Caching 50.5*

COS 518: *Advanced Computer Systems*
Lecture 9

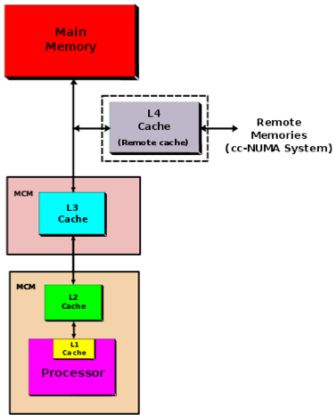
Michael Freedman

* Half of 101

Basic caching rule

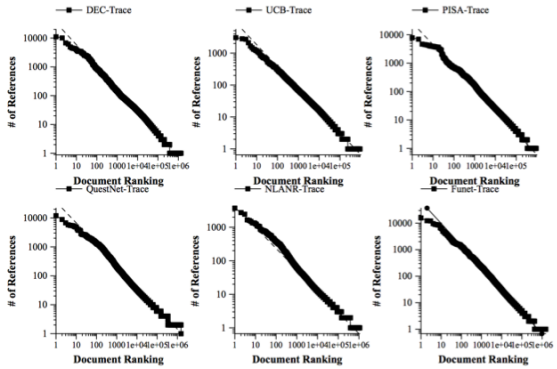
- Tradeoff
  - Fast: Costly, small, close
  - Slow: Cheap, large, far
- Based on two assumptions
  - Temporal location: Will be accessed again soon
  - Spatial location: Nearby data will be accessed soon

Multi-level caching in hardware



https://en.wikipedia.org/wiki/Cache_memory

Caching in distributed systems



Web Caching and Zipf-like Distributions: Evidence and Implications
Lee Breslau, Pei Cao, Li Fan, Graham Phillips, Scott Shenker

Caching common in distributed systems

- Web
  - Web proxies at edge of enterprise networks
  - "Server surrogates" in CDNs downstream of origin
- DNS
  - Caching popular NS, A records
- File sharing
  - Gnutella & flooding-based p2p networks

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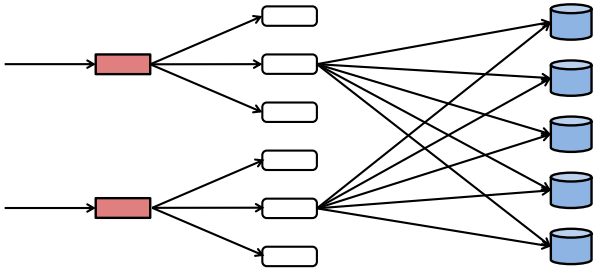
Caching within datacenter systems



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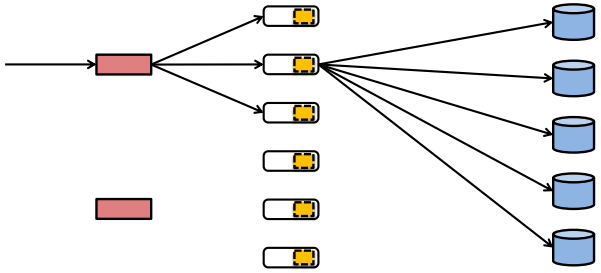
Caching within datacenter systems



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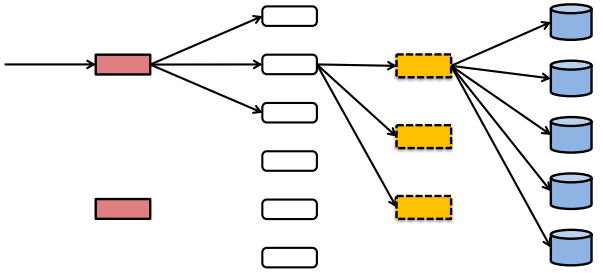
Caching within datacenter systems



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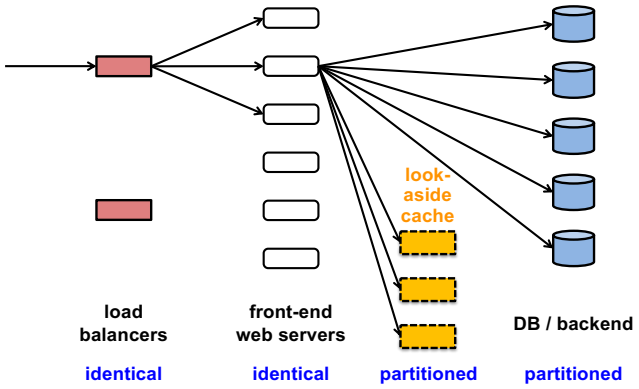
Caching within datacenter systems



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Cache management

- Write-through
  - Data written simultaneously to cache and storage
- Write-back
  - Data updated only in cache
  - On cache eviction, written “back” to storage

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Caching within datacenter systems

```
function get_foo(foo_id)
    foo = memcached_get("foo:" . foo_id)
    return foo if defined foo

    foo = fetch_foo_from_database(foo_id)
    memcached_set("foo:" . foo_id, foo)
    return foo
end
```

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New system / hardware architectures:

New opportunities for caching

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Be Fast, Cheap and in Control with SwitchKV

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NSDI 2016

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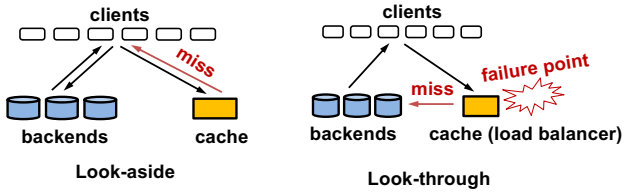
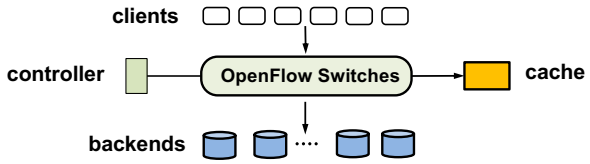
Traditional architectures: High-overhead for skewed/dynamic workloads



- Cache must process all queries and handle misses
- In our case, cache is small and hit ratio could be low
  - Throughput is bounded by the cache I/O
  - High latency for queries for uncached keys

SwitchKV: content-aware routing

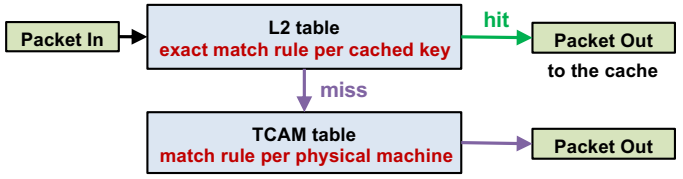


Switches route requests directly to the appropriate nodes

- Latency can be minimized for all queries
- Throughput can scale out with # of backends
- Availability would not be affected by cache node failures

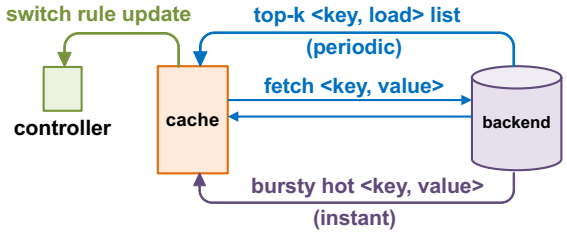
Exploit SDN and switch hardware

- Clients encode key information in packet headers
  - Encode **key hash in MAC** for read queries
  - Encode destination **backend ID in IP** for all queries
- Switches maintain forwarding rules and route query packets



Keep cache and switch rules updated

- New challenges for cache updates
  - Only cache the hottest O(*n*log*n*) items
  - Limited switch rule update rate
- Goal: **react quickly** to workload changes with **minimal updates**



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Wednesday:

Welcome to BIG DATA

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