HotDedup: Managing Hot Data Storage at Network Edge through Optimal Distributed Deduplication

INFOCOM '20

Background

• The goal of **deduplication** is to reduce storage requirements and improve efficiency by eliminating **redundant** information.

Background

- Placing **hot data** at **network edge** helps increasing **performance of edge applications** by making hot data locally accessible
- Partitioning **similar files** with high redundancy into the **same storage tier** helps improving **space efficiency**

Motivation

The capacity of the edge storage is 4 chunks

Motivation

• Can we consider both **data popularity** (for optimal data access performance) and **data similarity** (for optimal storage space efficiency) to solve the problem?

Partitioning Problem:

$$
\max \sum_{i \in \mathcal{P}} \lambda_i
$$
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$$
\lambda : \text{Edge Service Rate}
$$
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$$
\beta : \text{for edge storage}
$$
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$$
\text{s.t.} \quad D(\mathcal{P}) \leq B = \sum_k C_k,
$$
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\beta : \text{total edge storage capacity}
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• In short, under the condition of meeting storage capacity, find the partition result that maximizes edge service rate

Main Idea

- **Delta Steiner Tree Partitioning (DSTP)**
	- 1. δ -similarity graph G = {V, E}
	- 2. k-MST algorithm
- **δ-similarity graph G** is used to express partitioning problems
- The **k-MST algorithm** is used to calculate and obtain the results

δ-similarity graph - express partitioning problems

• How to express the partitioning problem?

• Find subgraphs in G that meet storage space constraint *B -* **quota problem**

δ-similarity graph - express partitioning problems

An example : edge storage capacity $B = 4$.

k-MST algorithm - calculate the δ-similarity graph G

- The k-minimum spanning tree problem asks for a tree of **minimum cost** that has exactly **k vertices** and forms a **subgraph** of a larger graph
- How to **calculate** the δ-similarity graph G?

vertex costs negative edge costs prize quota Q 9

k-MST algorithm - calculate the δ-similarity graph G

• **Key idea** is to transform graph G into G`

remove vertex costs deal with zero-prize vertices

convert Q into vertices

Delta Steiner Tree Partitioning

• **Correctness**

- 1. Any tree that is optimal for the G` is optimal for the G before vertex prize scaling.
- 2. Algorithm DSTP finds a feasible solution for the partitioning problem.

$$
D(\mathcal{T}) = |\bigcup_{i \in T} F_i|
$$

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$$
\leq \sum_{i \in T} |F_i| - \sum_{(i,j) \in T} |F_i \cap F_j|
$$

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$$
= \sum_{e \in T} v_e(G) + \sum_{i \in T} \mu_i(G) \leq B.
$$

Brief Summary

- Transformed the **partitioning problem** into a **quota problem** and designed **DSTP**
- **δ-similarity graph G** may not be precise, but still provide a simple yet effective model for optimizing storage systems with deduplication
- To use the **k-MST algorithm**, convert G equivalently into G`

Evaluation

• DSTP is able to outperform the baselines by 43.4-118.5% in terms of edge service rate

Evaluation

• It almost doubles the edge service rate under uniform request distribution in (1, 9), which corresponds to large variation in file popularity and allows DSTP to better optimize over select hot files with high access rate 14

Evaluation

• achieve the minimum response time, as it is able to maximize the number of requests served by network edge and also achieve high space efficiency