Dynamic Data Dissemination (Publish/Subscribe)

Dynamic Data

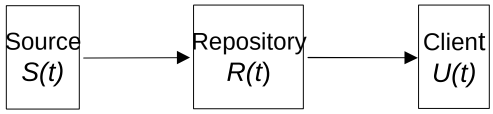
Traffic data
- packets thru switches / vehicles on highways

Stock prices, Sport Scores

- rapid and unpredictable changes
- time critical, value critical
- used in on-line monitoring, decision making

More and more of data gathered from the web/internet is dynamic

Coherency of Dynamic Data



- **Strong coherency**
  - The client and source always in sync ($U(t) = S(t)$)
  - Strong coherency is expensive!
- **Relax strong coherency**: Δ - coherency
  - <u>Time domain</u>: **Δt** - coherency
  - <u>Value domain</u>: **Δv** - coherency
    - The difference in the data values at the client and the source bounded by **Δv** at all times
    - E.g.: temperature changes greater than 1 degree

$$\forall t, | U(t) - S(t) | < \Delta_v$$

Modes of Data Dissemination

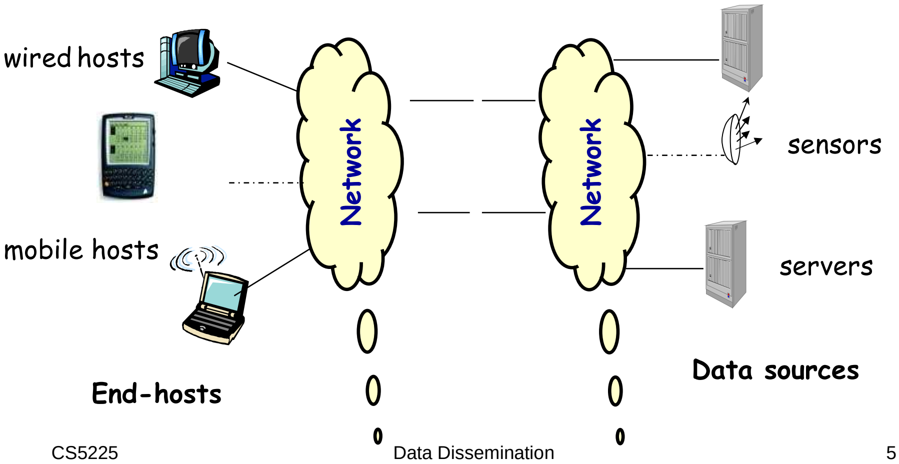
- Pull:

  Client pulls data from the source.

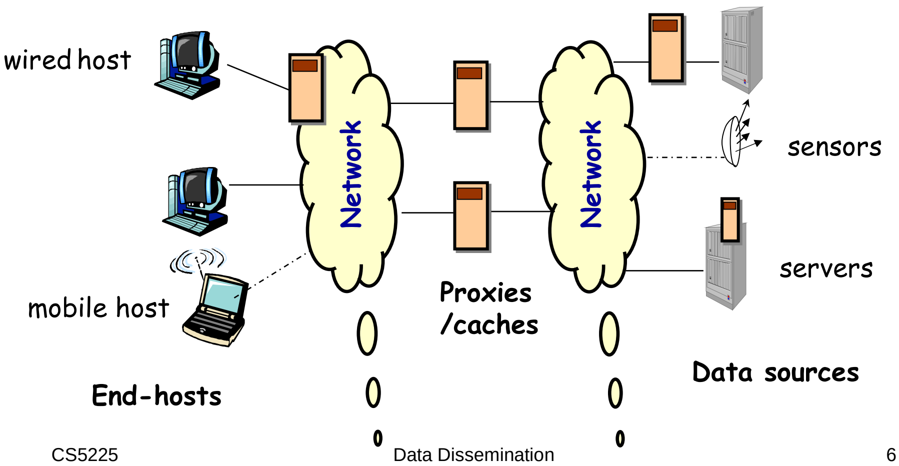
- Push:

  Source pushes data of interest to the client.

Generic Architecture



Generic Architecture



Where should the queries execute ?

- At clients
  - can't optimize across clients, links
- At source (where changes take place)
  - Advantages
    - Minimum number of refresh messages, high fidelity
  - Main challenge
    - Scalability
    - Multiple sources hard to handle
- At Data Aggregators -- DAs/proxies -- placed at *edge* of network
  - Advantages
    - Allows scalability through consolidation, Multiple data sources
  - Main challenge
    - Need mechanisms for maintaining data consistency at DAs

The Basic Problem…

- To create a scalable content dissemination network (CDN) for streaming/dynamic data.

Metric:

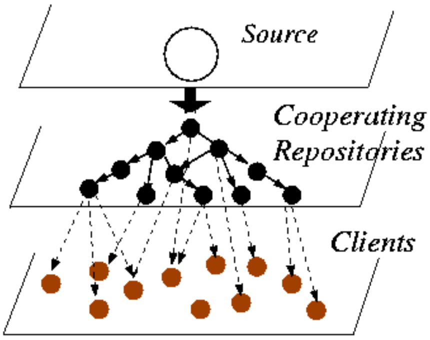
Fidelity:

% of time coherency requirement is met

Goal: To achieve high fidelity and resiliency

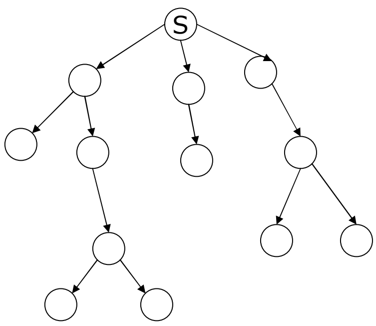
Cooperative Repository Architecture

- Clients request for different data items by specifying coherence requirements for each item
- Repositories derive their requirements from the client requirements
- Source *pushes* the changes of interest to repositories
- Repositories cooperate with each other and the source to serve clients



Dissemination Tree/Graph

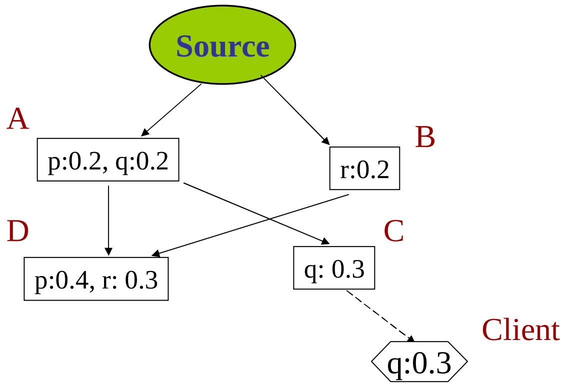
- Solution: Nodes are organized into dissemination trees



Dissemination Graph: Example

Data Set: p,q,r

Max # push connections : 2

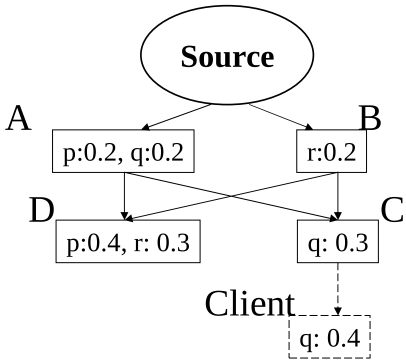


Challenges

- Given the data and coherency needs of repositories, how should repositories cooperate to satisfy these needs?
- How should repositories refresh the data such that coherency requirements of dependents are satisfied?
- How to make repository network resilient to failures?
- Given the data and the coherency available at repositories, how to assign clients to the repositories?

Data Dissemination (Supp reading 1)

- Different users have different coherency req for the same data item.
- Coherency requirement at a repository should be *at least as stringent as* that of the dependents.
- Repositories disseminate only changes of interest.



Data Dissemination

A repository *P* sends changes of interest to the dependent *Q* if

$$\left| x^P - x^Q \right| \geq c^Q$$

x^p: value of x at P
c^Q: coherency req of x at Q

Data dissemination
-- must be done with care

$c^P = 0.3$ $c^Q = 0.5$

Source	Repository P	Repository Q
1	1	1
1.2	1	1
1.4	1.4	1
1.5	1.4	1
1.7	1.7	1.7

should prevent missed updates!

Dissemination Algorithms

- Source Based (Centralized)
- Repository Based (Distributed)

Source Based Dissemination Algorithm

- For each data item, source maintains
  - unique coherency requirements of repositories
  - the last update sent for that coherency
- For every change,
  - source finds the maximum coherency for which it must be disseminated
  - tags the change with that coherency
  - disseminates *(changed data, tag)*

Source Based Dissemination Algorithm

	$c^P = 0.3$	$c^Q = 0.5$
Source →	Repository P →	Repository Q
1 →	1 →	1
1.2	1	1
1.4 →	1.4	1
1.5 →	1.5 →	1.5
1.7	1.5	1.5

Repository Based Dissemination Algorithm

A repository *P* sends changes of interest to the dependent *Q* if

$$\left| x^P - x^Q \right| \geq c^Q - c^P$$

Repository Based Dissemination Algorithm

$c^P = 0.3$ $c^Q = 0.5$

Source		Repository P		Repository Q
1	→	1	→	1
1.2		1		1
1.4	→	1.4	→	1.4
1.5		1.4		1.4
1.7	→	1.7	→	1.7

Dissemination Algorithms

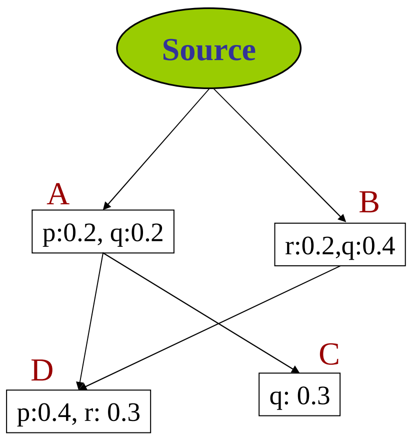
- Repository based algorithm requires *fewer* checks at source
- Source based algorithm requires *less* messages

Logical Structure of the CDN

- Repositories want many data items,

  each with different coherency requirements.
- Issues:

  Which repository should serve *what* to *whom*?



Constructing the Layout Network

Algorithm LeLA (Level by Level Algorithm): Insert repositories one by one

- Check level by level starting from the source
  - Each level has a load controller.
  - The load controller tries to find data providers for the new repository(Q).

Selecting Data Providers

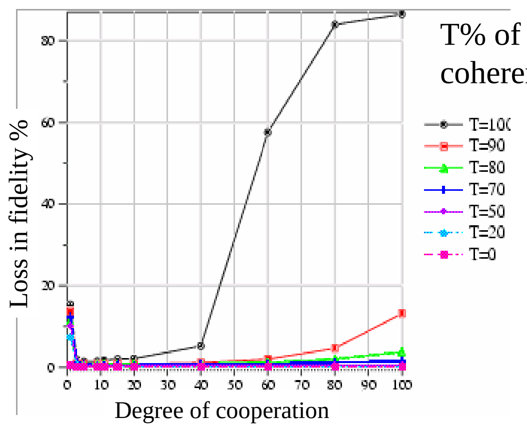
- Repositories with low *preference factor* are considered as potential data providers.
- *The most preferred repository with a needed data item* is made the provider of that data item.
- The most preferred repository is made to provide the remaining data items (some of these may not be currently disseminated via the node)

Preference Factor

- Resource Availability factor:
  Can repository (P) be the provider for one more dependent?
- Data Availability Factor:
  #data items that P can provide for the new repository Q.
- Computational delay factor:
  #dependents P provides for.
- Communication delay factor:
  network delay between the 2 repositories.

$$\frac{\textit{Comm delay (P, Q) X number dependents(P)}}{\textit{Number of data items P can serve Q}}$$

Loss of fidelity for different coherency requirements



T% of the data items have stringent coherency requirements

The less stringent the coherency requirement, the better the fidelity.

For little/no cooperation, loss in fidely is high.

Too much cooperation?

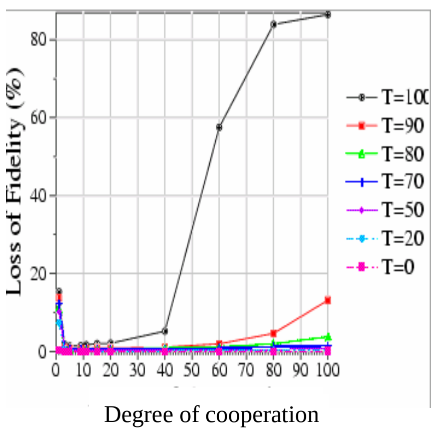
Controlled cooperation

Actual degree of cooperation

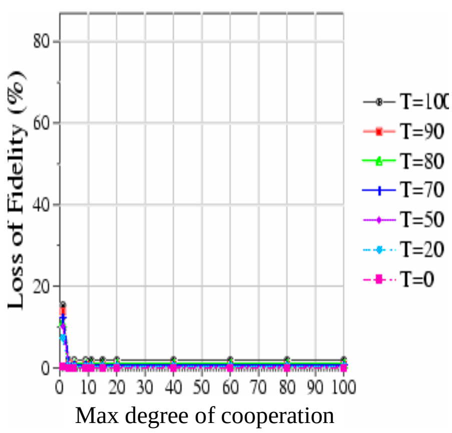
$$= \frac{\text{average network delay}}{\text{average comp delay} \times \#\text{interested dependents}}$$

Subject to offered degree of cooperation

Controlled cooperation is essential



Without controlled cooperation



With controlled cooperation

But …

Loss in fidelity increases for large # data items.

Repositories with stringent coherence requirements should be closer to the source.

If parents are not chosen judiciously

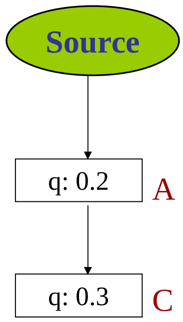
It may result in

- Uneven distribution of load on repositories.
- Increase in the number of messages in the system.

Increase in loss in fidelity!

Data item at a Time Algorithm

- A dissemination tree for *each* data item.
- Source serving the data item is the root.
- Repositories with more stringent coherency requirements are placed closer to the root.



Dynamic Data Dissemination Tree - for *q*

DiTA

- Repository *N* needs data item *x*
- If the source has available push connections, or the source is the only node in the dissemination tree for *x*
  - *N* is made the child of the source
- Else
  - repository is inserted in most suitable subtree where
    - *N*'s ancestors have more stringent coherency requirements
    - *N* is closest to the root

Most Suitable Subtree?

- *l*: smallest level in the subtree with coherency requirement less stringent than *N*’s.
- *d*: communication delay from the root of the subtree to *N*.
- smallest (*l* x *d*): most suitable subtree.

Essentially, minimize communication delays!

Example

Initially the network consists of the source.

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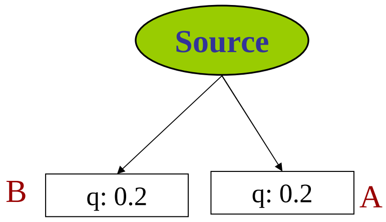
A and *B* request service of *q* with coherency requirement *0.2*

What if C requests service of q with coherency requirement of 0.1?



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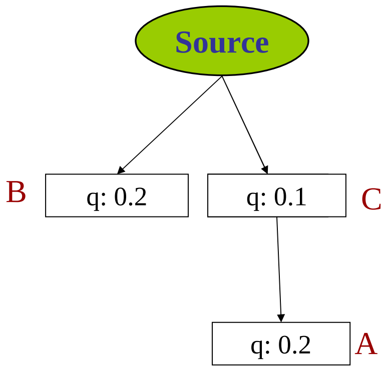
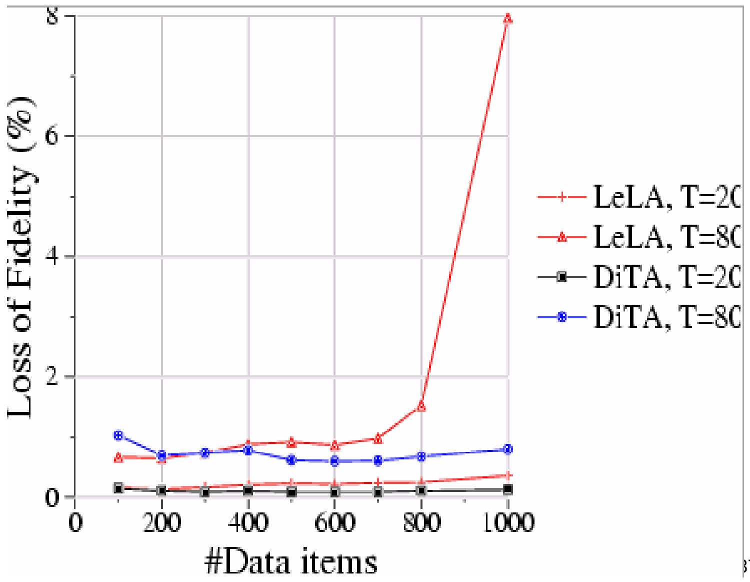


Comparing LeLA & DiTA



Handling Failures in the Network

- Need to detect permanent/transient failures in the network and to recover from them
- Resiliency is obtained by adding redundancy
- Without redundancy,
  failures ➡ loss in fidelity
- Adding redundancy can increase cost
  ➡ possible loss of fidelity!
- Handle failures such that
  cost of adding resiliency is low!

Passive/Active Failure Handling

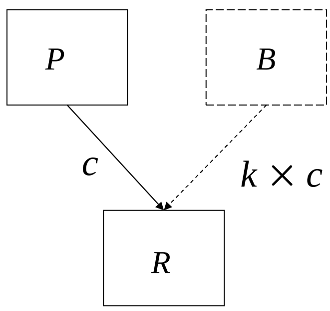
- Passive failure detection:
  - Parent sends I'm alive messages at the end of every time interval.
    - what should the time interval be?
- Active failure handling:
  - Always be prepared for failures.
  - For example: 2 repositories can serve the same data item at the same coherency to a child.
    - *This means lots of work*
      - ➡ *greater loss in fidelity*.

Need to be clever!

Middle Path

Let repository *R* want data item *x* with coherency *c*.

- A backup parent *B* is found for each data item that the repository needs

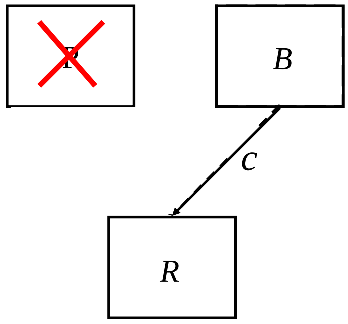


- *At what coherency should B serve R* ?

B serves *R* with coherency $k \times c$

If a parent fails

- *Detection*: Child gets two consecutive updates from the backup parent with no updates from the parent



- *Recovery*: Backup parent is asked to serve at coherency *c* till we get an update from the parent

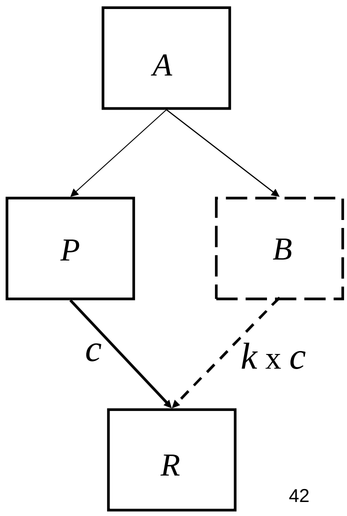
Adding Resiliency to *DiTA*

- A sibling of *P* is chosen as the backup parent of *R*.
- If *P* fails,

  A serves *B* with coherency *c*

  ➡ change is local.
- If *P* has no siblings, a sibling of nearest ancestor is chosen.

  Else the source is made the backup parent.



Cost-Based Approach (Supp reading 2)

- Exiting heuristics (e.g., DiTA):
  - The parent node should have a more stringent coherency requirement than its children;
  - Impose an apriori fanout constraint on each node;
- Potential problems:
  - A slow node with a very stringent requirement is put at the top of the tree
  - Multiple rounds of trial and error to obtain a good fanout constraint
  - Cannot adapt to changes of the system
    - Eg. coherency requirements, workload in the nodes, transfer delays etc.

Cost-based Solution

- A cost-based approach:
  - Can explore a larger solution space
  - No trial and error is needed
- Assumptions?
- Adapting the dissemination tree at run time

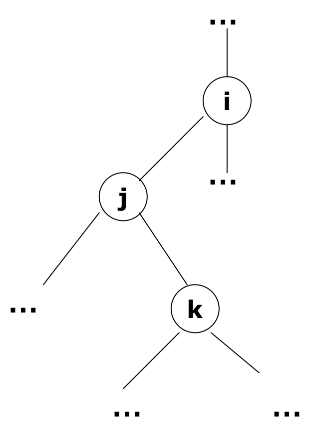
Cost model

- $LF_i = r_i \bullet D_i$
  - r_i : the avg update arrival rate for the *i*th node
  - D_i : the avg delay of each update message for the *i*th node
- D_i includes the aggregated
  - comm delay
  - queueing time (estimated using M/M/1 queueing model)
  - processing time

in the path from source S to the *i*th node;

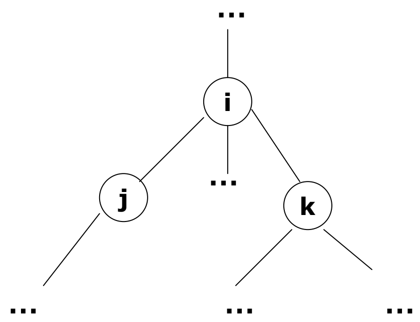
Local Transformation Rules

- Node Promotion



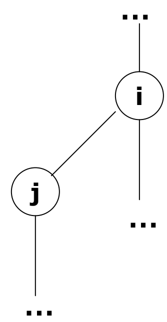
Local Transformation Rules

- Node Demotion



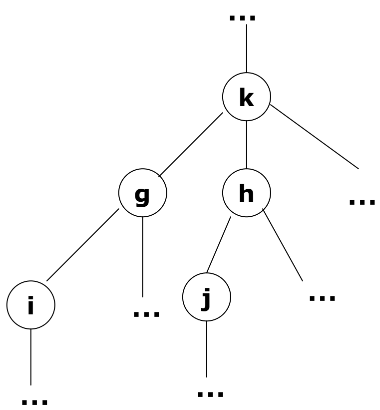
Local Transformation Rules

- Parent-Child Swap



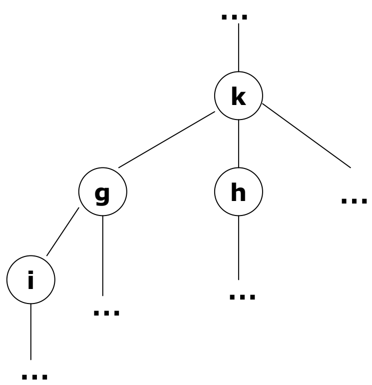
Local Transformation Rules

- Cousin Swap



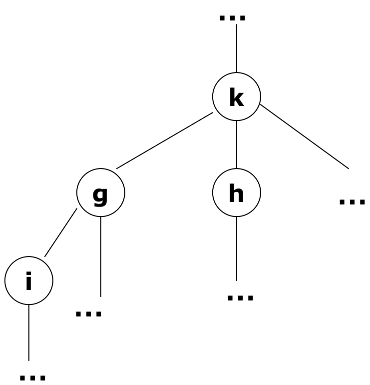
Local Transformation Rules

- Nephew Adoption



Local Transformation Rules

- Uncle-Nephew Swap

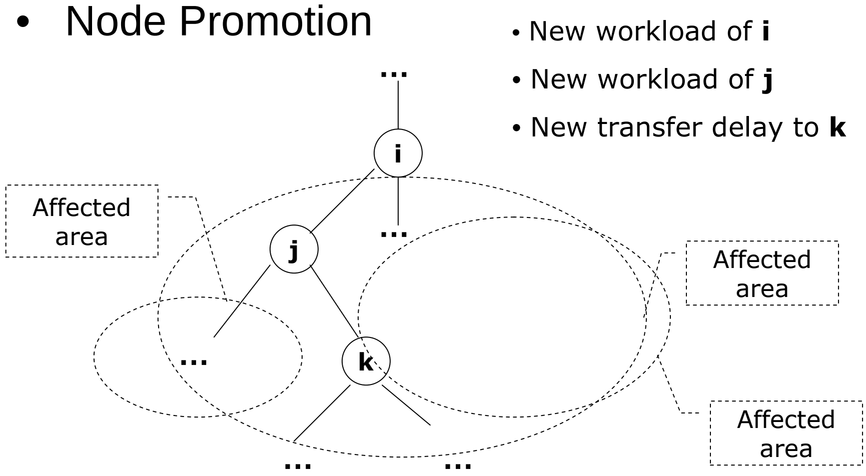


Benefit Estimation

- Re-computing the new cost from scratch incurs large overhead
- Fortunately, each transformation affects only part of the tree
  – We can compute the Δ cost in *constant time* using only local information.

Benefit Estimation - Example

- Node Promotion



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Making adaptation decisions

- Centralized approach
  - Less scalable and reliable
- Fully distributed approach
  - Conflicts
    - Two nodes make contradicting decisions
  - Resource wastage
    - Two nodes arrive in the same decision

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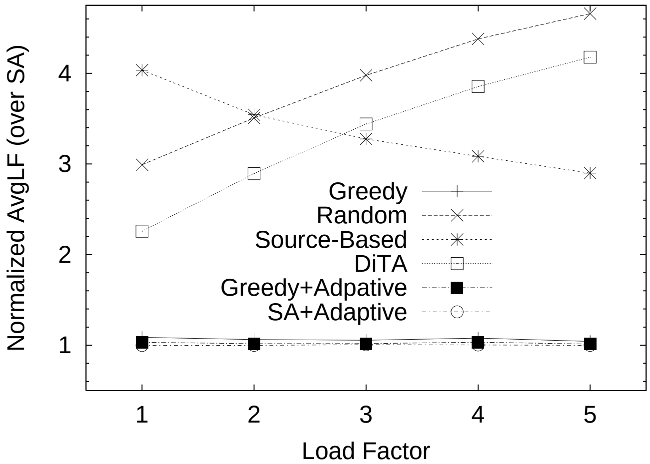
Making adaptation decisions

- A token-based distributed approach:
  - Each node only consider the transformations involving its children and grandchildren;
  - A node can make decisions only when it holds a token;
  - At the start of each round, a token is generated by the root;
  - The token is passed to the children once the adaptation is done;
  - Each node chooses the transformation that has the highest benefit.

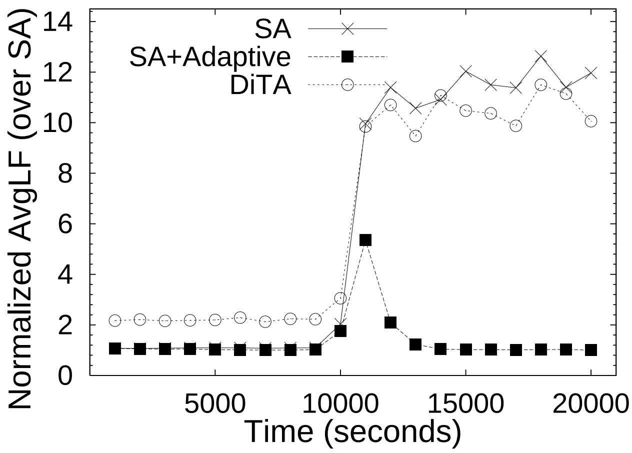
Static Construction Algorithms

- For static environment or initial tree construction
- Heuristic Algorithm
  - Sort the nodes in ascending order of comm. delays and processing times;
  - For each node in the list:
    - Select a position in the tree so that the average LF of the whole tree is minimized;
- Simulated Annealing
  - Use the above local transformation rules;

Sensitivity to processing time



Dynamic Environment



Conclusion

- Dynamic data has to be disseminated to maximize fidelity
- Basic approach is to design a dissemination tree/graph
- Both heuristics and cost-based approach have been presented
- Cost-based approach is shown to be superior