

# Policies for Efficient Data Replication in P2P Systems

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## Policies for **Efficient** Data Replication in P2P Systems

- ▶ Taking in mind the tradeoffs involved in policy design
- ▶ Previous approaches too single-minded for specific metrics

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# Metrics

We consider the following metrics:

1. Monitoring costs: “pinging” the owners of replicas
2. Data Transfer costs: copying data as nodes join or leave
3. Load Unbalance costs: per-node distribution of load

# Neighbour Replication vs Most-Available Replication

## Neighbour Replication (NR)

description: Each node replicates its data on its  $R$  neighbours

motivation: Simplicity and scalability

## Most-Available Replication (MAR)

description: Data is placed on nodes predicted to be most reliable

motivation: Data Transfer costs

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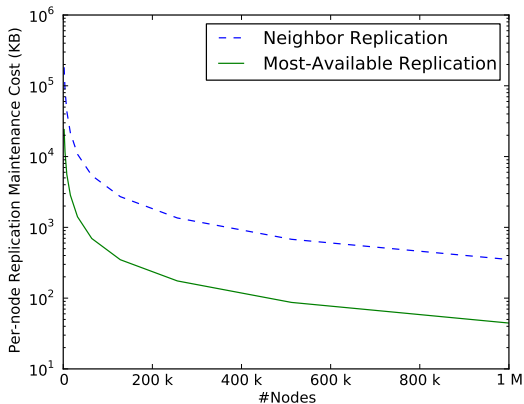


Figure : Data Transfer Costs

# Neighbour Replication vs Most-Available Replication

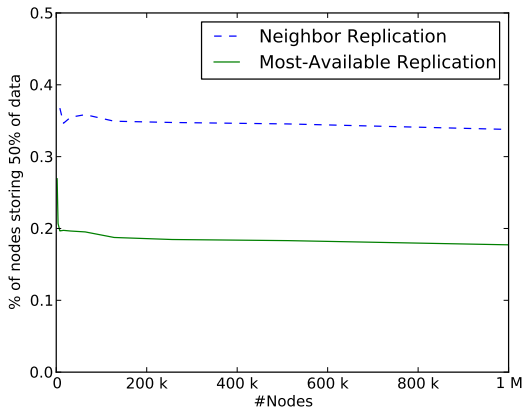


Figure : Load Unbalance Costs

# Contributions

1. Catalog of existing solutions according to new taxonomy
2. New replication policies
3. Performance model for evaluating metrics

# Outline

Introduction

Policy Classification

New Policies

Evaluation

Conclusions



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# Policy Classification

## 1. State Information

**Oblivious** No information on state of each peer (e.g. N.R.)

**Informed** Depends on peer state information (e.g. M.A.R.)

## 2. Replica Placement

**Consistent Hashing** No control on data placement (e.g. N.R.)

**Directory-Based** Precise control over data placement (e.g. M.A.R.)

## 3. Topology

**Plain** Single identity per node (e.g. N.R, M.A.R)

**Virtual Servers** Several identities per node

**Logical Groups** (introduced next)



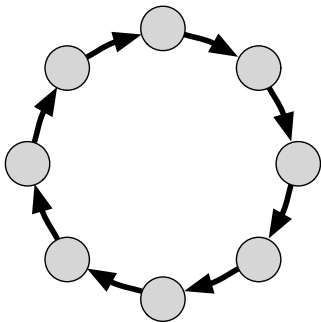
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# Logical Groups

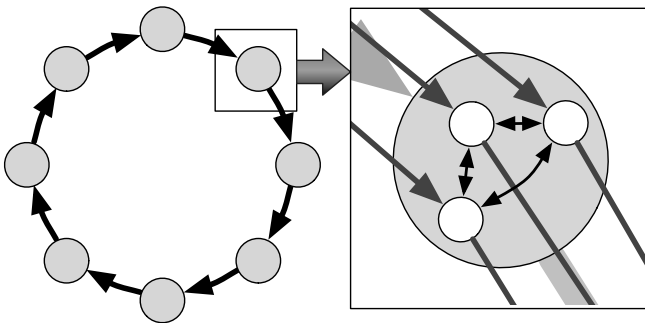
- ▶ Self-contained replication groups
- ▶ Act as single nodes in DHT
- ▶ No pre-defined node positions in network

# Logical Groups



- Ring-based overlay: Composed of logical group of nodes

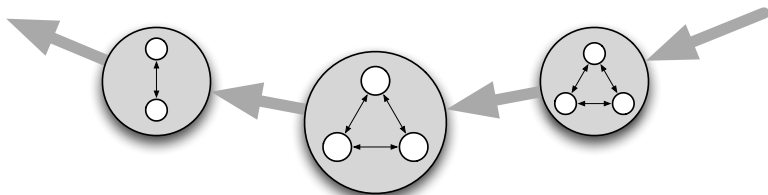
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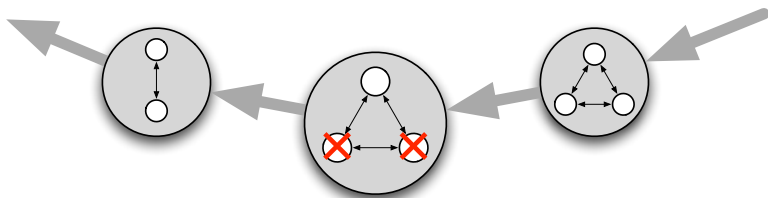
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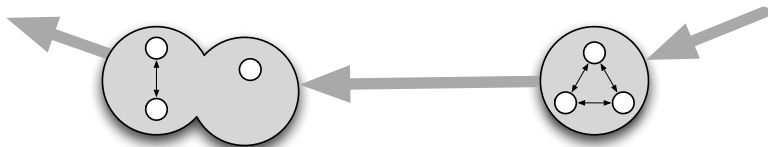
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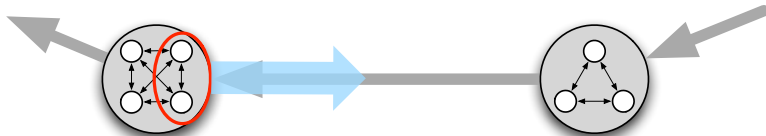
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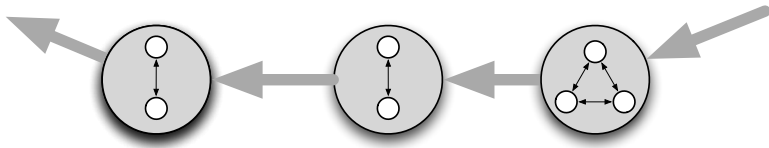
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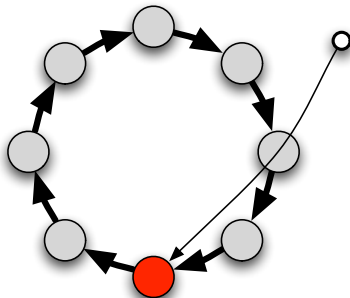
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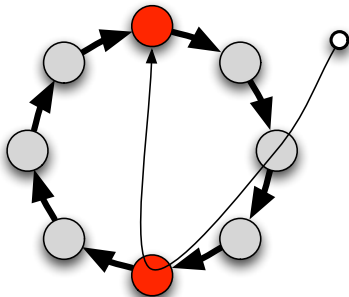
## Logical Groups: node join



- Nodes can select where to join

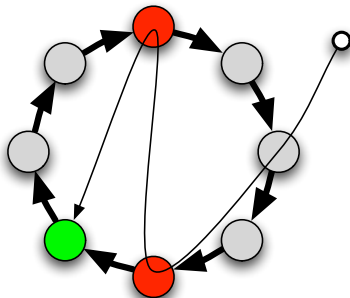


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# Logical Groups: R-LB Policy

## Resilient Load Balancing (R-LB) policy

**description:** Small groups are merged with neighbour groups; new nodes joining groups with highest load; when groups are split, per-group load is maintained

**motivation:** Resilience and Load-Balancing

# Policy Map

		primary performance target			
		none	monitoring	load balancing	bandwidth
Oblivious	Plain		Neighbour Replication	Multi-Publication	RelaxDHT
	VServers			Virtual Servers	
	Groups				
Informed	Plain				Most-available, Regularity-based
	Groups			R-LB	

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New Policies

- Supersize-Me

- Avoid-Surplus

- Hotter-on-Ephemeral (HonE)

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	VServers			Virtual Servers	
	Groups				Supersize-me
Informed	Plain				Most-available, Regularity-based
	Groups			R-LB	

# Supersize-Me

## Supersize-Me policy

**description:** Avoid merging groups: Larger Groups; Nodes join on smaller groups

**motivation:** Data Transfer costs



# Policy Map

		primary performance target			
		none	monitoring	load balancing	bandwidth
Oblivious	Plain		Neighbour Replication	Multi-Publication	RelaxDHT
	VServers			Virtual Servers	
	Groups				Supersize-me
Informed	Plain				Most-available, Regularity-based
	Groups		Avoid-Surplus	R-LB	

# Avoid-Surplus

## Avoid-Surplus policy

**description:** Reduce maintenance costs: Smaller groups; Nodes join on larger groups

**motivation:** Monitoring costs

# Policy Map

		primary performance target			
		none	monitoring	load balancing	bandwidth
Oblivious	Plain		Neighbour Replication	Multi-Publication	RelaxDHT
	VServers			Virtual Servers	
	Groups				Supersize-me
Informed	Plain				Most-available, Regularity-based
	Groups		Avoid-Surplus	R-LB	
			Hotter-On-Ephemeral		

# Hotter-on-Ephemeral (HonE)

## HonE policy

**description:** Load Balancing of R-LB + Bandwidth Usage of M.A.R.: Most unreliable nodes (ephemeral) in groups with fewer objects (hotter).

**motivation:** Monitoring costs, Load-Balancing, Data Transfer costs

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		none	monitoring	load balancing	bandwidth
Oblivious	Plain		Neighbour Replication	Multi-Publication	RelaxDHT
	VServers			Virtual Servers	
	Groups				Supersize-me
Informed	Plain				Most-available, Regularity-based
	Groups	Random	Avoid-Surplus	R-LB	Preemptive replacement
			Hotter-On-Ephemeral		



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# Performance Model

Idealized system as baseline for comparison

- ▶ Perfect Load Balancing
- ▶ All nodes with same probability of failing
- ▶ All load preserved after failures and joins

# Experimental Parameters

- ▶ Real trace of Peer-To-Peer
- ▶ 1 million unique peers
- ▶ 100.000 objects
- ▶ Zipf distribution of load
- ▶ Replication degree 6



# Experimental Results

	Monitoring	Data Transfer	Load Unbalance
Idealized	1.00	1.00	1.00
Neighbor Rep.	1.00	1.00	1774.1
Most-available	0.07	0.13	2365.5
R-LB	0.71	0.52	1.1
Avoid Surplus	0.76	0.41	308.5
Supersize-me	1.07	0.79	1.1
HonE	0.61	0.28	1.1



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# Conclusions

1. Catalog of existing solutions according to new taxonomy
2. New policies based on group topologies
3. New policy with particularly interesting tradeoffs
4. Performance model for evaluating policies

# Thank you



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# Behaviour of HonE over time

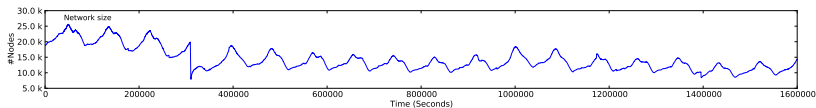


Figure : Network size over time.

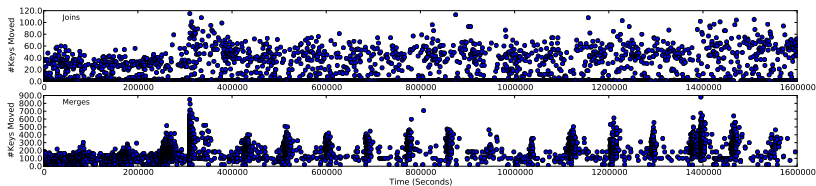


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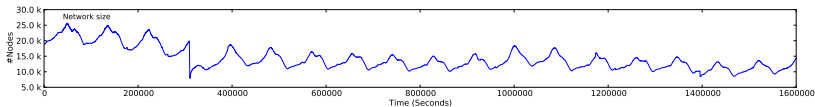


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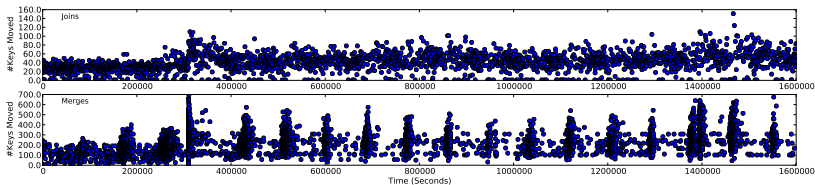


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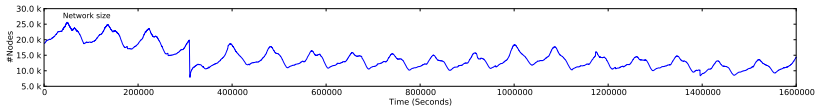


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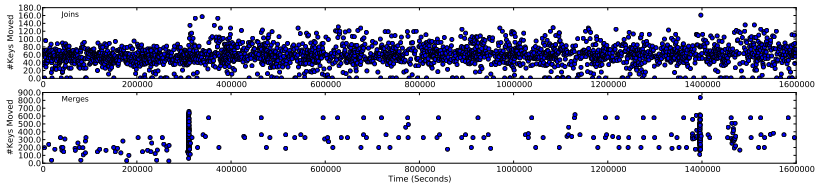


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