The Cache Sketch: Revisiting Expiration-based Caching in the Age of Cloud Data Management

<u>Felix Gessert</u>, Michael Schaarschmidt, Wolfram Wingerath, Steffen Friedrich, Norbert Ritter gessert@informatik.uni-hamburg.de

Real terrors Advector and terrorsents



Presentation is loading

100 ms

Average: 9,3s

Loading...





400 ms



500 ms

Average: 9,3s







If perceived speed is such an import factor



...what causes slow page load times?

State of the art Two bottlenecks: latency und processing



Network Latency

The underlying problem of high page load times



I. Grigorik, High performance browser networking.
O'Reilly Media, 2013.

The low-latency vision

Data is served by ubiquitous web-caches



The web's caching model

Staleness as a consequence of scalability



Expiration-based

Every object has a defined Time-To-Live (TTL)

Revalidations

, Allow clients and caches to check freshness at the server



The web's caching model

Staleness as a consequence of scalability



Expiration-based

Every object has a defined Time-To-Live (TTL)

Revalidations

 Allow clients and caches to check freshness at the server



The web's caching model

Staleness as a consequence of scalability



Expiration-based

Every object has a defined Time-To-Live (TTL)

Revalidations

, Allow clients and caches to check freshness at the server



Stale Data

Research Question:

Can database services leverage the web caching infrastructure for low latency with rich consistency guarantees?



Web Caching Concepts

Invalidation- and expiration-based caches



Expiration-based Caches:

- An object x is considered fresh for TTL_x seconds
- The server assigns TTLs for each object
- Invalidation-based Caches:
 - Expose object eviction operation to the server

The Cache Sketch approach

Letting the client handle cache coherence













The Client Cache Sketch

Let c_t be the client Cache Sketch generated at time t, containing the key key_x of every record x that was <u>written before it expired</u> in all caches, i.e. every x for which holds:

 $\exists r(x, t_r, TTL), w(x, t_w) : t_r + TTL > t > t_w > t_r$



Slow initial page loads

Solution: Cached Initialization

- Clients load the Cache Sketch at connection
- Every non-stale cached record can be reused without degraded consistency



Slow initial page loads

Solution: Cached Initialization

- Clients load the Cache Sketch at connection
- Every non-stale cached record can be reused without degraded consistency



purge(obj)



Solution: Δ-Bounded Staleness

- \circ Clients refresh the Cache Sketch so its age never exceeds Δ
- → *Consistency guarantee*: △-atomicity



3 High Abort Rates in OCC

- Solution: Conflict-Avoidant Optimistic Transactions
 - Cache Sketch fetched with transaction begin
 - Cached reads \rightarrow Shorter transaction duration \rightarrow less aborts





Solution: Invalidation Minimization

- The server Cache Sketch tracks TTLs
- Invalidation only necessary, if there are unexpired records



End-to-End Example



TTL Estimation

Determining the best TTL

- Problem: if TTL >> time to next write, then it is contained in Cache Sketch unnecessarily long
- TTL Estimator: finds "best" TTL
- Trade-Off:

Shorter TTLs



- less invalidations
- less stale reads



- Higher cache-hit rates
- more invalidations

TTL Estimation

Determining the best TTL

Idea:

- 1. Estimate average time to next write $E[T_w]$ for each record
- 2. Weight $E[T_w]$ using the cache miss rate



YCSB Monte Carlo Caching Simulator (YMCA)

- Goal: Analysis of arbitrary caching architectures using the standard YCSB benchmark
 - Metrics to evaluate: Latency, Throughput, Cache Hits, Stale Reads, Invalidations



Results: Simulation & real-world



Results: Simulation & real-world



Page load times with **cached initialization** (YMCA):

Average Throughput for YCSB Workloads A and B (real):



The Server Cache Sketch

Scalable Implementation

- Goal: Efficient Generation of Cache Sketch and Invalidation Minimization
- ► Counting Bloom Filter and key → expiration mapping



https://github.com/Baqend/Orestes-Bloomfilter

The Big Picture

Implementation in ORESTES

Cache Sketch is part of ORESTES, a databaseindependent Backend-as-a-Service



The Big Picture Implementation in ORESTES





The Big Picture Implementation in ORESTES



Standard HTTP Caching

The Big Picture Implementation in ORESTES





Bacend Build faster Apps faster.



Messerattacken auf Israelis. Krawalle auf den Tempelberg, Scharmützel im Gassengewin

Russlands Zentralbank lässt Rubel frei handeln

Summary



- Cache Sketch: dual approach to web caching for database services
 - Consistent (Δ-atomic) *expiration-based* caching
 - Invalidation-based caching with minimal purges



Keys Ideas:

- Maintain Bloom filter of potentially stale objects
- Let clients handle cache coherence through revalidations when an object is contained in the filter
- Estimate the best TTL based on access statistics

Thank you

gessert@informatik.uni-hamburg.de Orestes.info Baqend.com

