

Storage Deduplication in Cloud Computing

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Cloud Computing

- Cloud services allow clients to shift their data and applications into the “cloud”.
- These services run in a scalable and dependable infrastructure, which has a large server pool in several data centres.

Virtualization

- Virtualization is a key aspect to achieve the Elasticity provided by cloud computing.
- Virtual Machines (VMs) can be deployed/migrated in few minutes.
- VMs Isolation allows a better management of resources and failures.



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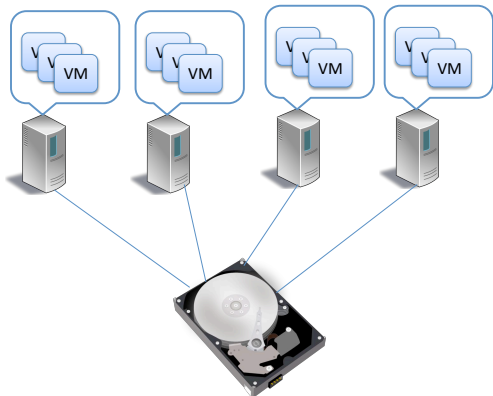
- Cloud services store client's data, applications and VMs images.
- Deduplication allows to:
 - Decrease storage's size.
 - Optimize the management of storage's data.
- Deduplication introduces overhead to the service.



- 1 Shared Storage Deduplication
- 2 Experimental Evaluation - Preliminary Results
- 3 Conclusions
- 4 Future Work and Challenges



Scenario



- Groups of VMs run in different physical machines.
- Each VM has its own virtual disk.
- Virtual disks are kept in a shared storage.



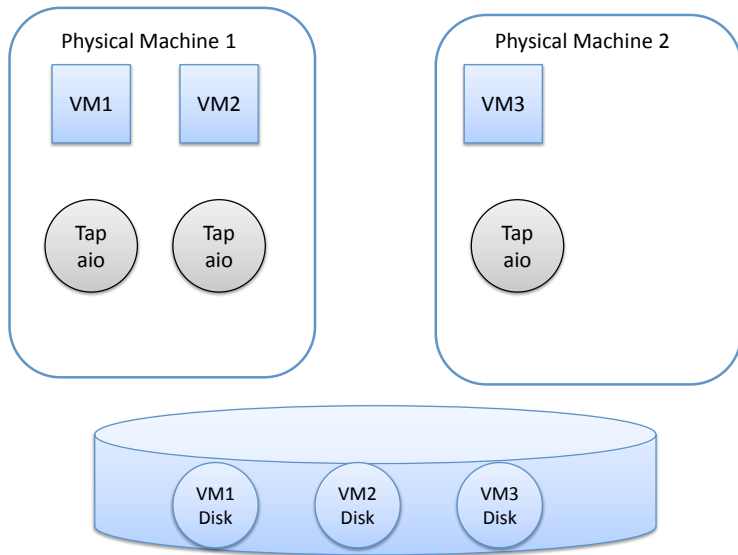
XEN Blktap mechanism

Blktap

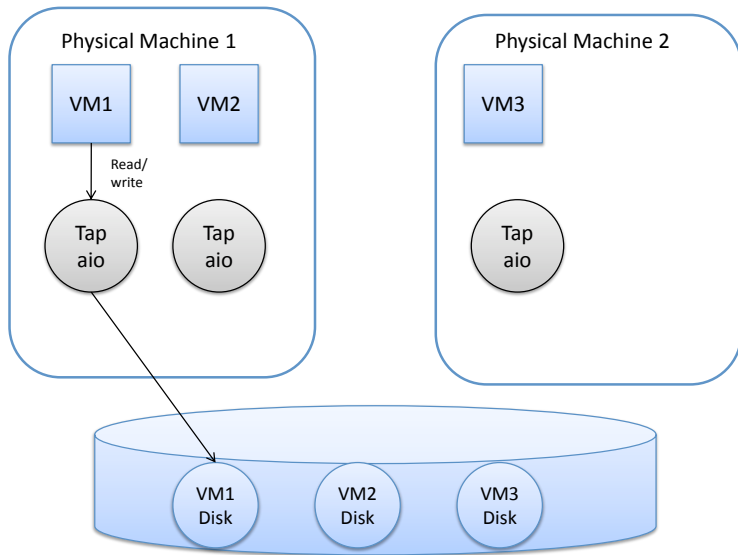
- Implemented within Xen.
- Allows to implement virtual block devices for Virtual Machines.
- User-level disk I/O interface (Tapdisk).
- Allows to have independent per-disk handler processes.
- Easy to implement Copy-on-Write.



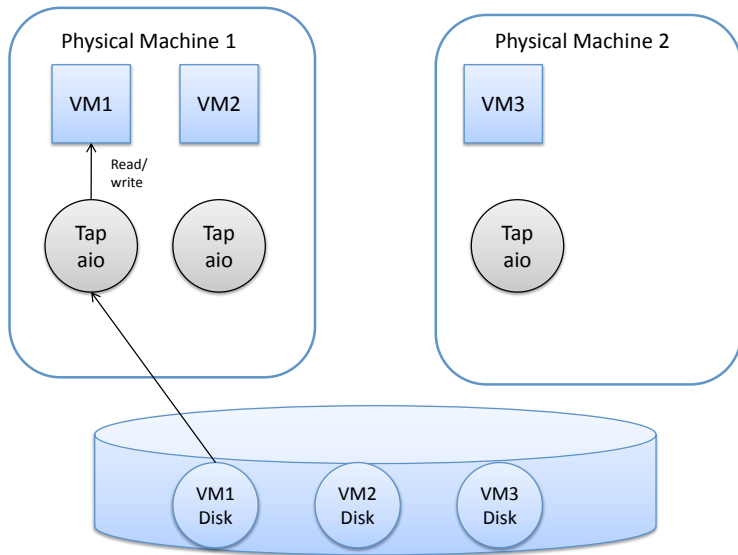
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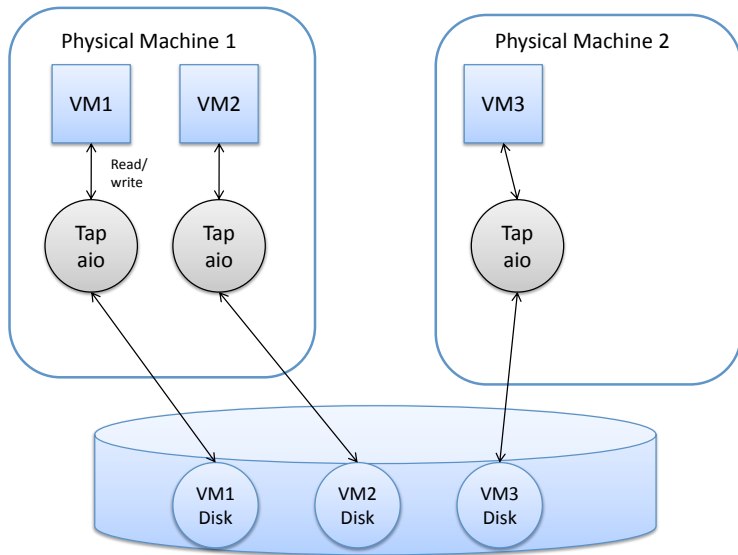
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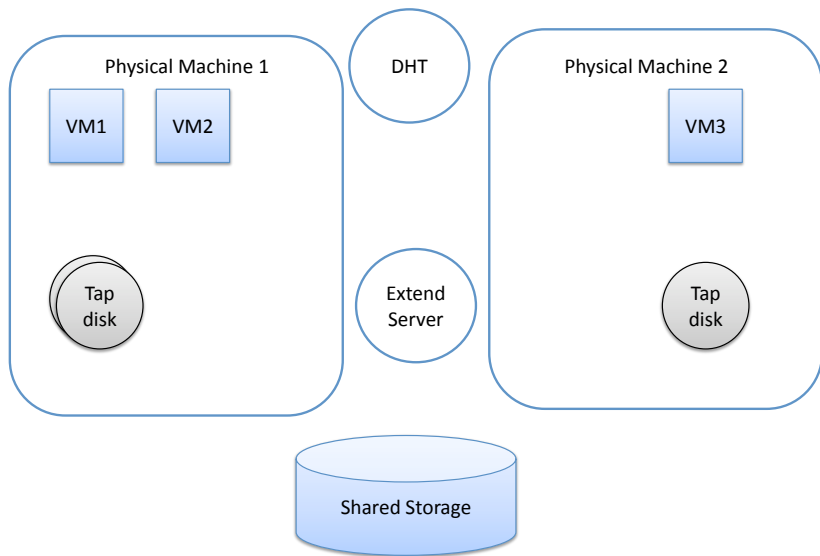


Deduplication Challenges

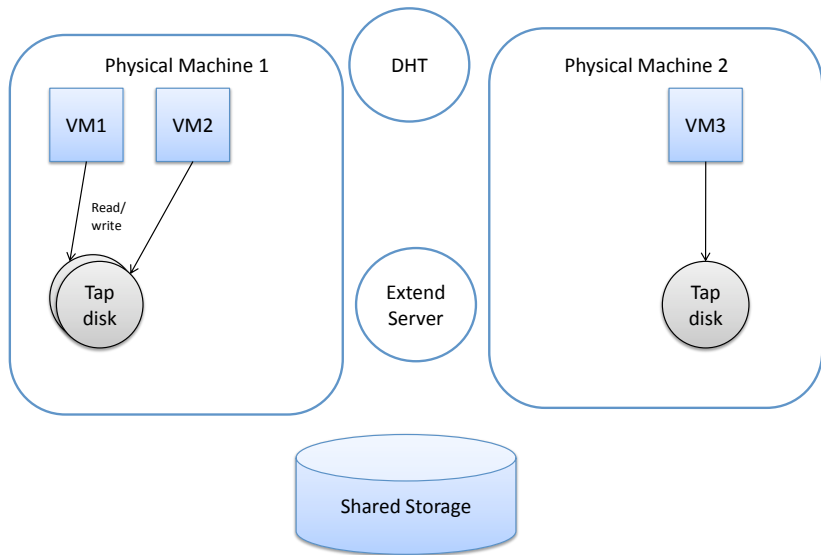
- Deduplication is usually used for backup scenarios where data is practically immutable.
- In a virtualized scenario where stored data changes constantly, we must have in account:
 - The overhead introduced by the deduplication algorithm.
 - The best approach to find duplicated data, which must be transparent to the VMs.
 - The metadata needed to share identical data.



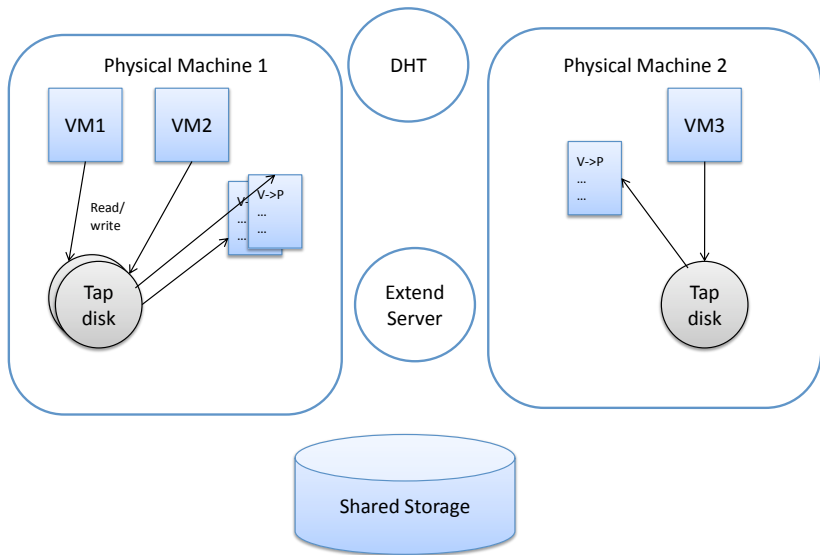
Deduplication Algorithm



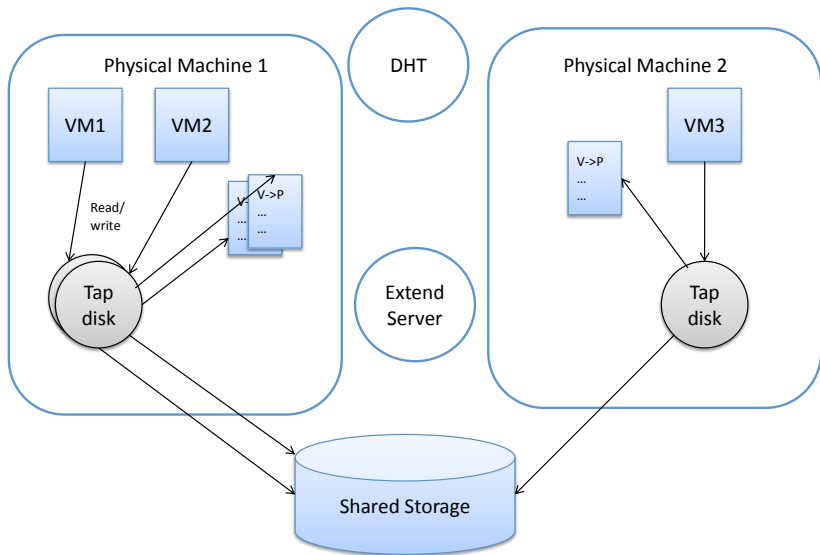
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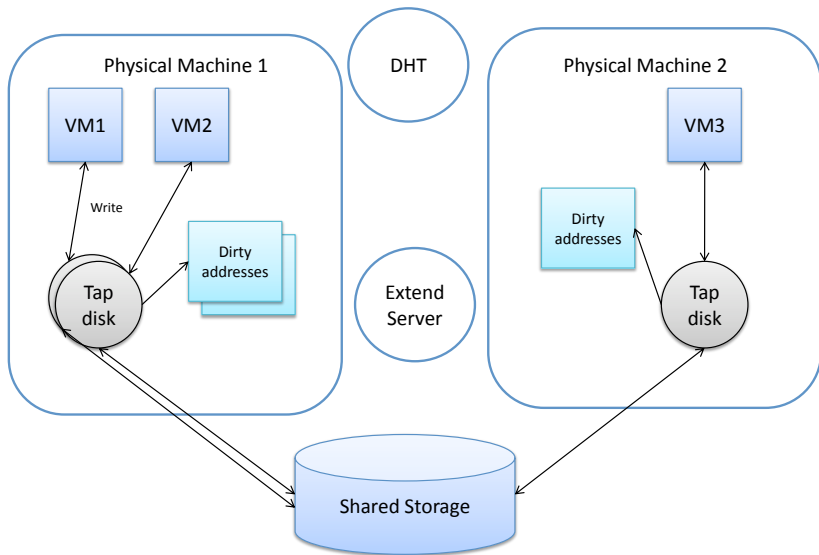
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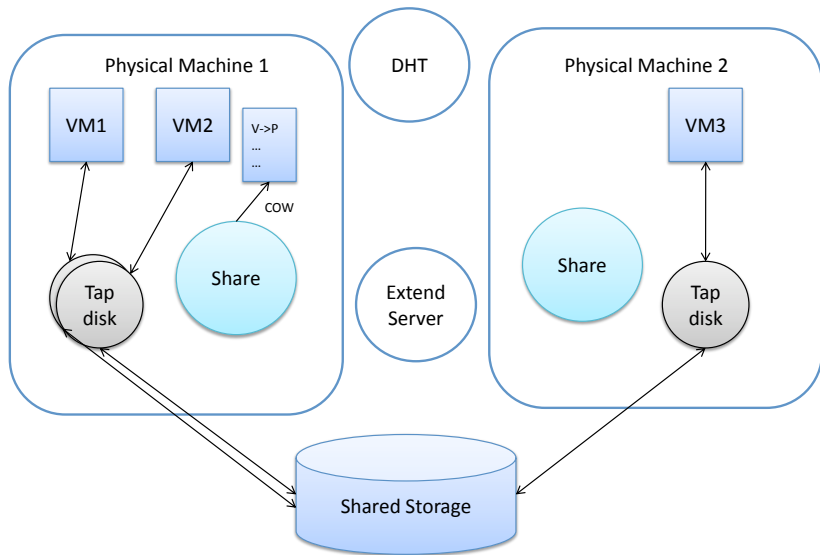
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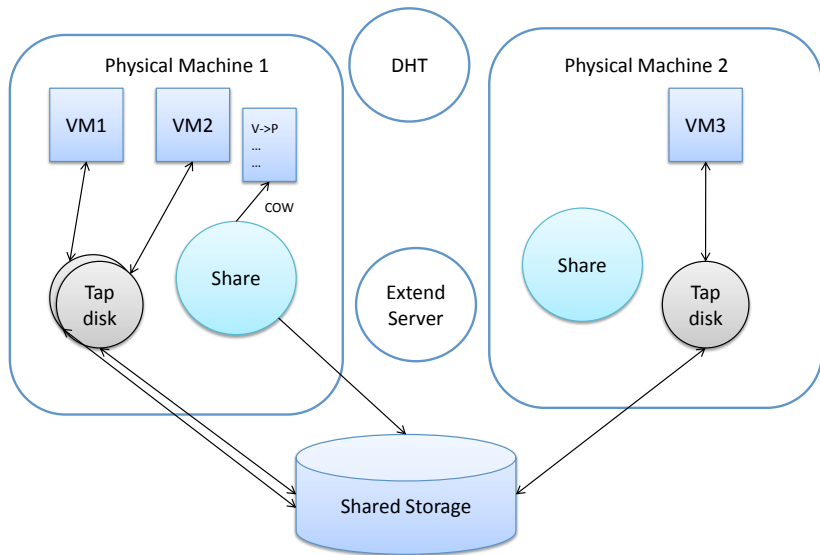
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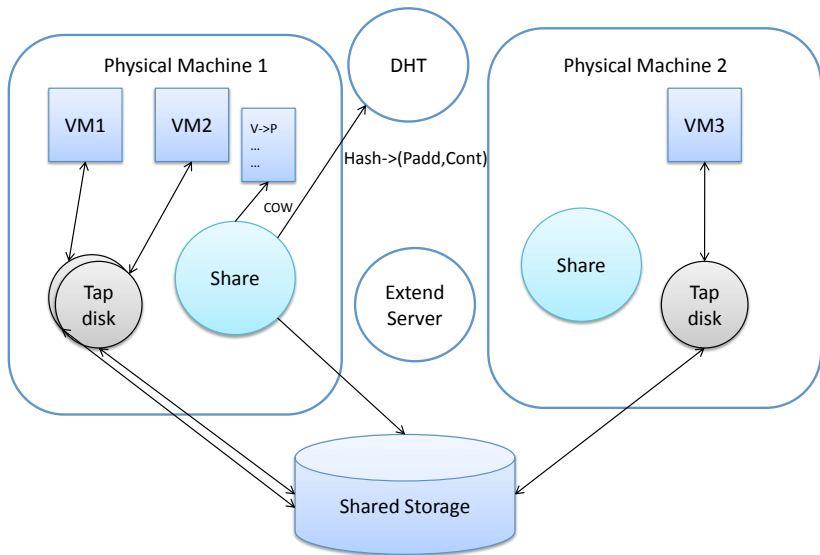
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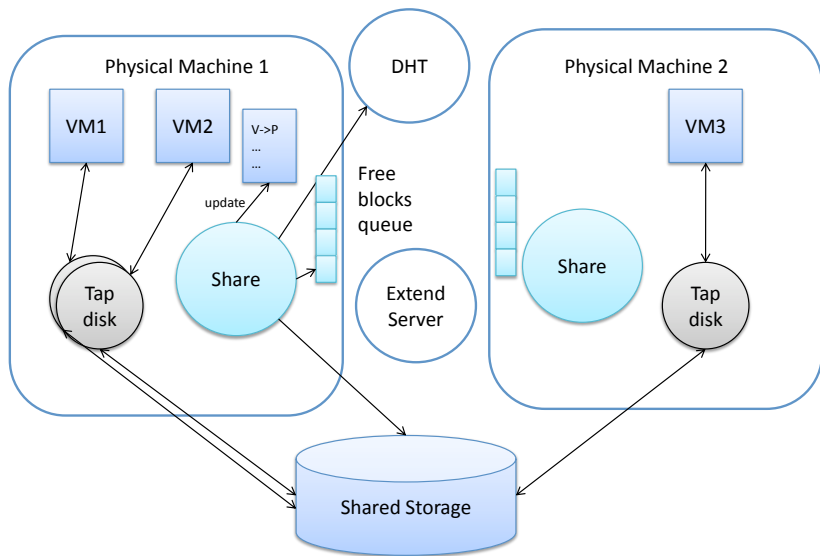
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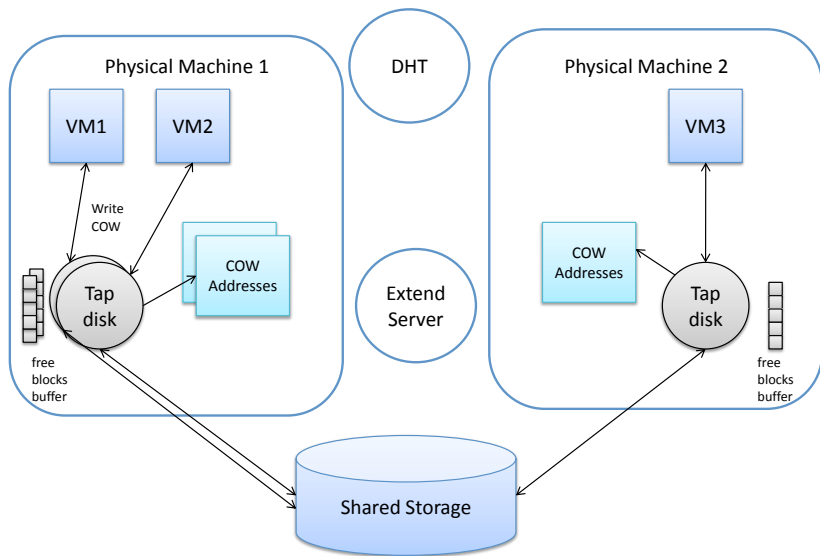
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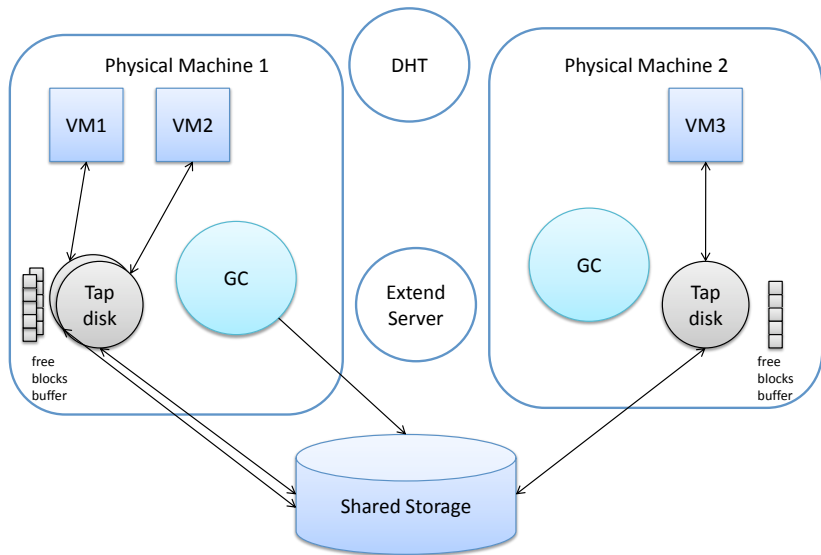
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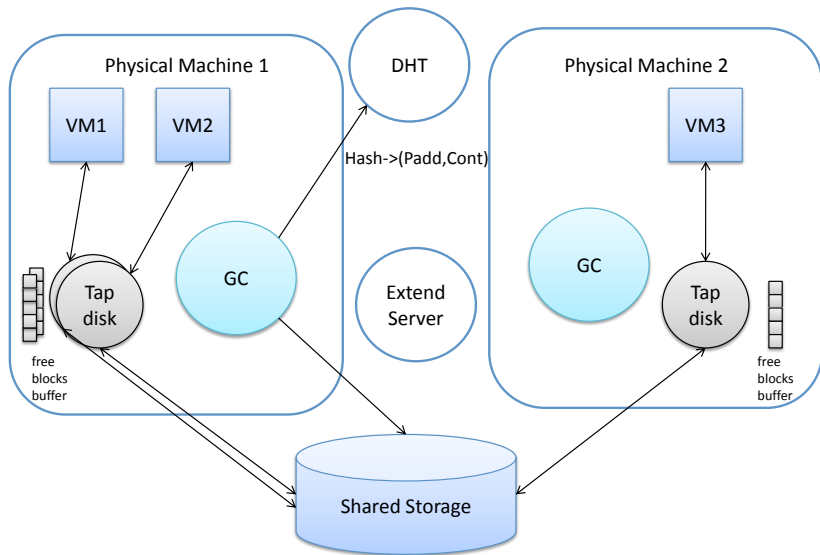
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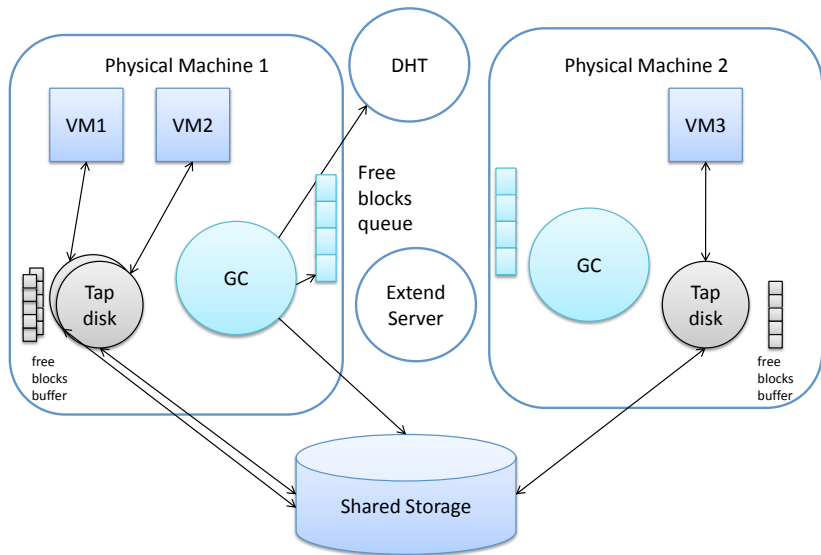
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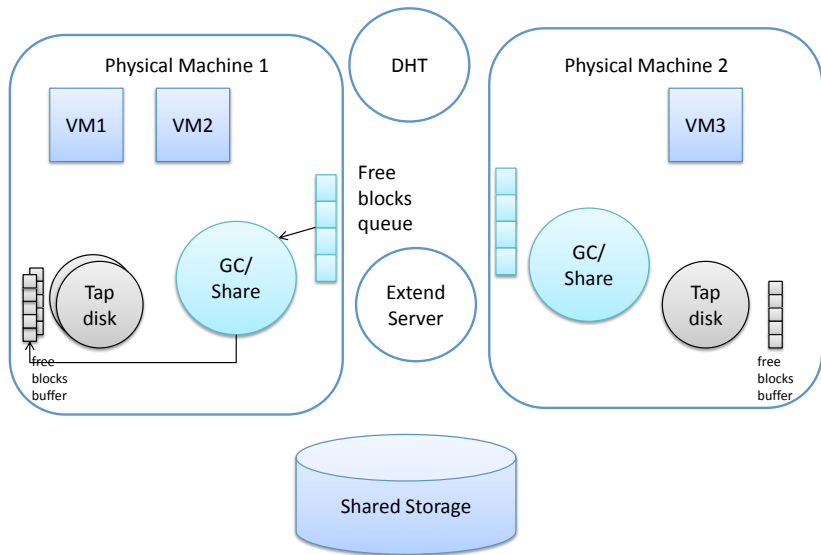
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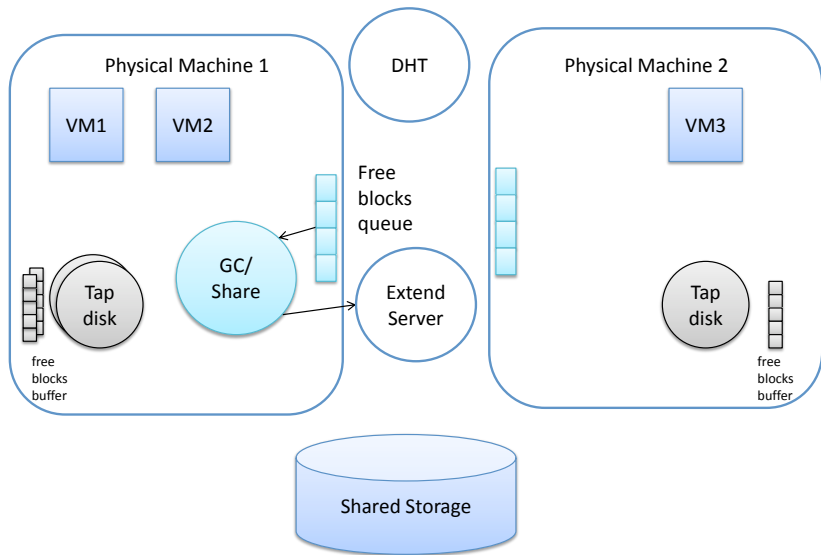
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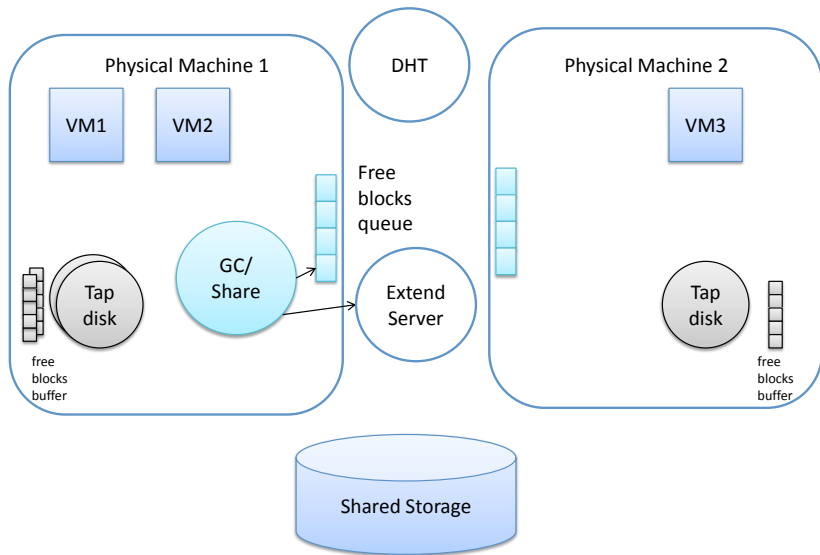
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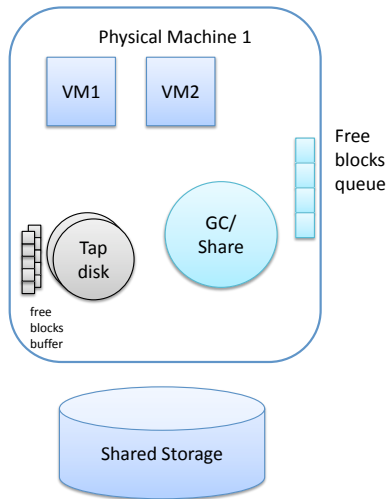


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Evaluated Prototype



- Without Distribution and Fault Tolerant design.
- Two Optimizations:
 - Set of mutexes for each VM's Translation table.
 - VM's free blocks buffer refilling granularity.



Benchmarks

Main Goals

- Measure the I/O and CPU overhead introduced by our prototype when compared to a default approach (Tap Aio).
- Measure the sharing rates achieved by our prototype.

Write and Read Benchmarks

- TPC-C NURand function is used to generate hotspots for write and read operations.
- A realistic distribution is used for generating the content of the blocks that are written.



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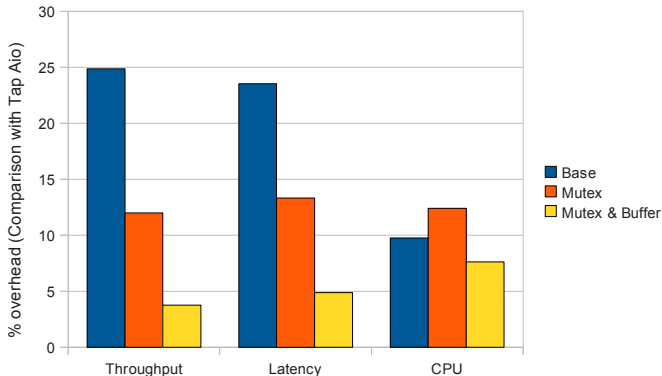
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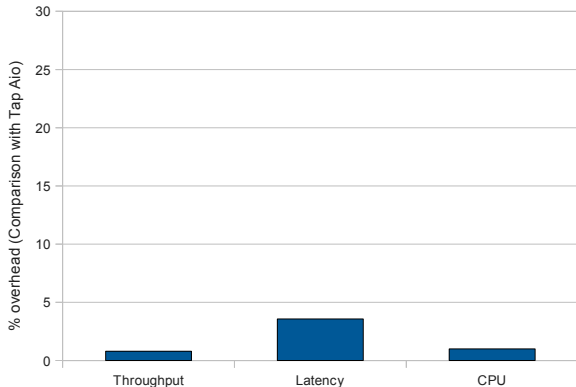
Write Benchmark

- The benchmark ran for 30 minutes in three VMs with 10 GB images.
- Additional RAM used was 250 MB for the fully optimized version.
- Approximately 28% of the written data (20 GB) was shared.



Read Benchmark

- The benchmark ran for 40 minutes in three VMs with 10 GB images.
- Additional RAM used was 200MB for the fully optimized version.
- Approximately 55% of the written data (4.5 GB) was shared.



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Conclusions

- The evaluated prototype shares identical data without introducing a significant amount of overhead in the CPU usage and I/O requests.
- The asynchronous approach to share identical data, the dynamic detection of modified data and the prototype optimizations are key aspects to achieve these results.
- Project available at <http://www.holeycow.org/>



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Future Work and Challenges

Replicated Databases

- HoleyCOW - Shared Storage Cluster.
- Can deduplication be used to improve this specific scenario?

Fault Tolerance

- Byzantine Faults are not contemplated.
 - Data corruption.
 - What level of redundancy should we keep?
 - Malicious attacks.

Resilient Databases (Red) - <http://red.lsd.di.uminho.pt/>



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Future Work and Challenges

Distributed Storage

- Each server has its own disk.
- A new approach to find and share duplicated data is necessary. Epidemic Protocols?
- Garbage Collector also needs to be redesigned.

