New Results on the Performance Impacts of Autocorrelated Flows in Systems

Evgenia Smirni



What is autocorrelation?

- Burstiness
- Self-similarity
- Dependence (short-range, long-range)
- Well-studied in networking
- □ Systems?
 - Some early studies in storage systems (HP traces from the early 90s)
 - Recently (USENIX'06) from Seagate



Dependent process (example)





Dependent process (example)



Dependence Metrics

□ Autocorrelation function (ACF) of a process { X_0 , X_1 , X_2 , X_3 , ...} with lag k $corr[X_0, X_k] = \frac{E[(X_0 - E[X])(X_k - E[X])]}{Var[X]}$









Summary of Results

- Open Systems
 - Load balancing under autocorrelated arrivals
 - Load unbalancing as a solution
- Closed Systems
 - Multi-tiered systems (TPC-W)
 - □ Service process can be autocorrelated
 - Autocorrelation propagation
 - Impact of autocorrelation



On-going work



Effect of ACF on Load Balancing

Response Time



€#MARY



Possible Reason ... What is ACF in Each Node?



Review: AdaptLoad (Size-based)

Step 1: Build histogram on-line Step 2: At the end of monitoring window, find the boundaries to partition the total work (area) equally





Load Unbalancing

- **Server** *i* increase p_i of its work
 - Static version

& MARY

Dynamic version



Performance of Unbalancing





Closed Systems: Three-tiered architecture

- **Experiments**
- Analytic models
- Policy Development

Autorrelation



Multi-tiered E-commerce Site Set-up



ACF Propagation

Browsing mix, 10K DB, 384 EBs





Observations

- Dependence in service processes
- Dependence in lower tiers affects the arrival process to the higher tiers
 - but no dependence in the process of session generation !
- ACF propagation in all tiers

Confirm the observations by an analytic model



TPCW Model



Q₀: Exponential distribution



- Q₁: Correlated MMPP process, high variance
- Q2: Non-correlated Hyperexponential, high variance

ACF Propagation -- 384 MPL





Performance Comparison



Detailed analysis: counter-intuitive results

- Autocorrelation propagates in the entire system and has serious performance impact
 - Balances" the load of queues
 - Bottleneck utilizations decrease
 - System throughput decreases
 - Cyclic bottleneck switch
- Overload (VERY long response times) can happen under medium load if dependence exists
 - Dependence should be considered in capacity planning
 - Tails do not necessarily come from the bottleneck server



On-going work

- Use autocorrelation to model caching/locks/memory hierarchy: very compact model
 - Trace fitting into processes that capture autocorrelation
- □ Theory
 - Closed systems (i.e., multi-tiered example)
 - New analytic models for non-product form networks that can support autocorrelated processes
 - Approximation methods
 - Capacity planning
 - Open systems: Departure process
- Policy development/Scheduling
 - QoS policies
 - Storage systems to schedule foreground/background jobs
 - General scheduling policies with minimum information



Acknowledgements

- Students
 - Qi Zhang (just graduated, now at Microsoft)
 - Ningfang Mi
 - Zheng Zhang
- Collaborators
 - Alma Riska and Erik Riedel (Seagate Research)
 - Lucy Cherkasova (HP Labs)
 - Giuliano Casale (postdoctoral associate)
- More information (several papers) http://www.cs.wm.edu/~esmirni



ACF Propagation

Browsing mix, 10K DB, 384 EBs





Dependence in Service Process

- Collected traces across tiers
 - Calculate ACF off-line
- □ Thinking time exponential distribution
 - No ACF
- Service process in each server
 - Hard to obtain by measurements
 - Observing dependence in arrival and departure processes
 - Existence of dependence in service process
 - Increase of ACF for small lags



DB server is the bottleneck

Comparison



- Comparison with independent services
- same moments
 - mean, cv and higher moments

	Q ₁	Q ₂ (bottleneck)	
ACF	Dependent	Independent	
NOACF	Independent	Independent	



Performance Comparison (a) Average round-trip time



Performance Comparison (b) Average queue length



Performance Comparison (c) Average utilization





Observations

- Dependence has significant effect on system performance
- □ ACF propagates into *all* tiers
- Overload (VERY long response times) can happen under medium load if dependence exists
 - Dependence should be considered in capacity planning
 - Tails do not necessarily come from the bottleneck device



Summary

- Workload characterization in multi-tiered closed systems
 - ACF propagates into all the tiers
 - Exists in storage systems
 - □ But also other parts (e.g., cache behavior, memory pressure)
 - Overload can happen under medium load if dependence exists
 - □ Tier with ACF affects performance a lot (although not bottleneck)
 - □ Cyclic bottleneck switch (very tricky!)
 - Classic analytic modeling techniques do not apply
 - e.g., MVA or approximation methods
 - Yet, simple models that capture ACF in service process capture trends
- Policy development
 - ACF-aware load balancing policy for cluster with dependent flows



Dynamic Policy: D_EQAL

\square *R* is initialized as 0

- Adjust R for a small value Adj at the end of each monitoring window
- The adjustment should improve both slowdown and response time
- □ If not, wrong direction



TPC-W Specifications

- On-line book store Web site
- 14 Interactions
 - (browsing-based vs. ordering-based)
 - Browsing mix (95% vs. 5%)
 - Shopping mix (80% vs. 20%)
 - Ordering mix (50% vs. 50%)
- Databases (different number of items)

# Items	10K	100K	500K	1M
DB size	1.5GB	1.5GB	1.9GB	2.1GB



Performance of S_EQAL

- Service time: WorldCup 1998 Trace
- Inter-arrival time: MMPP(2)
 - Same moments
 - With short range dependence (SRD)
- 4 servers in the cluster
- □ Average utilization per server: 62%



Average Slowdown by R





Average Response Time by R





Inside Each Server





Effectiveness of D_EQAL





Outline

Closed System

- Experimental Evaluation using TPC-W
 - □ Autocorrelation propagation
- Impact of autocorrelation
- Two-queue system

Policy Development

Load balancing under autocorrelated flows



On-going work

Examples of ACF





Impact of Correlated Arrivals

