AUTOPLACER: Scalable Self-Tuning Data Placement in Distributed Key-value Stores

ICAC'13

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June 27, 2013

Outline

Motivation

Collocating processing with storage can improve performance.

- Using random placement, nodes waste resources due to node-intercommunication.
- Optimize data placement to improve locality and to reduce remote requests.

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Approaches Using Offline Optimization

Algorithm:

1. Gather access trace for all items
2. Run offline optimization algorithms on traces
3. Store solution in directory
4. Locate data items by querying directory

- Fine-grained placement
- Costly to log all accesses
- Complex optimization
- Directory creates additional network usage

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Main challenges

Cause: Key-Value stores may handle large amounts of data

Challenges:

1. **Collecting Statistics:** Obtaining usage statistics in an efficient manner.
2. **Optimization:** Deriving fine-grained placement for data objects that exploits data locality.
3. **Fast lookup:** Preserving fast lookup for data items.

Approaches to Data Access Locality

1. Consistent Hashing (CH):
   The “don’t care” approach

2. Distributed Directories:
   The “care too much” approach

Consistent Hashing

Don't care for locality: items placed deterministically according to hash functions and full membership information.

- Simple to implement
- Solves **lookup challenge** by using local lookups

- No control on data placement $\rightarrow$ bad locality
- Does not address **optimization challenge**

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Distributed Directories

Care too much for locality: nodes report usage statistics to centralized optimizer, placement defined in a distributed directory (may be cached locally)

- Can solve **statistics challenge** using coarse statistics
- Solves **optimization challenge** with precise data placement control

Hindered by **lookup challenge**:

- Additional network hop
- Hard to update

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Introduction

Our approach

Evaluation

Conclusions

Our approach: beating the challenges

Best of both worlds

- **Statistics Challenge:** Gather statistics only for hotspot items
- **Optimization Challenge:** Fine-grained optimization for hotspots
- **Lookup Challenge:** Consistent Hashing for remaining items

Algorithm overview

Online, round-based approach:

1. Statistics: Monitor data access to collect hotspots
2. Optimization: Decide placement for hotspots
3. Lookup: Encode / broadcast data placement
4. Move data

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Statistics: Data access monitoring

Key concept: Top-K stream analysis algorithm

- Lightweight
- Sub-linear space usage
- Inaccurate result... But with bounded error

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Optimization

Integer Linear Programming problem formulation:

$$min \sum_{j \in \mathcal{N}} \sum_{i \in \mathcal{O}} \overline{X}_{ij}(cr^r r_{ij} + cr^w w_{ij}) + X_{ij}(cl^r r_{ij} + cl^w w_{ij}) \qquad (1)$$

subject to:

$$\forall i \in \mathcal{O} : \sum_{j \in \mathcal{N}} X_{ij} = d \wedge \forall j \in \mathcal{N} : \sum_{i \in \mathcal{O}} X_{ij} \leq S_j$$

Inaccurate input:

- Does not provide optimal placement
- Upper-bound on error

Accelerating optimization

1. ILP Relaxed to Linear Programming problem
2. Distributed optimization

LP relaxation

- Allow data item ownership to be in $[0 - 1]$ interval

Distributed Optimization

- Partition by the $\mathcal{N}$ nodes
- Each node optimizes hotspots mapped to it by CH
- Strengthen capacity constraint

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Lookup: Encoding placement

Probabilistic Associative Array (**PAA**)

- Associative array interface (keys$\rightarrow$values)
- Probabilistic and space-efficient
- Trade-off space usage for accuracy

Probabilistic Associative Array: Usage

Building

1. Build PAA from hotspot mappings
2. Broadcast PAA

Looking up objects

- If item not in PAA, use Consistent Hashing
- If item is hotspot, return PAA mapping

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PAA: Building blocks

- **Bloom Filter**

  Space-efficient membership test (is item in PAA?)

- **Decision tree classifier**

  Space-efficient mapping (where is hotspot mapped to?)

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PAA: Properties

Bloom Filter:

- **False Positives**: match items that it was not supposed to.
- **No False Negatives**: never return $\perp$ for items in PAA.

Decision tree classifier:

- **Inaccurate** values (bounded error).
- **Deterministic response**: deterministic (item$\rightarrow$node) mapping.

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Online, round-based approach:

1. Statistics: Monitor data access to collect hotspots
   Top-k stream analysis
2. Optimization: Decide placement for hotspots
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Experimental settings

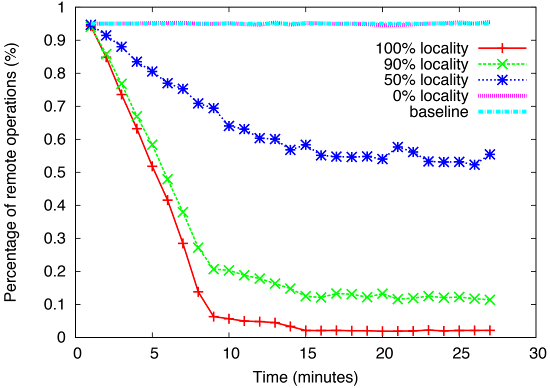
- Integrated in Distributed Key-Value store (JBoss Infinispan)
- 40 Virtual Machines (10 physical machines)
- Gigabit network

Modified TPC-C benchmark

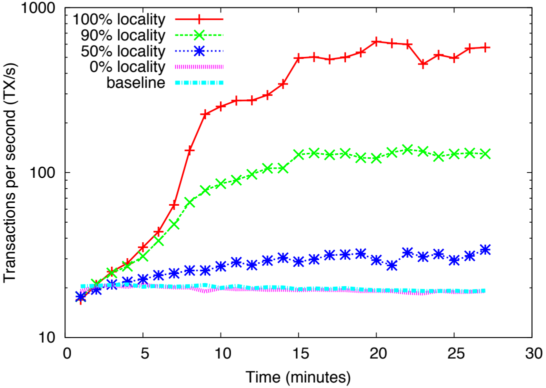
Induce controllable locality:

- Probability p: Nodes access data associated with a given warehouse.
- Probability $1 - p$: Nodes access data associated a random warehouse.

Remote operations

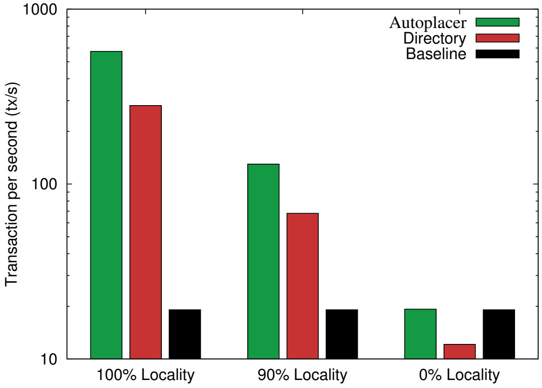


Throughput



1000
100
10
0
5
10
15
20
25
30
Time (minutes)
Transactions per second (TX/s)
100% locality
90% locality
50% locality
0% locality
baseline

Directory effects



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Thank you