Group-Based Management of Distributed File Caches

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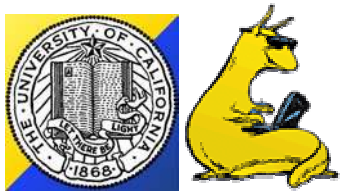

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Outline

- Motivation
- The Aggregating Cache
  - Successor prediction and tracking
  - Client Cache performance
- Filtering Effects
  - Server-Side Caching
  - Successor Entropy
  - Visualizing Filtering Effect on Predictability
- Related Work
- Conclusions & Future Work

Motivation

- Improved client & server caching by grouping
  - Reduced miss rates means fewer demand fetches
  - Resilience to client-cache filtering effects
- Avoids pre-fetching drawbacks
  - Incorrect prediction penalties can be limited based on storage system specifications
  - All relationship and prediction maintenance is not time critical

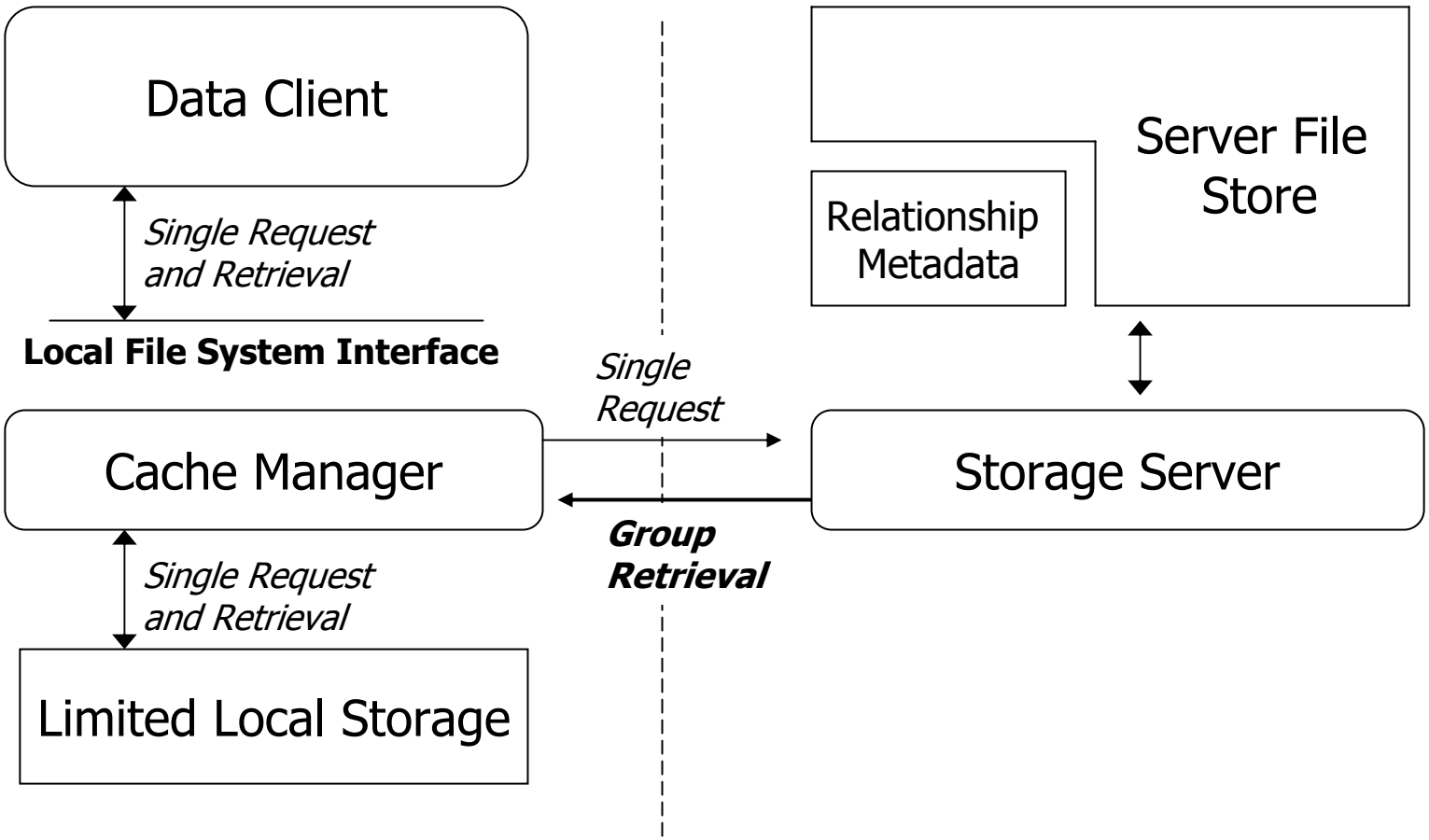
The Aggregating Cache

- The aggregating cache is based on the retrieval of pre-built file groups
- Server-maintained groups are ...
  - ... based on file relationship modeling
  - ... pre-constructed at the server
    - This avoids timeliness issues of pre-fetching
  - ... based on an associated set of likely successors for each file

The Aggregating Cache (cont'd)

- Groups affect in-cache priority
  - Upon receipt of a request for a file, associated group members are retrieved
    - Files already in the cache need not be retrieved again
- Fewer fetches from the server occur
  - Results in decreased latency
- Group sizes evaluated
  - From 2 to 10 related files (report on groups of 5)

Aggregating Cache



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Aggregating Cache (con'td)

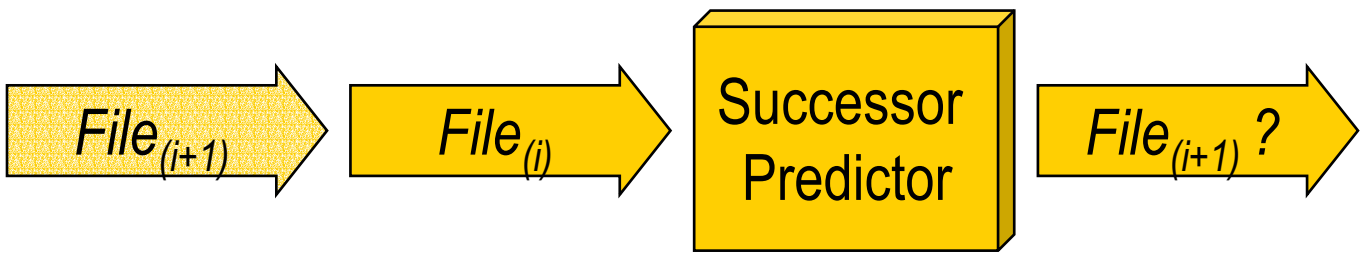
- Do the clients cooperate?
  - Clients gather statistics and forward to the server, or
  - Allow the server to simply observe
- More on this later…

Successor Prediction

- File grouping relies on predictive per-file metadata
- Per-file metadata consists of successor predictions
- Successor predictors are simple, accurate and adjustable
  - Noah
  - Recent popularity

File Successor Prediction

- Given:
  - Observations of the file access stream
  - Knowledge of the current file access
  - Limited per-object state
    - maintainable as file metadata
- Successive file access events are predictable using very simple schemes



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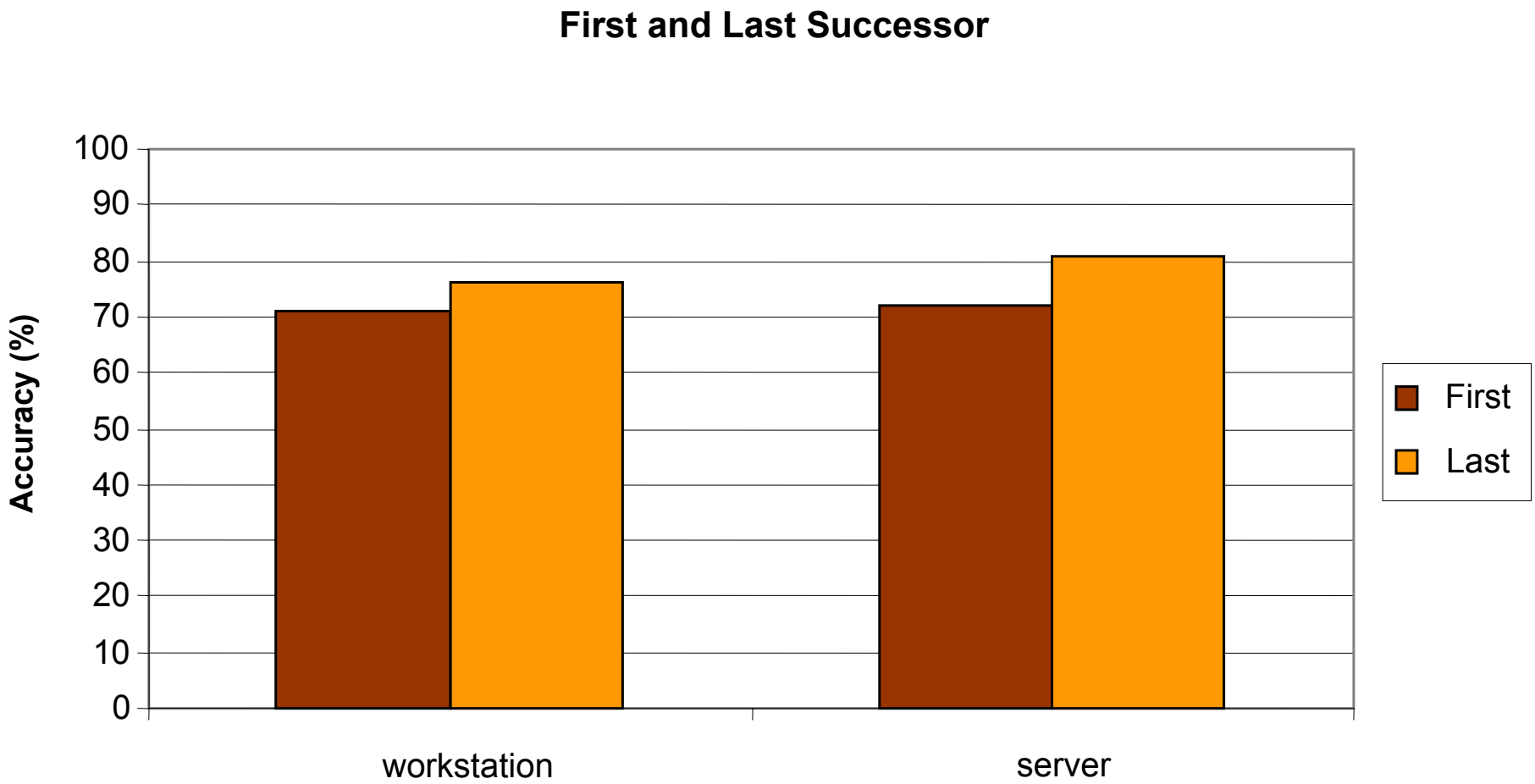
Static *vs.* Dynamic Prediction

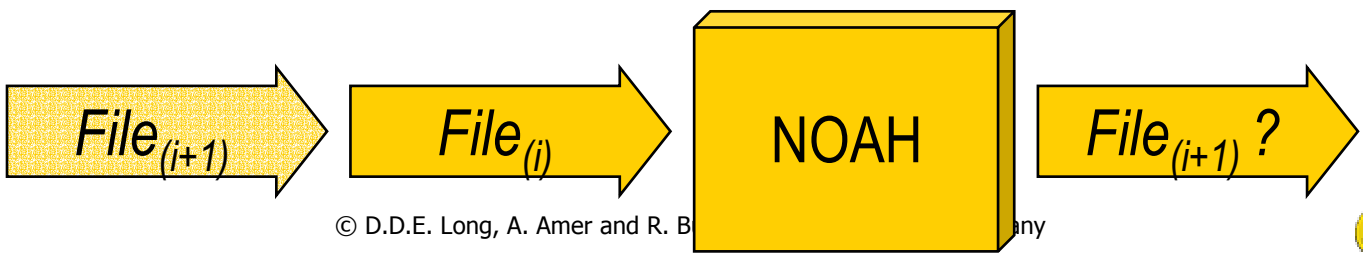
- Static - *First Successor*
  - The file that followed **A** the first time **A** was accessed is always predicted to follow **A**
- Dynamic - *Last Successor*
  - The file that followed **A** the last time **A** was accessed is predicted to follow **A**

Static vs. Dynamic



Prediction with Noah

- Last-successor predicts better than first-successor
  - But transient successors cause double-faults for last successor!
- Noah
  - Maintains a current prediction
  - Changes current prediction to last successor if last successor was the same for *S* consecutive accesses
    - *S* (stability) is a parameter, default = 2



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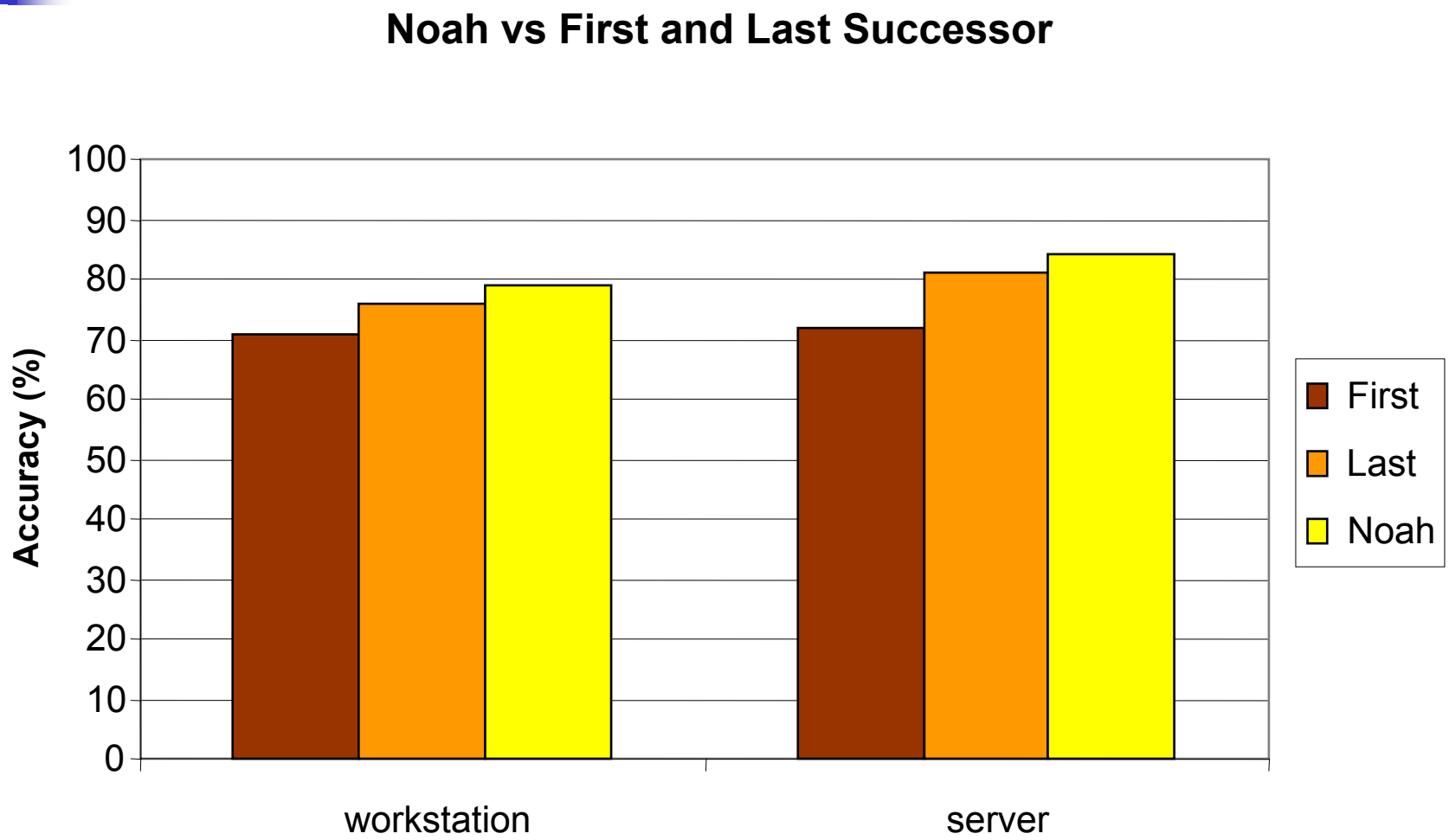
Noah, Static and Dynamic



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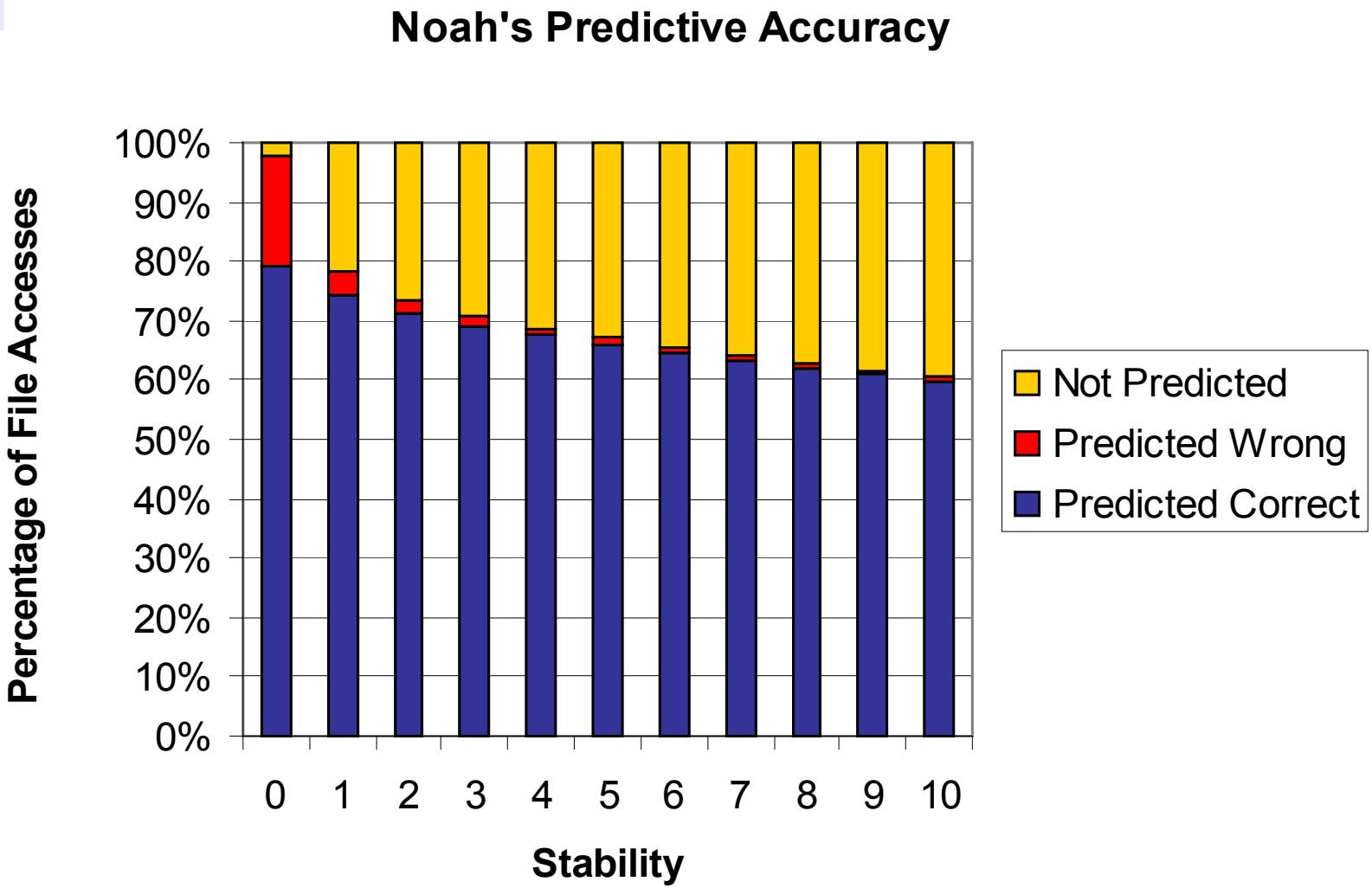
General and Specific Accuracy

- There is a difference between …
  - … predictor accuracy over a workload
  - … accuracy per prediction
- General Accuracy
  - Percentage of **all events** that are **not predicted or not predicted correctly**
- Specific Accuracy
  - Percentage of all **predictions offered** that are **not correct**

Noah: Varying Stability Parameter



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Recent Popularity (Best $_{j \text{ of } k}$)

File Access Sequence:

S: A B C D B C D B D B D B C B C B C A B A B A B A B

	Per-File Successors	*Successor Counts*
A:	B,B,B,B,B	B:5
B:	C,C,D,D,C,C,C,A,A,A	A:3, C:5, D:2
C:	D,D,B,B,A	A:1, B:2, D:2
D:	B,B,B,B	B:4

$Best_{(3 \text{ of } 6)}(B|S) = A$
$Best_{(4 \text{ of } 6)}(B|S) = N/A$
$Best_{(4 \text{ of } 9)}(B|S) = C$

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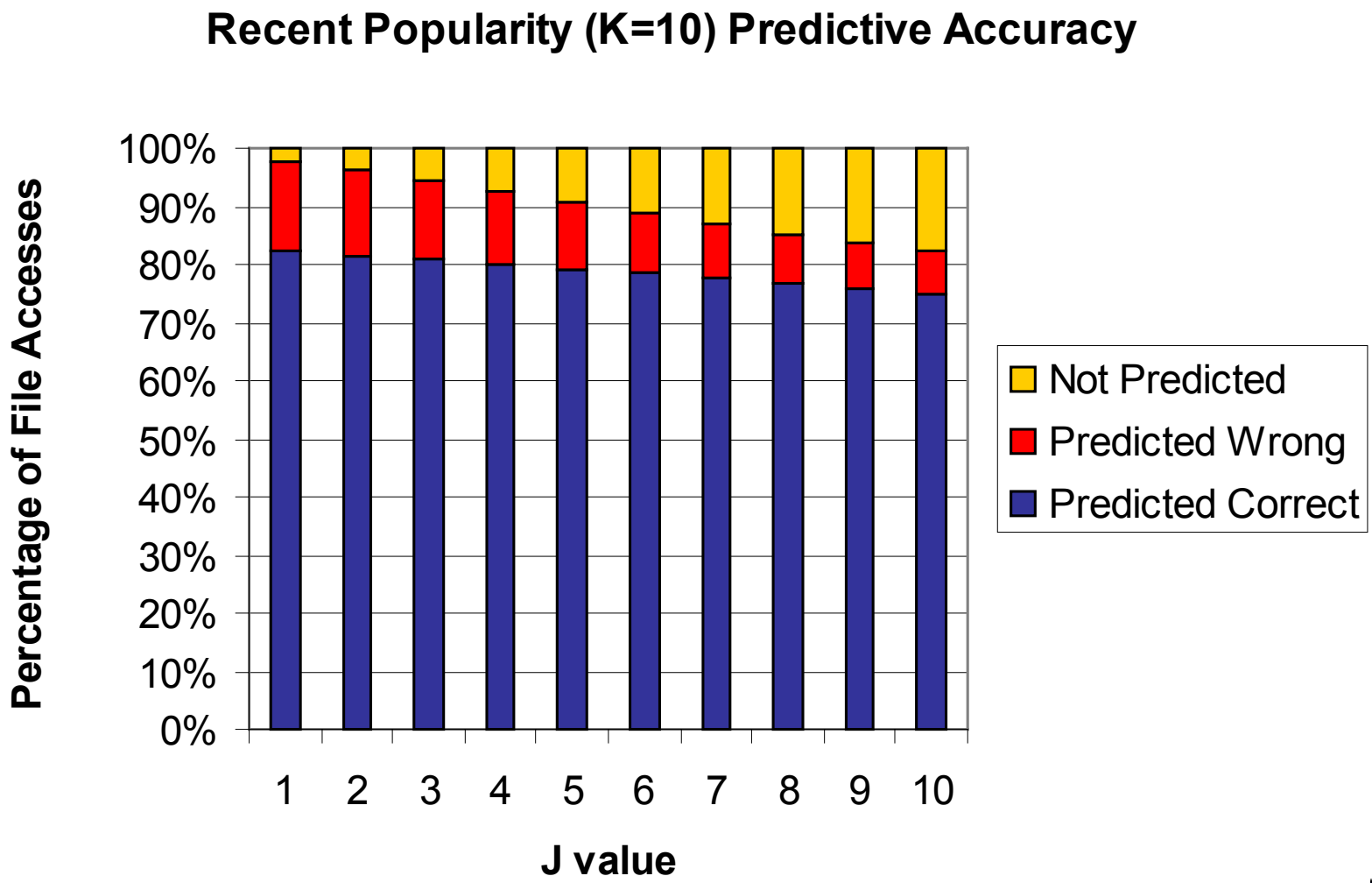
Recent Popularity (Best $_{j \text{ of } k}$)
Varying J Parameter (K=10)



Recent Popularity (Best $_{j \text{ of } k}$)
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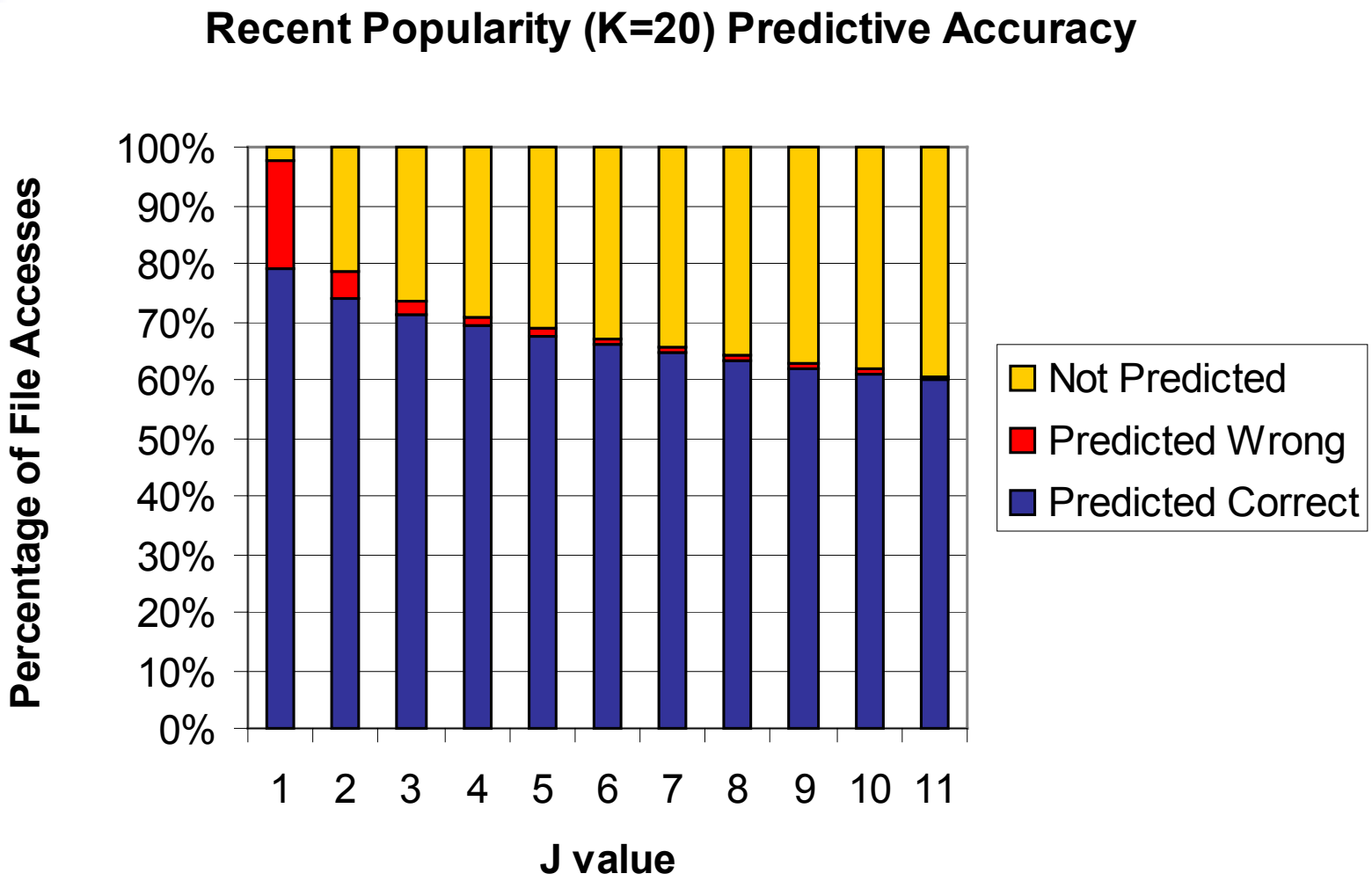

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Successor Prediction

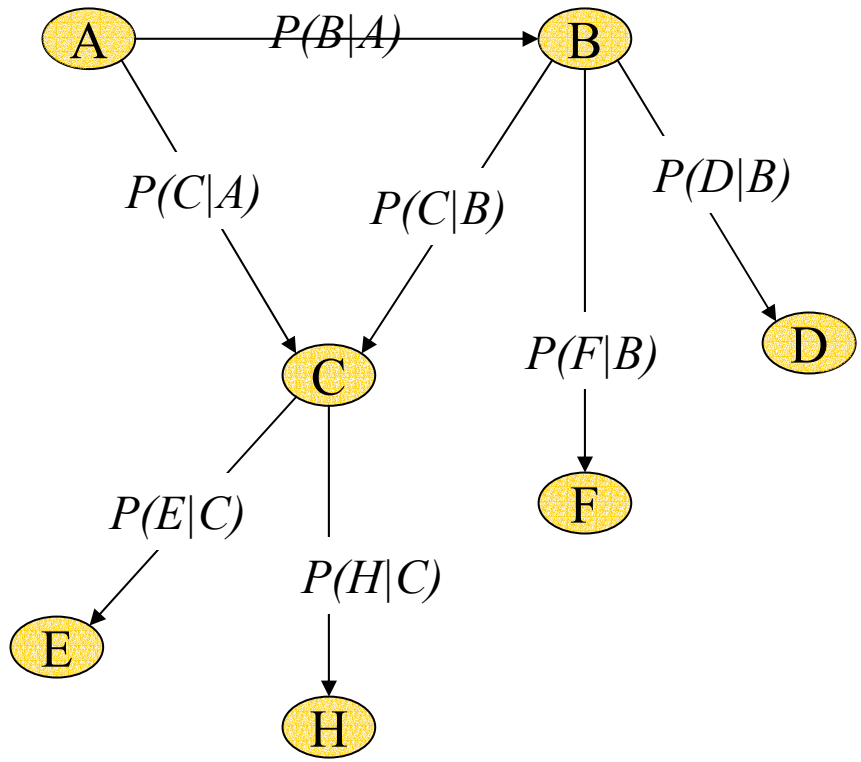
- Static prediction schemes remain valid for extended periods – and for very popular files
- Variation amongst file successors is very limited
- Noah and Recent Popularity are effective and adjustable successor predictors

File Grouping

- Given:
  - Accurate file successor predictions
  - Per-file successor metadata
  - Knowledge of the current file access
- A group of n files can be constructed of those most likely to be accessed in the near future

File Relationship Graph

- File successor observations give us probability of a given file following another
  - Fixed set of successors, P(Y|X) ∈ [0,1,…,S]
- Can construct a *file relationship graph*
  - Nodes: Files
  - Edges: succession probability



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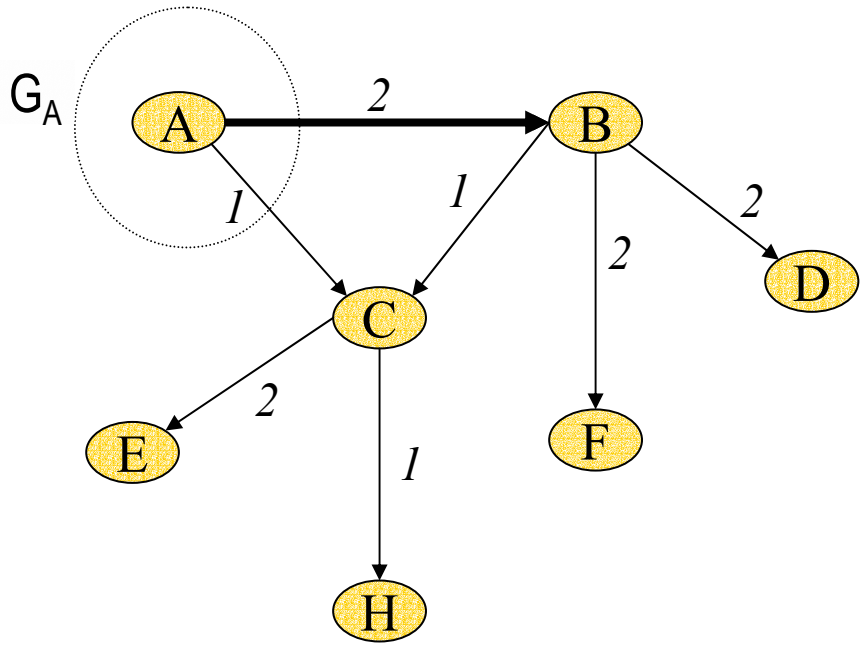
Constructing File Groups

- Given an access to file A, what n files constitute A's group G_A
- *n Best Successor* algorithm
  - $G_A \leftarrow \{A\}$
  - $G_A \leftarrow G_A \cup \{X\}$, for X with maximal P(X|A)
  - Repeat until $|G_A| = n$



Example of $\boldsymbol{n}$ = 3

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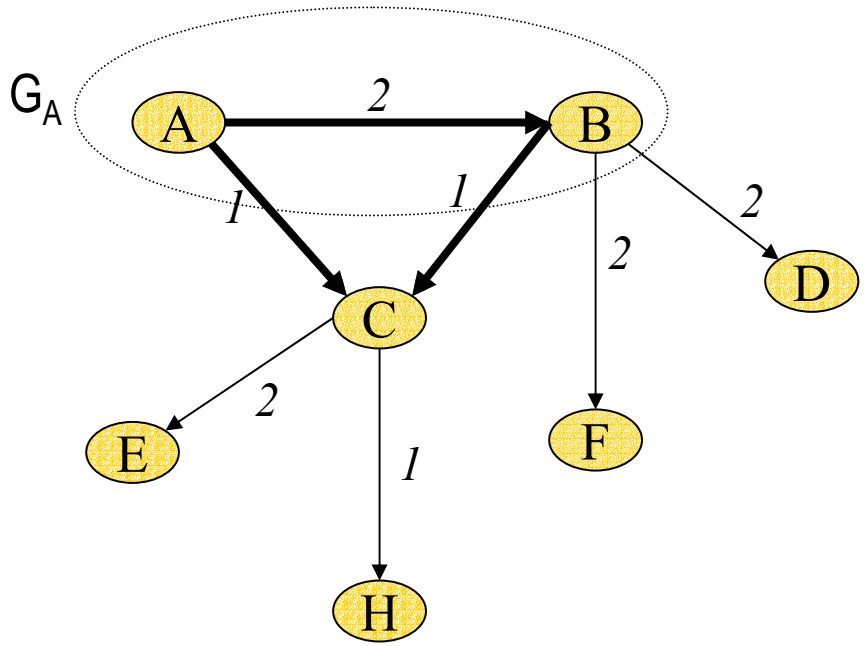

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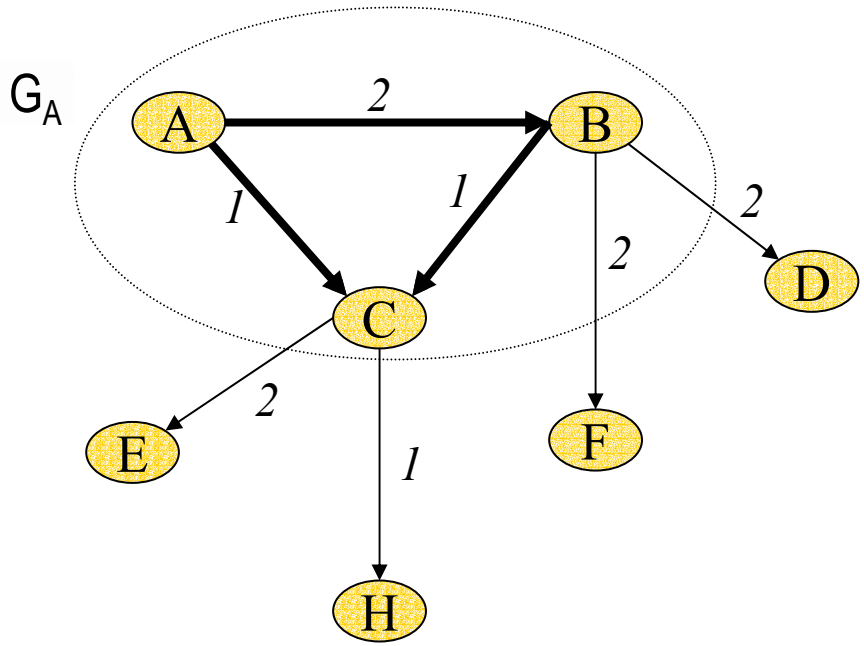

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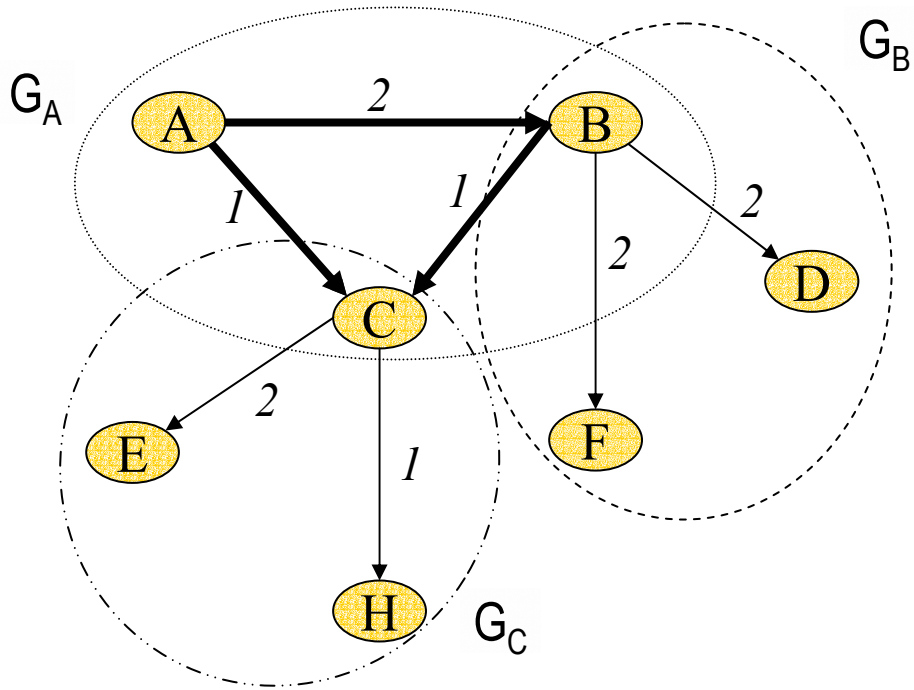

Example of $\boldsymbol{n}$ = 3

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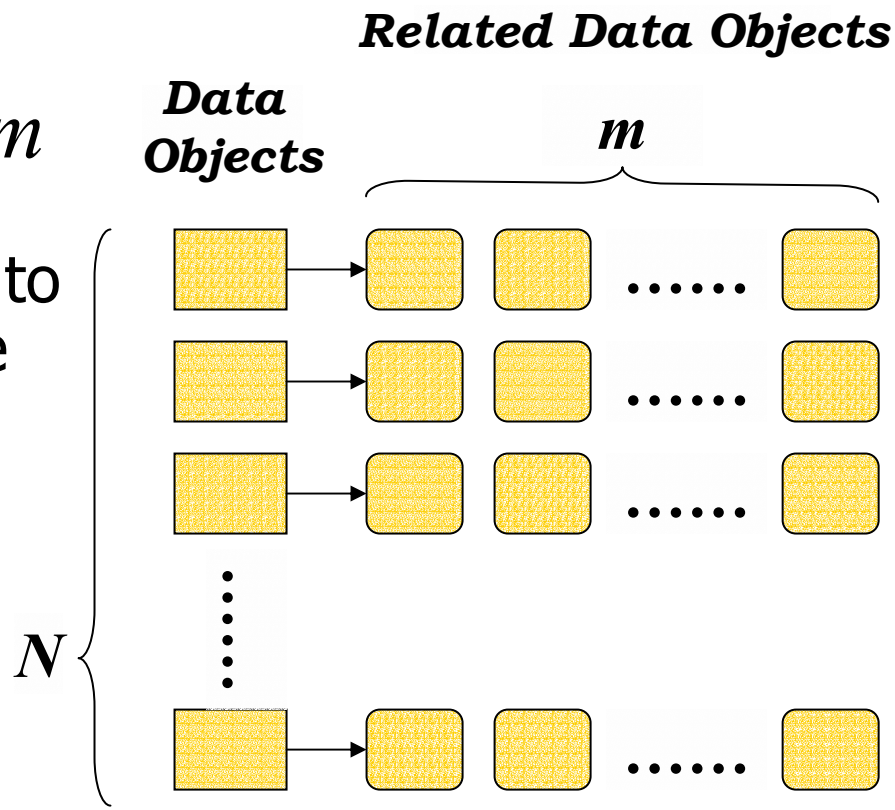
Server-Maintained Metadata:
A Restricted Relationship Graph

- A simple graph of restricted degree, $\leq m$
- Maximum number of vertices is equivalent to the number of unique files observed in the access stream, N
- Group size n

$$n \neq m + 1$$



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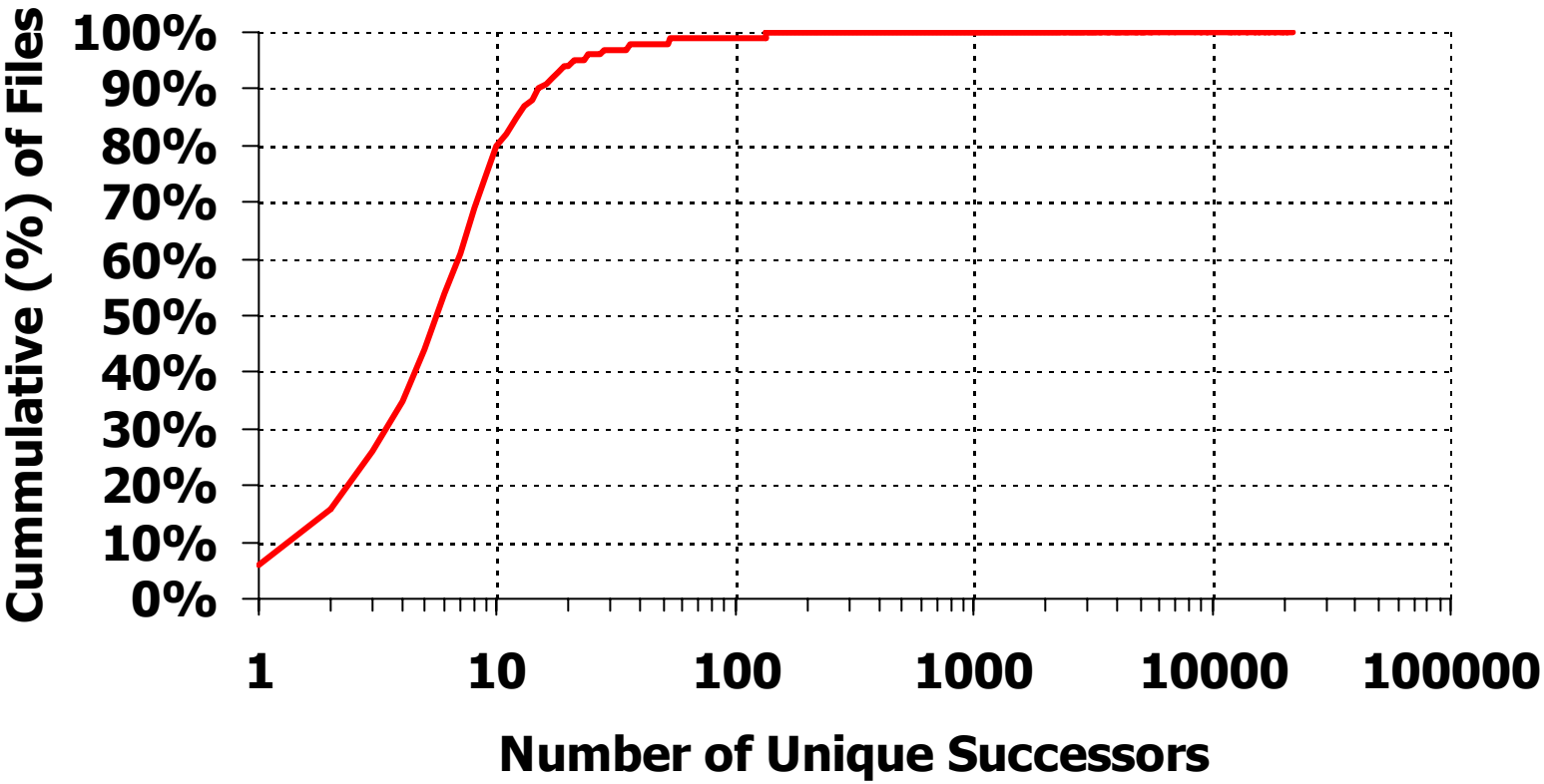
Server-Maintained Metadata

- For each file *A*, we maintain a list of *m* successors S_i and $P(S_i|A)$
- The feasibility of this strategy is dependent on limited variation in file successors
- For our workloads:
  - Over periods of ~1 month, files average less than 10 unique successors
  - Over periods of ~1 year, files average less than 20 unique successors

Successor variability



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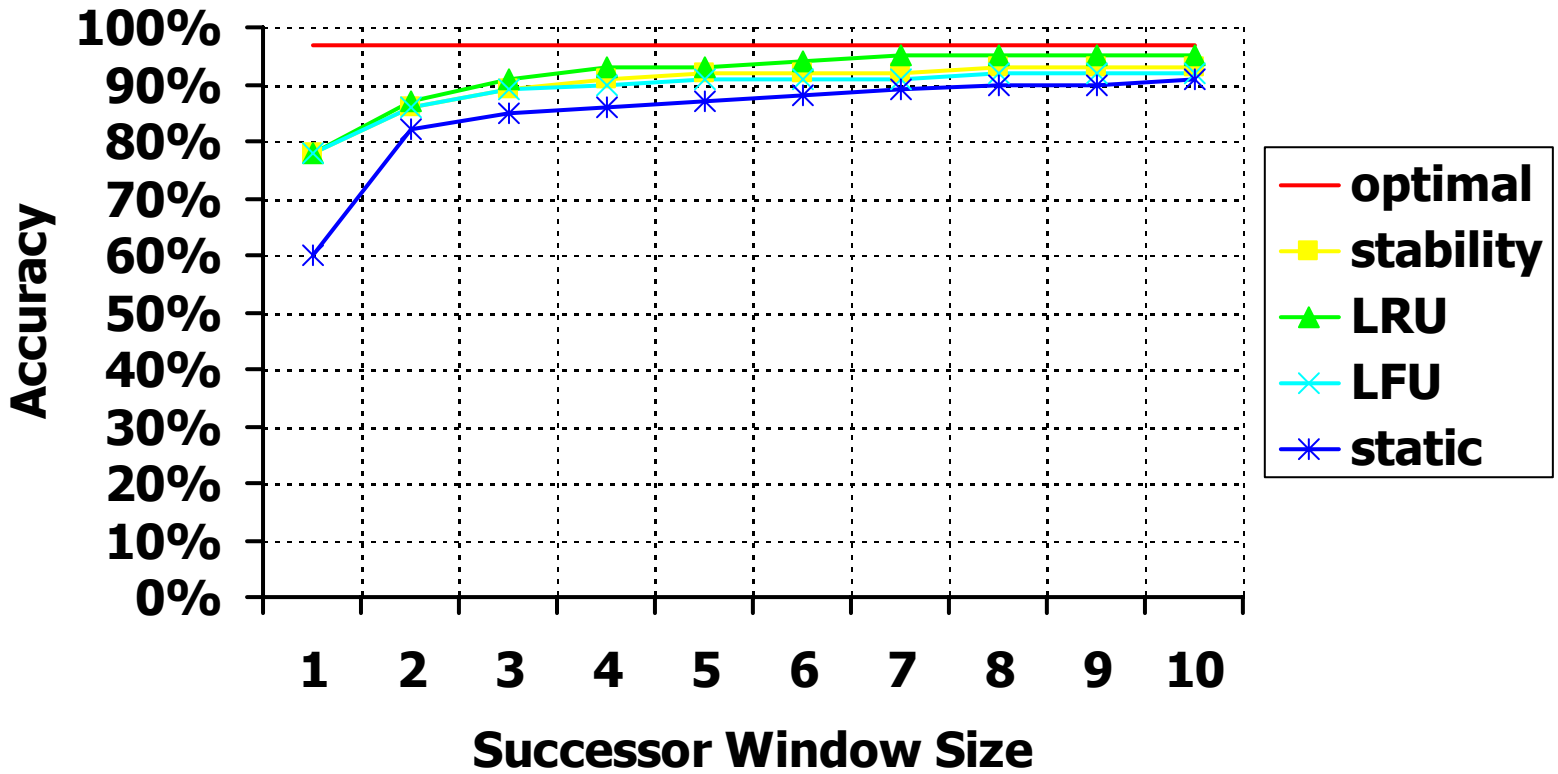
Successor Window Hit Rates



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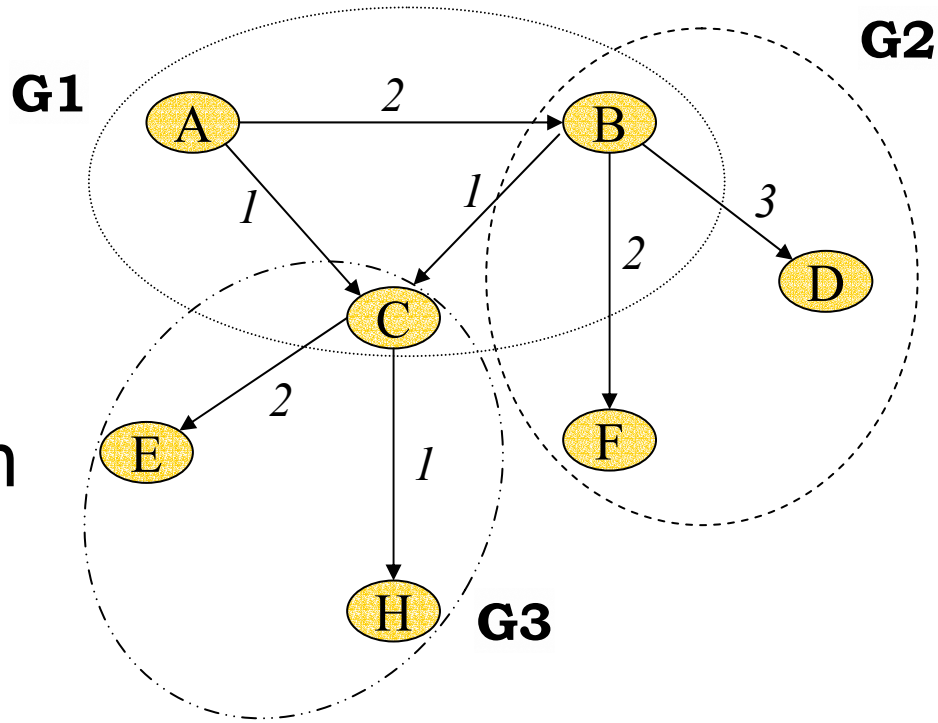
Relationship Graph:
Example Simple Groupings

- Groups of size ***n***
- ***n-1*** most likely successors are grouped with each file



Example of ***n*** = 3

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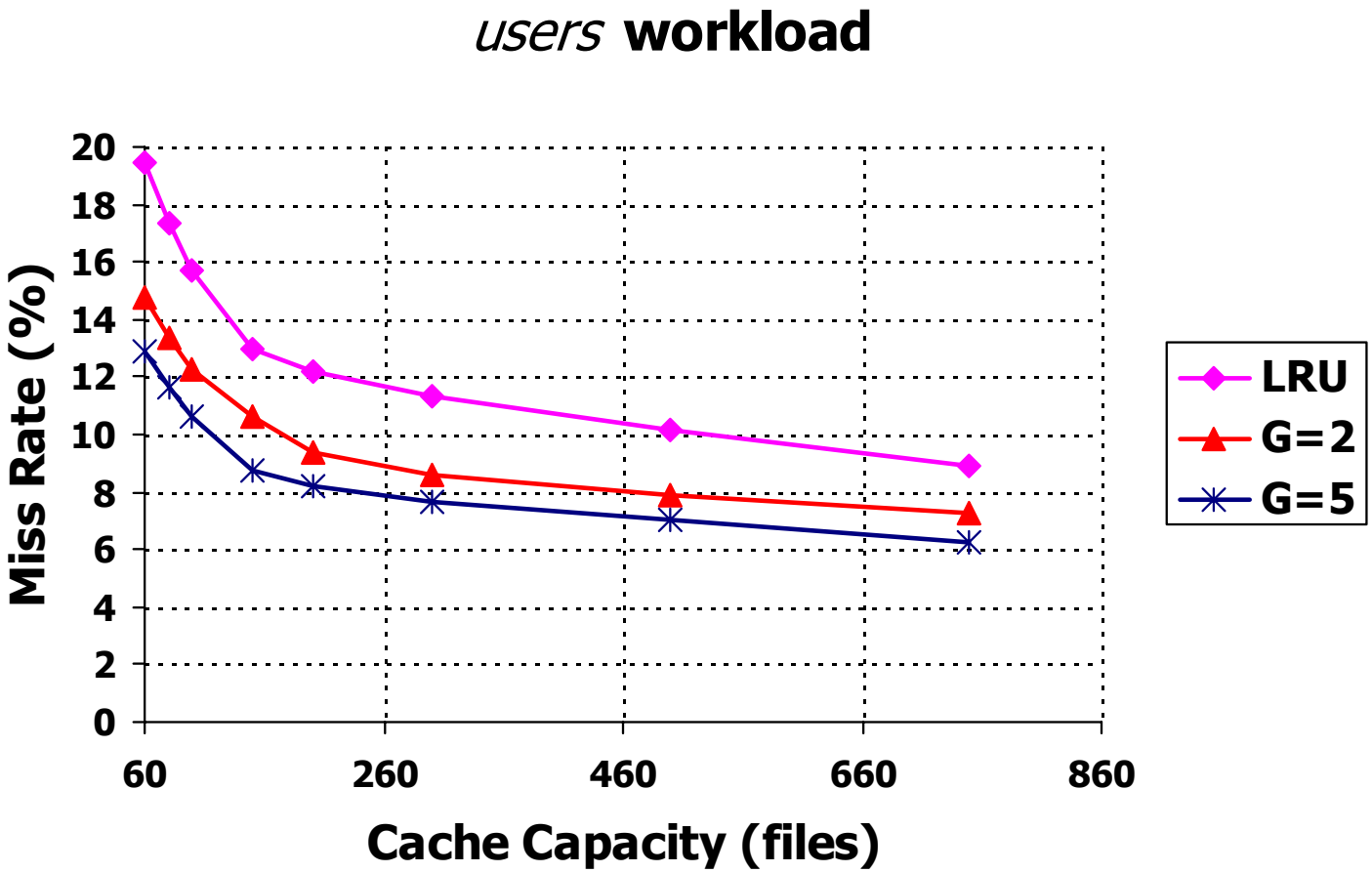
Aggregating Cache
Miss Rates



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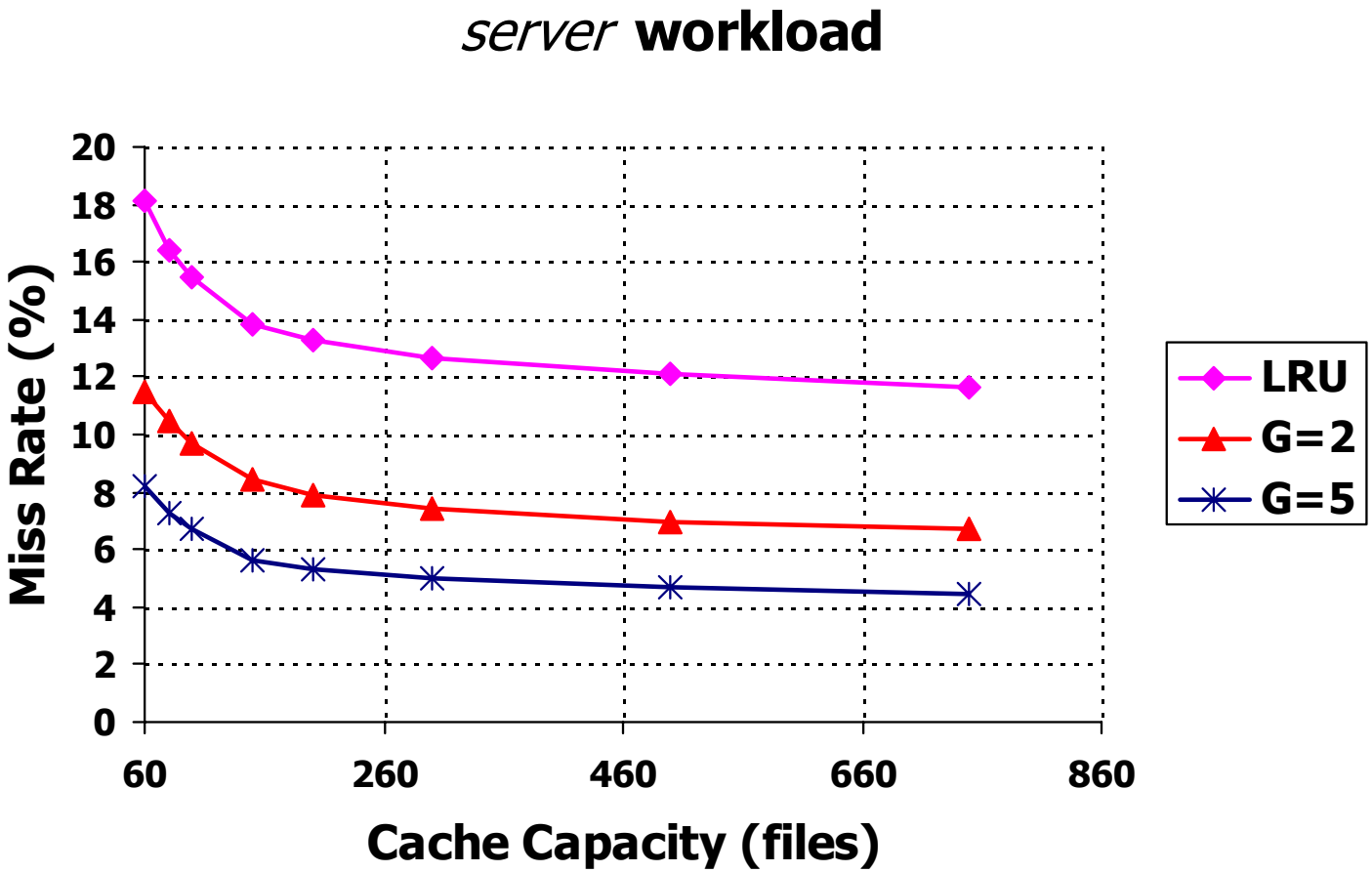

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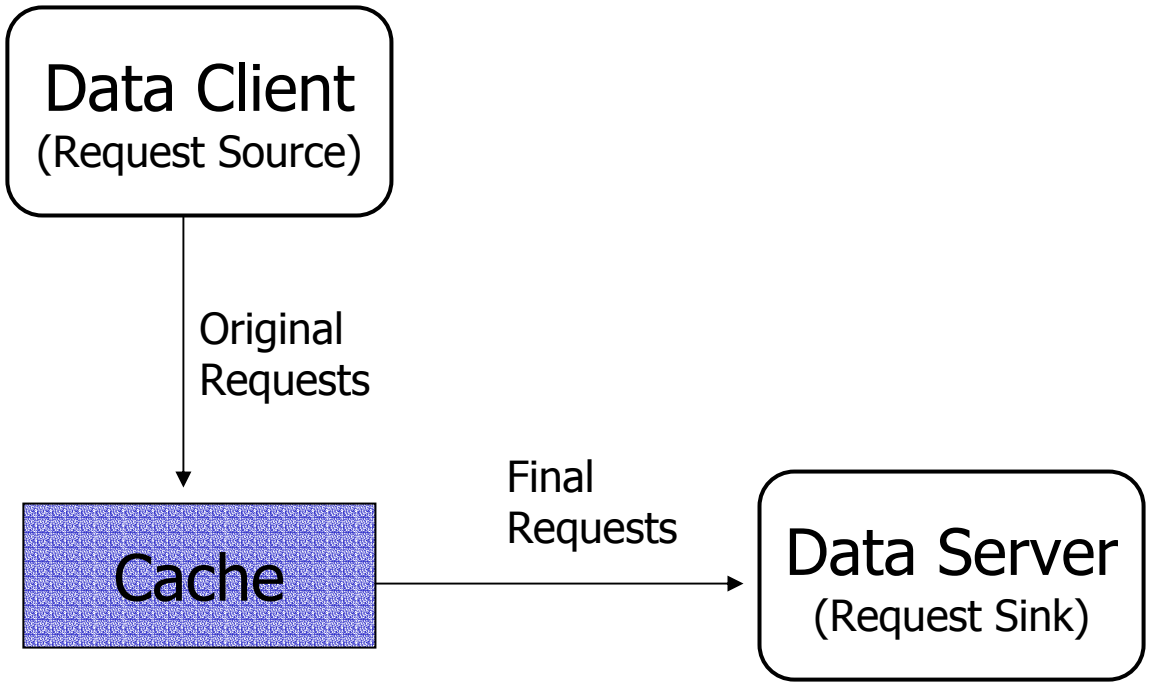
Client Cache Filtering Effects

- Filtered workload
  - Result due to misses from an intervening (client) cache
  - When client and server caches comparable sizes caching can be rendered ineffective for server-side caches
    - Adding a cache is not necessarily a good thing!
- Server-side caching
  - Filtered workloads observed when clients provide no access information beyond cache misses
    - But filtered workloads turn out to be highly predictable!

Single-Stage Client Caching
(original workload observed at the client)



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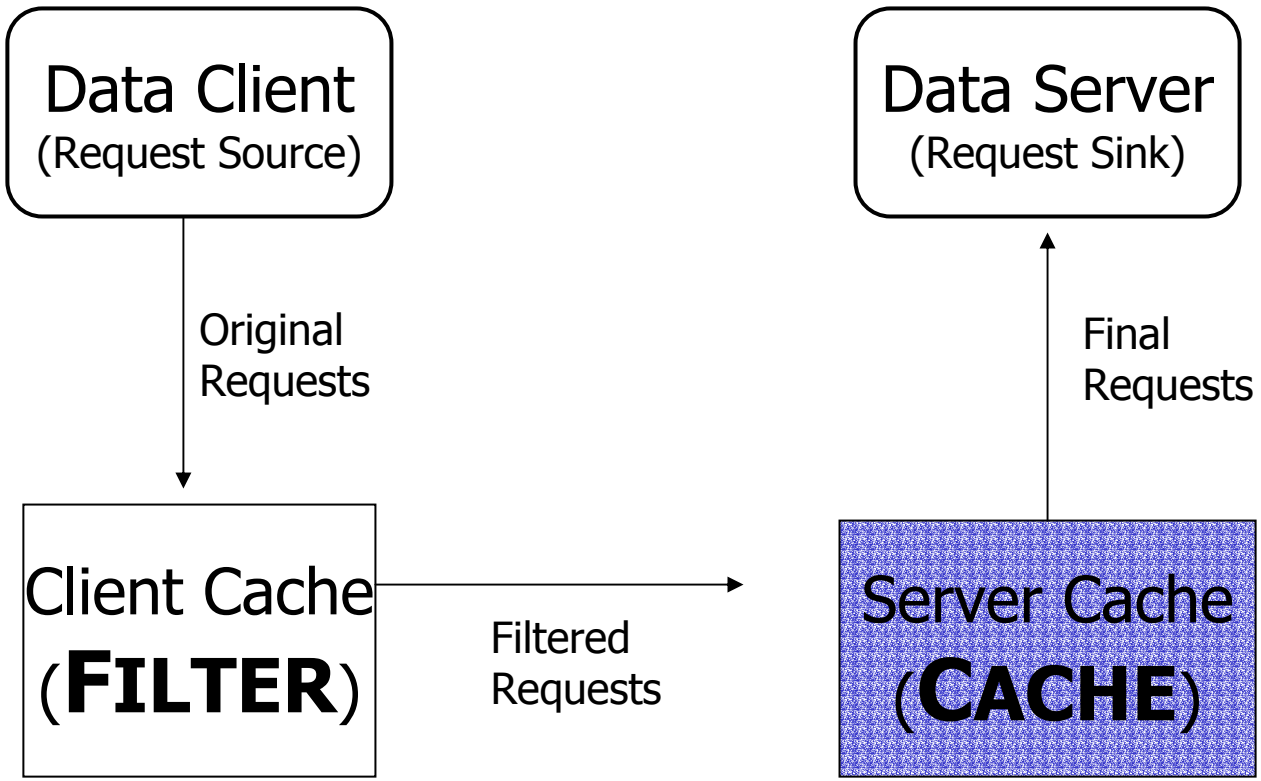
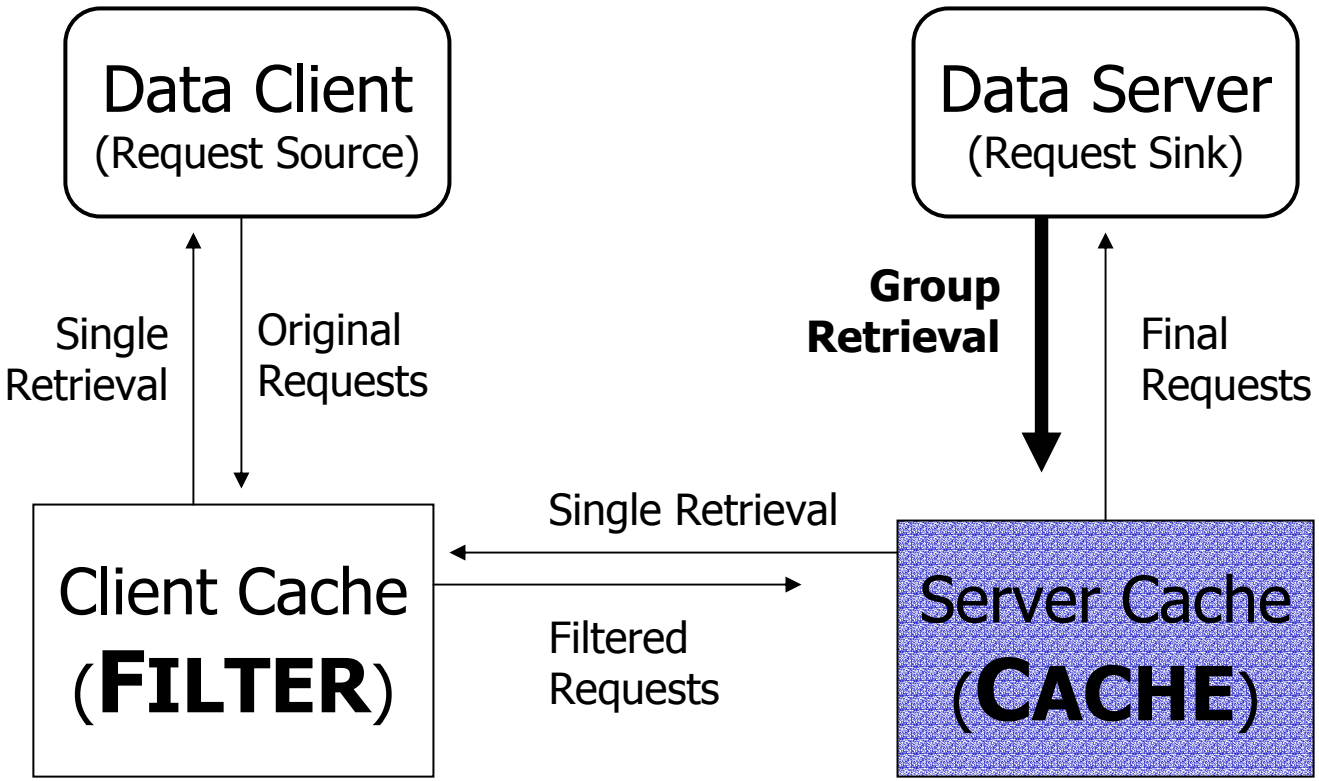
Server-Side Caching
(filtered workload observed at the server)



Aggregating Cache
(used for server-side caching)



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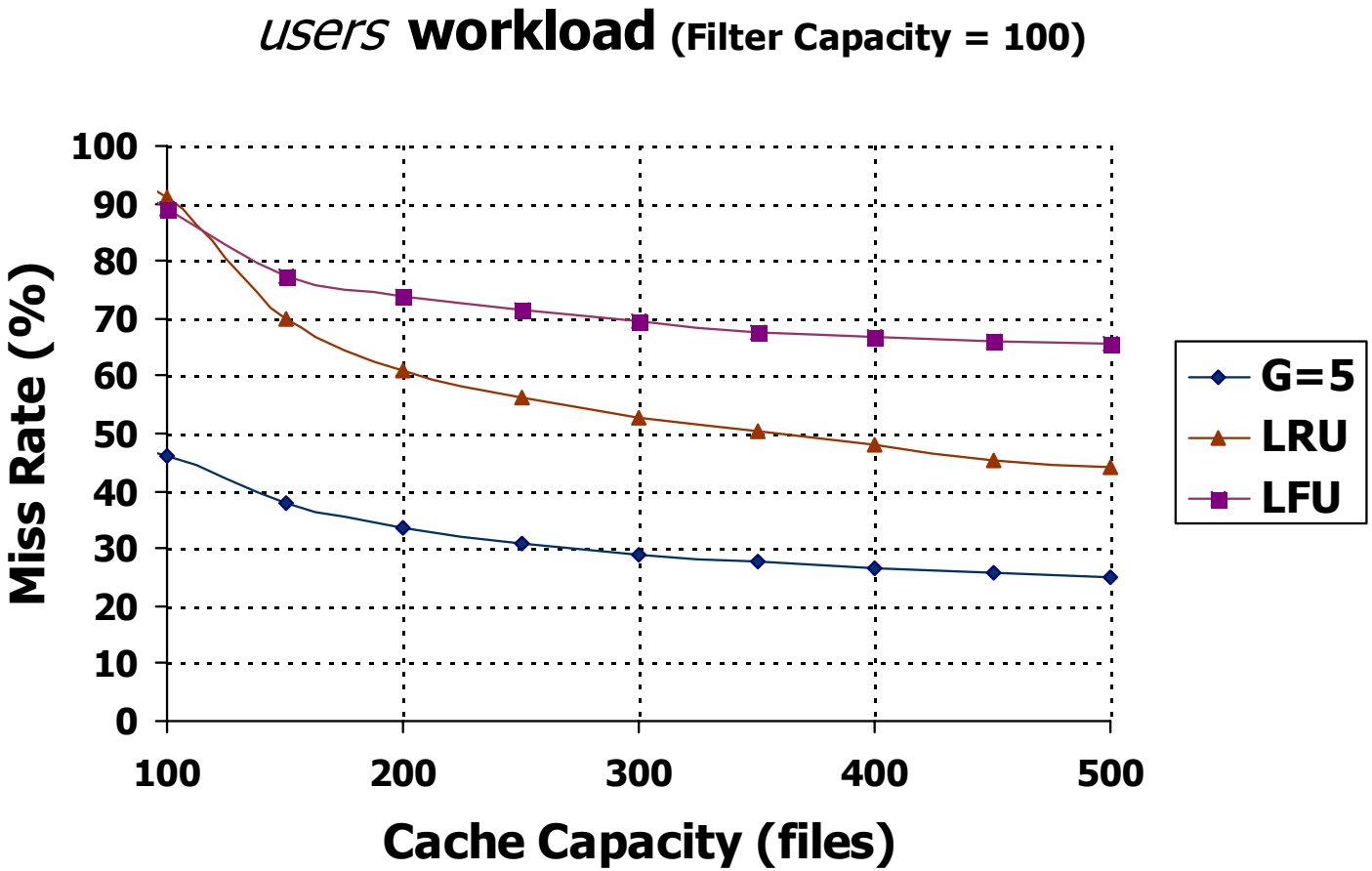
Aggregating Cache
Miss Rates (with client cache filtering)



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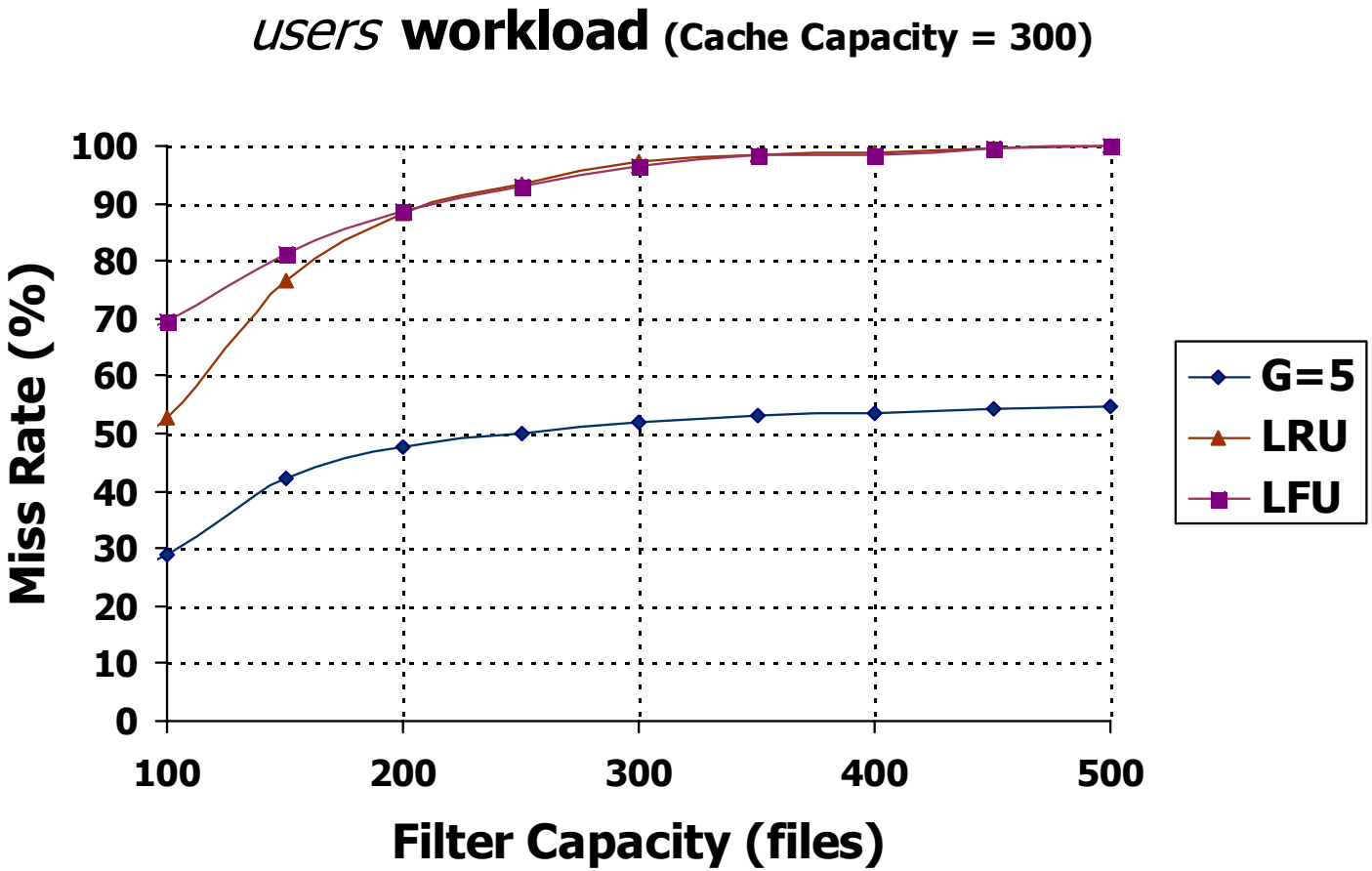

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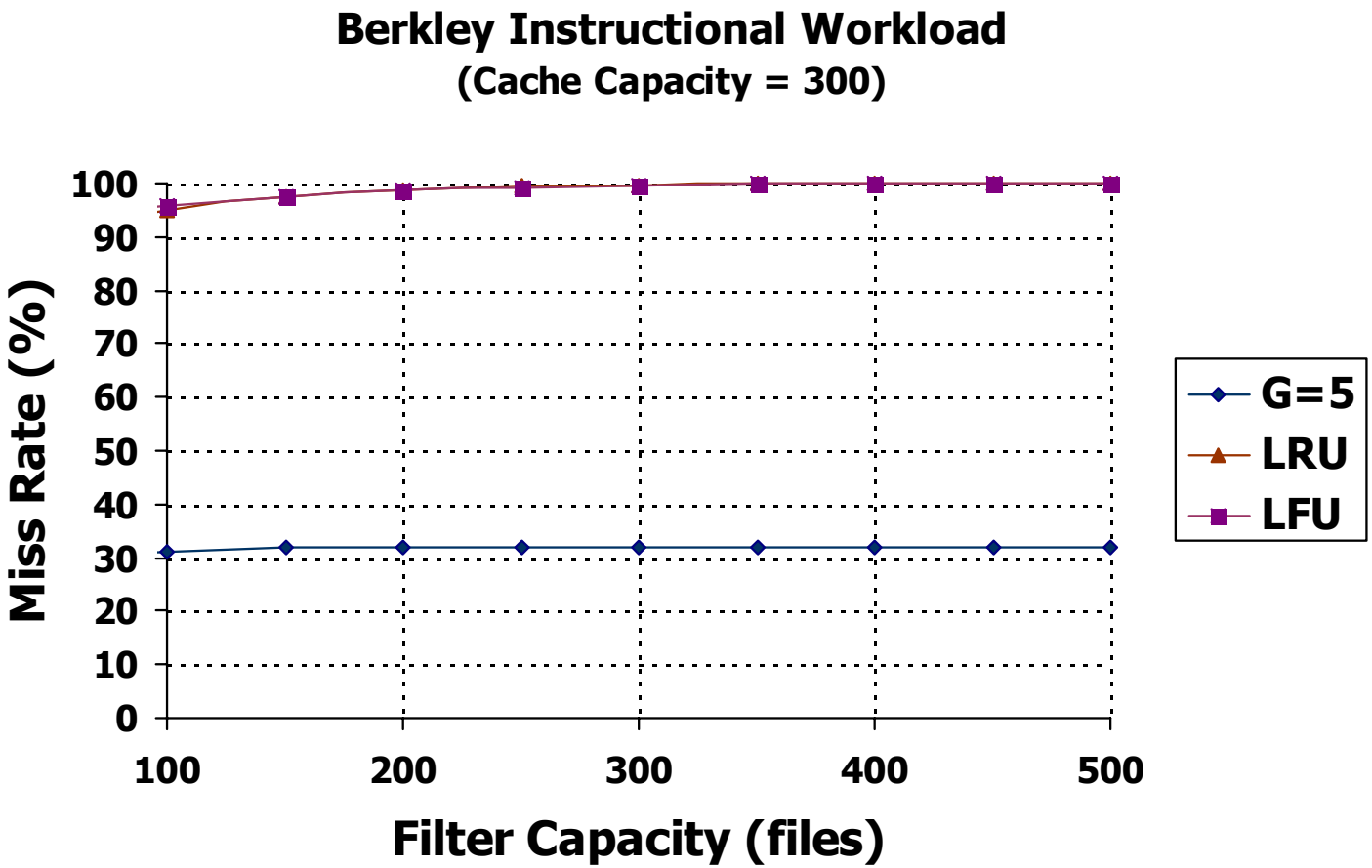

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Visualizing Caching Effects

- Why do aggregating caches still work?
  - Intervening caches do not reduce access predictability
- How can we demonstrate this?
  - Using a new visualization tool (developed in collaboration with the UCSC Viz group) we produce **Cache-Frequency Plots**
  - These are based on **successor entropy**, a single context-based predictability measure

Successor Entropy

- Traditional Self-Information (Entropy)
  - Higher values imply greater unpredictability
  - Predictability of an independent sequence
  - No context information
- Successor Entropy
  - Entropy of individual successor sequences calculated for each file accessed
  - Presented as a **Predictability Histogram**

Successor Entropy

- Traditional Self-Information (Entropy)
  - weighted sum of **independent** log-likelihoods

$$H = -\sum_i P(s_i) \cdot \log(P(s_i))$$

- Conditional entropy
  - given knowledge that condition c is true

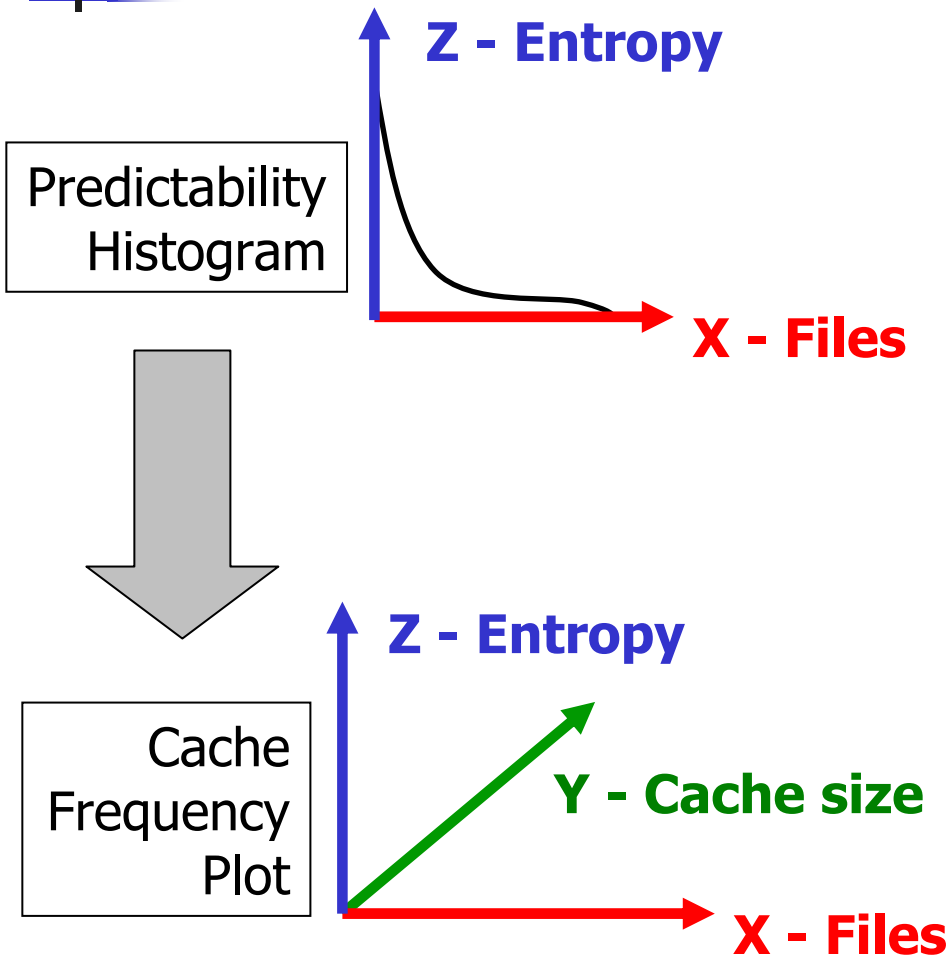
$$H(c) = -\sum_i P(s_i \mid c) \cdot \log(P(s_i \mid c))$$

Successor Entropy

- Given observed accesses to ***m*** successors s_i of file **a**, we define the successor entropy of file **a** as:

$$H(a) = -\sum_{i=1}^{m} P(s_i \mid a) \cdot \log(P(s_i \mid a))$$

Cache-Frequency Plots



- X-axis
  - Files, ordered by decreasing Z-value
- Y-axis
  - Filtering cache sizes
- Z-axis
  - Successor entropy
- Surface-Point Color
  - File access frequency

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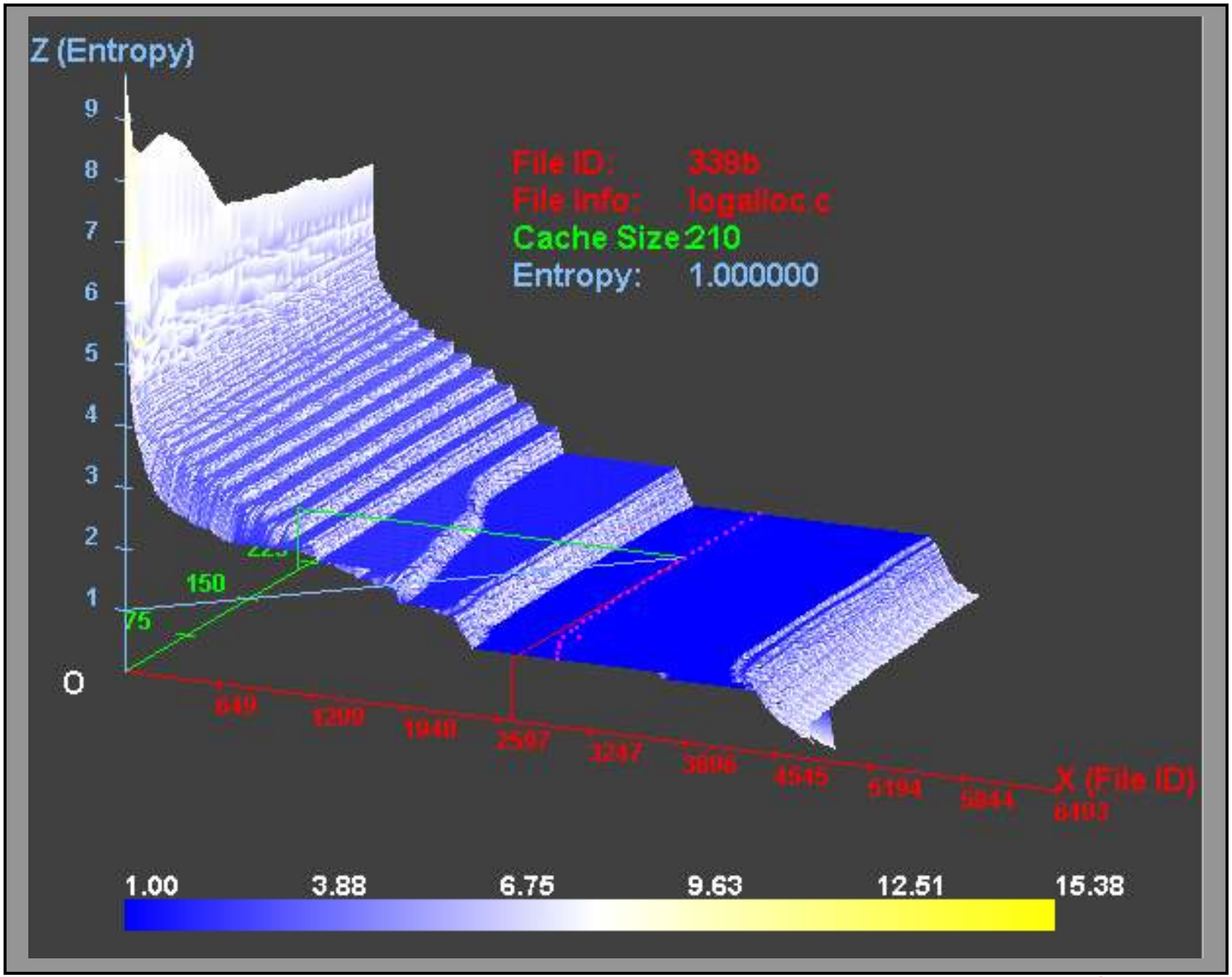
Cache-Frequency Plots (cont'd)

- Predictability histogram
  - Demonstrates variation in file access predictability
- The Cache-Frequency Plots
  - Effects of intervening cache sizes on predictability histograms
  - Correlation between file popularity (access frequency) and successor predictability



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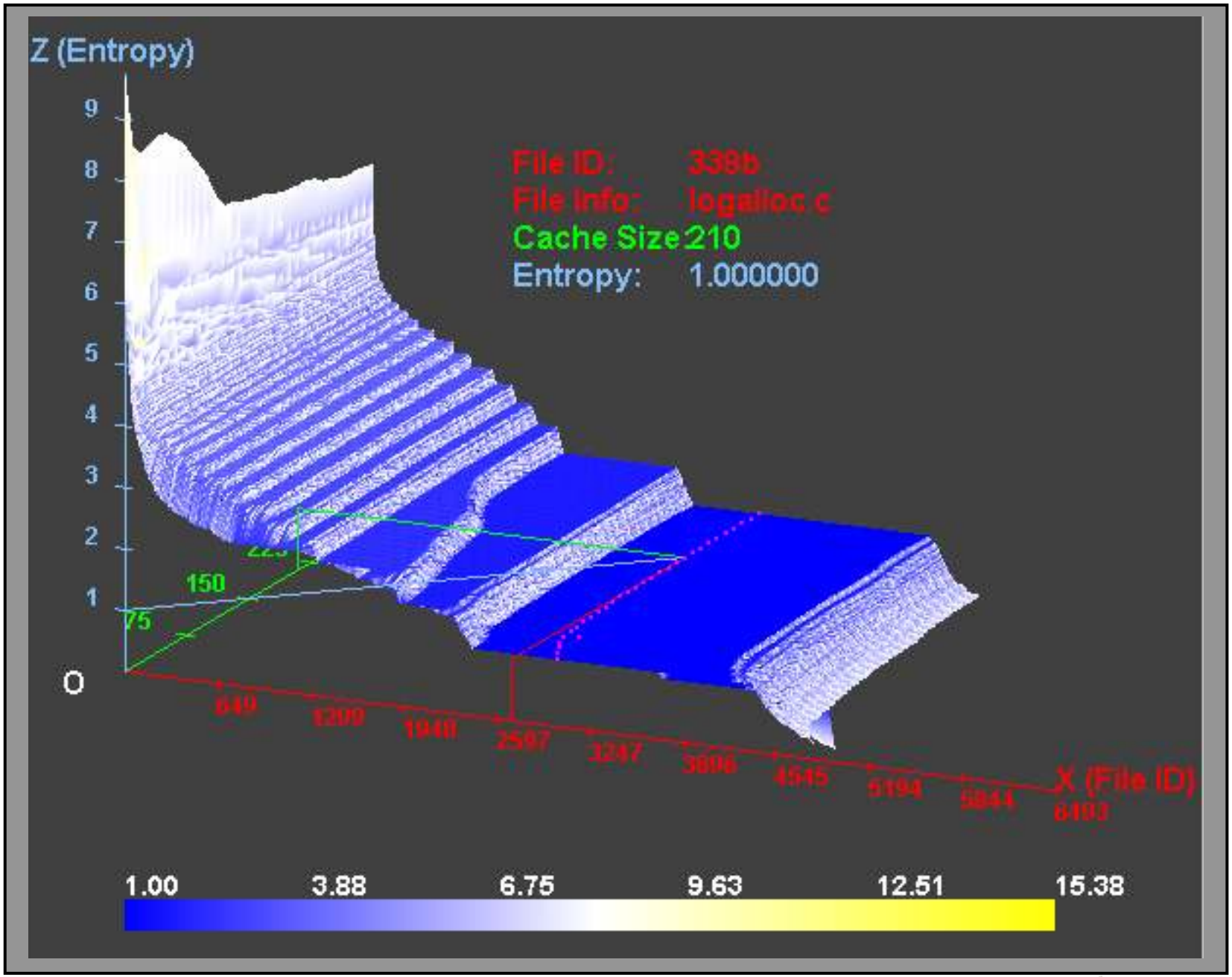

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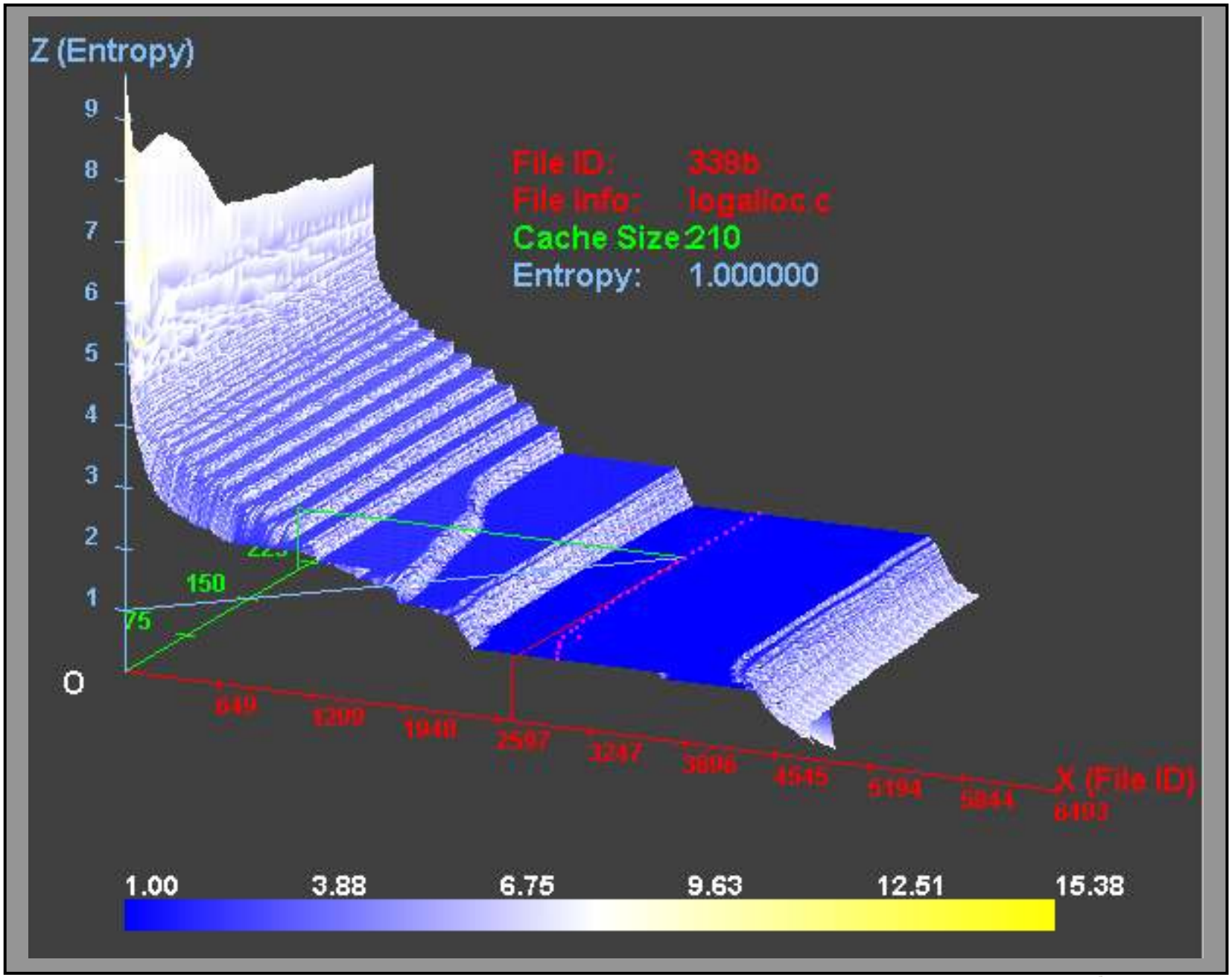
Predictability Results

- File successor predictability varies as dramatically as file popularity
  - High skew among file successor entropy
  - Most have highly predictable successors
- Predictability independent of popularity
  - Some of the most popular files have the most predictable successor behavior

Caching Effects

- Increasing the capacity of intervening caches …
  - … reduces the skew of access frequencies, by reducing the number of very high-frequency and unpredictable files
  - … actually increases predictability, and reduces the variation among files



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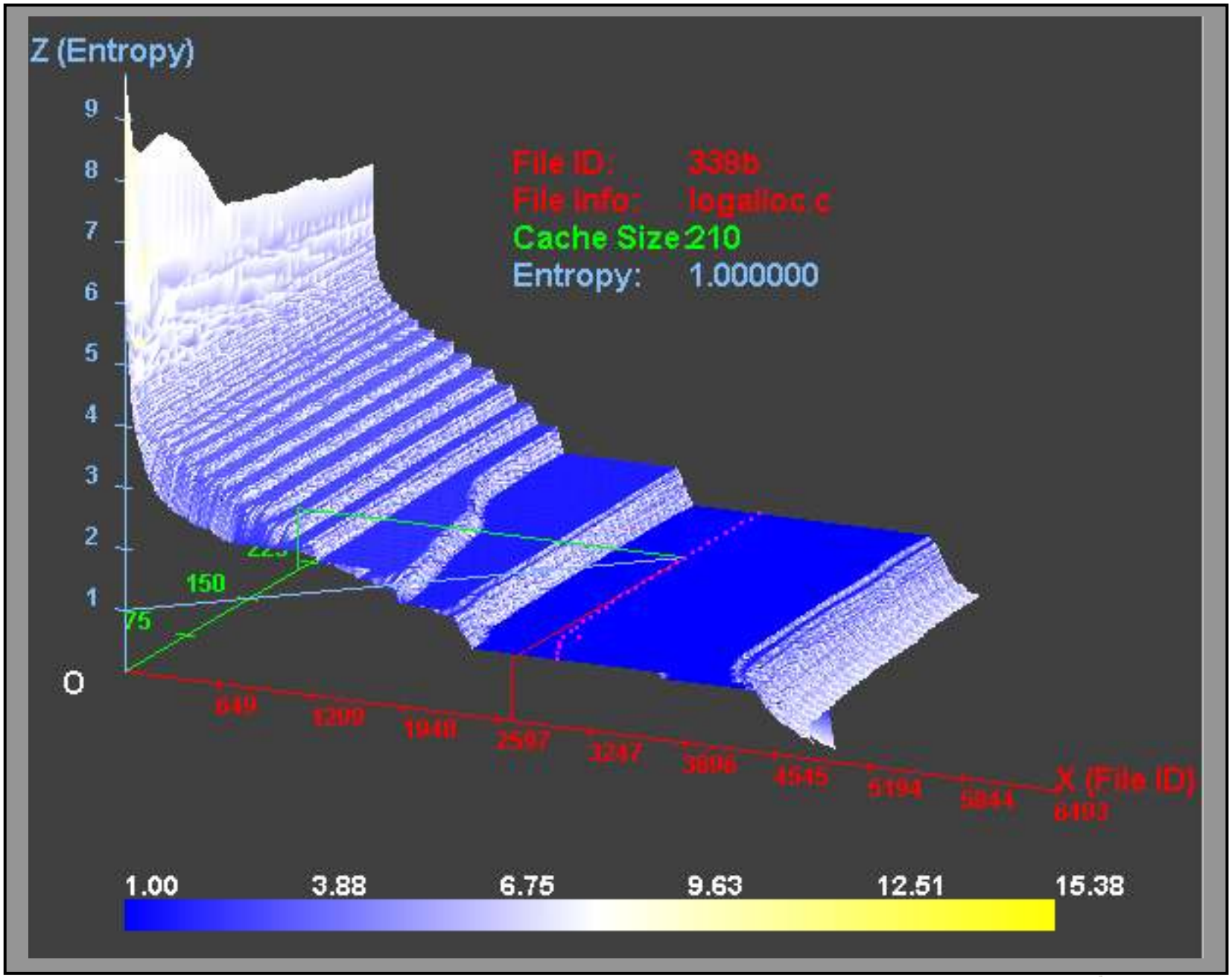

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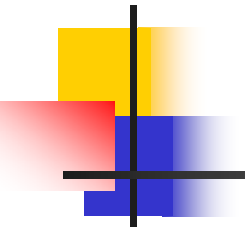

Related Work

- File Access Prediction
  - Krishnan, Griffioen, Duchamp, and Kroeger
- Mobile File Hoarding
  - Coda, and SEER
- Web Caching
  - Bestavros, Duchamp, and Wolman

Conclusions

- Aggregating cache
  - Most files see few unique successors
  - Simple grouping can significantly reduce demand cache misses while providing implicit pre-fetching
  - Can maintain reasonable hit rates in the presence of cache filtering effects

Conclusions (cont'd)

- No pre-fetch timing issues
  - Explicit pre-fetching may hurt performance, and demands timeliness
  - Relationship tracking is an optional activity that can be safely delayed/ignored
- If you have a client cache and a server cache, you want to do this!

Ongoing and Future Work

- Examine alternate predictors
  - Program-based predictors (Yeh *et al.*)
- Partial file transfer, block-level grouping
- Storage allocation & placement problems
- Mobile applications
- Multi-level caches

Further Information & Questions?

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