

# Exploring Data Reliability Tradeoffs in Replicated Storage Systems

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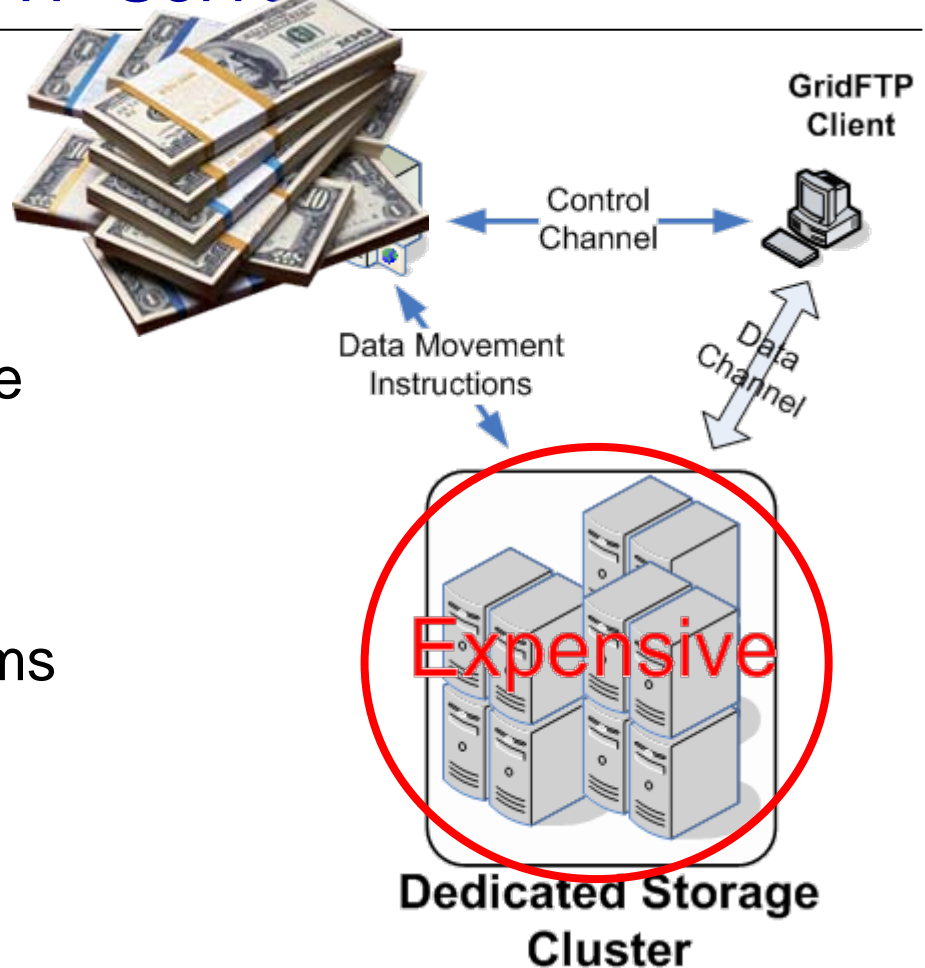
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# Motivating Example: GridFTP Server

- A high-performance data transfer protocol
- Widely used in data-intensive scientific communities
- Typical deployments employ cluster-based storage systems



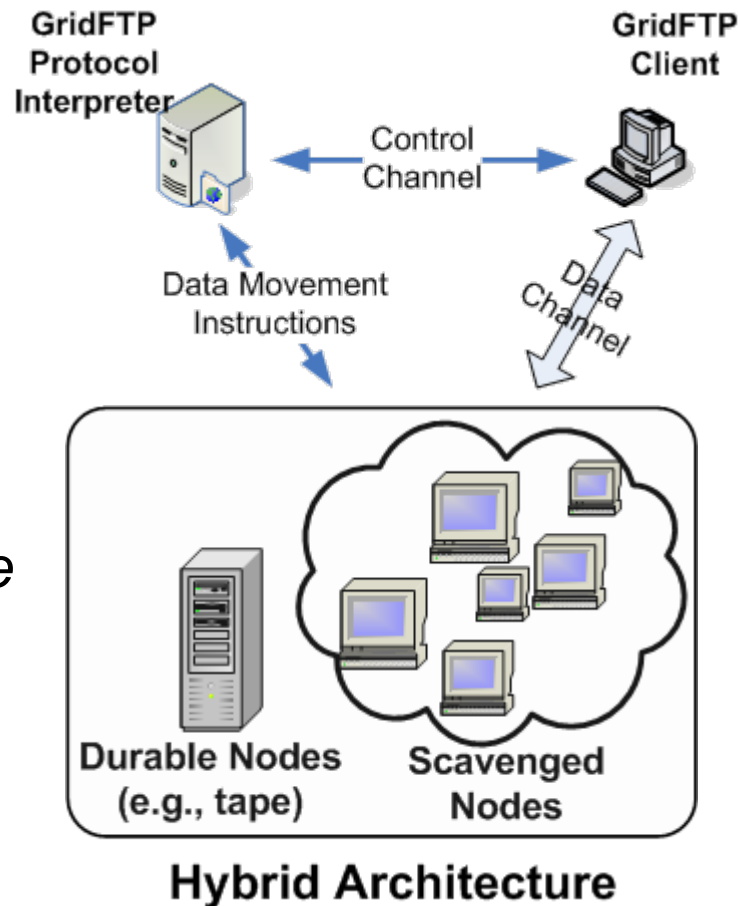
***Motivation: reduce the cost of GridFTP server while maintaining performance and reliability***

# The Solution in a Nutshell

*A hybrid architecture: combines scavenged and dedicated, low bandwidth storage*

Features:

- *Low cost*
- *Reliable*
- *High performance*



# Outline

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- The Opportunity
- The Solution

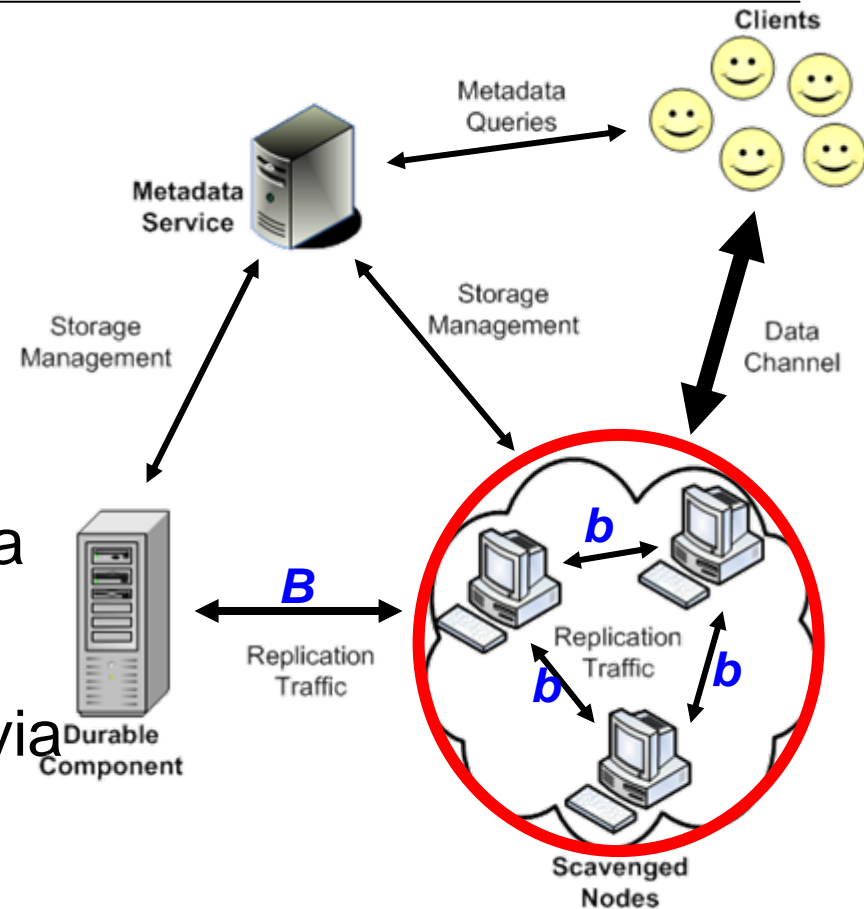
# The Opportunity

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- Scavenging idle storage
  - High percentage of available idle space (e.g., ~50% at Microsoft, ~60% at ORNL)
  - Well-connected machines
  
- Decoupling the two components of data reliability, durability and availability
  - Durability is more important than availability
  - Relax availability to reduce overall reliability overhead

# The Solution: Internal Design

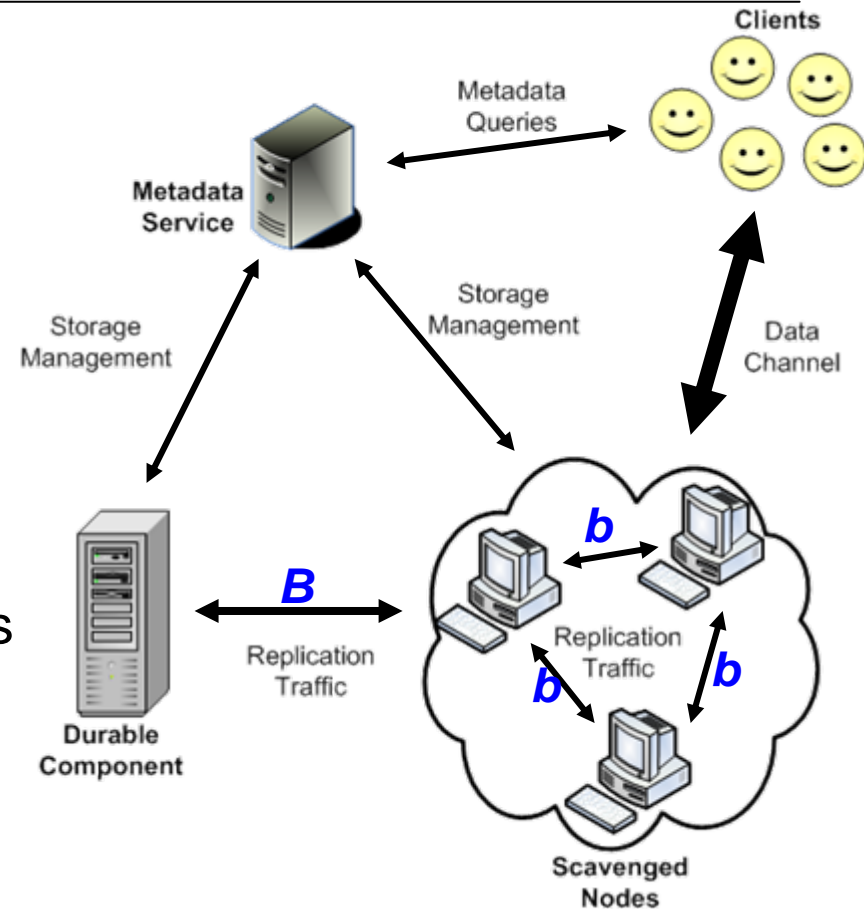
- Scavenged nodes:
  - Maintain  $n$  replicas
  - Replication bandwidth  $b$ Mbps
- Durable component:
  - Durably maintain one replica
  - Replication bandwidth  $B$ Mbps
- Logically centralized metadata service
- Clients access the system via the scavenged nodes only



=> Object is **available** when at least one replica exist at the scavenged nodes

# Features Revisited

- Low cost
  - Idle resources
  - low-cost durable component
- Reliable
  - Supports full durability
  - Configurable availability
- High-performance
  - Aggregates multiple I/O channels
  - Decouples data and metadata management



# Outline

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- Availability Study
- Performance Evaluation: GridFTP Server



# Availability Study

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## Questions:

- What is the advantage of having a durable component?
- What is the impact of parameter constraints (e.g., replication level and bandwidth) on availability and overhead?
- What replica placement scheme enables maximum availability?

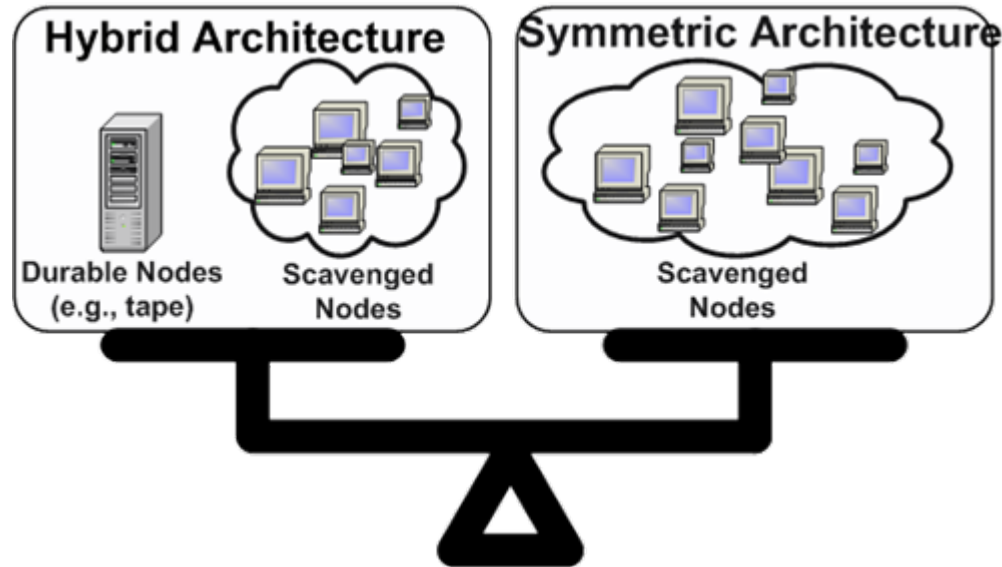
## To address these questions:

- analytical model
- low-level simulator

# What is the advantage of adding a durable component?

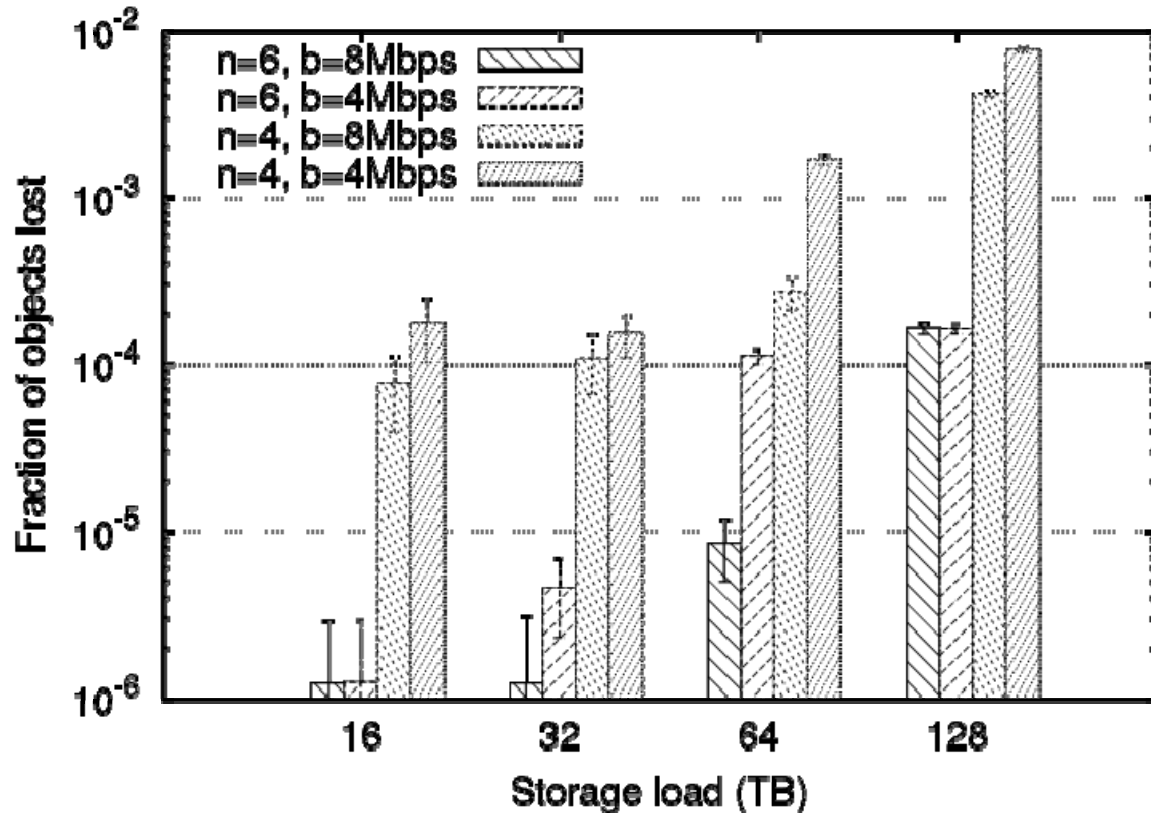
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- Evaluate the **durability** of the symmetric architecture
- Compare the **replication overhead**
- Evaluate the **availability** of the hybrid architecture



# Durability of Symmetric Architecture

- Durability decreases when increasing storage load
- Minimum configuration to support full durability  
=>  $n = 8$   
 $b = 8\text{Mbps}$

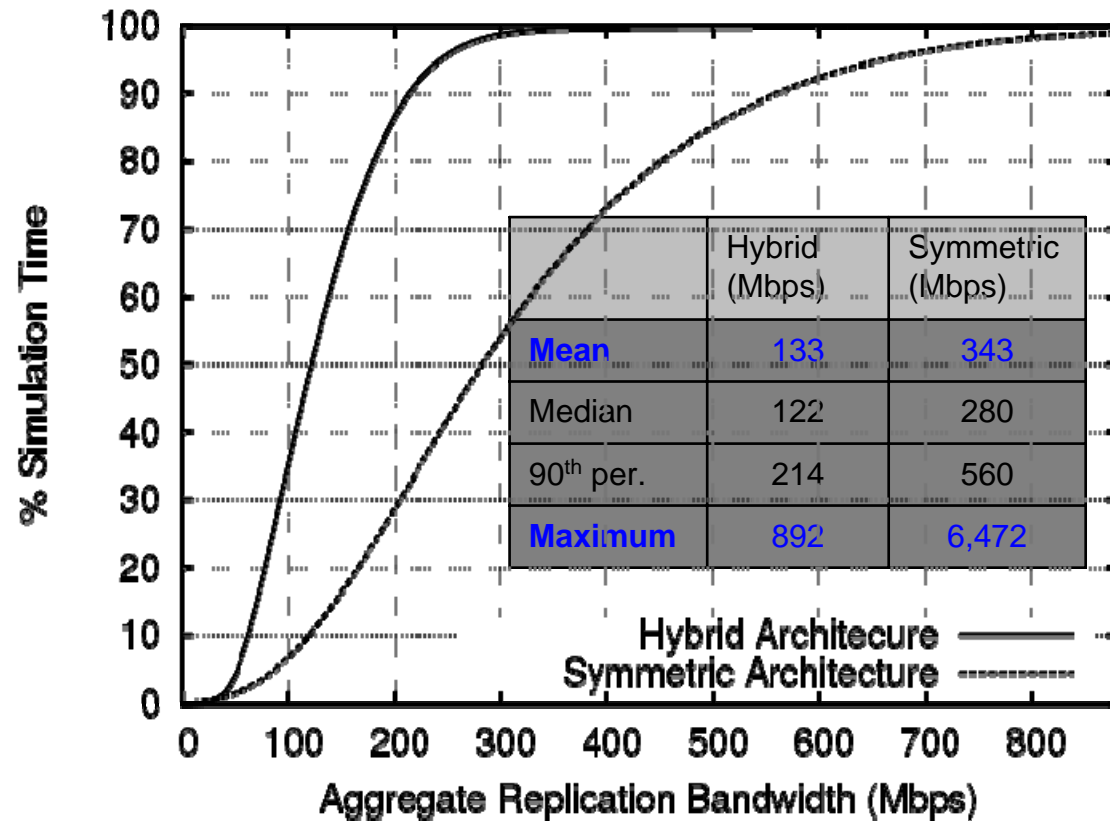


$n$  = replication level,  $b$  = replication bandwidth

# Overhead: Hybrid vs. Symmetric Architecture

Advantages of adding durable component:

- Reduces amount of replication traffic ~ 2.5 times
- Reduces the peak bandwidth ~ 7 times
- Reduces replication traffic variability
- Increases storage efficiency 50%

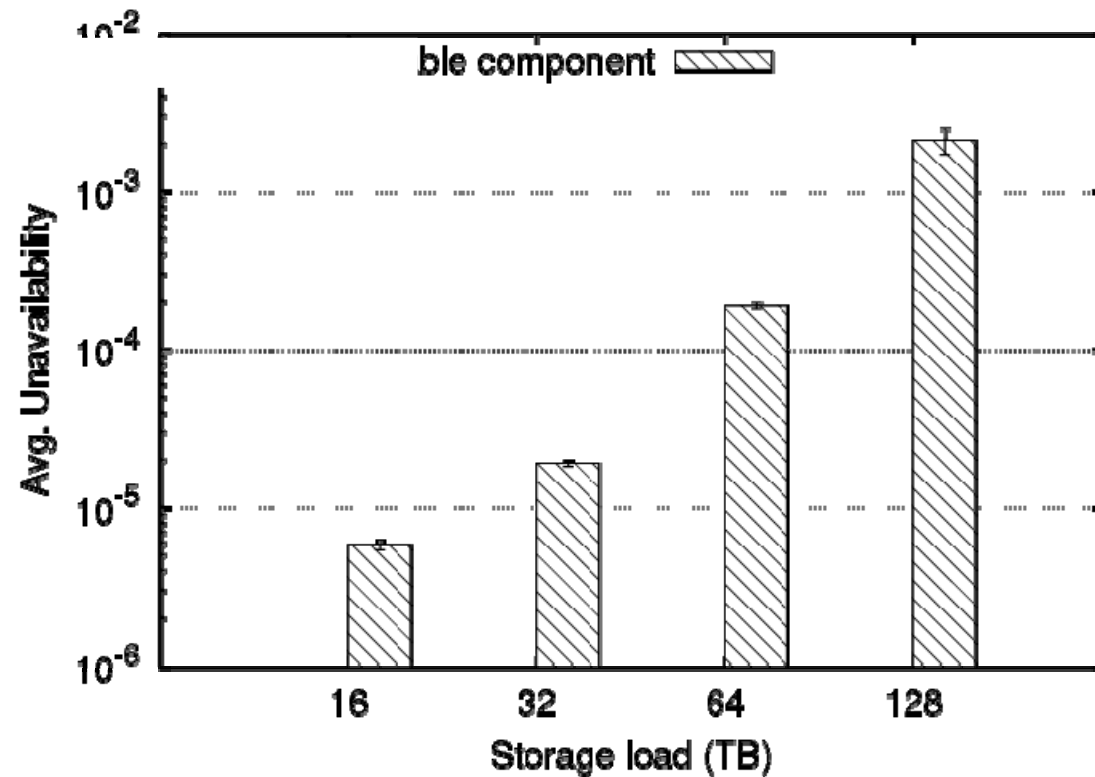


**Configuration:**    *Symmetric Architecture:* **n = 8 replicas**, b = 8Mbps  
                          *Hybrid Architecture:*        **n = 4 replicas**, b = 2Mbps, B = 1Mbps

# Availability of Hybrid Architecture

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The hybrid system is able to support acceptable availability



**Configuration:**  $n = 4$  replicas,  $b = 2$ Mbps,  $B = 1$ Mbps

# Outline

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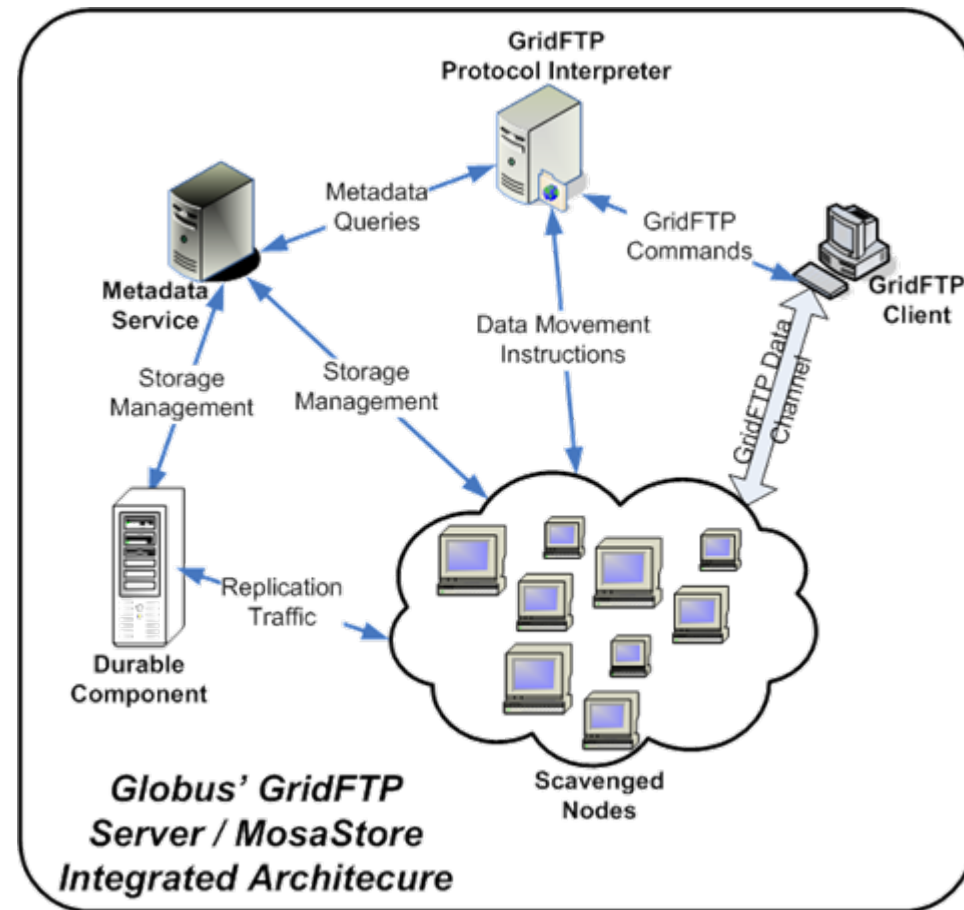
- Availability Study
- Performance Evaluation: GridFTP Server

# A Scavenged GridFTP Server

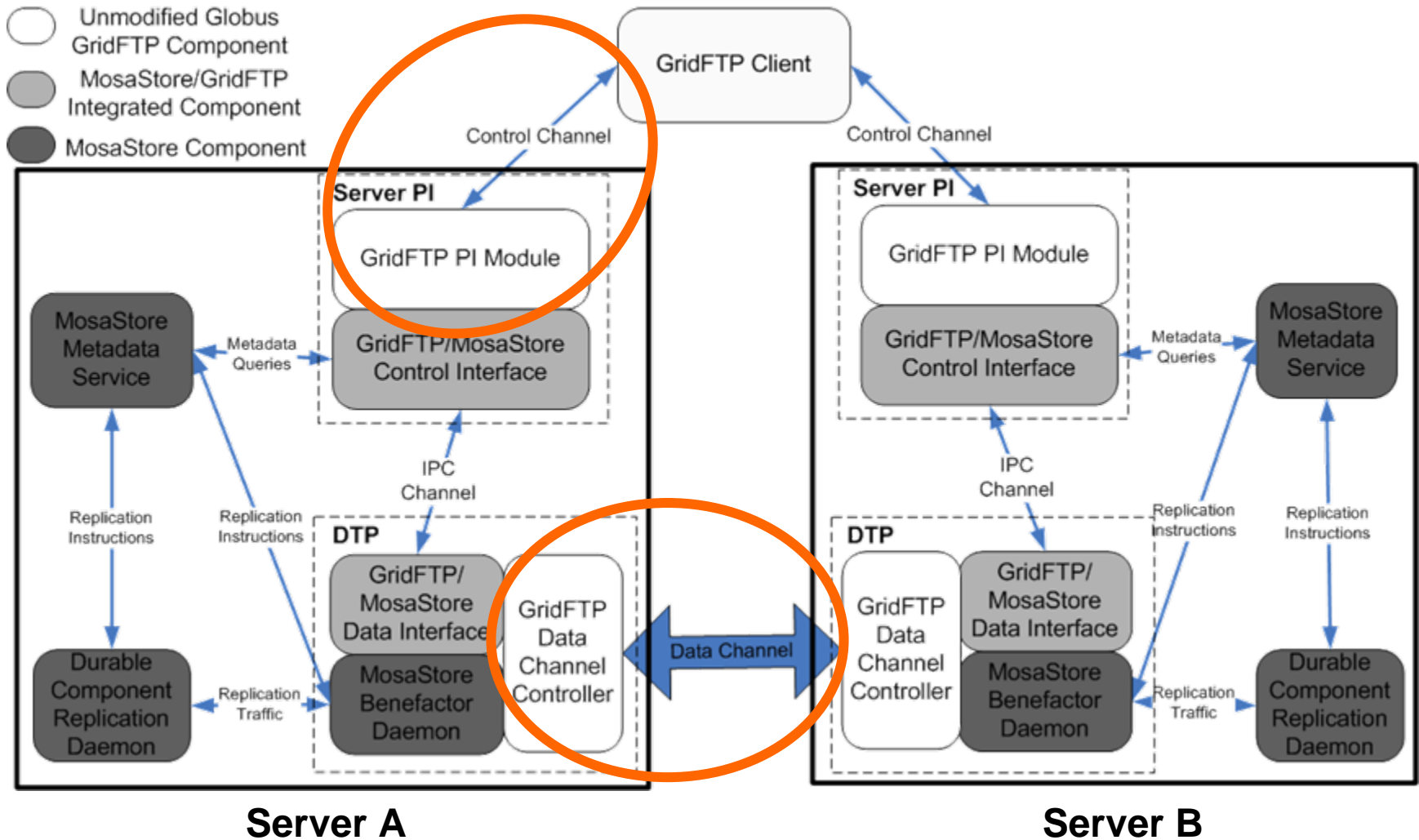
## Prototype Components

- Globus' GridFTP Server
- MosaStore scavenged storage system

*Main challenge:*  
*transparent integration of*  
*legacy components*



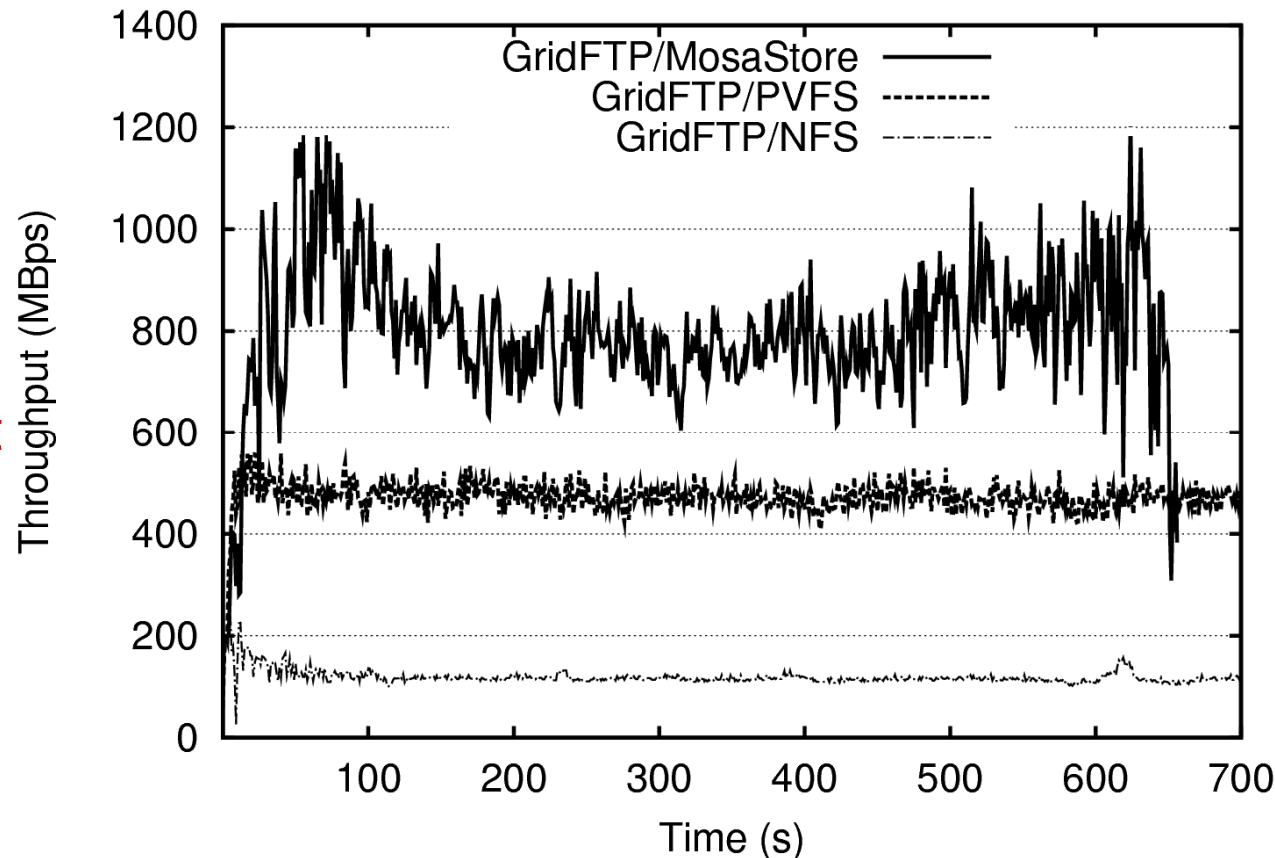
# Scavenged GridFTP Software Components





# Evaluation -- Throughput

Ability to support an intense workload:  
=> 60% increase in aggregate throughput



Throughput for 40 clients reading 100 files of 100MB each. The GridFTP server is supported by 10 storage nodes each connected at 1Gbps.

# Summary and Contributions

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*This study demonstrates a hybrid storage architecture that combines scavenged and durable storage*

## **Features:**

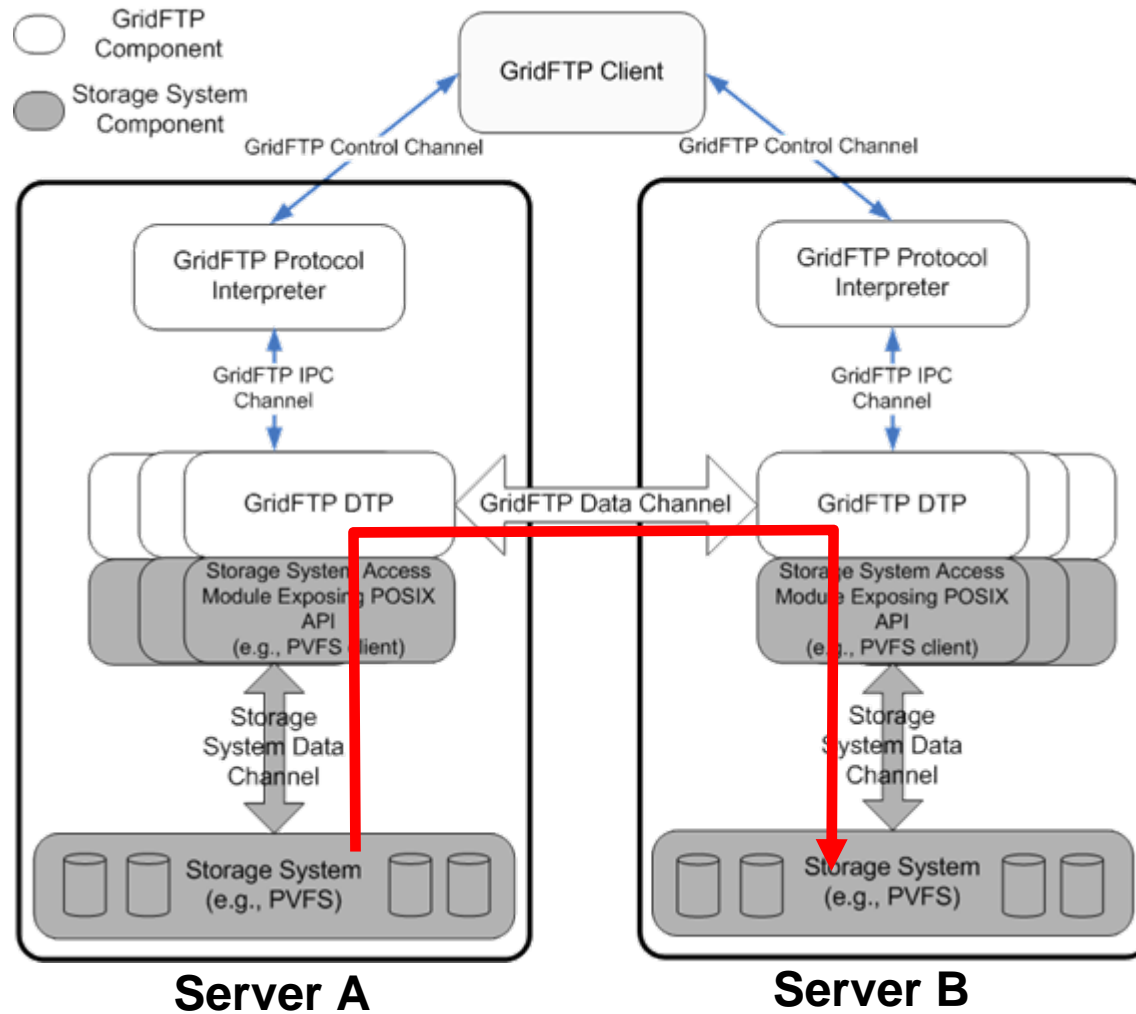
- Reliable – full durability, configurable availability
- Low-cost - built atop scavenged resources
- Offers high-performance throughput

## **Contributions:**

- Integrating scavenged with low-bandwidth durable storage
- Tools to provision the system:
  - Analytical model => course grained prediction
  - Low-level simulator => detailed predictions
- A prototype implementation => demonstrates high-performance

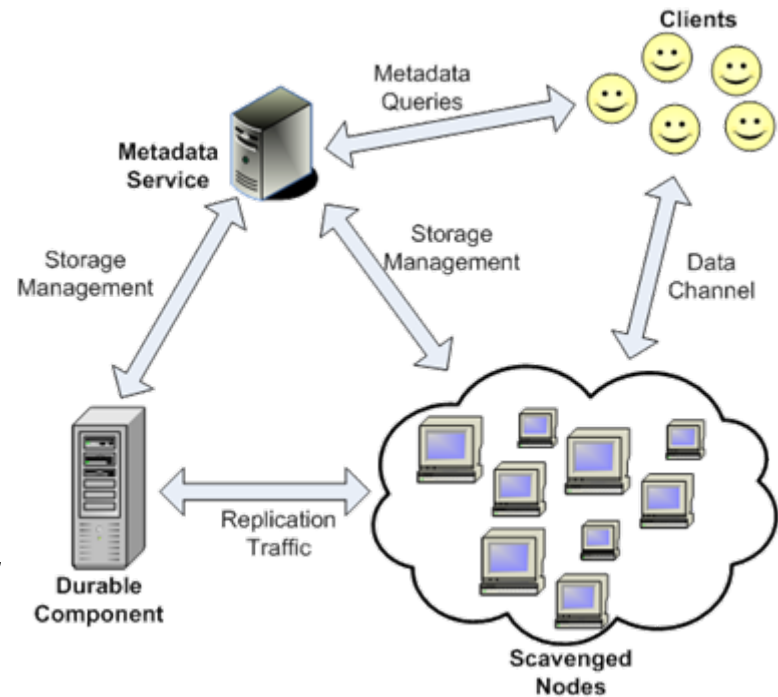


# Standard Deployments: Data Locality Limitation Explained



# The Solution: Limitations

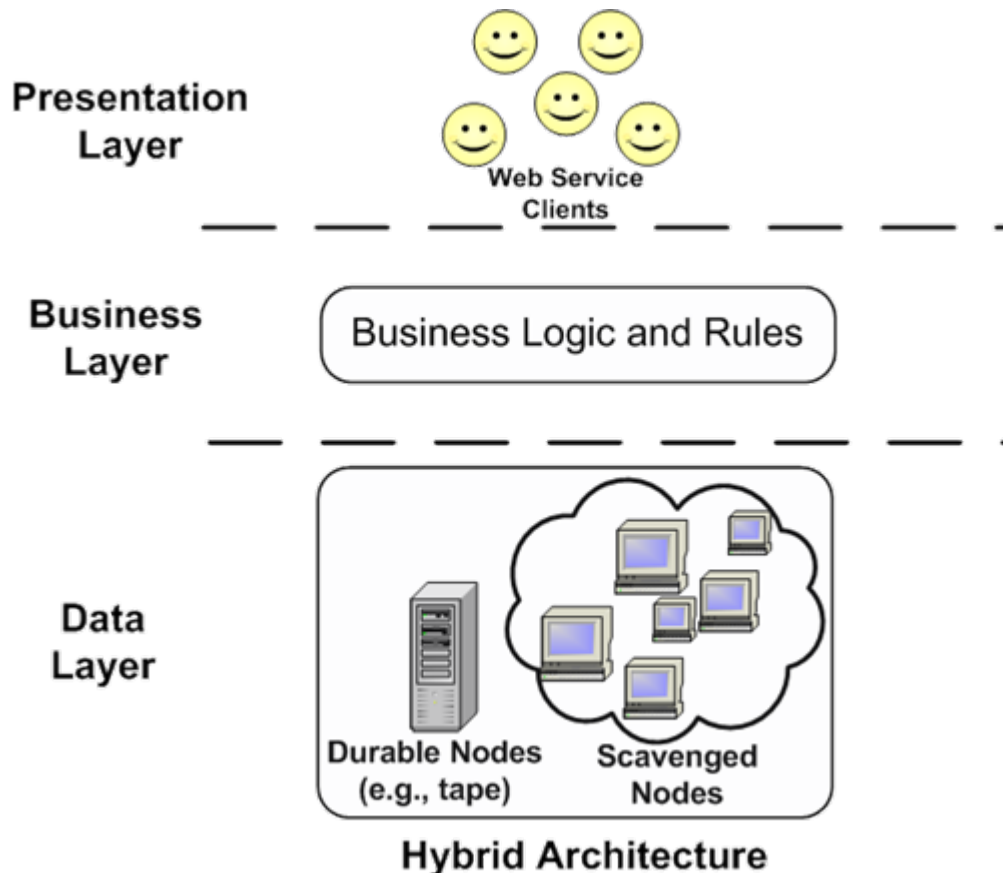
- *Lower availability:* trade-off availability for stronger durability and lower maintenance overhead
- *Asymmetric system:* the hybrid nature of the system may increase its complexity
- *The system mostly benefit read-dominant workloads:* due to the limited bandwidth of the durable node



# Another Usage Scenario

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A data-store geared towards read-mostly workload:  
photo-sharing web services (e.g., Flickr, Facebook)

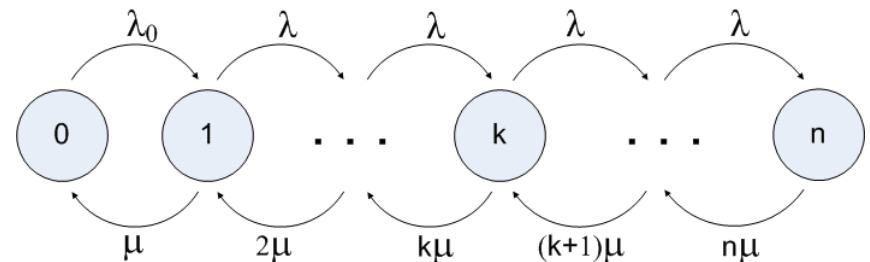


# Analytical Modeling (1)

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the number of replicas is modeled using a Markov chain model, assume exponentially distributed  $\mu$  and  $\lambda$ .

=> Can be analyzed analytically as an **M/M/K/K** queue.



Each state represents the number of available replicas at the **volatile nodes**. The rate  $\lambda_0$  depends on the durable node's bandwidth.

$$\text{Availability} = 1 - p_0$$

$$p_0 = \frac{1}{1 + \gamma \sum_{k=1}^n \frac{\rho^{k-1}}{k!}}$$

Where  $\rho = \lambda/\mu$ ,  $\gamma = \lambda_0/\mu$

# Analytical Modeling (2)

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## ➤ Limitations:

- The model does not capture transient failures
- The model assumes exponentially distributed replica repair and life times
- The model analyzes the state of a single object

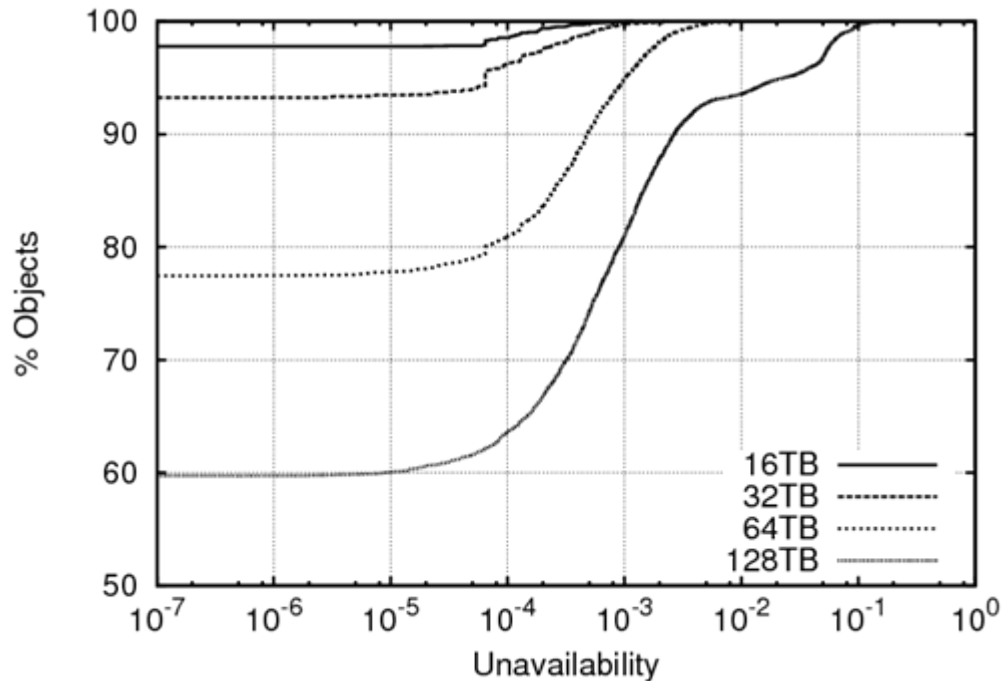
## ➤ Advantages:

- unveils the key relationships between system characteristics
- offers a good approximation for availability which enables validating the simulator



# Distribution of Availability

What is the effect of having one replica stored on a medium with low access rate on the resulting **maintenance overhead** and availability?



Storage load (TB)	16	32	64	128
Mean	$5.8 \cdot 10^{-6}$	$1.9 \cdot 10^{-5}$	$1.8 \cdot 10^{-4}$	$2.0 \cdot 10^{-3}$
90 <sup>th</sup> percentile	0	0	$4.7 \cdot 10^{-4}$	$2.6 \cdot 10^{-3}$
Maximum (worst)	$1.1 \cdot 10^{-3}$	$4.9 \cdot 10^{-3}$	$9.8 \cdot 10^{-3}$	$2.2 \cdot 10^{-1}$

**Configuration:**  $n = 4$  replicas,  $b = 2$ Mbps,  $B = 1$ Mbps

# Impact of Durable Node Replication Bandwidth

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## Statistics of Unavailability

Durable node's bandwidth ( $B$ )	1 Mbps	2 Mbps	4 Mbps	8 Mbps
<b>Mean</b>	$1.90 \cdot 10^{-5}$	$9.78 \cdot 10^{-6}$	$7.09 \cdot 10^{-6}$	$4.54 \cdot 10^{-6}$
<b>99<sup>th</sup> percentile</b>	$5.17 \cdot 10^{-4}$	$4.52 \cdot 10^{-4}$	$3.69 \cdot 10^{-4}$	$3.44 \cdot 10^{-4}$
<b>Maximum</b>	$4.93 \cdot 10^{-3}$	$2.95 \cdot 10^{-3}$	$1.15 \cdot 10^{-3}$	$1.07 \cdot 10^{-3}$

## Statistics of Aggregate Replication Bandwidth

Durable node's bandwidth ( $B$ )	1 Mbps	2 Mbps	4 Mbps	8 Mbps
<b>Mean</b>	41	41	41	41
<b>99<sup>th</sup> percentile</b>	196	194	198	202
<b>Maximum</b>	892	906	906	920

# Impact of Scavenged Nodes Replication Bandwidth

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## Statistics of Unavailability

Volatile nodes' bandwidth ( <i>b</i> )	1 Mbps	2 Mbps	4 Mbps	8 Mbps
<b>Mean</b>	$7.07 \cdot 10^{-5}$	$1.97 \cdot 10^{-5}$	$7.05 \cdot 10^{-6}$	$3.44 \cdot 10^{-6}$
<b>99<sup>th</sup> percentile</b>	$1.18 \cdot 10^{-3}$	$5.17 \cdot 10^{-4}$	$2.86 \cdot 10^{-4}$	$7.93 \cdot 10^{-5}$
<b>Maximum</b>	$6.07 \cdot 10^{-3}$	$4.93 \cdot 10^{-3}$	$4.03 \cdot 10^{-3}$	$4.01 \cdot 10^{-3}$

## Statistics of Aggregate Replication Bandwidth

Volatile nodes' bandwidth ( <i>b</i> )	1 Mbps	2 Mbps	4 Mbps	8 Mbps
<b>Mean</b>	38	40	41	42
<b>99<sup>th</sup> percentile</b>	120	196	292	424
<b>Maximum</b>	438	892	1,864	3,616

# Impact of Replication Level

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## Statistics of Unavailability

Replication level ( <i>n</i> )	3	4	5	6
Mean	$1.97 \times 10^{-5}$	$1.49 \times 10^{-6}$	$1.39 \times 10^{-7}$	$2.46 \times 10^{-8}$
99 <sup>th</sup> percentile	$5.17 \times 10^{-4}$	$5.70 \times 10^{-6}$	0	0
Maximum	$4.93 \times 10^{-3}$	$3.99 \times 10^{-3}$	$3.23 \times 10^{-4}$	$2.42 \times 10^{-4}$

## Statistics of Aggregate Replication Bandwidth

Replication level ( <i>n</i> )	3	4	5	6
Mean	40	50	60	70
99 <sup>th</sup> percentile	196	244	286	336
Maximum	892	1152	1322	1458