



High Throughput and Low Latency Compression Engine

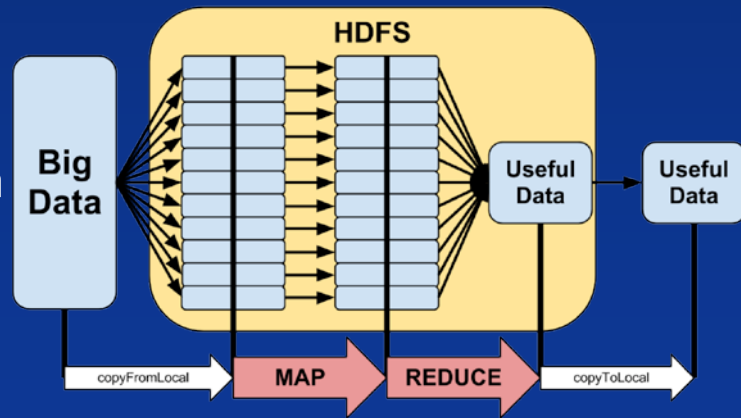
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Data Compression

- **SSD controller**
 - Increase capacity
 - Increase life/reliability:
 - Reduced write amplification
 - Less wear out
 - Performance: Improve read/write speed
- **Enterprise Server**
 - Increase capacity
 - Performance: Improve read/write speed
- **WAN/LAN, SERDES...**
 - Increased bandwidth:2X
 - Less network slowness due to congestion
- **BIGDATA Analytics**
 - Lots of compression & decompression
 - Reduce disk space(Req 3x disk write)
 - Performance: Improve IOPs

Cost:

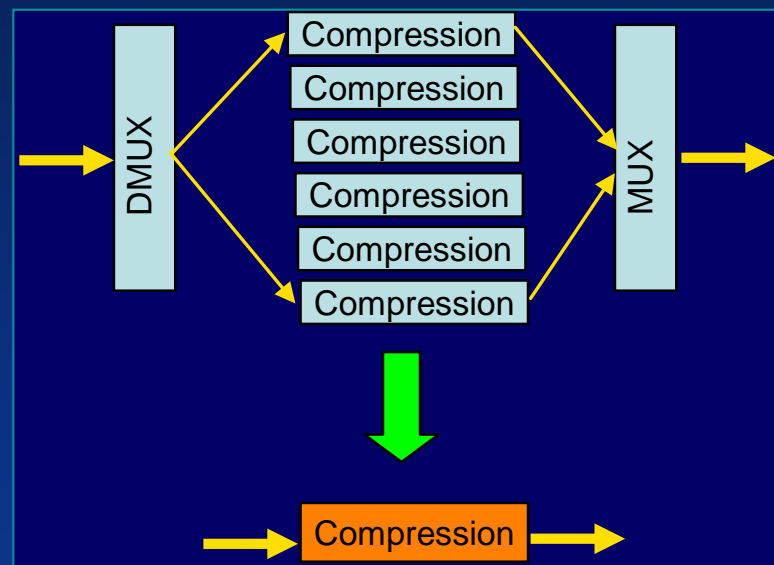
- Latency
- Area
- Power



High throughput Data Compression

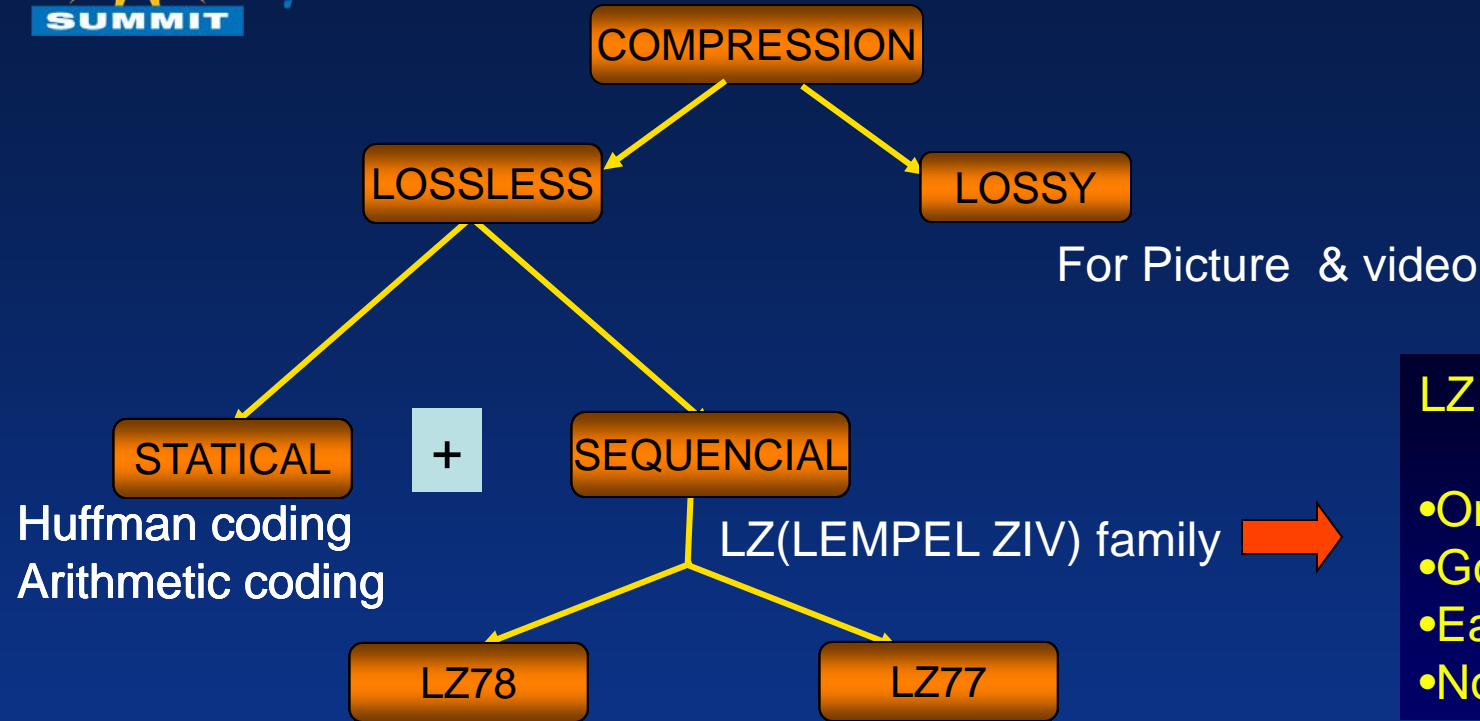
Single instance instead of multiple instance

- Smaller area
- Lower power,
- Lower cost
- Very important in a price sensitive disk market



- Enables compression in
 - high speed enterprise servers
 - high speed networking (40G,100G)

Data Compression Techniques



LZ advantage

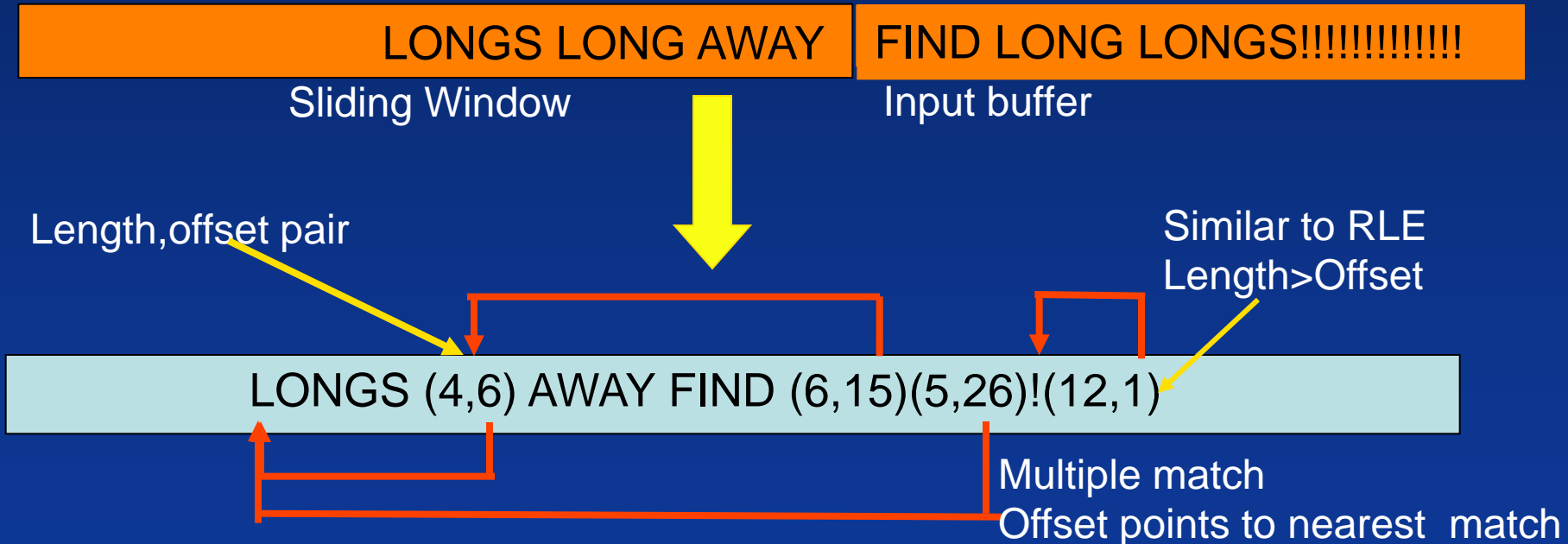
- One pass
- Good compression
- Easy to implement
- No explicit Table

- Dictionary Based
- Faster
- Lower compression:
1.5X worse than LZ77
- Dictionary gets full
- E.g LZW etc

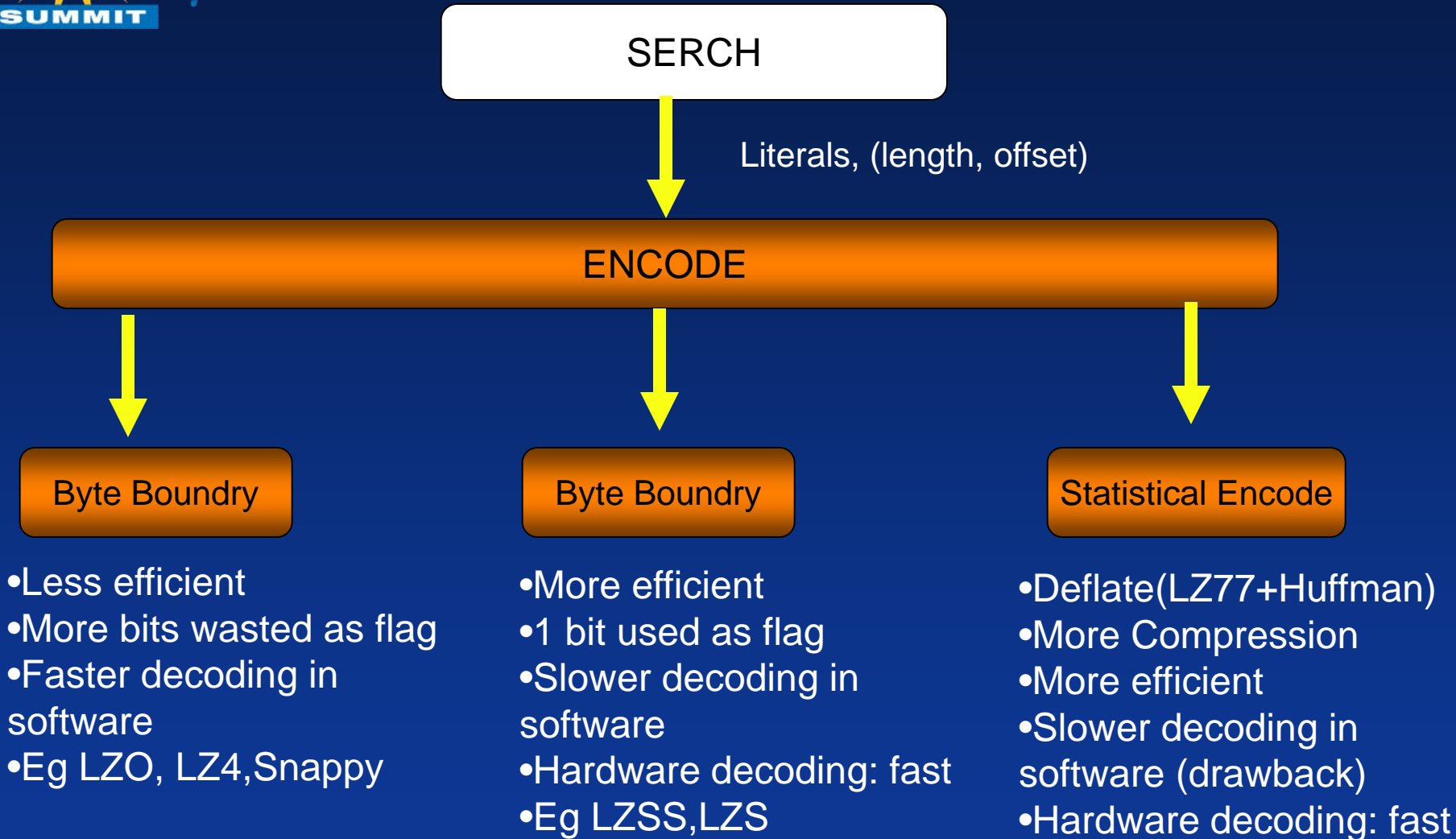
- Sliding Window Based
- Slower
- Higher compression
- Eg LZS, LZSS, LZO, LZ4 etc

LZ77 Search Example

- Consists of
 - Search (compute intensive)
 - Encode
 - Eg: LONGS LONG AWAY FIND LONG LONGS!!!!!!!!!!!!!!!

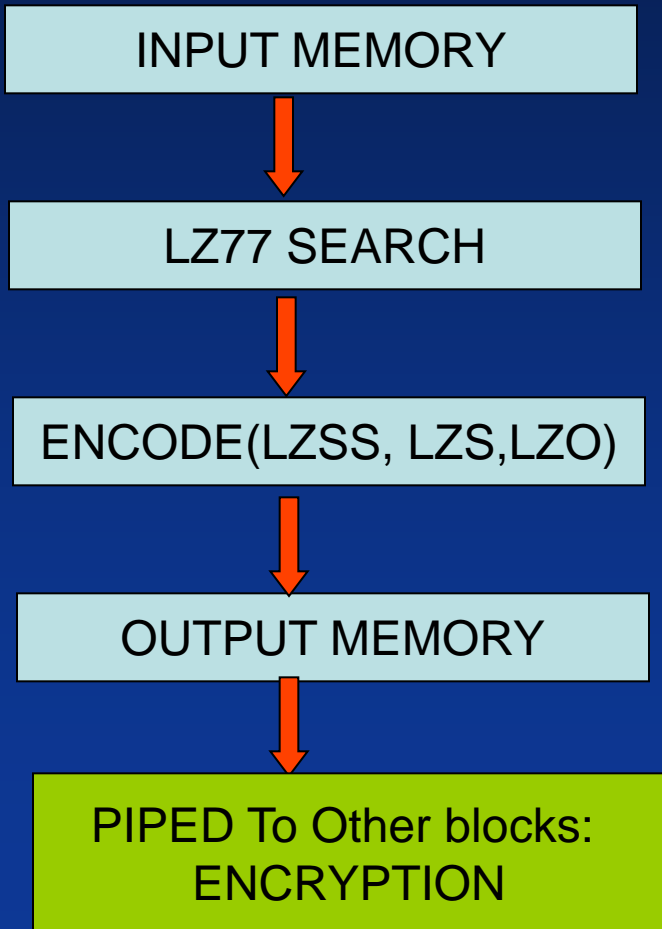


Encoding After Search



Implementation

Pipeline Stages



Low Latency:

Four pipeline stages

Variable “Sliding Window” Size:

2K to 8K

High Throughput:

4byte/clock, 8byte/clock

Easy to increase throughput

“LAZY” match:

Yields longer match

Output format:

LZSS, LZS

Output can be fed to Hoffman coder



Result

Latency:

4 cycle

Independent of input data size/type

Compression ratio:

Similar to published numbers.

Throughput @ 4byte/clock:

ASIC at 500Mhz=16Gbit/s

Custom@2Ghz=64Gbit/s

Throughput @ 8byte/clock:

ASIC at 500Mhz=32Gbit/s

Custom@2Ghz=128Gbit/s

FPGA at 200 Mhz=12.8Gbit/s

Compression Result Calgary Corpus tests

Paper2=3.64 bits/byte

Bib=3.45 bits/byte

Prog=2.48 bits/byte

(LZSS)

Can increase throughput from 8byte/clock to 10byte/clock or 12byte/clock if needed



Thanks You