# JACKRABBIT: IMPROVED AGILITY IN ELASTIC DISTRIBUTED STORAGE

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#### **OVERVIEW**

- Distributed storage often shares cluster machines
  - E.g., within data-intensive computing frameworks
- Want ability to grow/shrink server set elastically
  - Adapting to demand
  - Releasing unneeded servers for other activities
  - Traditional distributed storage not elastic
- Primary/non-primary data layouts allow this One copy of all data on primaries Can ensure availability with subset of servers Replicas stored on non-primaries Can elastically activate/release these servers Goal: A storage system that can Deactivate/reactivate servers quickly to save machine hours But still maintain high performance at the same time

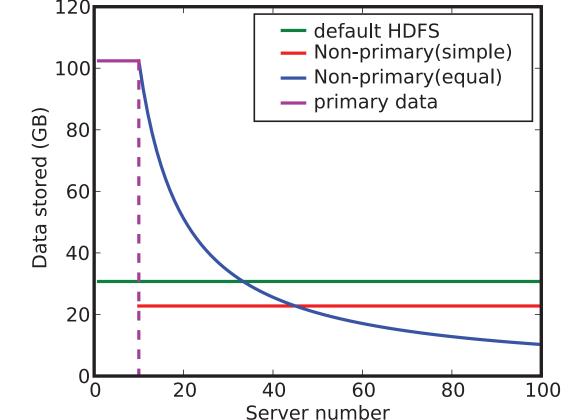
### **EQUAL WORK DATA LAYOUT**

- P primaries and (N-P) non-primaries
- Equal work arrangement on non-primaries
  - Number the servers, starting with the P primaries
  - Store ≥ B/X blocks on non-primary server X
- Guarantees equal distribution of read work
  - Even when active set grows or shrinks

# **READ AND WRITE DATA OFFLOADING**

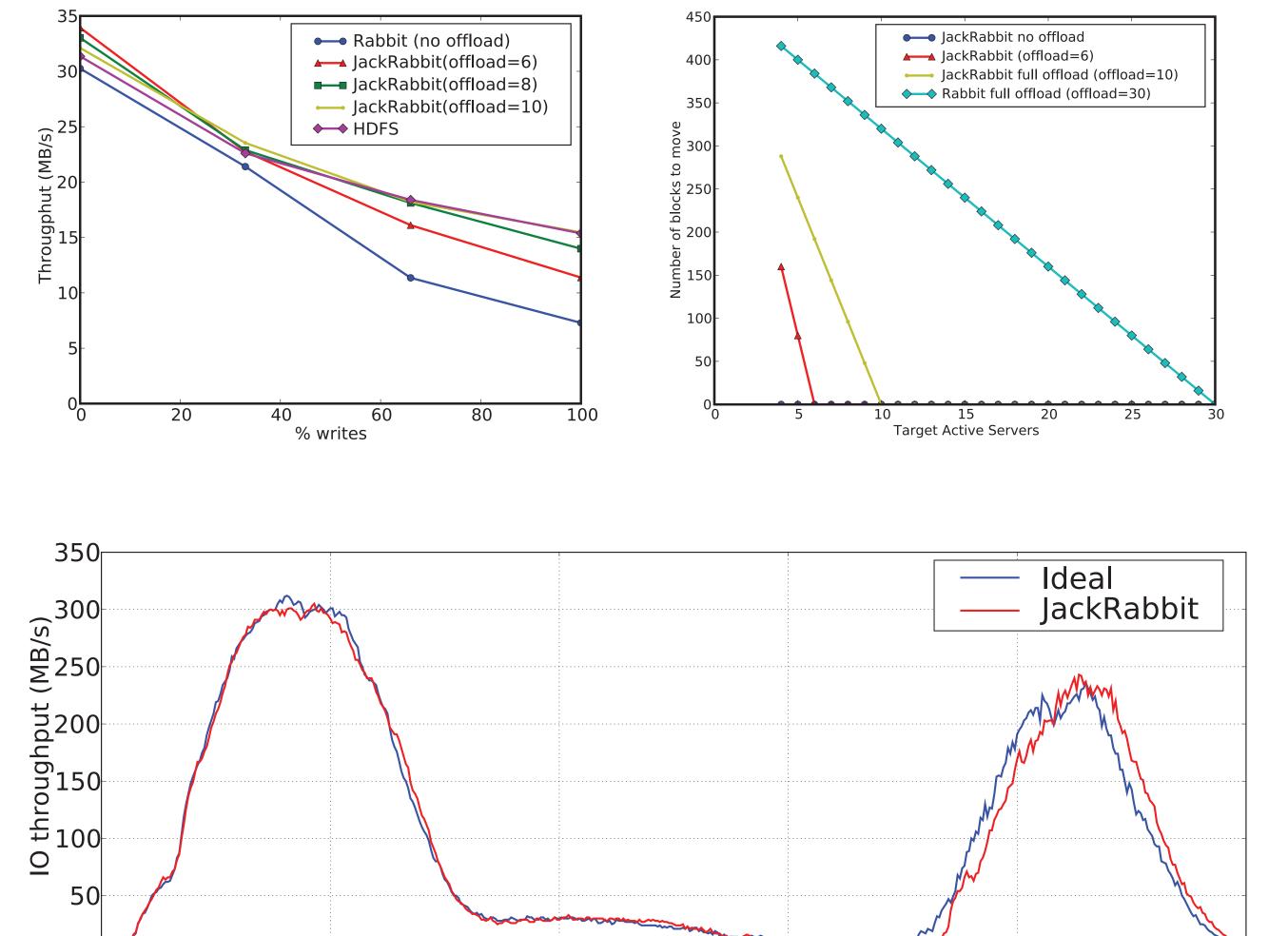
- Number (P) of primaries creates tradeoff
  - Small P maximizes elasticity
  - Small P creates a write bottleneck
- **Offloading removes the tradeoff** 
  - Offload reads from primaries, when possible
  - Offload writes, when necessary, to offload set
    - Explicit offload set retains agility





# **JACKRABBIT PERFORMANCE**

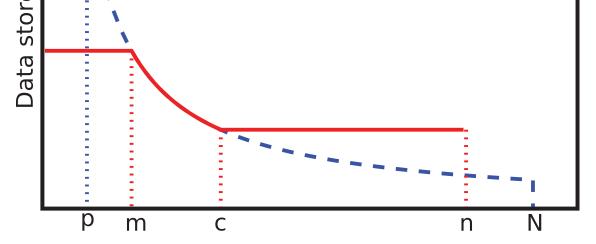
- JackRabbit implements equal work and offloading
  - Implemented as modified HDFS
  - Read throughput equal to or better than HDFS
  - Write throughput scales with offload set
  - Minimize cleanup overhead



400

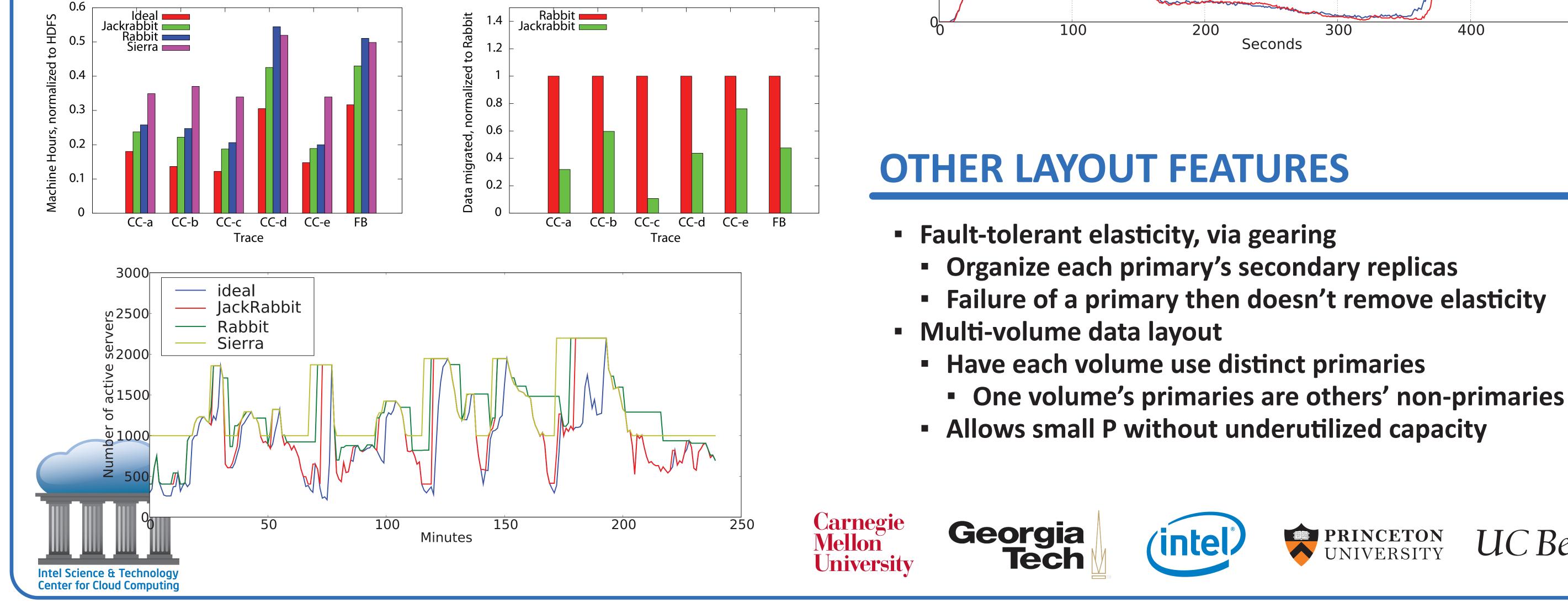
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#### **POLICY ANALYSIS WITH INDUSTRIAL TRACES**

- Real-world traces reveal great potential for machine hour saving
- JackRabbit wins over state-of-art elastic storage systems like **Rabbit and Sierra**
- JackRabbit significantly reduces machine hour usage and data migration



- - Organize each primary's secondary replicas