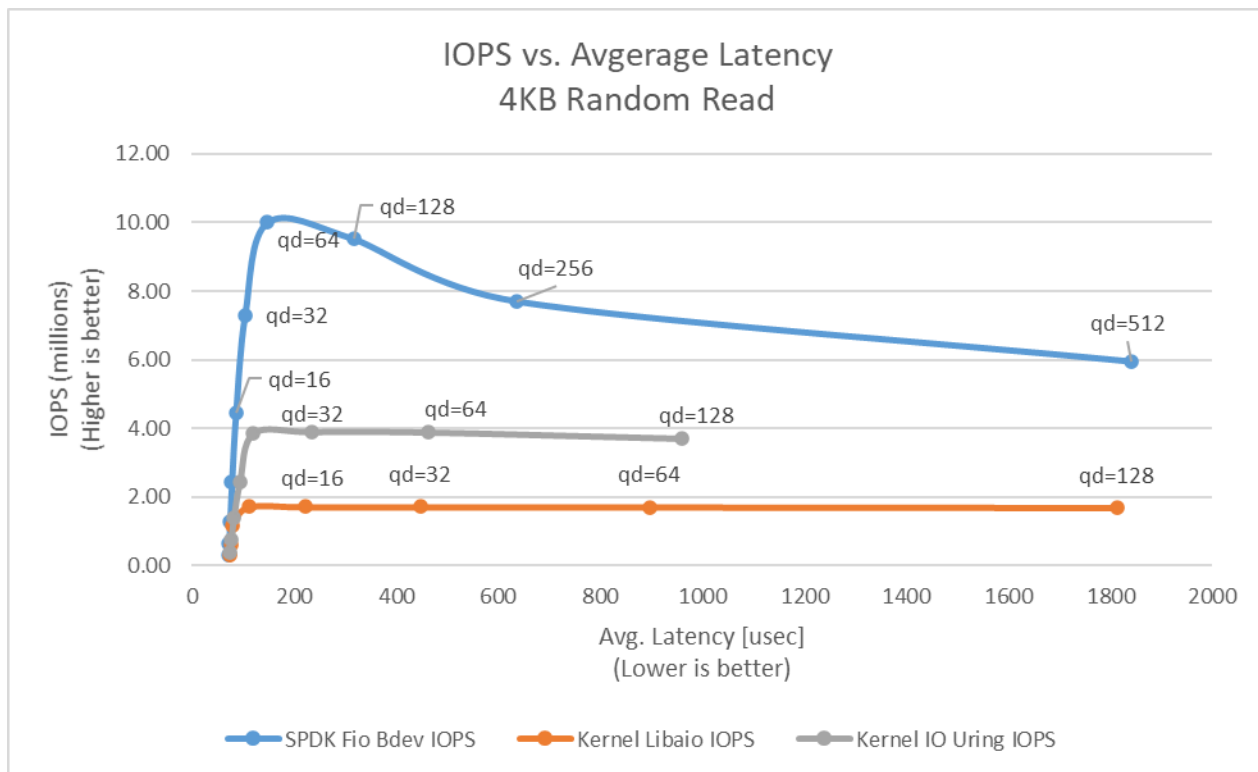


Figure 19: Performance at increasing Queue Depth; SPDK NVMe BDEV vs Linux Default libaio vs Linux io_uring polling (4KB Random Read, 24 NVMe SSDs, 4 CPU Cores)

4KB Random Write Results

Table 16: Performance at increasing Queue Depth; SPDK NVMe BDEV vs Linux Default libaio vs Linux io_uring polling (4KB Random Write, 24 NVMe SSDs, 4 CPU Cores)

QD	SPDK		Linux Kernel (Default libaio)		Linux Kernel (io_uring polling)	
	IOPS (millions)	Avg. Lat. (usec)	IOPS (millions)	Avg. Lat. (usec)	IOPS (millions)	Avg. Lat. (usec)
1	2.92	8	1.60	15	2.28	4
2	4.54	10	1.68	28	2.86	7
4	5.96	14	1.67	57	3.40	11
8	7.40	22	1.67	115	4.11	19
16	8.36	36	1.66	231	4.51	34
32	7.68	77	1.62	475	4.67	67
64	7.60	155	1.55	993	3.80	166
128	6.77	341	1.49	2061	3.68	342
256	6.23	767	1.44	4252	-	-
512	4.52	2405	1.43	8572	-	-

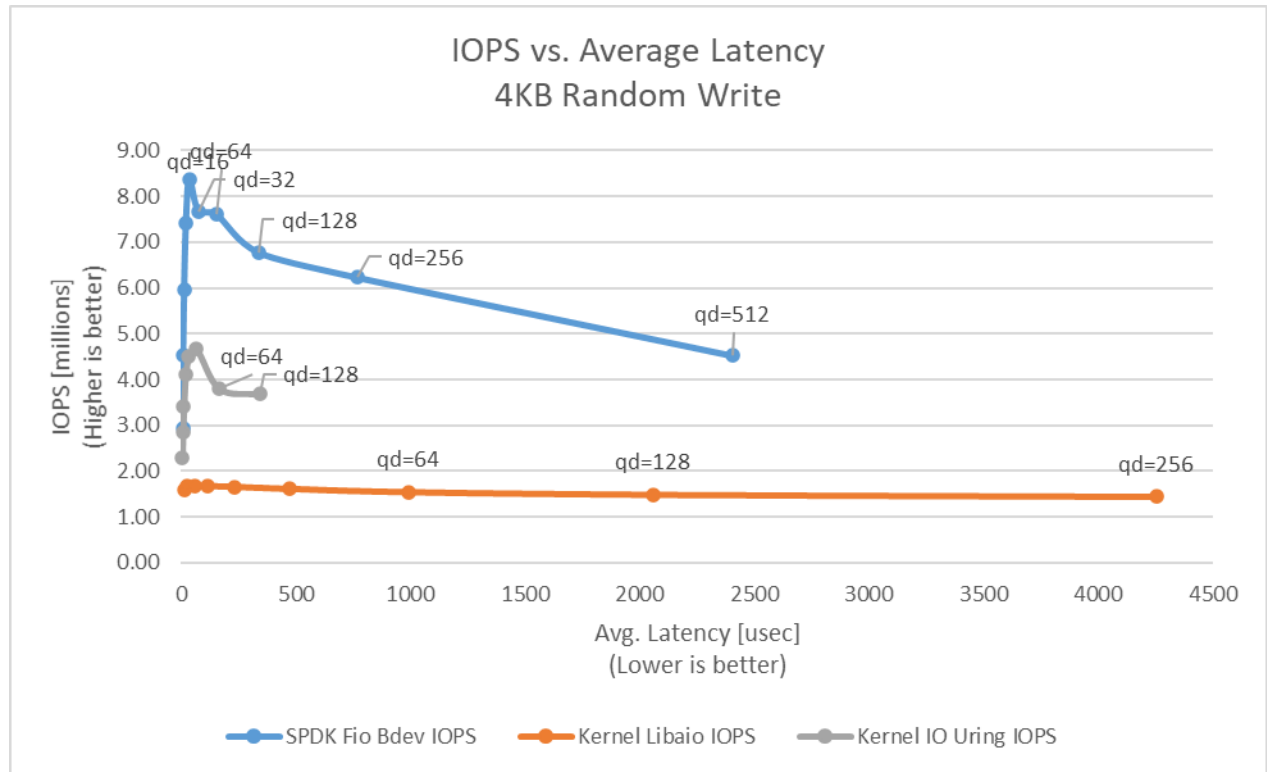


Figure 20: Performance at increasing Queue Depth; SPDK NVMe BDEV vs Linux Default libaio vs Linux io_uring polling (4KB Random Write, 24 NVMe SSDs, 4 CPU Cores)

4KB Random 70%/30% Read/Write Results

Table 17: Performance at increasing Queue Depth; SPDK NVMe BDEV vs Linux Default libaio vs Linux io_uring polling (4KB 70/30 Random Read/Write, 24 NVMe SSDs, 4 CPU Cores)

QD	SPDK		Linux Kernel (Default libaio)		Linux Kernel (io_uring polling)	
	IOPS IOPS (millions)	Avg. Lat. (usec)	IOPS (millions)	Avg. Lat. (usec)	IOPS (millions)	Avg. Lat. (usec)
1	0.44	54	0.41	58	0.52	19
2	0.83	57	0.77	62	0.93	21
4	1.50	64	1.34	72	1.55	24
8	2.41	79	1.70	113	2.31	33
16	3.67	104	1.68	228	3.02	50
32	5.52	138	1.68	457	3.38	89
64	7.61	198	1.65	929	3.75	160
128	8.43	335	1.62	1895	3.59	332
256	7.17	723	1.57	3916	-	-
512	5.13	2176	1.54	7977	-	-

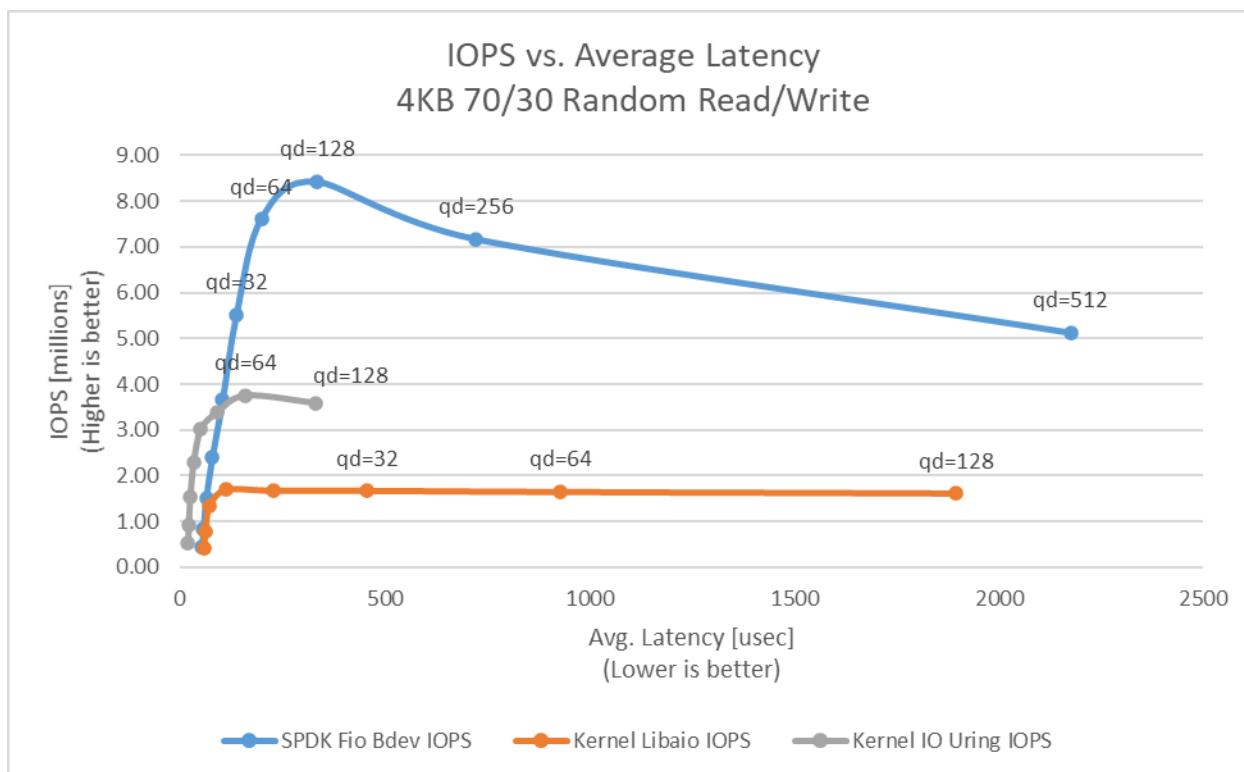


Figure 21: Performance at increasing Queue Depth; SPDK NVMe BDEV vs Linux Default libaio vs Linux io_uring polling (4KB 70/30 Random Read/Write, 24 NVMe SSDs, 4 CPU Cores)

Conclusions

1. SPDK NVMe BDEV fio plugin reached up to around 10 million IOPS for Random Read workload at Queue Depth = 64. This is similar to result measured in Test Case 2 - I/O Cores Scaling using Bdevperf.
2. SPDK NVMe BDEV fio plugin reached up to around 8.4 million IOPS for Random Read/Write workload at Queue Depth = 128, which is worse than what we measured in Test Case 2 - I/O Cores Scaling using Bdevperf.
3. The results for the Random Write workload exceeded what the platforms NVMe SSDs are capable of (around 4.8M IOPS). This is probably due to a not perfect preconditioning process, which wears off over time. However, these results were repeatable and still show SPDK's high scalability with increase in the I/O requests.
4. For all workloads (when running SPDK NVMe BDEV fio plugin) with increasing queue depth, after reaching peak performance there is a noticeable performance drop.
5. The Kernel libaio ioengine achieved maximum performance of up to 1.72M IOPS with 4 CPU cores and was unable to saturate platforms NVMe disks or PCIe switches throughput. Peak performance was reached at QD=8 for Random Read and Random Read/Write workloads and at QD=2 for Random Write workload. Beyond these queue depth values there was no IOPS improvement, but the latency increased.
6. The Kernel io_uring engine reached a performance peaks of 3.9 million IOPS at Queue Depth = 32 for Random Read workload, 4.67 million at QD = 32 for Random Write and 3.75 million at QD

= 64 for Random Read/Write workload. Similarly, to SPDK NVMe BDEV fio plugin, the performance starts to drop beyond these Queue Depth values. However, when we looked at htop we noticed that io_uring was using 8 CPU cores, because when we configured the sqthread_poll parameter to eliminate system calls io_uring starts a special kernel thread that polls the shared submission queue for I/O added by the fio thread. Therefore, in terms of CPU efficiency we measured up to 580K IOPS/Core for io_uring vs up to about 2.5M IOPS/Core for the SPDK NVMe bdev. The Submission Queue Polling blog provides more information about how to eliminate system calls with io_uring. .

7. We were unable to run tests using Kernel io_uring ioengine with Queue Depth = 256 and 512 when we configured 6 NVMe SSDs per fio job. The reason for that was fio job configuration paired with limiting system settings. In this test 4 CPU cores were used, which in fio job configuration translates to 4 job sections, each with multiple “filename” arguments for target NVMe devices and an upscaled iodepth argument to match the number of devices. For example: a single job section was limited to a single cpu core using cpus_allowed argument; 6 NVMe devices were attached to this section using 6 “filename” arguments, and iodepth was set to iodepth=1536 (6*256). Queue depth of this value makes the test impossible to run because of fio “registerfiles” option (which is required to enable polling). When “registerfiles” is used the test fails because of the default UIO_MAXIOV limitation in sys/uio.h header file.

Summary

1. SPDK NVMe BDEV Block Layer using SPDK Bdevperf benchmarking tool can deliver up to 5.6 million IOPS on a single Intel® Xeon® Gold 6230N with Turbo Boost enabled.
2. The SPDK NVMe BDEV IOPS scale linearly with addition of CPU cores. We demonstrated up to 10.3 million IOPS on just 3 CPU cores (Intel® Xeon® Gold 6230N with Turbo Boost enabled).
3. The SPDK NVMe BDEV has lower QD=1 latency than the Linux Kernel NVMe block driver for small (4KB) blocks.
 - a. SPDK BDEV latency was 17% and 15% lower than Linux Kernel Libaio latency for Random Read and Random Write workloads.
 - b. SPDK BDEV latency was about 1% lower than Linux Kernel io_uring latency for Random Read workload and 10% lower for Random Write workload.
4. SPDK NVMe Bdev Fio reaches up to 10 million IOPS with an average latency of less than 150usec while using 4 CPU cores and queue depth of 64. With the same fio workloads Kernel io_uring and Kernel libaio reach up to 3.89 million (using 8 cores: 4 for fio and 4 for submission queue polling) and 1.71 million IOPS respectively.

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References

[1] Damien Le Moal, "I/O Latency Optimization with Polling", Vault – Linux Storage and Filesystem Conference – 2017, May 22nd, 2017.

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