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A Deduplication Study for Host-side Caches



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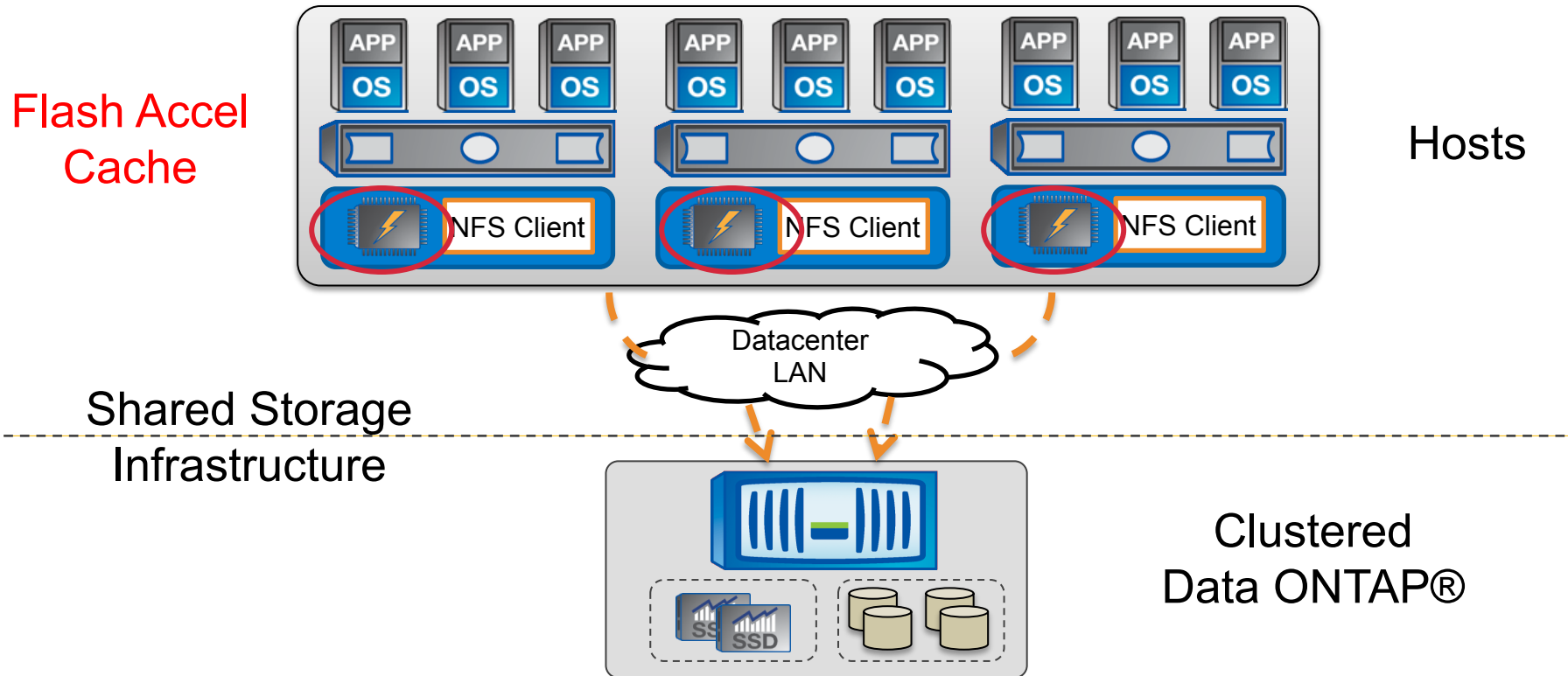
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Virtualized Data Centers



Single host-side cache contains data from many VMs running similar workload



Problems in Virtualized Environment

- Host-side caches may not be efficient in a dynamic environment
 - Working set changes
 - VM migrates
- Virtualized Desktop Infrastructure (VDI)
 - VMs with similar contents and workloads

Goal: Improve cache hit rates for host-side caches integrated with VM hypervisors



Summary of Our Work

- Study traces of real-world workloads
- Evaluate the opportunity for deduplication
- Analyze improvements to cache efficiency
- Provide design hints for deduplicating caches

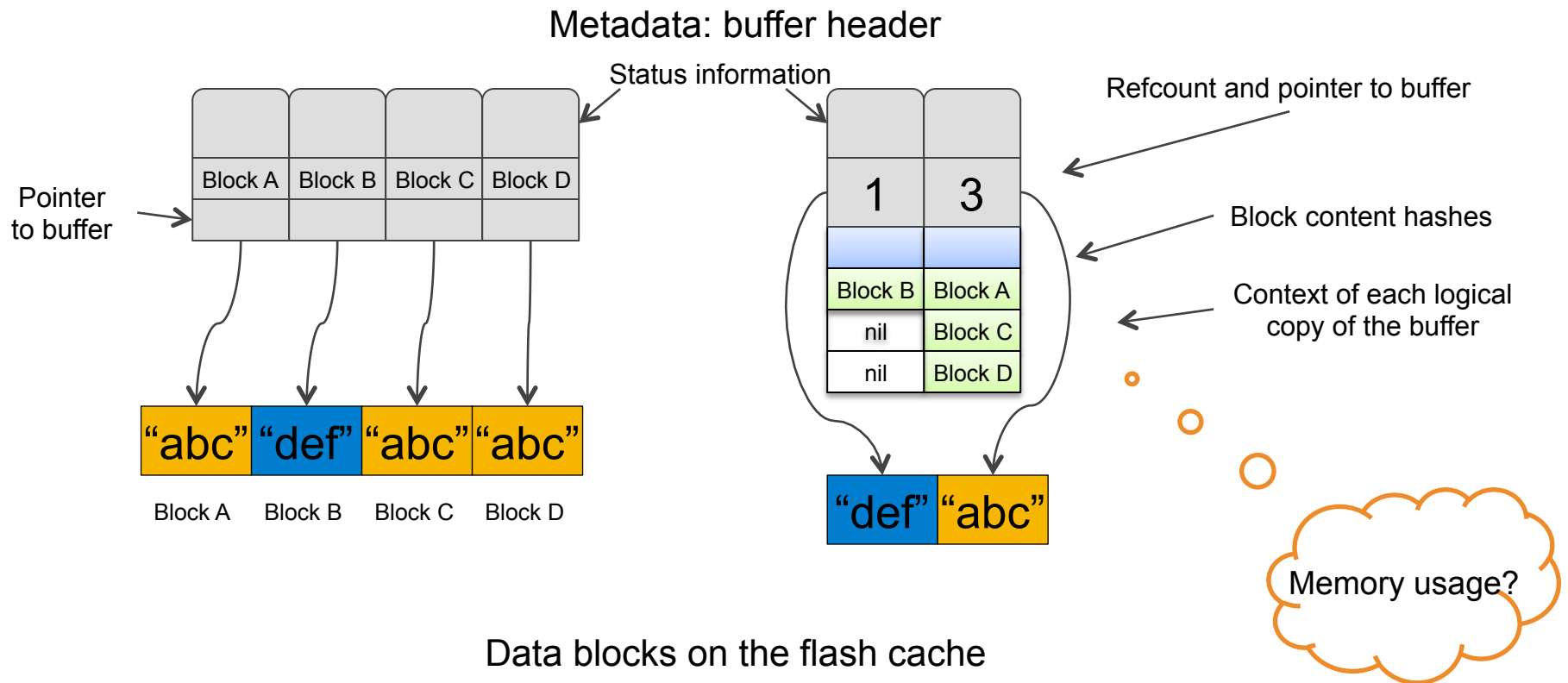


Our Goal: A deduplicating cache design

Tradeoff between deduplication and metadata overhead

Standard cache

A deduplicating cache





Approach

- Analyze real world workloads
 - Two long-term CIFS traces
 - Six VDI traces of update, boot and login storms
- Explore intrinsic properties of traces regardless of cache size and specific replacement policies
- Provide an upper bound of cache space saved by deduplication



Metrics: Deduplication Degree



- Deduplication Degree (d)
 - Defined as the average number of links of data blocks
 - $d = 1$: no duplicates
 - $d = 2$: on average, each block has one duplicate
- The metric (d) directly expresses the average number of references to each data block
 - Estimates metadata overhead



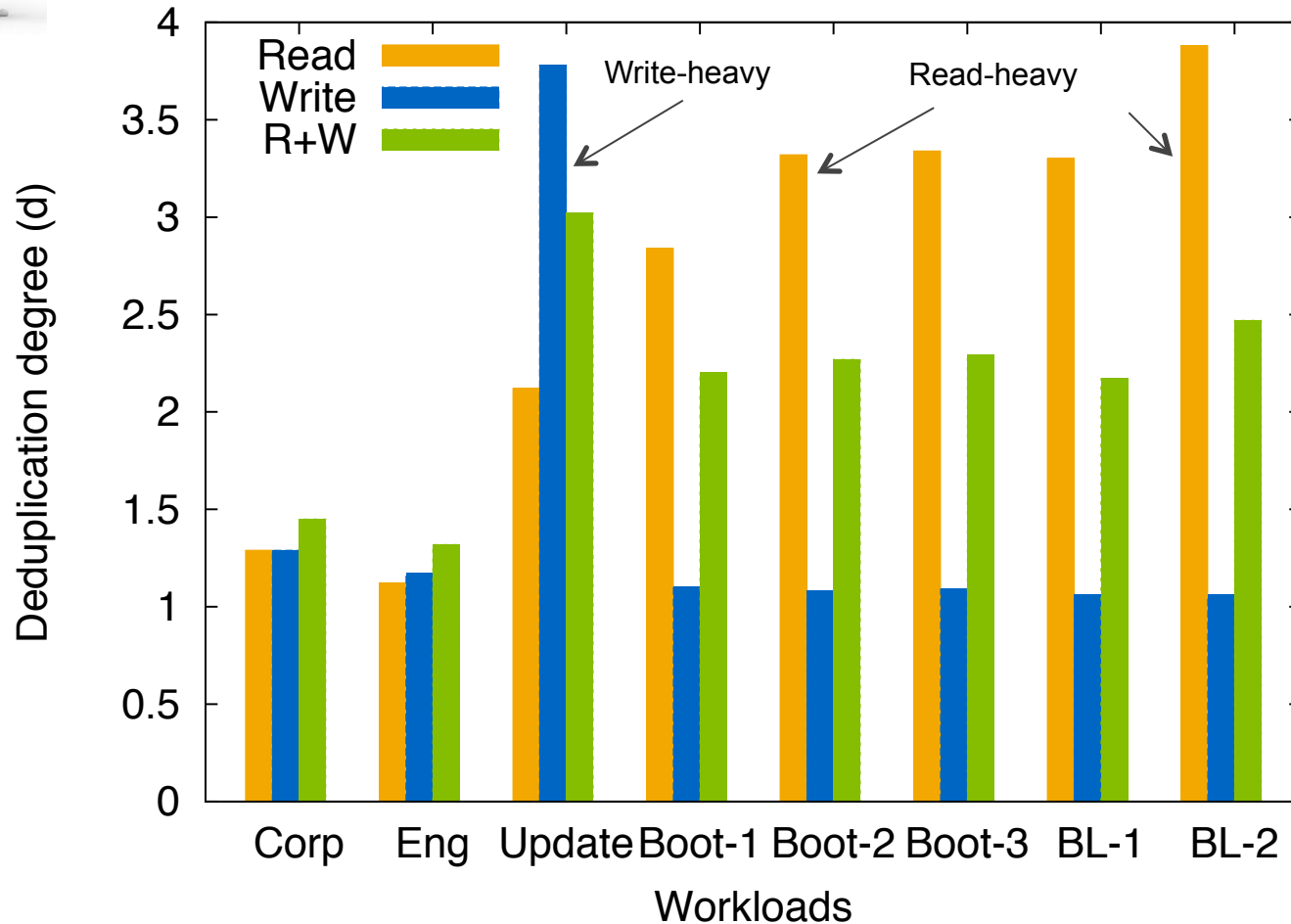
Deduplication Degree

Corp & Eng: enterprise traces; Update: VDI update storm trace;

Boot-1,2,3: VDI boot storm traces; BL-1,2: VDI boot and login storm traces



Do opportunities for content duplication exist? How much?

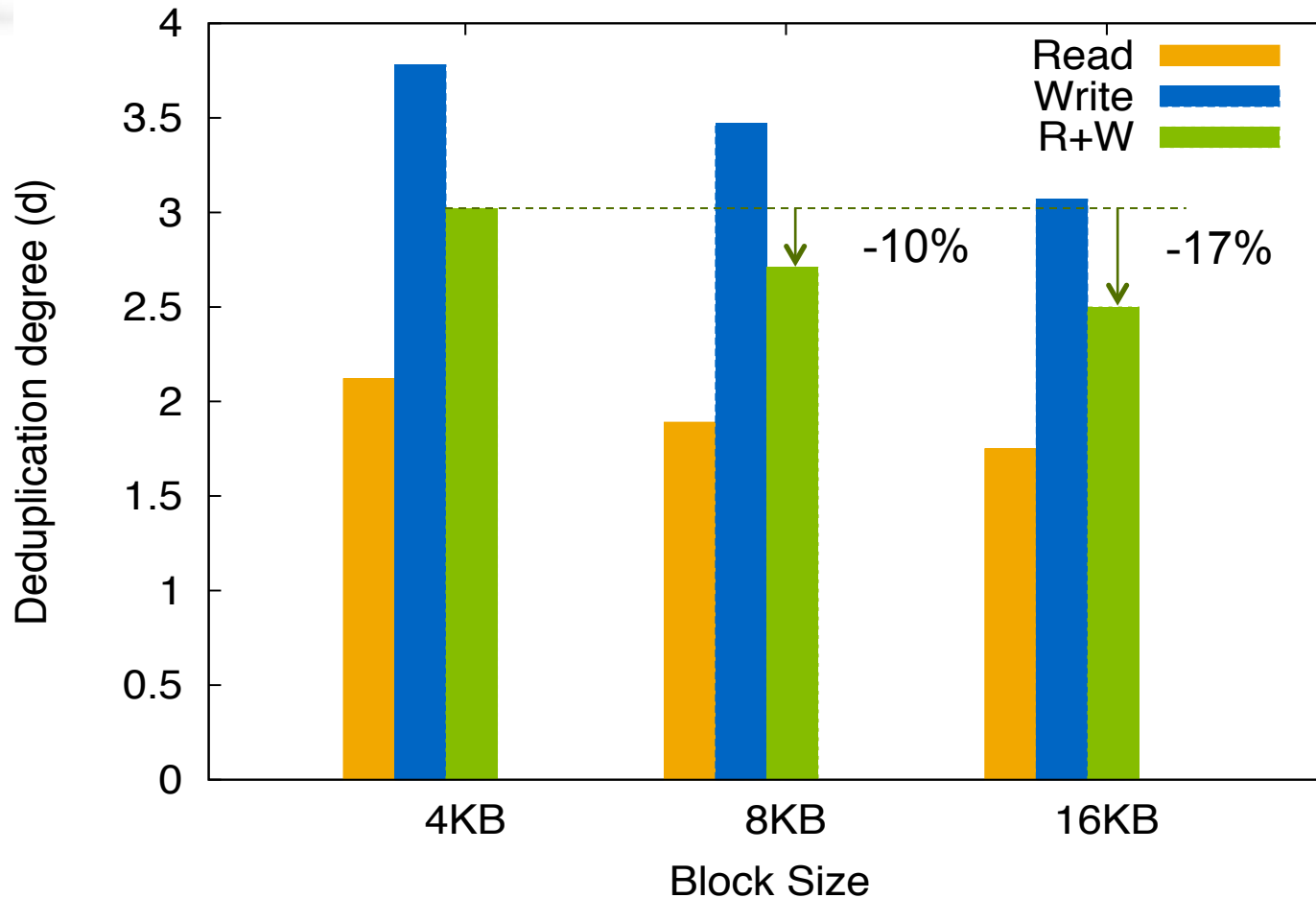




Sensitivity to Cache Block Size -- Update



If we keep less metadata, how much deduplication will we lose?





Space savings: Fixed vs. Variable length



Do we design the cache as fixed or variable block size?

- Variable-length chunking
 - Believed to save more space
 - Increase complexity of cache design
- Fingerprints
 - Fixed: 4 KB block size
 - Variable chunking: Rabin fingerprints
 - min 2 KB, mean 4 KB, and max 16 KB; sliding window 48 bytes.
- Additional savings (0-15%) are achieved using variable-length chunking.



Conclusion: Design Hints

- Deduplication could improve the cache hit ratios in a dynamic environment
- Fixed-length chunking is good enough in terms of deduplication degree and implementation complexity
- Users need to make a tradeoff between deduplication ratios and metadata overhead.

Thank you

