

Locality Optimizations in Tapestry

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Joint work with:

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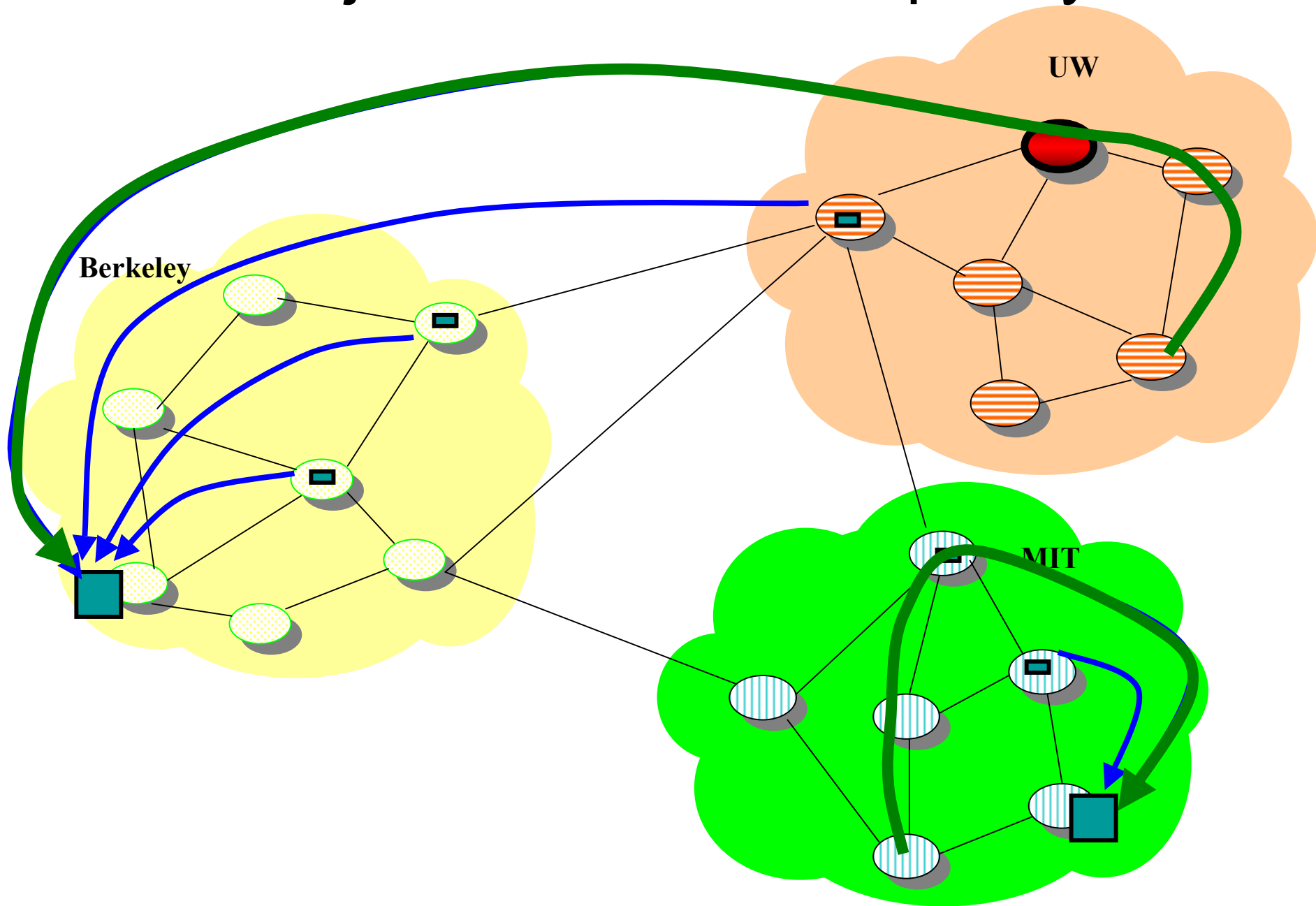
Ben Y. Zhao

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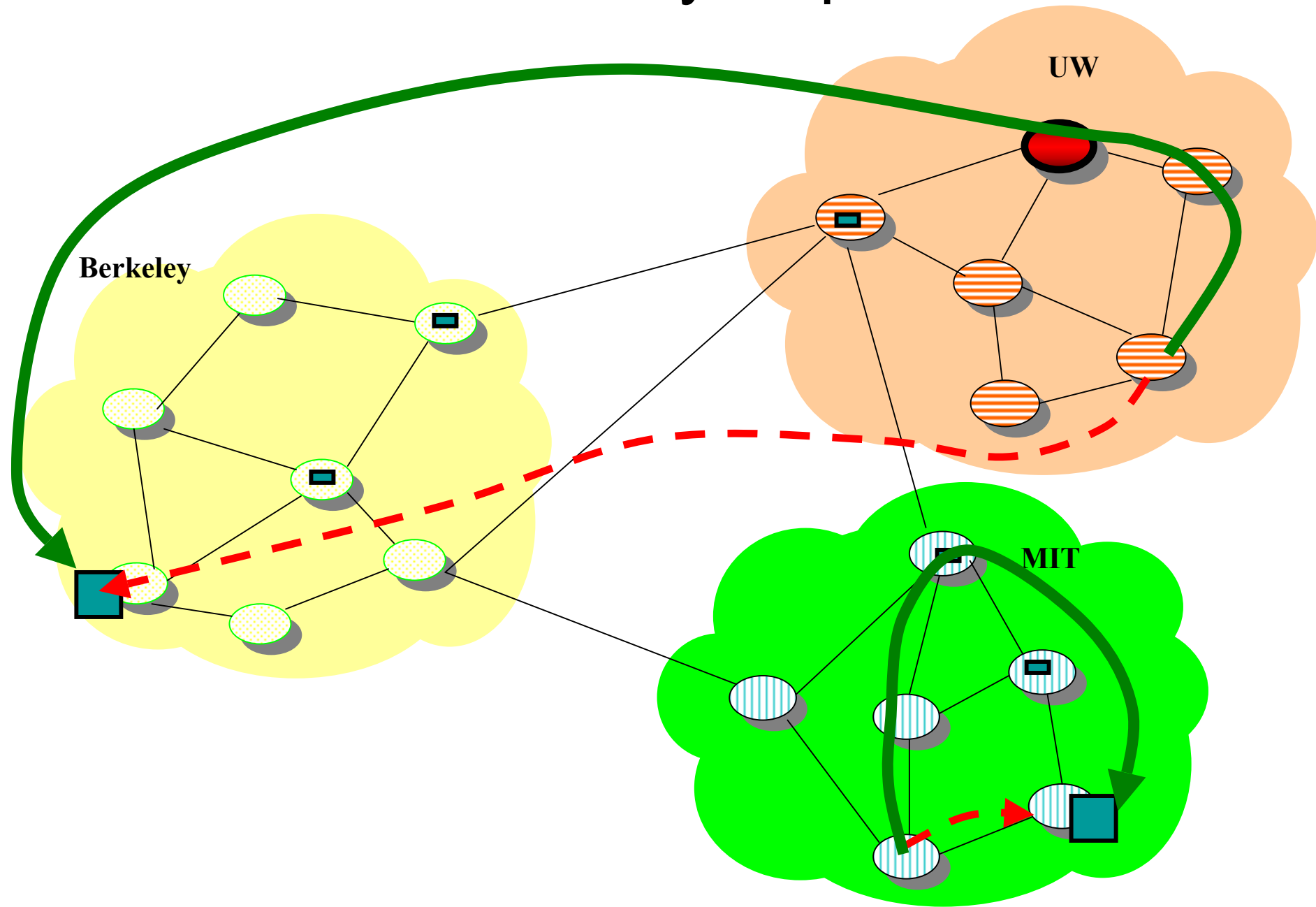
John D. Kubiawicz

**Sahara/OceanStore Winter Retreat
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Object Location in Tapestry



Is This Always Optimal?

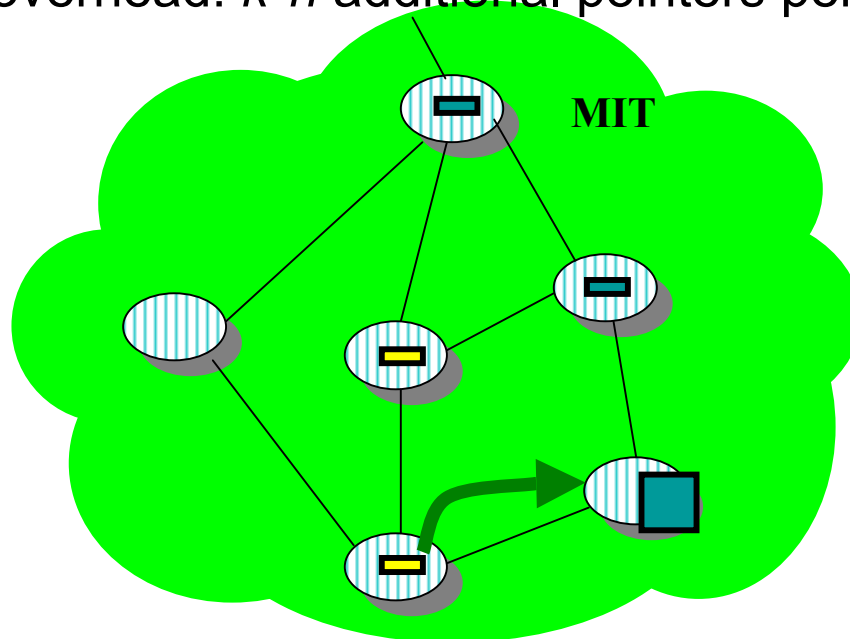


Why Is This a Problem?

- **Example Application:** OceanStore web caching
 - If a nearby replica exists, we **must** find it quickly
- **Measure of Locality:** Relative Delay Penalty (RDP)
 - The ratio of the distance of an object in Tapestry to the minimum possible distance (i.e. over IP)
- **Problem:** finding nearby objects incurs a high RDP
 - Two extra hops have a huge relative impact if object is close
 - An issue for all similar systems, not just Tapestry
- **Solution:** trade storage overhead for low RDP

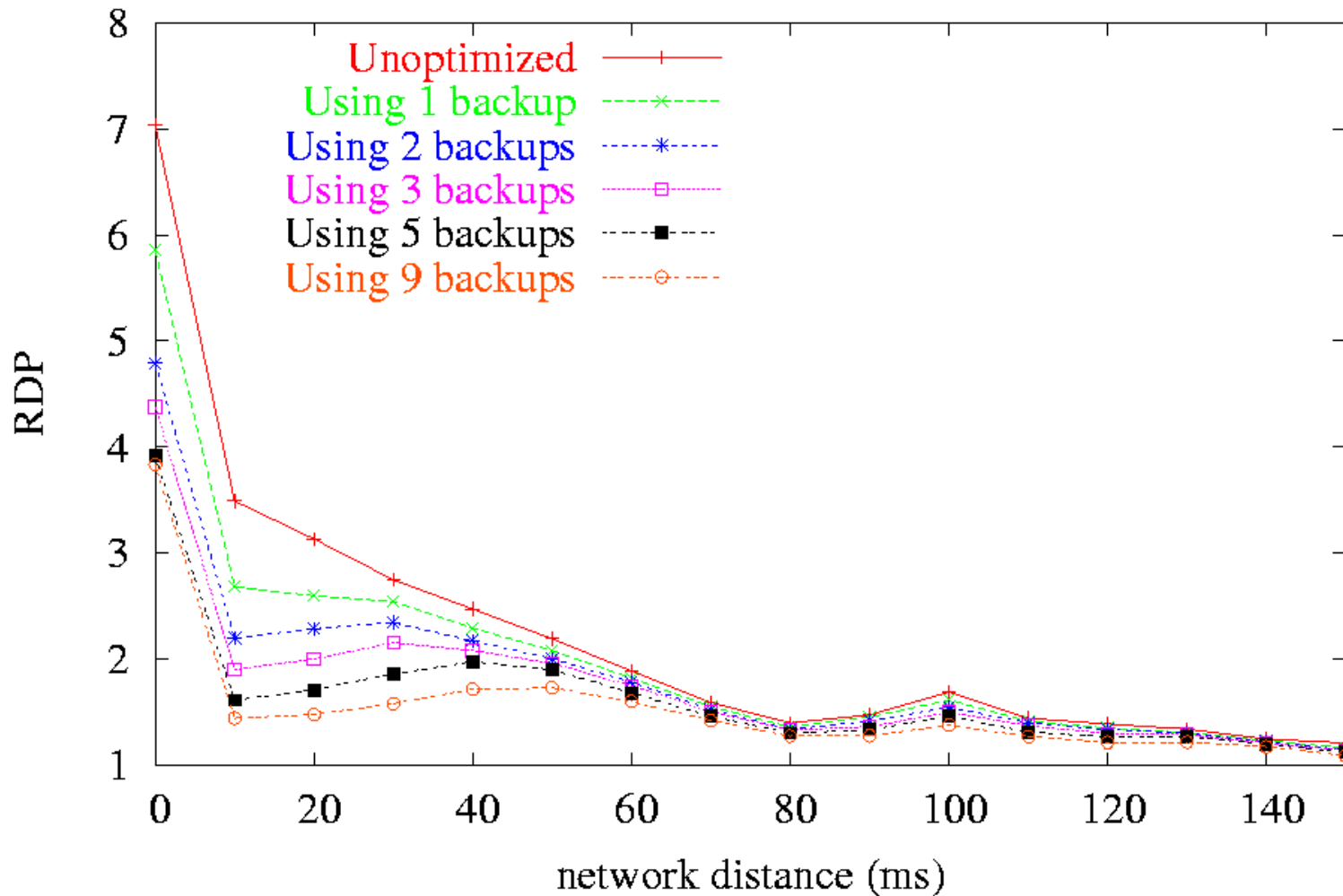
Optimization 1: Publish to Backups

- **Redundancy:** Routing table entries store up to c nodes
 - Closest node is the *primary neighbor*, $c-1$ nodes are *backups*
- **A simple optimization:** publish to k backups
 - Limit to the first n hops of the publish path
- **Result**
 - Nodes near the object more likely to encounter pointers while routing to the root
 - Storage overhead: $k*n$ additional pointers per object



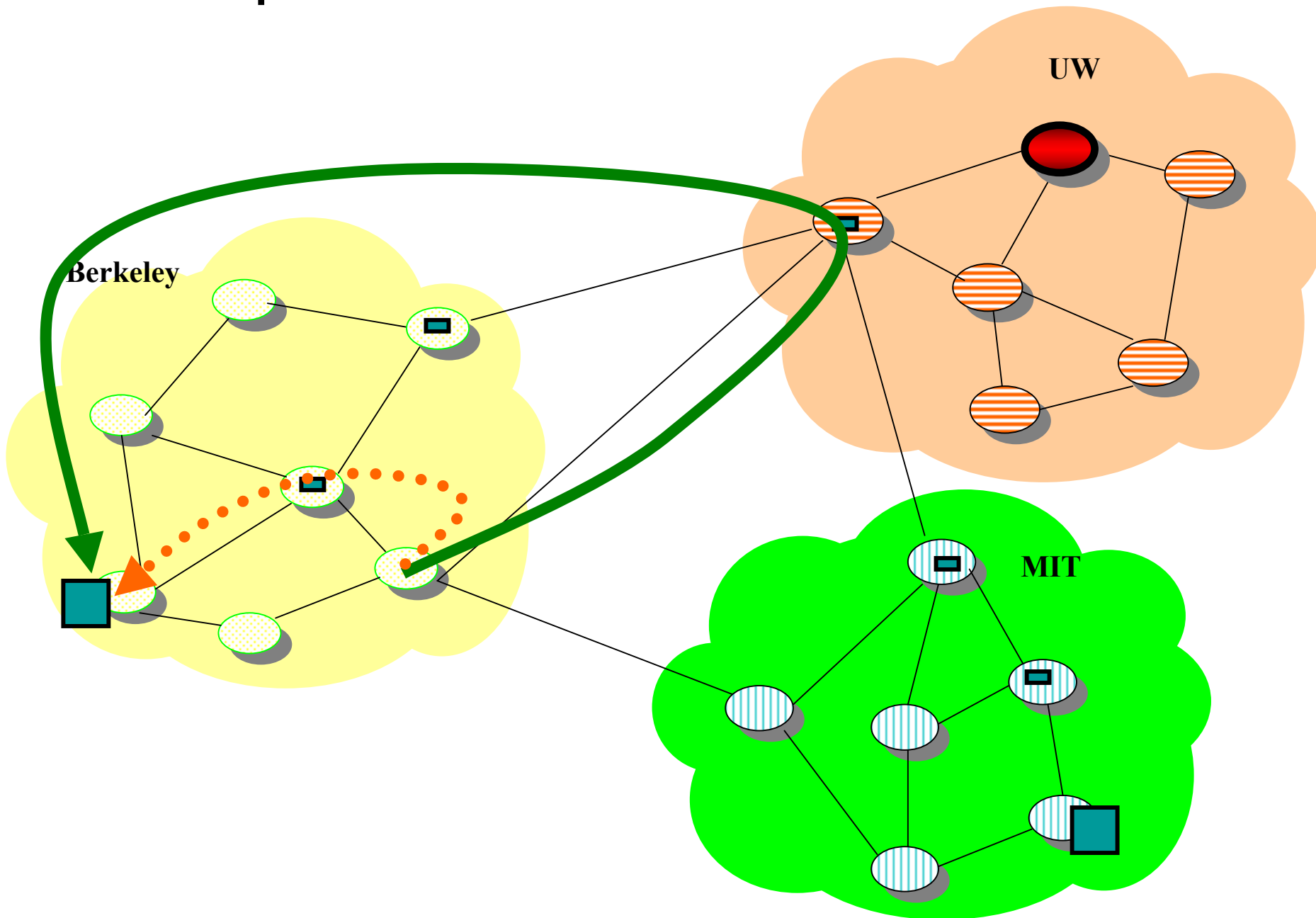
Optimization 1: Publish to Backups

n = 2 hops



Experiments run in simulation on a PlanetLab-based topology

Optimization 2: Local Misroute

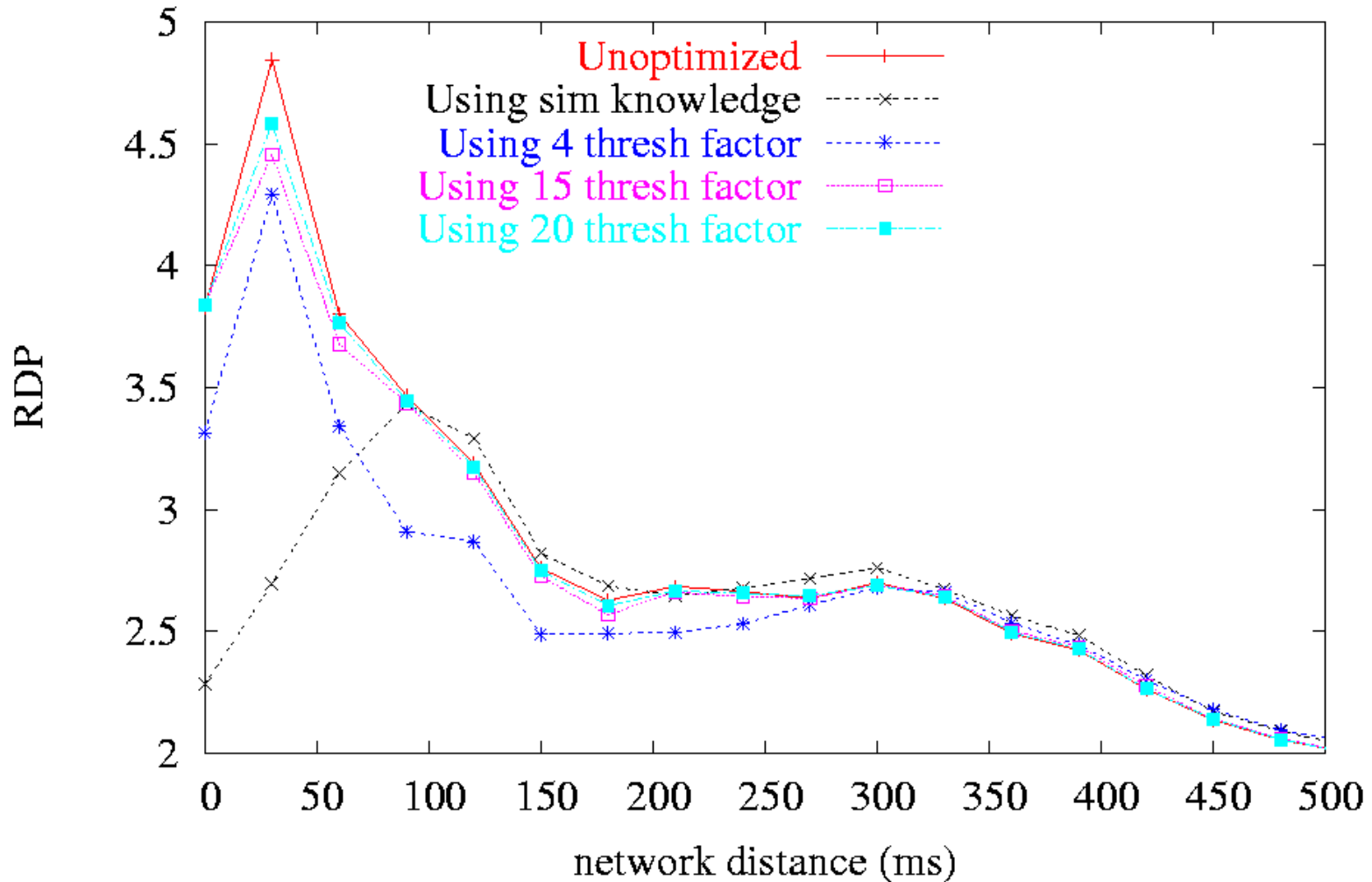


Optimization 2: Local Misroute

- **Solution:** Before taking “long” hop, misroute to closer node
 - Look a little harder in the local area before leaving
 - When publishing, place a pointer on *local surrogate*
- **Issue:** What determines a “long” hop?
 - One metric: if next hop is more than m times longer than last hop, consider it “long”
 - Call m the *threshold factor*

Optimization 2: Local Misroute

n = 2 hops



Experiments run in simulation on a transit-stub topology
“Using sim knowledge” indicates direct use of the topology file

Future Work

- Analyze more locality optimizations and different parameter configurations
- Take measurements on PlanetLab
- Test optimizations with real workloads (i.e. web caching)
- Complete cost analysis of storage overhead vs. RDP benefit across all optimizations