Semantics of Caching with SPOCA - A Stateless, Proportional, Optimally-Consistent Addressing Algorithm

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Simple Content Serving Architecture
Outline

- Introduction
- Problem Definition
- SPOCA and Requirements
- Evaluations
- Conclusion
The Problem

- The front-end server disks are a secondary bottleneck.
- Eliminating redundant caching of content also reduces the load on the storage farm.
- An intelligent request-routing policy can produce far more caching efficiency than even a perfect cache promotion policy that must labor under random request routing.
- The cache promotion algorithm not enough.
Problems from Geographic Distribution
Problems from Geographic Distribution
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Requirements

- Merge different delivery pools and manage the diverse requirements in an adaptive way.
- Minimize caching disruptions when front-end server leaves or enters the pool - re-address as few files as possible to different servers.
- Proportional distribution of files among servers does not necessarily result in a proportional distribution of requests (Power Law).
SPOCA and Zebra

- Used in production in a global scenario for web-scale load.
- Shows real world improvements over the simple off-the-shelf solution.
- Implements load balancing, fault tolerance, popular content handling, and efficient cache utilization with a single simple mechanism.
Traditional Approach
Complete Picture
Zebra Algorithm

- Handles the geographic component of request routing and content caching
- Based on content popularity, Zebra decides when requests should be routed to content’s home locale and when the content should be cached in the nearest locale
- We use bloom filters to determine popularity.
Tracking popularity

add(vid1)

Bloom Filter
Checking Popularity

contains(vid1) -> Bloom Filter
What’s the problem here?

- Everything will become popular.
- No way to expire content in bloom filter
- We use a sequence of bloom filters to track popularity.
Bloom Filter Representation

0
• vid1
• vid5

1
• vid8
• vid526

2
• vid2
• vid752
Bloom Filter Representation

0

1
• vid1
• vid5

2
• vid8
• vid526
Bloom Filter Representation

add(vid8)

0
1
• vid1
• vid5
2
• vid8
• vid526
Bloom Filter Representation

0
- vid8

1
- vid1
- vid5

2
- vid8
- vid526
Bloom Filter Representation

contains(vid3)

- 0
  - vid8

- 1
  - vid1
  - vid5

- 2
  - vid8
  - vid526
Bloom Filter Representation

contains(vid3)

Unified Filter
vid1, vid5, vid8, vid526

0 • vid8
1 • vid1
• vid5
2 • vid8
• vid526
Key Points

- **Zebra** determines which serving cluster will handle a given request based on geolocality and popularity.

- **SPOCA** determines which front-end server within that cluster will cache and serve the request.
SPOCA Algorithm

- **Goal**: Maximize cache utilization at the front-end servers.
- Simple content to server assignment function based on a sparse hash space.
- Each front-end server is assigned a portion of the hash space according to its capacity.
- The SPOCA routing function uses a hash function to map names to a point in a hash space.
  - **Input** = the name of the requested content
  - **Output** = the server that will handle the request.
- Re-hashing happens till the result maps to a valid hash space.
SPOCA hash map example

H(vid1)

Server 1

Server 2

H(H(vid1))

Server 3

Server 4

Storage Farm
Failure Handling

H(vid1) → Server 1
H(H(vid1))) → Server 2
H(H(vid1)) → Server 3
Server 3 is marked with an X

Storage Farm → Server 4
Elasticity

H(vid1) → Server 5  
   ↓           
   ↓           
Server 1  
   ↓           
   ↓           
Server 2  
   ↓           
   ↓           
Server 3  
   ↓           
   ↓           
Server 4  
   ↓           
   ↓           
Storage Farm
Popular Content

- SPOCA minimizes the number of servers to maximize the aggregate number of cached objects.
- For popular content we need to route requests to multiple front-end servers.
- We store the hashed address of any requested content for a brief popularity window, 150 seconds in our case.
- When the popularity window expires, the stored hash for each object is discarded.
Popularity Window
Before the Request:
{}

Popularity Window
After the Request:
{(vid1, H(H(vid1)))}
Popularity Window Before the Request: 
{(vid1, H(H(vid1)))}

Popularity Window After the Request: 
{(vid1, H(H(H(vid1))))}
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Scaling 5x w/o software improvements
Scaling 5x with software improvements

Scaling content 5x with software improvements

- Filer storage
- Filer streaming

Unique streams per day (millions)

Filer storage (terabytes)

Daily filer streaming (terabytes)
Memory cache hits
## Cache Hit and Misses*

<table>
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<th></th>
<th>2/26</th>
<th>3/1</th>
<th>3/5</th>
<th>3/7</th>
<th>3/10</th>
<th>3/14</th>
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<tr>
<td>Download Cache Miss</td>
<td>9.7%</td>
<td>7.2%</td>
<td>4.3%</td>
<td>3.7%</td>
<td>1.8%</td>
<td>0.4%</td>
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<td>Download Cache HIT</td>
<td>90.3%</td>
<td>92.8%</td>
<td>95.7%</td>
<td>96.3%</td>
<td>98.2%</td>
<td>99.6%</td>
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<tr>
<td>Flash Cache Miss</td>
<td>21.8%</td>
<td>13.5%</td>
<td>22.0%</td>
<td>14.8%</td>
<td>2.5%</td>
<td>0.7%</td>
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<tr>
<td>Flash RAM hit</td>
<td>57.2%</td>
<td>81.4%</td>
<td>66.1%</td>
<td>71.5%</td>
<td>90.0%</td>
<td>90.1%</td>
</tr>
</tbody>
</table>

* Download and Flash Pools in S1S data center
Conclusion

- Zebra and SPOCA do not have any hard state to maintain or per object meta-data
- Eliminates any per object storage overhead or management, simplifying operations.
- Consolidate content serving into a single pool of servers that can handle files from a variety of different workloads.
- Decouple serving and caching layers.
- Cost savings and end user satisfaction are key success metrics.